Avalon Hill Philosophy Part 89

What better way to start the new year than with a look ahead at what new games we will be working on in 1982? By the time you read this the 1982 HIA show being held in Dallas, TX will be history. Over 40 Adventure Gaming Companies will be exhibiting there and displaying their spring releases. AH will release no less than eight board games and seven computer games—many of which are advertised elsewhere in this issue. For the record, however, the new board games will be GUNSLINGER, PRO GOLF, STORM OVER ARNHEIM (previously available only by mail order), STRUGGLE OF NATIONS, and CIVILIZATION. The other three "new" board games are "new" in looks only; FURY IN THE WEST, FREEDOM IN THE GALAXY, and PANZER ARMEE AFRIKA will be available in new packaging in slightly revised editions for the first time under an AH banner since their acquisition from other companies. The new computer games will carry such varied titles as: FORT DEFiance, Dnieper Rivers, Voyager, Galaxy, Controller, Foreign Exchange, and Stocks & Bonds. (Please do not order any of these titles until you've actually seen them advertised in these pages.) That is quite a handful at once, but we may come close to matching it when we unveil our Fall releases at ORIGINS this July here in Baltimore. For a brief glimpse of what you can expect from us later in the year capsule progress reports follow by the respective designers/engineers.

G.I.

G.I. is going into second stage playtest as you read this. The initial rules draft made the rounds of over 100 SL enthusiasts at PACIFIC ORIGINS and

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“Fill Yore Hand . . .”

. . . with **GUNSLINGER**, the game of the western gun battle. In **GUNSLINGER**, YOU play the part of a western character who is caught in a sudden gunfight, and YOU face the split-second decisions and incidents of the showdown as bullets start to fly.

**GUNSLINGER** is based on a quick and easy game system that recreates the split-second nature of gunplay. Each turn the players secretly play cards to define exactly what they will do during the next two seconds in the game. Then they step through these actions on the playing map, resolving each shot in the split-second when it takes place.

**GUNSLINGER** resolves combat quickly and easily. The attacker draws a result card that shows exactly where his shot hits, which combines with his gun to determine the damage he inflicts. This recreates the critical differences between weapons: Winchesters, Shotguns, Buffalo rifles, Colt’s “Peacemaker”, Smith & Wesson’s breakopen guns and Remington’s Derringer are a few of the guns in the game. The same system recreates hand-to-hand combat with bare hands, knives, tomahawks, axes, cavalry sabers and other weapons. Range, aim time, and the target’s cover status are all taken into consideration.

**GUNSLINGER** includes eight two-sided boards (a total of sixteen map faces) portraying town and countryside terrain at a scale of six feet per hex. These boards can be assembled in varying ways to create a vast number of different maps that are used in the gunfights. The terrain includes gullies, hills, trees, watering troughs, wells, hitching posts and the interiors of buildings.

**GUNSLINGER** presents 26 different gunfights and several hundred variations, including both historical gunfights and made-up situations. Wild Bill Hickok, Billy the Kid, Wyatt Earp and John Wesley Hardin are just a few of the real gunslingers of history who appear in re-creations of the gunfights that made them famous. Indian raids, barroom brawls and poker games are just a few of the hypothetical situations. From two to seven players can play each game. Each gunfight has different versions for different numbers of players, ranging from the basic version with the minimum number of characters to the largest version with seven characters. In some gunfights the players form two or more sides, while in others every player is on his own. Playing time varies with the gunfight and the number of players, but the simplest version of most gunfights can be played in well under an hour.

There are even solitaire rules that allow one player to play many of the gunfights alone! These rules provide a simplified system of controlling characters automatically, so the player(s) can put one side in the game on automatic control, while personally controlling the other side(s).

**GUNSLINGER** also includes extra rules systems for enriching and expanding play. The “Campaign” rules allow the players to string gunfights together to form more extended battles and range wars. Role playing allows each player to develop his character’s abilities from game to game as he faces the dangers of the Old West. Optional rules introduce horses, wagons, dynamite, and more.

**Complexity rating (most complex is 10): 5**

**Game includes:**
- Rulebook
- Eight two-sided mapboards
- Sheet of playing counters, including characters, weapons, horses and more
- Action cards (including bonus cards showing special skills)
- Deck of Result cards
- “Second Floor” player-aid cards
- Pad of personal history sheets

**GUNSLINGER** is available now for $20 from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.
FURY IN THE WEST

Shiloh, as Grant was later to say, was the severest battle fought in the Western theater. It was certainly the worst fought on the North American continent up to that time, with 13,000 Union casualties and 10,700 Confederate. Grant would see areas on the battlefield “so covered with dead that it would have been possible to walk across the clearing, in any direction, stepping on dead bodies, without a foot touching the ground.” Three armies, and America itself, had “seen the elephant.” As Grant said twenty years later, “Up to the battle of Shiloh, I, as well as thousands of other citizens, believed that the rebellion against the Government would collapse suddenly and soon...then, indeed, I gave up all idea of saving the Union except by complete conquest.”

Fury in the West recreates the Battle of Shiloh. The game begins with the Confederates surprising the Union forces in their camps near the Shiloh Church. Amid much confusion, the Confederates fight their way towards Pittsburg Landing on the Tennessee River while the Union forces try to organize some resistance. As night falls, Union reinforcements arrive just in time to finally halt the advance. The second day begins with the regrouped Union forces attacking and retaking the ground lost on the first day. The result is an ideal situation for a game as both players must attack and defend. For two players.

Fury in the West is unlike any other game on the Civil War. The major concept in the game is straggling. Each time a unit moves, it will lose some stragglers. Each time it remains in place, it will regain some stragglers. A large part of the players’ strategies will deal with when to move and fight, and when to rest. This is not a game where a player can push his units past their breaking points.

Generals have key roles as their presence significantly increases units’ abilities to move and fight. Cavalry units can be helpful in reducing stragglers. Artillery units add extra firepower. Also included are the two Union Gunboats, Lexington and Tyler, which took part in the battle. The game covers the two day battle with three scenarios: one for each of the two days and one covering both days. Optional rules cover night movement, night combat, reorganization, bayonet charges, prisoners, alternate Confederate setups, and hidden movement.

Fury in the West is a highly playable game. Much detail has been added to ensure historical accuracy and flavor, but none of this detracts from the game’s simplicity. Both sides have an extremely limited number of units to control, and victory will be determined solely by the quality of the players’ moves.

- 32” x 22” Mapboard
- 234 Counters
- 1 Confederate Strength Record Chart
- 1 Union Strength Record Chart
- 1 Playing Aid Card
- 1 Die
- 1 Rulebook

Playing Time: Three Hours
Complexity Rating (from 1 to 10, 10 the highest): 4

Fury in the West is available now for $14 from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.
Those of you who are familiar with THIRD REICH no doubt have preconceived ideas about the feasibility of a German invasion of England. In previous strategy articles the possibility of an airborne or naval assault has been mentioned or loosely outlined but never treated in detail. Robert Beyma correctly states in his article on British play (Vol. 16, No. 1) that England "flawlessly played" cannot fail. But while one can contemplate playing a relatively "flawless" game of STALINGRAD or WATERLOO, it is difficult to play even an errorless turn of THIRD REICH; there are too many variables to be taken into account. Still one of the most rewarding (from a strictly gaming viewpoint) aspects of gaming is to see a series of turns in THIRD REICH where the German player achieves a total economization of force and every counter he commands has a specific function to be performed. The multiplicity of variables make THIRD REICH a very difficult game to analyze in detail. Reactions of different players can change results absolutely. Still, there remain a limited amount of "good" and "bad" strategies in general. It is this article's attempt to show that:

(a) even good British players can be conquered if they aren't extremely careful from 1939-1942.

(b) there is a feasible alternative to the historical Poland-France-Russia standard German overall strategy.

As you may have already surmised, the "Spanish Gambit" represents a German blitz assault through Spain to obtain access to Gibraltar, which after London is definitely the second most important hex in THIRD REICH. If Gibraltar is captured, not only does the entire Mediterranean position of the British player decline, but the Germans can carry their momentum to a formidable invasion of England. Before dealing with the details of the Gambit, however, the next section will be devoted to the time periods in the game to which it applies.

WHEN TO USE THE GAMBIT

For the Germans to invade Spain, they must first occupy France. The German can achieve this by either (a) attacking France directly in Fall, 1939; (b) attacking Poland, then the Low Countries on turns 1 and 2, respectively, and then France in Spring 1940. The German invasion of France in 1939-1940 has been dealt with admirably in previous articles and thus will not be presented in detail here (see David Bottger's Third Reich: The Early Years in Vol. 14, No. 3).

The quick conquest of France is extremely important to the applicability of the Spanish Gambit. Each of the methods has its advantages. If France is invaded directly on Turn 1, it should fall by Spring 1940 at the latest to be considered a German success (hopefully in Winter 1939, thus gaining 42 BRP's for 1940). The Spanish Gambit is normally a four to six turn process and could be undertaken by Summer 1940. The major advantage here is that if Gibraltar does not fall in 1940, the German still has a chance to abandon the gambit and redeploy his major forces to the Russian front and win in the more traditional way by defeating Russia. The disadvantage is that the German will have a tough time conquering enough BRP's worth of smaller countries. And if he doesn't have the 42 BRP's for conquering France in the start of 1940 he should be in a bad economic position in 1940-41. Still, this is probably the safer method for this strategy as it has the option of pulling out of total commitment to England's defeat.

The alternative is to pursue the traditional game, occupying Poland, Luxembourg, Belgium, Netherlands, Norway, Yugoslavia (with the Italians) and France by late 1940. The turn of France's fall is critical. If she falls by Summer or Fall 1940, the Gambit can be attempted. (If she falls
in Spring, the Allies are doing something drastically wrong.) The German would be in a much better economic shape and could commence on the gambit as late as Winter 1940. However, failure to knock England out of the game will put the Germans in a terrible bind, as Russia will be virtually untouched. The German would be able to invade Russia in 1942 and require tremendous skill and luck to obtain 28 red objectives for a marginal victory. The German would be able to invade Russia in 1942 and require tremendous skill and luck to obtain 28 red objectives for a marginal victory. But if the German is a good enough tactician to defeat Russia with a Barbarossa launched in 1942, he is better off pursuing the standard strategy and leaving England alone.

As the Gambit is often an “all or nothing” plan to defeat England (and thus win the war as the Russians cannot win alone), the game should be decided by mid-1942. This makes the Gambit a particularly good choice in games when the players have a limited amount of time. There are other incentives for using it also, such as the face on your English opponent who claimed that England was “impervious from any enemy assault” or watching a skillful Russian whom you were not looking forward to attacking simply watch powerlessly from the East. Enough of the generalities and on to the mechanics of the Spanish Gambit.

**The Invasion of Spain**

To pursue the gambit, the German must immediately redeploy a large force to Southwestern France after Paris’ fall. The force threatening a swift and decisive invasion consists of eight 4-6 armor, two 3-3 infantry, three 5-4 air force, one 3-3 airborne, and two airbases.

The placement of these units is important. The airborne should be placed in La Rochelle as it will also threaten England if the German air forces are concentrated in France. The airbases must be placed within range of Madrid so that any Spanish DAS can be intercepted. The French beaches should be occupied with one infantry unit each, with two infantry units guarding Paris. If in good BRP condition, the German should begin to assemble a large ground infantry concentration in Poland. Without armor or air this force will not appear formidable to the Russians, but it is enough to ensure that in one turn the German can strategically redeploy enough armor and air to launch a massive attack by the next turn. The Italian ground army should press slowly toward Suez, drawing as many British troops as possible.

The eight armored units with air support practically guarantee a one-turn conquest of Spain. There are several possible Spanish defenses which are feasible. They will be labelled the “Border” defense, “Madrid Cluster” defense and the “Alternate” defense.

![Figure 1: Spanish Border Defense](image1)

The “Border” defense is shown in Figure 1. While only one unit is left in Madrid (at least one is required), the armored unit is the key to the defense. The German would not be wise to attack the stacked 2-3s in the mountains because he can attack directly from only one square. The best German attack is to use an armor, two infantry and six AP’s (ground support air factors) to attack the 2-3 directly east of the armored unit at 4-1. He then drops the airborne on the Spanish armor with five AFs for a 2-1.

![Figure 2: Spanish Madrid Cluster Defense](image2)

If this is successful in eliminating both units (an approximately 97% chance), the remaining German armor floods through in exploitation and overwhelms Madrid at 4-1. Expected German BRP losses are 8.1, but note that he was forced to use the airborne.

![Figure 3: Spanish Alternate Defense](image3)

The “Alternate” defense in Figure 3 is similar to the Border defense save for the extra infantry in Madrid instead of the mountains. The Germans can
Several cases will now be presented. Depending on the British defense. If it threat- en England with it immediately. (Often in the Italian navy in reserve. But within staging reach of bases may be required) and the five 9 factor fleets of THE ASSAULT OF GIBRALTAR

Figure 4: The Assault of Gibraltar. Case I

The German should carefully watch his oppo- nent's reactions each turn. He must calculate in ad- vance how strongly the British will be able to defend Gibraltar. Nevertheless, the German should have the following forces in Spain ready to attack Gibraltar: three 4-6 armor (at least), two 3-3 infantry, one 3-3 airborne, all eight axis 5-4 air force units in Spain or France, but within staging reach of bases within four hexes of Gibraltar (all three air- bases may be required) and the five 9 factor fleets of the Italian navy in reserve. The attack of Gibraltar itself can now take on the northernmost unit at 2-1 and if suc- cessful, attack Madrid in exploitation with the same 3-1 as the Madrid Cluster attack. The expected losses fall between the other two at 7.3, but once again the airborne unit is not required.

These defenses are by no means the only or optimum Spanish deployments. The defense of Spain can change totally with the permutation of forces to the area. It can still be seen that if such a powerful armored force is encountered, Spain cannot realistically hope to survive a single turn. But forcing use of the airborne can postpone the Gibraltar attack by a turn. A final point to keep in mind is that if the British don't garrison Gibraltar on the turn before the invasion of Spain or don't have enough navies in the Mediterranean, the Italians can contemplate invading Spain along with the Germans, landing at Cartagena (only eight naval factors defending, not nine) and exploit to an undefended Gibraltar.

Note that it is possible for the Germans to inva- de Spain without treading on Vichy French ter- ritory. This requires that the Germans have two armored units each in T16, S16, and S15, an additional airbase in S17, and at least 22 AFs near enough to stage to these bases. The best Spanish defense in this case is to have two infantry units in Madrid, T15, and U15, an armor and infantry unit in U16. The German response is outlined in figure 4, leading to a 94% chance of con- quering Spain in one turn with expected losses of 11 BRPs (the airborne is not required).

CASE 1

The British build airbases in Gibraltar and Oran. (of course, Oran will be Vichy controlled half of the time). The British must be prepared to seize it if the Germans threaten Gibraltar.) Thus, they have four 5-4 airforces (bringing back the 1-4's together and building the extra factor in 1939 is important) and seven ground factors (one 4-5, one 3-4). See figure 4. The Germans counterair all four British air forces, leaving 20 Axis air factors, eight ground factors (two 4-6) and the airborne. The attack is a 31-28 1-1, and although German losses could be heavy (a 5 in a disaster) there is an 83.3% chance of taking Gibraltar. As this causes the immediate loss of 25 BRPs to the British, this should be factored into the expected losses (which are 30 for Britain and 38.8 for the Axis).

Any British commitment less than this and an even better attack is possible with fewer expected losses. But what if the British defend up to the maximum—that is all four air forces and two 4-5 armor?

CASE 2

The full attack would now be a 31-32 1-2 and the Germans would appear to be stilled. Not exactly, although this seems to indicate that either an incred- ible coincidence or someone on the AH design team leaves the Germans one factor short of a 1-1. Depending on the year of the attack, however, there are a few possibilities.

If the German used the traditional approach as presented in the introduction, Gibraltar may be assaulted by as late as Summer 1941. To increase the odds to a 1-1 83% attack, the Axis will need four naval bombardment factors. Either the Italian or German navy (see rule 37.4) can bombard Gibraltar subject to possible interception by British fleets. It is now difficult for the Italians to get through and more likely that the German navy would succeed on such a mission due to the new naval rules. The Axis must be careful, however, as the loss of naval units is crucial. It turns out we will need them later. This leads to case 3.

CASE 3

It is mid-1940 and the British are totally prepared at Gibraltar. It depends, of course, on many other factors, but a suggestion is to attack at 1-2 with two 3-3 infantry and 11 factors of air. The remaining air forces counterair the British and can inflict extra losses. Let's look carefully at this attack:

A roll of 4, 5, 6 and the Germans lose 39 BRPs. A roll of 3 (CA) and the British must CA at 1-3 (8-17) and lose Gibraltar.

An exchange and all forces are eliminated, and the German airborne drops into an undefended Gibraltar after combat. Thus, the chances of taking Gibraltar are 50%, expected losses are 33 (Axis) to 20.5 and even if the German forces are eliminated, he could try it again next turn as the losses are not huge.

A maneuver for the British to guard against would be for the German airborne to land in Oran prior to combat, evict the British air and make a 1-1 83% attack possible.

The consequences of the fall of Gibraltar are enormous. The British lose 25 BRPs immediately. They also lose command of the Mediterranean as they can only deploy eight units of all types in the Med and SR to Egypt costs double. The British are now hard pressed to survive at all in the Med, let alone hope to take back the Axis air forces. Note that the Mediterranean troops can still be redeployed from Morocco to Gibraltar, but the key to the entire gambit now becomes the Axis airborne, but at least it is not the "soft underbelly of Europe." Gibraltar is extremely hard to retake if the Axis garrison it with two 3-3 units. But the key to the entire gambit now becomes possible—the Italian Navy redeploy through now friendly Gibraltar to welcoming German or French-occupied ports to aid the Germans in a massive assault vs England.

THE ASSAULT OF GIBRALTAR

Let us assume that Gibraltar has fallen. The situation depends now entirely on the far ranging economic planning of Germany and England, and it is assumed that the German has prepared himself for this opportunity. He should have a sufficient amount of BRPs and SRs to assemble the following awesome force in Northern Germany or other Atlantic ports: nine 9 factor fleets (5 Italian, 4 German), eight 5-4 air force (6 German, 2 Italian), the airborne, and ground troops loaded on the ships.

It is a tremendous advantage to invade England in the same year as Gibraltar falls (this takes advanced planning and not a little luck) as the 25 BRP loss along with any BRPs of air force lost to German counterair exhausts the British BRP level. Let us assume that the British have been prepared and can assemble their entire resources (save the few Mediterranean troops) to defend England. And they will need everything that they can gather together to save themselves! A typical (and strong) English position would look something like figure 5. The German, depending mainly on the period of the invasion (how many turns he has before U.S. entry) can opt for one of the following strategies.
The chances of stopping the Italians are better
attack as 300% of 83% to hold back the German navy to counter-intercept
sion as difficult as possible. The Italian DRM of -2. The German and Italian
troops is better. The best invasion sites for the Axis
to invade are the hex southeast of London (L23) Southampton/Portsmouth, he will not have an
The British fleets in Rosyth puts them within 10
Flow by redeploying an air base to Norway (hex
Lorient, St. Nazaire and/or Cherbourg) making it
British interception attempts, but loading up each
more difficult for any fleets in Scapa Flow to in­
tercept. (The RAF is not to be feared.) The invasion
for L23. The Royal Navy could probably deal the
Italian navy a major setback, but this would leave
the three British navies have a
other three navies.

In either case the British should try to redeploy
the replacement units away from London in order to
stop the Axis from the maximum counterforce
should London fall. There are too many options
available to list all the probabilities. The initial
invasion will not be greater than 1-1 83% attack as
the number of ground support air factors cannot be
more than three times the ground factors involved.
Note that the British can stack three units in
London, but also that a successful German attack
across the Thames will create a Bridgehead and
make the British counterattack very difficult. If the
Axis keep airbases in Calais and Cherbourg, he
can control the air battle to a large degree. The Axis
should attempt to feed as many troops into England
as quickly as possible, remembering that enemy
armor can attack in excess of two units from a
breakthrough hex. Due to the Thames, a maximum
German attack from L23 to London will be a 1-1 50% proportion as the Germans will not have
enough units to hold London in a full excha­
ple. For this reason he may prefer to put more effort into a
possibility breach of L23 as opposed to L23.
If London falls to the Axis, there is no hope left
for the Allied side, even if the Axis losses have been
heavy. Without the Western Allies the Russians
would be extremely hard pressed to survive and cer­
tainly couldn’t go on the offensive.

PREVENTION
How should the British attempt to prevent the
Spanish Gambit? The answer can be best summed
up in two words: conservation and preparation.
Until the entry of the U.S. in 1942, the English must
be extremely careful to even stay in the game. Of
course, he can’t crawl into a shell and stay sta­

German armor to aid him in achieving this goal
after Gibraltar’s fall. The occupation of Gibraltar
and the British could easily backfire though. The
Axis would immediately sweep the entire Med. He

Italy's assistance in the Spanish Gambit is very
important, particularly in the multi-player
(Alliance) game. She will be lending her air force to
the Germans for the better part of two years and her
fleet must preserve itself and be ready to sail to the
Atlantic when Gibraltar falls. This leaves her with
little offensive capabilities in 1940-41. But the
Italian player should realize that he can obtain im­
mediate and far-reaching benefits from the German
western push. The Italian should share the BRP
 gains from the conquest of Yugoslavia and Spain.
But far more importantly, the fall of Gibraltar is a
major victory to the Italians (more than the
German). Regardless of whether the Germans
conquer England, the British can spare few forces
to protect their Mediterranean interests and the
Italians can indeed make the Med into Mare
Nostrum. The Italian should try to secure some
German armor to aid him in achieving this goal
after Gibraltar’s fall. The occupation of Gibraltar
and Egypt will practically assure that Italy will stay
in the game into 1945, whether Germany wins or
not. So there are sound reasons for the Italian back­
ing of such an offensive (especially with regard to
the Italian capitulation rules.)

THE RUSSIAN MENACE?
Some of you may think that I have failed to take
into account the Russian's reactions to the Spanish
Gambit. In fact, there is very little the Russian can
do. If the Gambit is carried out in 1940, the
Russians will sit and watch. They will not know what if the German are still attacking England in
Fall 1941 and Russia can now declare war on
Germany? The invasion of England requires very
few ground units. Any capable German should
have enough BRPs in 1941 to build a large ground
force on the Eastern Front (unless he has lost huge
forces against England, and then he will lose
anyway). The Russians simply cannot dent the
German line of powerful ground troops and are doing
the Germans a favor by spending 35 BRPs for the
DoW. This may be one of the few very few cases in
which the Russians could and should take Turkey.
Although it appears much the same as the first edition mapboard at first glance, there are significant changes. The coastlines are delineated much better so as to leave little doubt about where movement is possible and where it isn't. Hexes with two or more fragments of unconnected land areas have been withdrawn to eliminate ambiguities.

Switzerland and the unplayable hexes around the board edge have been identified by a gray overprint. Hex grid co-ordinates have been printed along the board edges. A crossing arrow in Scotland has been replaced by a river, and all others appear clearly on hexsides, eliminating former rule difficulties arising from crossing arrows within a hex. Additional mountain hexes have been added to Scotland, Wales, and the Balkans. The Thames River has been added to protect London from the south. Ireland has been separated into British Ulster and neutral Eire, with a beach hex added to eliminate the "islands without beaches" exceptions.

The Hague has moved a hex northwest which makes the Netherlands an easier target for the Germans and a harder one for the French. The Vichy border has been revised to incorporate Lyons and reach Switzerland. Tunis has gained port status while Bengasi has lost it. Sevastopol has become a fortress and remains in Russian hands at the start of the 1942 scenario. Istanbul not only becomes a port, it shares "two-front" status with Gibraltar and Kiel.
The 28 Hex Variation

Similar to chess, it is possible to deviate from the "main line" of the Spanish Gambit strategy at several points. One that merits particular attention could be entitled "The 28 Hex Variation." By focusing on the number of board pieces and the impact of various actions in North Africa and the minor neutrals, the strategy becomes more effective using a ground force capable of stopping the invaders in Poland and to also grab the remaining objective hexes (while also trying to prevent England from making spoiling attacks). It will be difficult and time-consuming to try to wear down the opposition from the Luftwaffe against the Northern English goals. U.S. entry is pending and bombing the RAF and Royal Navy could prove costly. It is better to leave the BRP attachment to the U-boats and to maintain a constant threat against the English fleet, preventing for the most part from taking any offensive measures.

The Axis must carefully plan the course of action to obtain the required 28 hexes with maximum economy of force. If the "France first" option were used, the Germans could break through the U-boats and Poland, preferably with any excess units not being used in Spain or guarding the French beaches. This should commence simultaneously with the Gibraltar assault.

The Italians should strategically redeploy both their armored units and the DAK to North Africa (if not already there) to launch an assault on Gibraltar. After the withdrawal of the Mediterraneans, the Italians and DAK must seize Suez/Alexandria as soon as possible and march on Mosul. This step is of prime importance as it is here that the British can most easily intervene if the Axis manages to land on the Iraqi coast. The bulk of the Italian infantry is moved to occupied Yugoslavia and/or Albania as English threats in the Mediterranean will be negligible after the fall of Gibraltar. This German/Italian force will then invade Greece to obtain Athens, noting that the Axis had air supremacy in this area. The Spanish Gambit can be much more effective than the Allied invasion of North Africa, because the Spanish Navy has little chance against the new naval rules. Although the Spanish Gambit has lost some of its strength with the 3rd edition rules, so has the "standard" Poland-Low Countries-France-Russia strategy. The following changes have made the standard strategy much harder for the Axis (and quite easy for the Allies) as the first edition was too much in their favor.

(a) The Russian "free" Siberian troops.
(b) Italian capitulation occurring if the Allies fulfill the specific criteria.
(c) Restrictions imposed on the German Minor Allies.
(d) Restriction of the Italian navy's power.
(e) Allowing the Allies not only bring the strategic warfare situation under control but also to allow them to reverse the tide and reduce the Luftwaffe.

CONCLUSIONS

It is attempted to show that the Spanish Gambit is a feasible German strategy with a good chance of success. This depends strongly upon the British reaction. With "perfect" British play, the overall success probability would be in the neighborhood of 40%. This could be much higher in actual practice. In a game like THIRD REICH it is important to have an alternative plan in detail. This gambit can occur in many forms, and one article would have to go to extraordinary lengths to deal with them all. It should be noted that most of the calculations were made assuming that the British reacted correctly (more or less) to the threats against Gibraltar and London. The English defense in Figure 5 leaves only miniscule forces in the Mediterranean that will quickly be overrun, but this is a must in order to save England.

Finally, the Germans are taking more of a chance with this variation than they are in the entire force of the Anglo-American attack will be channeled toward Germany in addition to a strong Russia. It can also be readily seen that another article would be required to deal effectively with the details of this variation.

PREVIOUS EDITIONS OF THE SPANISH GAMBIT

The 3rd edition of the THIRD REICH rules has restricted the effectiveness of the Spanish Gambit from the 1st edition in several ways. For the sake of brevity, the important changes should be mentioned. The gambit has become more difficult because:

(a) The fall of Gibraltar causes the British to lose only 25 BRPs, not 50 as in the first edition.
(b) It is more difficult for the Axis to create an air war of attrition (without these two rules the Germans could wipe out an entire year of British power at Gibraltar!)
(c) The Italian fleet has lost much of its potency to the new naval rules.
(d) The addition of the Thames river coupled with the destruction in London makes the Axis sea invasion more difficult.
(e) The Spanish prestige rules (46.3) make it more difficult to activate the German minor allies and neutralize the German third variant event (activating the Vichy French), which would increase Axis naval and perhaps air superiority if drawn.

Thus, under the previous editions the invasion of England was much more direct, and without the Thanes it was much easier to take London once ashore. The Axis and British fleet would collide in the Channel with the British fleet in the Thames river. It would be difficult to really dent the Axis invasion troops. The chances of the Germans both landing at L23 and exploiting into London (and using the airborne) were very good. Hex L23 was definitely the place to invade and the attack on London, even if postponed a turn, would be a 1-1-83% with a negligible British counterattack as this had air supremacy.

Although the Spanish Gambit has lost some of its strength with the 3rd edition rules, so has the "standard" Poland-Low Countries-France-Russia strategy. The following changes have made the standard strategy much harder for the Axis (and easy for the Allies) as the first edition was too much in their favor.

(a) The Russian "free" Siberian troops.
(b) Italian capitulation occurring if the Allies fulfill the specific criteria.
(c) Restrictions imposed on the German Minor Allies.
(d) Restriction of the Italian navy’s power.
(e) Allowing the Allies not only bring the strategic warfare situation under control but also to allow them to reverse the tide and reduce the Luftwaffe.

NEW PBM KITS

The new version of BATTLE OF THE BULGE is not only one of the most exciting and playable wargames to come along since RUSSIAN CAMPAIGN; it is eminently suitable for play by mail. In fact, the designer (a postal competitor from way back) kept play-by-mail uppermost in mind while designing the game. When ordering, be sure to specify that you want a kit which is usable for your version of the game as play-by-mail kits are still being sold for the 1961 version.

Also available for the first time is a PBM kit for FORTRESS EUROPA. Play-by-mail kits come complete with all necessary instructions for postal play and can be obtained for AFRICA KORPS, ANZIO, BLITZKRIEG, D-DAY, LUFTWAFFE, PANZERBLITZ, RUSSIAN CAMPAIGN, STALINGRAD, and WATERLOO in addition to the above games. Each kit sells for $7.00 (although half-size kits are available for $3.50). If ordered separately, PBM instructions cost $10.00. Usual shipping charges (10% of purchase price for domestic orders, 20% for Canadians, and 30% for Overseas) apply to all orders. Maryland residents please add 5% state sales tax.
Michael Anchor’s series of articles on strategy in THIRD REICH may not be the best material that has ever seen reprint in THE GENERATION, but it certainly has been the recipient of the most pre-publication editorial scrutiny! Due to the changes in the game wrought by the third edition rules, I was quite concerned about starting a new decade of THIRD REICH strategies off on the right foot. Thus, Mr. Anchor’s series made the rounds of no less than four separate critics—all of whom cut a swath of red ink across succeeding drafts that eventually numbered six manuscripts before one made it to typesetting. The various contributing editors still differ with Michael on various sundry points, some of which are noted herein in italics, but differences of opinion on the best way to play games are what makes them interesting. In the next issue, Michael moves on to an analysis of the French Campaign.

Avalon Hill’s THIRD REICH is one of the most widely owned and frequently played games in the hobby. As wargames go, it has a fairly large literature associated with it. However, there are not many articles on any wargame, including THIRD REICH, that go into game strategy and tactics with the attention to detail characteristic of articles on bridge, go, backgammon and chess. I would trade ten published variants of a game for one good idea on how to play it better. THIRD REICH is an ideal subject for chess-like analysis because it can be broken down into three or four crucial campaigns and each analyzed exhaustively. I do not think analysis of that nature would make the game less enjoyable to play—it hasn’t dimmed the popularity of chess. It makes the game more enjoyable. The Allied or Axis player who gets the best result for his side in Norway, France and Russia will not often lose! Therefore, I have chosen these campaigns for study. Who cares if Celere gets to Tunis?

The key task in the early part of any game against an unfamiliar opponent is to figure out how competent the opponent is so that piece of information will tell how much you can get away with. In games as finely balanced as Avalon Hill’s THIRD REICH you need some ‘tricks’ in order to be a consistent winner. I gauge Axis players by how well they handle the Norwegian campaign. The geography of that region is such that much ingenuity and familiarity with the rules, in this case the Third Edition, are needed to project military force into the region intelligently.

The British player sets up before the German so he must provide for the security of the Home Islands as well as a flexible posture toward Norway. In older editions of the game, an invasion of England on Turn I was not a practical German option. The invasion force would reach England with its units on the beach instead of weak Norwegian air units in control of Denmark and Norway. As a finishing touch, the German airborne unit is deployed in London or Portsmouth nor SR units there; 2:1 odds against an Allied invasion. Now we have to say a paratrooper has to knock out two German naval factors so it’s too far away from London. The Germans will have to knock out two units in a ZOC.

In summary, for the safety of Britain and the Empire, the best course is to garrison England strongly so that the combination of the French fleet in the Channel and British ground forces able to counteract with French air support will deter the Germans from attempting an invasion of England in Fall 1939, especially since the British fleets would still be free to escort units to France and Africa.

If the British don’t do something witty, the coup de grace for Norway comes as follows: Germany declares war on Norway and calls an Armed Neutrality Option in the West. A Panzer unit moves up the Danish peninsula through F33 ending in H31, rendering those hexes “controlled, supplied hexes”. An airbase is built in F33. An infantry unit moves to 131 shutting the Danes up in Copenhagen. In the Construction Phase two infantry units appear in Konigsberg. The German airborne unit is constructed and SRs to the new airbase. The stage is set.

Notice that this sequence of moves for the Germans meshes neatly with the usual order of front options. The cost in BRPs is low compared to alternative methods of blunting Norway. I have heard players allocate a Panzer unit from the Polish front to muck about in Denmark. Against the best Polish defense the Germans have to knock out two factors of infantry tripled in order to attack Warsaw through a non-river hex side. Let us assume the Germans use two factors of...
air to counterair the Polish air force. Only one hex is available for the German air units making the breakthrough attack, an armor and infantry. To get 3:1 odds the Germans would have to add eleven air factors; so be it. The exploiting armor then moves into the breakthrough hex. If the Germans can use only two of their three remaining panzer units because one is in Denmark, they would have to add Norwegian factors to Norway; for instance, through Narvik; but only seven air factors would be available. Instead, both breakthrough and exploitation attacks could be made at 2:1, but the overall risk of an A Elim in two 2:1 odds attacks is about 6%. Is it worth it? Yes.

If the Germans can use an armor unit to make F33 friendly, F33 can't be made friendly at all on the first turn because an infantry unit can't reach it. Unless F33 is friendly, an airbase can't be placed in it and only one German air wing (from G32) can provide support for the paratroopers attacking Oslo. That reduces the odds of that attack to 2:1 with a 3% chance of an A Elim that would allow Norway to survive and eliminate the airborne unit PERMANENTLY. Now would you rather take the 6% risk with fifteen factors of armor or air in Poland or the 3% risk with the airborne in Norway?

I know my answer.

Of course, Germany doesn't have to use the airborne to conquer Norway in Winter. The Germans could invade by sea, either building a third fleet or actually embarked in port when the Germans are available to interdict Swedish are shipments through Narvik, with air marine campaign against the convoys. The minimum requirement for the armoured unit's movement would be made. Thus, placement of the Norwegian unit adjacent to Bergen usually suffices to prevent a second British armor from reaching Norway for a Turn 2 attack.

Actually, the best German defense of Norway is not to place a Norwegian unit on the Bergen hex, but instead adjacent to it. Defending the beach directly is futile and the Norwegian unit lost would be missed on Turn 2. A Norwegian unit adjacent to Bergen is safe from attack because without two armor units the British cannot exploit. Moreover, being adjacent to Bergen the British are prevented from moving an armor unit to Norway by sea. The importance of that second armor unit will be seen below. The British could still get an armor unit to Norway in Turn 2 via sea transport, but they would have some difficulties: (1) more fleet factors would be required to do it, essentially two 9-factor fleets, (2) the transport mission could be intercepted by the Luftwaffe, when they would have bases in Norway and Denmark, and (3) one of the armor unit's movement factors would be used in debarkation. Thus, placement of the Norwegian unit adjacent to Bergen usually suffices to prevent a second British armor from reaching Norway for a Turn 2 attack.

If Britain wants to settle the affair in Norway, a maximum effort has to be made on Turn 2. This will involve the two sea transport missions and two air wings there. The British will have two options: a direct attack on Oslo or a breakthrough and exploitation through C36 to the German beachhead. If the better of the two options is only a 1:2 odds attack on Oslo, the British should settle for a perimeter defense, perhaps with a base in Bergen and the Germans Oslo. With Bergen British, German air and surface fleets cannot oppose the convoys and submarines are less effective. To avoid these penalties the Germans will eventually have to attack the well-stacked beachhead at Bergen. That asset may cost a lot of German casualties, will use forces needed elsewhere, and it will be difficult for Germany to get her ground forces back out of Norway. This isn't so bad for the British, it's better than a lossy 1:2 on Oslo.

If the British can get a 1:1 on Oslo on Turn 2 the decision is more difficult. Depending on the exact units involved, the British would have a 50-70% chance of taking Oslo. If they roll an A Elim, the show is over. If the British even take a lot of casualties, they would be hardpressed to hold Oslo against a German counterattack from D33. The counterattack would be well-supported by the Luftwaffe. With 1:1 odds on Oslo, so for if you're lucky roller. If you know how to wait, leave Oslo alone.

One final note: If the Germans neglect to base the airborne in Denmark in the Fall and do not prepare a 2-armor invasion force, there is no way for them to take Oslo in the Winter turn. As I said at the beginning you want to find out quickly how competent your opponent is, and failure to put the airborne in Denmark means either that he is not very competent or he is smarter than this author. The British might consider deferring their own invasion of Norway in favor of reinforcing France and Egypt. I recommend invading anyway because it may be inconvenient later. If the invasion is deferred, however, the British must remember to keep a 2-armor invasion force ready at all times, in case the Germans threaten Norway. A 2-armor invasion force can take Oslo in one turn. No it can't! Consider for the moment the exploitation chain (C34). The exploiting armor cannot advance into Oslo after combat since it would break the exploitation chain. The minimum requirement for the British to take Oslo in one turn is then three armored units. Marcus Watney. The armor of the invasion force could be based at Cherbourg, ready for France or fjords.

I would like to express my appreciation to Larry Bucher, Marcus Watney, and Bill Nightingale for reviewing this article. Many ideas included in the article were contributed by them, although I don't claim their endorsement of the whole British invasion concept.

Comments and/or suggestions to Michael Anchors, 2024 Walnut St., Durham, NC 27705.

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A Play-By-Mail kit for the new '81 version of **BATTLE OF THE BULGE** including complete instructions is now available for $7.00 plus 10% postage and handling charges (20% to Canada; 30% overseas). When ordering be sure to specify whether you want a PBM kit for the new '81 edition. The '81 edition of **BATTLE OF THE BULGE** is also available with PBM kits for $7.00 postpaid.

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OPERATION SEA LION
INVADING THE SANCTITY OF 3RD REICH'S 42 SCENARIO

By Harold C. Stevens

"Those who forget history are condemned to repeat it" is as valid a truism for game design, as it is for life. Back in 1974 when THIRD REICH was originally released the biggest of many flaws in the development of the game was Britain's vulnerability to an airborne invasion and seizure of London. You'd think we would have learned our lesson, but as Harold Stevens illustrates below such is not the case. This time our playtesting (which concentrated on the Campaign Game and the 1939 scenario) did not catch Britain's initial vulnerability to a belated Sea Lion on the first turn of the '42 scenario. While such a move is certainly no sure thing, the presence of such an all encompassing one turn gamble on the very first move is a genuine flaw to the scenario. Our red-faced solution can be found in italics at the end of the article as well as in the official errata listing on page 46.

If Great Britain falls in the first move of the 1942 scenario of the 3rd Edition Rules of THIRD REICH, the Allies will lose. Not only is the ex tremely valuable British force pool eliminated, but the U.S. deployment will be slowed to a trickle due to the necessity of invading Western Europe. A mere garrison force will be able to stop them. Germany will then strike the USSR with overwhelming force. Yet the 1942 scenario leaves so few forces in Great Britain that the Axis has excellent chances of seizing London and holding it against any counterattack insuring victory in one move.

Let's review the situation. Great Britain has four fleets to defend the island nation. Two more fleets in Gibraltar have good prospects of intercepting Axis naval missions. One lonely RAF 5-4 protects the sky while four 3-4 infantry and two 4-5 armor meet them on the beaches, the landing grounds, fields, streets and hills.

Several new rules in the 3rd Edition strengthen the British home guard. The river Thames has been added creating another hurdle for any Axis attack on London from the south. The new rule forbidding transport to a port that had been seized by airborne units during that player turn relieves the British of the necessity of defending every port from Rosyth to Plymouth.

Despite these rule changes, the Axis can concentrate an enormous force capable of capturing London and holding it on the first turn of the 1942 scenario. Four naval fleets with a +1 DRM advantage over the Allied fleets, can set up to provide invasion transport for two 4-6 armor units. Twenty German air factors can set up to strike London, and the Germans can easily stage their ten air factors to participate in the blitz. The Italians cannot lend units until the SR phase so if these units participate, italy must pay 15 BRPs for an offensive option. Furthermore, lurking about sinsterly is the 3-3 airborne ready to pounce on any British weakness.

The British navy has poor chances of preventing the Axis navy from depositing armor on London's doorstep. The four home fleets by themselves are unlikely to defeat the Axis. (According to the new rules, a defeat after DRMs are added causes an automatic abrogation of the naval mission.) Their chances of making the interception are, in most setups, 83%. Due to the advantage of the superior German DRM, however, their chances of winning the engagement are only 42%. Fleets from Gibraltar are 67% likely to join interceptions of Axis fleets at Plymouth or the hex east of Plymouth. In most other hexes they join in 50% of the time through the chances fall to 33% at Rosyth. If the two Gibraltar fleets succeed in interception, Germans lose their DRM advantage and British likelihood of thwarting the German mission rises to 58%. (Ties abort offensive naval missions.) One could try to use American fleets to intercept, but since they fail 83% of the time, they rarely contribute.

Once the Axis armies cross the channel they find little to stop them. At least seven British ground factors must guard London. If only four factors garrison London the German 3-3 airborne unit plus eight factors of air ground support will assault London at 1:1 odds (Italian air is used for Ground Support so that German air units with their higher DRM are available to intercept British DAS). One out of six times the whole attacking force will be eliminated. Most of the time, however, the Axis will be able to absorb casualties by eliminating their participating air factors in case of an Exchange result. The airborne, thus, survives to occupy London, and 22 Axis air factors remain in reserve to use. Eleven of those should be held back to provide DAS to the airborne when surviving British units totaling 16 combat factors counterattack. Such a counterattack will be at 1:2 odds making success extremely unlikely. The remaining eleven German air factors stand by to intercept the British air should the RAF attempt to lend DAS to London (72% chance of total elimination of the five British air factors). Of course, if the RAF saves itself for the counterattack on London, the Axis will use the 11 air factors for DAS.

With two ground units stationed in London, four units are left with an improbable task. Four hexes contain invadable beaches. Figure 3 presents the best possible British defense. A 3-4 infantry unit occupies the beach at J25 and another patrolls L23.

A nine factor fleet based in Southampton prevents an invasion there. Another 3-4 infantry unit units on the beach west of Southampton (L21). London has its maximum defensive allotment of three counters: the two 4-5 armor units and the remaining 3-4 infantry. The RAF is stationed back far enough to avoid counterair and close enough to add DAS to all vulnerable points.

Yet even this strongest of British defenses most likely will fail to prevent the Axis from making a 1:1 attack on London. The four German fleets carry two German armor units in a sea invasion against J25. One armor unit of four combat factors, four factors of three bombardment, and five factors of Ground Support from Italian units stationed on the continent assault the beach at 1:1 odds. Any outcome except the total elimination of the attacking units results in a breakthrough. The remaining four factor armor exploits and attacks in conjunction with a airborne assault on London. Fifteen factors of air add Ground Support to make the attack at 1:1 (22 to 22). Nine air factors remain available to intercept any DAS. One-sixth of the time all attackers are eliminated, and one-third of the time an Exchange results in destruction of all units. But at least half of (45%) of all attackers will survive to try to occupy London. The one unused air factor survives to supply DAS so that the remaining British units counterattack at abysmal 1:2 odds.

True, the above Axis attack is a mighty risky venture. Nevertheless, considering the prize of immediately knocking out all British forces and drastically stemming the flow of American forces to the Western Front, many would think it worth the gamble. By offering the Axis an early albeit risky, opportunity to conquer England, the 1942 scenario destroys what should be a twelve turn game. The Axis is likely to try this strategy and call the game if it fails. If the Axis succeeds the Allies are likely to throw in the towel.

To prevent the early demise of Britain one simple change is needed in the scenario. Allow the British to exchange 3-4 infantry units for their equivalent in Replacement units. The 3-4s of course could be constructed later. The six Replacement counters allow the British enough forces to man the beaches, ports, etc. and make Sea Lion less tenable.

Figure 1: Operation Sea Lion. Italian air forces stage from Turin and Milan. Two armor units at Wilhelmshaven can board the fleet and be transported to enemy ports should the opportunity arise.

Figure 2: London by blitz. Three factors of airborne plus nine factors of Ground Support make a 1:1 attack on undefended London. 83% of the time London will fall and be held by the Axis against counterattacks.

Figure 3: Two armor units invade from Bremen. One unit makes the breakthrough at beach hex J25. During the exploitation phase the second armor attacks London. The airborne and 19 factors of air lend support. Italian air is used for Ground Support so that German air with its better DRM can be saved to intercept any DAS.

The 42 scenario becomes more than a one move game and the intriguing, risky adventure the 3rd Edition rules make it. It allows the British at least the chance to never stop fighting.

Questions should be sent to Harold Stevens, 424 Conchas NE, Albuquerque, NM 87182.
YET MORE POSSIBILITIES

ADDITIONAL VARIANT COUNTERS FOR THIRD REICH

By Larry Bucher

When Larry and I redesigned THIRD REICH we discussed at length the wisdom of making the variant counters a required part of play and doing away with their old optional rule status. The big factor in favor of the change was simply that the variants added so much interest to the play of the game and got it out of the stereotyped rut of the historical sequence of events that repeated play often generated. The negative aspect of making the variants part and parcel of the basic game was that it would force an artificial, albeit possible, event to occur and thus destroy the chance of playing a purely historical game. The answer to this problem was found in the development of the Intelligence Table in which players could conceivably void their opponent's variant counter thus allowing the possibility of a purely historical game while retaining the chance for a surprising twist that could widely fluctuate the prevailing strategies. Yet another argument against enforced employment of the variant counters was the extreme power some of the original, time-tested set. Therefore, it was decided to offer a new set of ten variant situations to augment the original ten strictly as an optional rule. I think you'll find that by blending the two sets of variants into one combined range of possibilities that the game will be even more exciting and less luck dependent.

The extra variant counters introduced here for use with THIRD REICH should be used with skepticism and caution—a couple of cautions at least. The following variant proposals are worthy of placement within the original ten, but we felt that the new proposals could not be playtested sufficiently prior to publication to warrant breaking up the original, time-tested set. Therefore, it was decided to offer a new set of ten variant situations to augment the original ten strictly as an optional rule. I think you'll find that by blending the two sets of variants into one combined range of possibilities that the game will be even more exciting and less luck dependent.

Players who dislike fooling with home-made counters can easily crank in the additional variants by adding a hidden draw from a deck of cards at the time they draw the variant counters. If the draw is red, the counter drawn is an original 1-10 variant; if black, it's one of the new 11-20 variants below.

Axis Variants

#1 Unrest in French North Africa. Play during any Axis player turn provided Axis control at least three hexes of European France. If played while North Africa is Vichy, each colonization brings a cost, whichever one does so last. Play prior to opening setup. Not applicable to 1942/44 scenarios.

#2 Poland backs down, Hitler obtains corridor without war. Hexes 335/K34/L34 become part of Germany. The Fall 1939 turn opens with no one at war; Britain, France, and Poland are not yet actively allied. Germany does not get her free offensive option in the East; her 20-factor requirement in the East is still in effect. Russia may occupy east Europe (Baltic States and Bessarabia) as usual, but may not enter the eastern half of Poland until Germany does attack Poland. Either Britain or France may declare war on Germany at no BRP cost, whichever one does so last. Play prior to opening setup. Not applicable to 1942/44 scenarios.

#3 Stalin is more obdurate than usual and Axis anti-communist propaganda more potent. Anti-communist attitudes harden in west. U.S. may not grant BRPs to Russia; Britain may grant no more than 20 per turn. Play when Russia enters war, or at start of 1942/44 scenarios.

#4 Wafdist rising in Egypt. Axis may construct two partisan counters in Egypt. They are not able to close the Suez Canal nor to cost Britain 25 BRPs by occupying Suez and Alexandria. Play during any Axis construction phase provided at least one supplied Axis armor or infantry unit is in Egypt. Lost Wafdist counters may be reconstructed only if an Axis armor or infantry unit in another Wafdist counter is present in Egypt.

#5 Improved German planning and preparation for winter operations. The Russian Winter rule is negated. (But Allied variant #10 still has full effect if held.) Play whenever Russian player seeks to invoke Russian Winter rule. Not applicable to 1942/44 scenarios.

#6 Improved German planning and preparation for winter operations. The Russian Winter rule is negated. (But Allied variant #10 still has full effect if held.) Play whenever Russian player seeks to invoke Russian Winter rule. Not applicable to 1942/44 scenarios.

#7 Germany expands airborne capability. The 2 Fsjr may be treated as an airborne unit. Play when 2 Fsjr constructed, but not before 1942. Counter may not be played if 2 Fsjr has already been constructed as ordinary infantry, nor if 1 Fsjr has been taken as a casualty at any time.

#8 Goering puts more emphasis on bombers; Battle of Britain deals heavier damage to British industry. Play only on first Axis player turn following fall of France, for immediate effect. At end of German combat phase, count German air factors within four hexes of London, subtract number of British air factors within same radius, and subtract that number of BRPs from Britain. Italian air doesn't count, even if lent. Not applicable to 1942/44 scenarios.

#9 No anti-Nazi coup in Belgrade. Yugoslavia becomes an Axis minor ally at the same time as Hungary. Only two partisans are allowed in Yugoslavia and only Russia may construct them. Allied attack plus Axis intervention (25.2) could also activate Yugoslavia. Play when Hungary activates, or when intervening in Yugoslavia, or at beginning of 1942/44 scenarios. Yugoslav forces are limited to Yugoslavia, Albania, Greece, Rumania, Hungary, East Europe, and Russia.

#10 No Pearl Harbor. Play just prior to Allied winter 1941 construction phase, or at beginning of 1942 scenario. Not applicable to 1944 scenario. Roll one die:

1: Japan does nothing. U.S. enters in Summer 42 on roll of 6, Fall 42 on 5-6, etc., Summer 43 and thereafter on 2-6. U.S. naval combat modifier becomes +2.

2: Japan attacks Russia. U.S. enters in Spring 42 on roll of 6, Summer 42 on 5-6, etc., Spring 43 and thereafter on 2-6. Free Russian builds (15.6) are not allowed; Russian force pool is permanently reduced by five 3-3s. U.S. naval combat modifier becomes +2.

3-6: Japan attacks only British/Dutch possessions. U.S. enters in Summer 42 on 4-6, Fall 42 on 3-6, Winter 42 and thereafter on 2-6. Common to all rolls: U.S. may begin to build SW in a given YSS. If she is already in the war or succeeds in entering in the Spring turn immediately following that YSS, U.S. may always begin to construct force pool units and to make BRP grants in Spring 42; but limits until entry are 27 BRPs/turn on construction, and 20/turn, 60/year on grants.

Allied Variants

#11 Belgium and Luxembourg agree to defensive cooperation with Allies. Allied units may enter in Fall 1939 (but may not set up there) and Allied air units may fly DAS against any Fall 1939 Axis attacks. Axis must still declare war in order to enter or to attack any units in these countries. Allied units may not move across nor attack across the German frontier from these countries, and Allied air units may not cross their air space to reach Germany, until they are attacked. Belgium becomes a French minor ally upon Axis DoW. Play prior to Axis Fall 1939 movement phase. Not applicable to 1942/44 scenarios.

#12 Allies may buy off Italy for one year only (provided Italy is not at war with a major power) by demilitarizing (completely evacuating) Malta, Tunisia, and Corsica and paying 25 BRPs to Italy. Allies must evacuate the areas on the turn they play the counter (note that this could necessitate the destruction of some units on Malta). Italy may not declare war on any major power until the game turn one year from the time the counter is played; thereafter she may declare war on either the Allies or Germany. Germany may not also occupy the demilitarized areas either during or after the one-year period unless at war with Italy. Italy's multi-player victory conditions are raised by two objective hexes in the 1939 scenario and become 3-4-5-6 in the campaign game. Italy later declares war on Germany, Germany multi-player victory conditions are reduced by four objective hexes. Play during any Allied player turn; normal SR procedures must be used to get the BRPs to Rome. Not applicable to 1942/44 scenarios.


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**THIRD REICH REVISION KIT**

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

**THIRD REICH ’81** is available now in a revised 3rd edition box for $16.00 plus 10% (20% Canadian; 30% overseas) postage charges from Avalon Hill. This is the only way to upgrade your old game and order the **THIRD REICH ’81** Revision Kit (mapboard, rules, and scenario cards) for $9.00. MD residents please add 5% state sales tax.
THIRD REICH AT THE CLUB
More Antics & Discussion at the Emerald City Card and Game Club by Bill Nightingale

It was a blustery evening as I entered the Emerald City Card and Game Club—a good time to get out of the elements and participate in a game of one's choice. Both the card and boardgame rooms were quiet now, although in a short time they would be buzzing with activity. I headed for the lounge where a group of the Club members had agreed to gather before starting their game of THIRD REICH, using the new rules. All of the players had participated in the playtest and in a sense it was the last of the test games and the only one to use a six player format.

The lounge was full of players discussing past triumphs or defeats and planning conquests for the evening. As I passed one table, I overheard, "I couldn't believe my ears when RHO (Right hand opponent for those uninitiated in bridge jargon) opened three spades and I held AQ fifth." At another table, "I couldn't believe my eyes when in the movement phase of the first turn this turkey pushed Col. Berki and three of his squads out into the street at F4." Obviously in both cases what followed came out well for the person talking, you could tell by the tone of voice. But how often is there an unusual unexpected action taken by an opponent and the result is not in our favor? Are we adaptable enough to cope and try to get back at least to even, or do we just bemoan our horrible luck? In the SQUAD LEADER example, assuming the German player has a reasonable amount of defensive firepower available, to send the squads out without Berki is in my opinion idiotic, but the good Colonel is quite capable of pulling his units through their ordeal. It could even be that the net result of your odds on attack is some jammed machine guns.

THIRD REICH is a game that is full of opportunities to take unusual strategic and tactical actions with the intent of gaining an advantage or at least upsetting your opponent's game plan. Partly this is a result of the broad scope of historical events the game depicts and the alternate actions the participants in the actual war might have taken. The game design faithfully allows for this and even more, although for many of the unusual or non-historical actions there is an attendant risk, such as giving your opponent a chance to have two turns in a row. In addition, there has not been developed a perfect game plan or even one that is strongly preferred, and this should continue to be true, using the new board and rules. The revisions add new dimensions to the game and increase the strategic and tactical options available. They also correct some of the imbalances caused by the victory conditions and operational rules, as well as clarify many of those problem areas that continually caused disagreements. Of course some game plans are better than others; however, this is to a great extent a function of one's playing style and the particular opponent facing you. What is not my cup of tea may well be yours and either of our strategies may work on a given day, providing it is at least reasonable, well executed, and our opponent reacts as we expect him to. But at JR you can never be sure.

As I approached the table where our group had gathered, Witch West was explaining how the game would be run. "We will operate this game in a playtest mode, that is discussion of strategy, tactics as well as rule interpretations is allowed—in fact strongly encouraged. However, this discussion should be restricted to rule and board changes and their impact on strategy and tactics. In the interest of time, you should not rehearse your favorite gambits that have remained unaffected by the new rules."

"The purpose of our play is to test the rules in order to establish an official Club version and submit any questions we have to AVALON HILL. There will also need to be an article written for the Club Bulletin on the changes and any interesting new maneuvers resulting from the playtests. We will need a non-playing recorder who can take notes on this game and help put that article together."

As she looked around, I hopefully offered to do this, thinking here was a chance to get my name in print. After some loud chuckling by the players, which I thought was a bit rude, it was agreed that I would do the job, no one else having volunteered. "We will start the game at 8:00 and so you have an hour to get a bite to eat or whatever." As the players got up to leave I noticed a copy of the latest Club Bulletin near me. In it was an article by Witch West on victory condition strategies for the new THIRD REICH. Ordering a hot toddy from a passing waiter, I settled back to read and await the start of the game.

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More Antics & Discussion at the Emerald City Card and Game Club by Bill Nightingale

Victory Condition Strategy in Third Reich 1981 by Witch West

There is an old saying that "It is not whether you win or lose, but how you play the game." This is a fine philosophy to live by, but I don't think there are many players who can consistently lose and still enjoy playing. Even the "Little Old Ladies" who donate regularly to the bridge professionals at their favorite club get a great deal of enjoyment out of an infrequent triumph. I like to play games—be it cards, war games or whatever, but even more I like to be on the winning side and I strongly suspect you are no different. Right? Right. Now that we understand one another, let us take a look at what makes for a winner at THIRD REICH.

Good technical ability is, of course, very important but by no means the only factor in becoming a consistent winner. Let me sidetrack for a moment to give an example. Chess and poker would be considered by most people as being at opposite ends of the skill-luck spectrum, and this is probably true if we are talking about the nickle/dime variety of poker. But change the stakes to anything more than you can reasonably afford and I will contend that poker requires as much, if not more, skill than chess—and 80% of that skill is psychological. Wargames have varying degrees of the unknown or hidden element with THIRD REICH being about in the middle. However, psychological strategy or skill is more than just bluff and deception in any game based on the roll of the die. It is the ability to operate under pressure and to use that pressure—what the die roll might be—to work for you. In a friendly game at home or through the mail, the more skillful player will win most of the time; but increase the stakes whether it be to improve A.R.E.A. ranking or win a tournament, and I will bet on the stronger psychological player every time.

Players and even some writers make comments such as: "I don't like to gamble", or "I lose when I gamble", or "that is for gamblers." The connotation being that a gambler is one who takes chances. A true gambler is a person like Kenny Rogers says in his song; "Knows when to hold them and knows when to fold 'em". A skillful THIRD REICH player needs good technical ability and to have a strong psychological awareness of what is going on. He also needs to know the victory conditions of the game he is playing. He must know where he stands at any point in regard to the final result in order to determine how much risk should be taken. An Axis player, who zips through Poland with little or no loss, is hardly scratched as he knocks off France in the spring, and then takes a 50/50 1-1 on London in the summer, is not a gambler—he is a fool. By the end of the spring turn, he had a big lead, so why blow it on one shot. Now if the Axis player had taken losses in Poland and struggled through France to take Paris in the fall, then this same 1-1 during the winter turn might be a sound move.

In Vol. 18, No. 2, Larry Bucher said, "There is no essential difference in the rules for the two-player and multi-player games other than the victory conditions." This is true as far as it goes; however, some very significant changes must be made in the strategies employed depending upon the number of players involved. The primary difference between two-player and multi-player games is, however, even in the latter, the number of players will change the strategies required. The interpretation of rule 2.5 is that a player controlling two countries at the start of the game must abide by victory condition requirements of that country which initially controls the most objective hexes. This means that in a three or four player game the player controlling Russia/France uses the Russian victory levels, those of France being ignored. Also in a three player game, the German victory conditions are used; Italy's do not count. I think that a three player game is basically unfair. Even an average Axis player stands an excellent chance of beating two uncooperative experts.

Let us assume that you are ready to start the Allied Fall 1940 turn in a Campaign game of THIRD REICH. The German has had his problems, losing two armored units and three air factors in Poland. The road through France has been rough and in the Axis half of this turn, an attack on Paris resulted in a full exchange leaving two 4-6s occupying the city. Considering air support and available ground units, the French can get a 1-2, and if the British join in an 83% 1-1 is possible. Note that these will have to be ground units since British air is prohibited from flying support over Paris. The question is, should Britain take an offensive option and participate in the attack? The answer to this depends on the type of game. If you are in a two-player game by all
means have the British attack. The odds are excellent, in fact better than you would normally get at this point in the game, so go ahead and try to push your opponent even deeper into the hole. The decision is more difficult if your chance of success is only 50%, and would depend upon your losses as well as the capability of your Axis opponent. My own inclination would be to go ahead and make a joint French/British attack, even though I am ahead at this time.

But if this is a multi-player game, no way should you have your British troops join in. The German player is already behind schedule for opening his attack on Russia, and every turn’s delay makes that even worse. If you leave the French attack intact and recapture followed by France falling in the winter. Germany could declare war on Russia in the spring but most likely will not be able to mount a strong attack until summer. With the losses he has sustained in the west, the German player will need his spring 1941 turn builds to get up the strength, and any units caught adjacent to the French when that country was defeated cannot be $\text{SRed}$ east until the Spring turn. I think that many players would agree with me if this decision had to be made in the Winter 1940 turn, but believe that a case could be made in the 1942 Scenario. With this particular German player’s luck he is going to need all the help he can get to keep the Russian from eventually gaining too many objective hexes. The only exception to this would be if the Russian player was weak and you need to protect him from attack as long as possible. In the 1942 Scenario, France gains the additional consideration of how long you should help the French player to survive. Winter 1940 is probably alright, but if he stays in the game until then he might make it until Summer 1941, or even go all the way. This of course is not in the British player’s best interest.

Like the French, the German player has a similar decision to make regarding Italy. Naturally if there is just one person controlling both countries, a strong German effort to protect Rome must be made. But if there is an independent Italian player, the latest he should want him to remain active is Summer 1944. In the 1942 Scenario all of Italy’s victory levels are determined by survival through a specified turn or the end of the game. In a Campaign game, Italy gets a marginal for surviving the Summer 1944 turn but must end the game with three or four objective hexes to get a tactical or decisive victory. In the Italian player makes it to the end he is almost certain to have enough objective hexes for a decisive victory. The timing of when German support to Italy should be reduced or eliminated cannot be precisely stated since it depends on how the game has proceeded through the earlier turns. The important point is that the German player should not help his Italian ally survive beyond the historical result.

Perhaps the reader may think that the tactics described above are rather harsh on the other players; some might call it gamesmanship. I agree, but if you do not make a move you would also not give consideration to those tactics, else other players may use them on you. Are the French, Italian, and to some extent the Russian players destined to be mere pawns of Britain/U.S. and Germany? The answer is both yes and no. Assuming a different Axis player lures the Brits into a summer survival for long without substantial British help. A French player needs to convince his ally that a German victory by Summer or Fall 1940 could be a threat to British interests in the Mediterranean. He could also work on the German and point out the advantages of attacking elsewhere before going after France. Suggesting Russia would be going too far, but Norway and/or Yugoslavia are possibilities. There is the Yugoslavia-Greece-Turkey-balance of the Med before attacking France gambit. However, as a French player you usually must be resigned to getting as much British help as possible and then hoping for the best.

The Italian player has an excellent player lure with which to try and keep the German in line—lent units, particularly those 10 air factors. This is important in both the 1939 Scenario and Campaign game. Concrete German assistance must be obtained in exchange for lending Italy’s forces. This should include help in attacking Yugoslavia and Greece with Italy gaining the objective hexes if it is the 1939 Scenario. More important in the Campaign game is the need to take over in the Med and to do this, maximum possible German forces should be requested for North Africa in exchange for the lent units.

It is possible to operate on its own to a much better extent than either France or Italy. However, the weakness of Russian ground forces until 1942, and a shortage of BRPs make the defense difficult if France falls too soon. In a three or four player game the Russian controls the French forces and can rely on his own ability to try and contain the Germans and obtain British help. He also must work on that player to get as many BRPs as possible shipped east, pointing out that if Germany is able to defeat or seriously cripple Russia the British/U.S. player does not stand a chance of winning.

There is one point that THIRD REICH players should remember. Sound basic tactics and strategy in a two-player campaign is appropriate in multi-player game, and when a player has his country deviate from that he does at his own risk. A British player who pulls out of France too soon or withholds needed BRPs from Russia in order to improve his chances versus the Russian and French players will have his hands on the end of a edge. The timing is critical and that is what makes the multi-player game so interesting.

This business of BRPs to Russia brings up another example of the difference between two-player and multi-player games—a British attack on Norway in 1939. My own opinion of this in any form of the game is rather low; however, this is not important since there are some players, perhaps many, who feel differently. As a German player to do this, maximum possible German forces will be sent few if any BRPs. In most games, however, the players are relatively equal or their abilities are unknown. How many BRPs Russia will need cannot be determined until at least 1941, and so why make a move back in 1939 that has little chance of success? If the German attack on Russia was later or is failing, why send any and help that player gain more objective hexes. If on the other hand Russia is in trouble, the Lend/Lease route is available and when the U.S. enters, its fleets can help protect the Convoys.

At this point a couple of bridge friends stopped by the table and when they departed it was time to go to the weekly meeting to finish the article later, though a quick scanning of it indicated it was a discussion of the specific victory condition requirements for two-player and multi-player games in each of the Scenarios and the Campaign game. In the game tonight, it will be interesting to see how the various players interact with each other. The second player has a 1939 French player who had already been made, though I never did find out how this was done.

Great Britain will be played by Lion, a college student majoring in math and statistics. With a combination of artificial intelligence and a lot of help from the book and for this reason he greatly prefers the two-player game. Teamed with him to try and attain the joint British/U.S. victory conditions is Wizard, one of several Club members who play frequently in both the card and game rooms. As far as I know, his only board games are THIRD REICH and DIPLOMACY, but he is quite proficient at both, particularly in gaining advantages through dealing with the other players. He is the President of Wizard Blade Mfg. Co. which donates a substantial prize to the Club’s annual JR tournament. An interesting pairing—the sparks could fly!!

A French player in THIRD REICH must either love the game so much he will do anything to play, or have an early engagement so that he will have to depart soon. Tonight the French player will be Timman, one of the original organizers of the Club and a devotee of the game. Although not particularly strong player, he is very intense and puts out a good effort. Russia is to be played by Witch East, without question the Club’s top-ranking player with great technical ability in many wargames. She does tend to be intolerant of mistakes by others and this can affect her game. Probably wishing there were only four players so that she would control the French forces rather than a player whose ability she does not think very much of.
The Axis players are Witch West as Germany, and Searcrow as Italy. Searcrow is another college student and considered one of the most promising young players in the Club. He did an excellent job of analyzing the new 3R rules during the playtest period. Witch West we have already met, and she is very involved in Club affairs. She also is both a top player and a game player and very capable at both, though in charge of the actions resulting from the technical level of her Russian opponent. An interesting pairing and their approach to the game runs along similar lines, although I'm sure each will be striving hard to win. They should cooperate quite well in the early period, while the Allied players are at first only capable of being at some potential economic advantage over them. The German and British players then proceeded to draw a variant counter, this now being a standard rather than optional part of the game. To start the initial setup, Lion proceeded to deploy the Polish forces so that the German assault would be out of O34 in order to gain a breakthrough before exploiting into Warsaw. The new rules that the British player sets up and controls the Polish forces (22.1). He then commented, "Of the three possible ways that Poland can be defended, this one requires the German player to use the maximum amount of armor and air units if he is to make his optimum attack on Warsaw. The expected loss statistics resulting from the ground attacks are well known; however the new air combat rule (28.432) increases the average losses by about three BRPs. In the past, Poland's air force could be counterattacked by two German air factors with no losses. Now combat is required with a +1 IDR for each excess air factor plus a nationality DRM with Germany's being 0 and Poland's -2. Each player rolls a die and after adjusting for die roll modification, the loser removes the difference and the winner half of the air factors lost by the loser. Ties are resolved by a third die roll, with both players losing the number shown up to the factors in the smaller force. Assuming the German breakthrough attack is at 2-1 and the exploitation attack at 3-1, there will be three air factors available for counterair. Whether the attack is made by two or three air factors makes very little difference, so three BRPs or one air factor. Even if the Germans had available six air factors for a 4-4 DRM this combined with the -2 nationality DRM of Poland results in a certain win and also a 100% chance of losing one air factor."

Witch East then commented, "A point of technique, if in the past a player has split Poland's two air factors on different bases, don't do it now with this new rule. Witch West's variant involves a counterair two on one hex, there is an 11% chance of no loss to the attacker, but if the two air units are split, and the attacks are made with two and one on each airbase, there is a 60% possibility of the Germans getting off without any losses. That is certainly worth the cost of three BRPs." Witch East also made me think of Witch West's article. Could he be planning an invasion of Norway? Not really his style though, and he does need to protect Britain against a German attack. The new naval combat rules increase the possibility of a successful invasion. He is considering it, I think one 3-4 in Britain is sufficient. Witch East then setup the Russian units, putting them in position to occupy the East European cities. Not even going to threaten an invasion of Turkey.

The German deployment was as expected, with all the armor and air units plus one 3-3 in position to attack. A 3-3 was put in Finland and can drive 2-3's in Libya. Both 3-3's and the 2-5 were adjacent to the French border and the air units could easily stage there. This does allow the Italian player to see the French and British setup before deciding what to do. Maybe the Axis has variant 9 and Italy will be able to declare war on the Allies and take an offensive option. Will Timmin ignore the threat and use his normal setup, occupying the forward Maginot hex and protecting the Italian border with the 3-5 on U20. If the Axis does have variant 9, this could be disastrous. But, the French deployment is quite well in the early period, while the Allied players could be at odds with each other. Incidentally, the exploitation attack at 3-1, there will be three air factors in the smaller force. Assuming the attack is made with a 3-3, 4-6 and 17 air units."

BRP COST TO GERMANY (EXCL. COUNTERAIR)

<table>
<thead>
<tr>
<th>German Attacks</th>
<th>O34</th>
<th>Brest</th>
<th>Direct</th>
</tr>
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<tbody>
<tr>
<td>Warsaw:</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Initial at 2-1</td>
<td>3.62</td>
<td>4.00</td>
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</tr>
<tr>
<td>Exploitation at 2-1</td>
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<td>1.44</td>
<td>N.A.</td>
</tr>
<tr>
<td>Total Warsaw Attack</td>
<td>9.06</td>
<td>5.44</td>
<td>N.A.</td>
</tr>
<tr>
<td>Brussels</td>
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<td>(2-1)</td>
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<tr>
<td>The Hague</td>
<td>(2-1)</td>
<td>0.30</td>
<td>(2-1)</td>
</tr>
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</tr>
</tbody>
</table>

"If a breakthrough and exploitation attack is made on Brussels, no attack on The Hague, then the total cost is 13.54."

The Italian initial setup was rather unusual for a multi-player game in my opinion. The only units not fit Polish are Witch West's 5-4's which were put in the Alps and could be 1-3's in Libya. Both 3-3's and the 2-5 were adjacent to the French border and the air units could easily stage there. This does allow the Italian player to see the French and British setup before deciding what to do. Maybe the Axis has variant 9 and Italy will be able to declare war on the Allies and take an offensive option. Will Timmin ignore the threat and use his normal setup, occupying the forward Maginot hex and protecting the Italian border with the 3-5 on U20. If the Axis does have variant 9, this could be disastrous. But, the French deployment is quite well in the early period, while the Allied players could be at odds with each other. Incidentally, the exploitation attack at 3-1, there will be three air factors in the smaller force. Assuming the attack is made with a 3-3, 4-6 and 17 air units."

There was considerable discussion of this subject at one of the playtest games, but for the benefit of those who were not present then, Searcrow brought the question to mind. In order to attack either the O34 or Brest defenses are a 2-1 disappearance followed by a 3-1 exploitation. However, the exploitation attack could be made at 2-1, although that will double the possibility of elimination and increases the average losses. Using the new combination rules, the eight armours/air forces allowed the German player too much flexibility since no armor was required to make the attack. Now, though, with the mapboard change of The Hague, the river defense becomes a much more viable alternative.

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This new air combat rule does increase the expected cost to the Germans, but it does not appreciably change the considerations involved in deciding how to defend Poland. However, there is a major change in the mapboard that does have an impact on this; The Hague has been moved from L26 to K26, allowing a direct attack on Brussels to be made in the one turn. If the Brest defense is counterattacked by 2-5 air factors for a +4 DRM, this combined with the -2 from Poland allows the German player too much flexibility since no armor was required to make the attack. Now, though, with the mapboard change of The Hague, the river defense becomes a much more viable alternative.

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Following is a table of expected losses that was prepared by Lion:

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Harold's suggestion for remeasuring the British vulnerability in the '42 scenario is workable but not the one which we're adopting for the next edition of the rules. Instead, we have reduced the number of German fleets by one and changed the German Airborne unit from At Start Status to an Allowable Build. By this time in the war the Bismarck had gone down, the Tirpitz, Scharnhorst, and Gneisenau had been scuttled, and the 5-4's and 4-5's were out of service. The Maginot line was a bloody nose in Norway. As for the airborne unit, Student's paratroops had been badly mauled at Crete and would not have been rebuilt by this time even had Hitler not lost faith in paratroops as a valid offensive weapon.
14.3 Can the original attacker advance his forces following a CA by the original defender which resulted in the original defender's elimination?

14.29 Can the original attacker advance his forces following a CA by the original defender which resulted in the original defender's elimination?

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MEET THE 50 . . .
Fred Ornstein, SI, is married, has three children, and makes his living as a general contractor.

Favourite Wargame: AIW
AREA Games: AJW, DO, SL
AREA W/L Record: 27-4
Average Playing Time/Week: 7 hours
% of Time Spent PBM: 97%
Other Interests: Acting in community theatre
Gaming Pet Peeve: Bad losers/sloppy or careless PBM responses

Fred came to wargaming late in life. The appeal of our hobby burst upon him at age 48 with all the passion of a new love. He served his apprenticeship in a feverish two-year period of intense study and play of games which drove out all competing interests and even threatened his work life. Eventually he became a little player and reduced his schedule to more manageable proportions.

Within his more temperate commitment, he believes that wargaming will remain a life long interest and advises others not to fall into the trap of over-enthusiasm which almost ruined the hobby for him. Postal play is a great experience but it is easy to bite off more than you can chew.

Fred believes the hobby can be improved by more events like the recent AREA postal tournaments. In fact, he is among the die-hard postal enthusiasts who advocate that any game can be played by mail and bemoans AH's lack of sanction of official PBM systems and tournaments for such games as AIW and SL.

Even though large tracts of Europe and many old and famous States have fallen or may fall into the grip of the Gestapo and all the odious apparatus of Nazi rule, we shall not flag or fail. We shall go on to the end, we shall fight in the fields and in the streets, we shall fight with growing confidence and growing strength in the air, in the sea, and on the land.

For the one percent who don't immediately recognize the words, Winston Churchill delivered them at the end of a speech to Parliament following Dunkirk. Less well known is the following: "If Great Britain broke under invasion, a pro-German Government might obtain for easier terms from Germany by surrendering the Fleet, thus making Germany and Japan the leading powers in the World. This damnable world would not be done by His Majesty's present advisers, but if a Quisling Government were set up, it is exactly what they would do, and perhaps the only thing they could do, and the incident should bear this very clearly in mind. If we go down, Hitler has a very good chance of conquering the world."

Also Churchillian, three days later, in a cable to Lord Lothian (British ambassador to the U.S.):
Churchill was in the first instance trying to rally and inspire his nation in the face of disheartening news; in the second instance he was trying to put a dent in the isolationistic complacency of the U.S. What would have really followed upon a German occupation of London?

Don't look for the answer here. Sentiment makes me lean more toward Churchill's public pronouncements. His actual diplomatic decisions were in doubt. Some of the more interesting are discussed below.

The decision evoked fervent disagreement from the vast majority of his own countrymen. Almost 30% of the electorate desired to try a pro-German solution. Many other ideas for change surfaced during the rule revision process. Some were rejected, usually because their effects on the game, or interactions with other rules, were in doubt. Some of the more interesting are discussed below for players who might wish to experiment with them. Many are obviously incompletely thought out.

Allow each nation to supply up to five units by air, using up to five air factors at one supplied air base. The air leg of the supply line could be up to eight hexes long and could pass over hostile hexes, could then continue by ground.

Perhaps the likeliest are:

• Allow each nation to supply up to five units by air, using up to five air factors at one supplied air base. The air leg of the supply line could be up to eight hexes long and could pass over hostile hexes, could then continue by ground. This was rejected not only for the factors cited above, but also because the obvious real-war parallel—the Stalingrad pocket—ended in failure.

• Allow Free French units to attack Vichy units and vice versa at any time, regardless of the option in effect, with no offensive effect. Vichy would not have to be at war with anyone.

• Treat the Finnish border hexes as part of East Europe. This one was never really rejected—it didn't occur to me until the new rules (and map) were set in concrete, but I wish it had. Russia did occupy the entire northwestern shore of Lake Ladoga following the Winter War. Germany should be forbidden to place Free French units in these hexes, and, if the Allies held new variant #19, Russia obviously voids it if she occupies them.

• Several playtesters wanted to expand still further the countries in which partisans can be built. Perhaps the likeliest are:
Spain. Just finished a bloody civil war, plenty of arms and trained fighters around; therefore up to four pro-Allied partisans. And very much a politically divided country, therefore up to two pro-Axis partisans!

—Poland. Two, in either or both halves of Poland, able to move across the treaty line at will.

—Southeastern Germany (P30 and the six adjacent hexes): one, to represent the Czech resistance.

—Then there are the low countries and Scandinavia, where resistance was less a matter of bushwhacking supply columns, guerrillas in the mountains, etc., and more a matter of sabotage, espionage, and general non-cooperation. It is tempting to represent this lower level by allowing one partisan in any one of the countries involved, but there would be a problem. As long as the Allies didn't build the partisan, and so could threaten to do so, the Axis would need to garrison four of five frequently vacant capitals to guard against the threatened BRP loss. You could require, as a special case, that this "wild card" partisan not be placed in a capital on construction—but that cure is nearly as bad as the evil since, barring a turn flip-flop, Germany easily has time to garrison the one capital the partisan does threaten once constructed.

A variable turn flip-flop rule was suggested, in order to reduce the certainty of flip-flops and make life a bit more difficult for the precise BRP-counter who arranges his expenditures to obtain a flip-flop, or to deny his opponents one, by just one BRP. I'm not so sure I concur with the philosophy, but: the left column of the ensuing table gives the die roll(s) that will produce a flip-flop; the right column gives the present status—i.e., what would be due to happen if the table were not being used.

- A British player, halves his forces over the entire board. Survivors operate under U.S. control/force pool. Colonies/conquests containing a "U.S." unit after halving pass to U.S. control. Others pass to Axis control if/Axis unit therein, otherwise controlled by no one. Rule 26.5 determines hex control in Britain.
- British continues to fight. Her BRPs are halved or reduced to 40, whichever is lower, and her base becomes 40. New construction appears in Canada (U.S. box), and may not include ships. British forces are halved in Britain and Ireland only. Die roll for each colony/conquest:
  - Even: remains British, any British units survive.
  - Odd: becomes Axis if Axis unit present, otherwise uncontrolled. British units present eliminated in any case. Rule 26.5 determines hex control in Britain.

- If no British unit within 12 hexes of Berlin. All colonies and conquests containing a "U.S." unit after halving pass to U.S. control. Others pass to Axis control if/Axis unit therein, otherwise controlled by no one. Rule 26.5 determines hex control in Britain.
- British loses the war entirely. (Same effects as current rules, except for fleets.)

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<tr>
<th>Roll one die, no modifications:</th>
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<td>The entire fleet acts as a unit.</td>
<td>Only one determination is made on Table #5.</td>
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**Example:** Allies, moving last, limit expenditures so that they have 15 BRPs. A feature of a flip-flop will occur on any roll of 1-6. "Skip, moving last, limit expenditures so that BRP totals are exactly even—flip-flop will occur on roll of 4', 5' or 6'.

—Atlantic raiders. Allow Germany to break down her fleets. Two naval factors equal one raider. Raiders may be sent to sea during any Axis movement phase provided Germany controls Norway. A raider afloat at the end of a game turn destroys two British or American BRPs. Germany may send only seven raiders to sea during an entire campaign game, only five during a 1939 scenario, only two during a 1942 scenario and none in 1944. Only two raiders may be at sea at the same time. A raider that ends its second game turn at sea successfully is returned to Germany and may be sent out again, i.e., it does not count against the foregoing limits.

To attempt to destroy a raider, the Allies must designate at least one nine factor Atlantic-based fleet which, like a supply fleet, remains in port and may conduct no other activity during that game turn. Fleets in the U.S. box can be so designated. Each nine factor fleet so designated gives the Allies one die roll vs. one raider. On '1' or '2' the raider is destroyed; on any other result it survives.

**TABLE #1**

<table>
<thead>
<tr>
<th>Modifications to the die roll:</th>
<th>+2 if France not conquered.</th>
<th>+2 if U.S. at war.</th>
<th>+1 if Russia at war.</th>
<th>+1 if supplied western allied armor or infantry unit on German soil.</th>
<th>+1 if supplied Russian armor or infantry unit within five hexes of Berlin.</th>
<th>+1 if Britain was unable to, or did not, counterattack London at even 4. (each) if Gibraltar, Malta, or Suez controlled by Axis.</th>
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<td>Mod to Table #5's first die roll:</td>
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<td>+1 if Britain was unable to, or did not, counteract London at even 4. (each) if Gibraltar, Malta, or Suez controlled by Axis.</td>
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<td>NOTES:</td>
<td>U.S.-based and Murmansk fleets are considered on the Western front. British player may declare Gibraltar fleets to be British, Atlantic-based on Mediterranean-based for these determinations, but not both. The +1 or -1 for superiority on a front (or the mapboard) stays as it is. Ships that become Axis can't change the modifier even if superiority shifts.</td>
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When Mark Swanson throws numbers around he does so with a certain flair. As a member of the physics faculty at the University of Connecticut specializing in elementary particle theory he is not to be intimidated by the mathematics of SQUAD LEADER. Nonetheless his treatise on basic SL strategy will need some revamping after G.I. makes its long awaited debut in July, so enjoy it now while it is still the latest word on the subject.

One of the great pleasures in playing SQUAD LEADER (SL) and the subsequent gamettes, CROSS OF IRON and CRESCENDO OF DOOM, is observing the complex interrelationships between the basic "bare" squad and the various weapons it may employ or struggle against, from machine gun to flamethrowing tank. The beauty, and sometimes the bewilderment, of the system lies in the diversity and complexity of its algorithms for representing combat. The novice is quick to appreciate the foolhardiness of charging a heavily armed opponent across an open area. However, the danger of sending unaccompanied tanks against "unarmed" engineer units in a city is perceived more slowly simply because the tank's vulnerability to close assault by these units runs counter to the common preconception of armor's invincibility against infantry without antitank weapons. And yet, even after playing the game system many times through many scenarios, there arise subtle and important questions regarding optimal use of squads and their weapons which remain unanswered by the empirical experience of the average gamer. The reason for this is primarily the many options available to the player during combat resolution, but it also stems from the unusual form of the fire table.

It is the intent of this article to deal with some of these questions and to present the reader with a set of guidelines for increasing his probability of success. While the content of this article will be restricted to basic SQUAD LEADER, where only a few support weapons and no vehicles are available, it is hoped that even the veteran can benefit from its conclusions. It is an axiom of the SL system that there is never a guarantee of either success or failure so that the serious gamer must constantly struggle to optimize his probability of success. There are three ways of knowing what constitutes a good or probability optimizing decision in SL. The first is common sense, which presupposes that the game system realistically represents combat and that combat can be survived through common sense. The second way is through experience; lessons learned at the hands of a merciless opponent are seldom forgotten, and through them the serious gamer becomes able to intuit moves in a nonverbal way. The third way is through actual mathematical analysis of options to determine the one which presents the best offer of success, and it is this approach which this article will take.

Three points are in order before proceeding. The first is that the average gamer reading this article would gain little if anything from staring at lists of probabilities ad nauseam. This is because the average gamer does not want or need to think in terms of statistics to play well. As a result this article will avoid such an approach and instead will give general rules and results useful to the gamer extracted from probability analysis, but stated in words whenever possible. The second point is that the mathematics involved in this analysis is extremely tedious, revolving around binomial and higher expansions using probability tables such as those appearing in Bob Medrow's excellent "First Impressions" series. Although the results presented here have been checked several times the author issues a caveat for any probability listed. The third is that the scope of this article will be limited to the rules and weapons, though not the squads, of Sections 1 through 26 of SQUAD LEADER. The reason for this is simply the limited time available to the author and to the incredibly extensive interplay of these initial rules.

The article is broken into four sections. In section A the "bare" or unarmed squad is analyzed for effectiveness and maximum tactical employment. In section B the basic weapons, machine gun, flamethrower, and demolition charge, are related to use by the squad. In section C the leader is analyzed, and in section D close combat is discussed using the results of previous sections.

Finally, the reader is reminded of the obvious fact that the ideas and techniques presented here will not make him unbeatable, but it is hoped that this analysis will give the reader a step toward the winning edge in future engagements.
A. The Basic Squad

1. Effective Firestrength

The first and perhaps most important aspect of the game system is the combat effectiveness of the average squad. This must represent three characteristics: the squad's firepower, its ability to withstand enemy fire, and its ability to rally quickly. Although range can be critical, there are many situations in which the effective firestrength given by the inherent firestrength, the morale, and the desperation morale (DM) is adequate to handle the situation. In order to quantify these aspects, the following table lists the average number of broken squads prior to rally for this ten squad situation. The effective firestrength has been defined and calculated for squads in various situations. The effective firestrength is the average total firepower factors which could be delivered by ten of the respective squads after each of the squads has been subjected to the same fire attack strength (FAS) at the same time. The roll modifier (DRM) and all surviving broken squads have been given a DM rally attempt by the presence of a zero DRM leader. The results are presented in the graph of figure 1.

Although it arises from an idealized situation, the effective firestrength gives a good indication of the intrinsic value of a squad under combat situations where it must fire, absorb fire, and consistently and quickly rally to be useful. It assumes that each broken squad will receive the opportunity to rally, a condition more likely to be met in the American or German army than in the Soviet, so that the Soviet 4-4-7 will be less effective in the average scenario than the German 4-6-7. In this respect figure 2 lists the average number of broken squads prior to rally for this ten squad situation for various FAS and DRM as a function of morale. It shows the obvious fact the American squads will require more leaders to take advantage of their freedom from DM modifiers, while elite units will require fewer, except at high FAS values.

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2. Morale, Terrain, and Columns on the Fire Table

An interesting rule of thumb arises when the behavior of units under fire is examined. It may be stated as follows: a level of morale is equivalent to a DRM. What this means is that the probability of a unit of any morale level undergoing a fire assault and suffering no adverse result (neither a kill nor break result) is the same as a unit with a morale value one higher undergoing the same attack, but in a terrain situation with a DRM which is one less. For example, a 6-6-6 squad in a stone building is equivalent to an 8-4-7 in a wood building. Of course, the 8-4-7 is more likely to be killed during the fire attack, but it has the same probability of existing unbroken after the assault as the 6-6-6 squad has. A corollary exists: a level of morale is equivalent to a column on the fire table. As an example, a 6-6-6 squad undergoing a fire attack has almost exactly the same chance of surviving unbroken as an 8-4-8 being attacked with a fire attack strength two columns higher on the fire table. Again, the 8-4-8 runs a greater risk of being killed usually, but its higher morale offsets the increased FAS to yield the same probability of existing unbroken afterwards.

This two rules of thumb are not exact probability equalities, but are extremely close, usually differing by no more than one or two hundredths of probability in the higher columns of the fire table.

3. The Fire at Will Principle

One of the many options available in fire resolution for bare squads is the possibility of forming adjacent units into a Fire Group when firing at the same target. The rules (6.5) state that if units in the same hex fire at the same target they must form a Fire Group. However, adjacent units can either fire individually or form a Fire Group. Superficially, it would appear that formation of the larger Fire Group is desirable since the higher columns of the fire table yield dramatically better results. Careful examination of probabilities indicates that this is not always true. Instead, the formation of a Fire Group should be dictated by the DRM of the target. Analysis shows that if the DRM of the target is negative for all firing hexes, the hexes should fire independently, while if the DRM of the target is positive the units should form into a Fire Group. The survival of squads accompanied by leaders; the presence in the presence of leaders in the squad's hex is completed in section C.

This concept has been named the "fire at will" principle. A negative DRM indicates the target is moving in the open during a defensive fire segment, and these situations allow the maximum possible probability for the squads to fire at will against the moving target. A positive DRM indicates the target has sought cover and that maximum damage will be done by concentrated and directed fire, hence the formation of the Fire Group. This image serves as a mnemonic for the player, as well as justifying this aspect of the combat resolution system.

An example will serve to convince the reader of this principle. Suppose four adjacent 4-6-7 units are under fire, each with an inherent firestrength of 3. Suppose four adjacent 4-6-7 units fire at a target with a DRM of +2. Using the fire at will principle allows the player to divert some of the squads to other combat situations where it must fire, absorb fire, and consistently and quickly rally to be useful. It assumes that each broken squad will receive the opportunity to rally, a condition more likely to be met in the American or German army than in the Soviet, so that the Soviet 4-4-7 will be less effective in the average scenario than the German 4-6-7. In this respect figure 2 lists the average number of broken squads prior to rally for this ten squad situation for various FAS and DRM as a function of morale. It shows the obvious fact that American squads will require more leaders to take advantage of their freedom from DM modifiers, while elite units will require fewer, except at high FAS values.

Figure 1: The effective firestrength for ten squads of the type shown is graphed for various FAS and DRM conditions. The DRM of each line may be determined by noting that each FAS value has three lines associated, and these are the DRM values equal to +2, 0, and -2 respectively from the top to the bottom of the graph.

Figure 2: This table shows the average number of squads which would remain broken but alive as a result of an attack with the given FAS value and DRM if there were initially ten squads of the morale shown. The inversion of the order under the FAS of 4 results from increased kills at the lower DRM values, leaving fewer broken squads.

Examination of figure 1 yields some surprises. The freedom from DM modifiers and their high inherent firestrengths make the American 6-6-6 and 8-4-7 squads extremely effective. In fact, the latter are exceeded in effective firestrength only by the 6-5-8 SS units, and then only when subjected to high FAS values. It should also be noted that the 4-6-8 elite units are only modestly more effective than the 4-6-7 line units.
B. WEAPONS

1. Breakdown Time

One characteristic which all weapons share is the possibility of breaking down. This is quantified by a breakdown number which, if matched or exceeded, indicates a malfunction of the weapon during operation. For the sake of characterizing the incidence of this happening figure 3 lists the breakdown time associated with each breakdown number. This number is in sixties of time, and the breakdown time associated with this number will malfunction within the number of turns listed half of the time. For example, the flamethrower has a breakdown number of 9, so that the owning player can expect an average of two firings before the weapon is exhausted. In other words, if there were 100 flamethrowers in use and all of them were fired twice, there would be around fifty which broke down. Effectively the breakdown time represents the "half-life" of the weapon in combat. The player may use this to evaluate the average time for which his weapons will be effectively functioning.

Rules 8.4 and 8.5 indicate that a machine gun equipped squad cannot fire its weapon separately at the same target, so that the squad and machine gun must combine their fire strength if firing at the same target. Thus, in answer to the first question there exists an extension of the fire at will principle. If more than one negative DRM target is available the pay-off ratio is the same regardless of size, should be used as a separate weapon against the second target. This will happen only during the DFP, and so the owning player must take care to maximize the effects of penetration by selecting targets carefully, thus creating an effective fire lane. In the process of maneuvering, if the player has discovered aaguas on plus machine gun group available to fire, the squads should be fired first against the negative DRM targets before committing the machine guns. It is possible the target will be disrupted without fixing the location of the fire lanes, thus leaving no clear "safe" lanes to the opponent. Again, analysis shows that positive DRM targets should be attacked with a fire group, with zero DRM targets serving as the dividing line.

The second and third questions go hand in hand. To begin with, Figure 4 exhibits the effectiveness of a single squad by listing the probability of a squad of inherent fire strength 4 with various machine guns to affect adversely a single target of morale 7 in various terrain DRM.

Figure 4: This table shows the probability of a squad with firestrength 4 equipped with a machine gun of breaking or killing target of morale 7 in various terrain DRM.

<table>
<thead>
<tr>
<th>Target DRM</th>
<th>Squad</th>
<th>plus LMG</th>
<th>plus M-50</th>
<th>plus MMG</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>.50</td>
<td>.49</td>
<td>.52</td>
<td>.50</td>
</tr>
<tr>
<td>3</td>
<td>.50</td>
<td>.49</td>
<td>.52</td>
<td>.50</td>
</tr>
<tr>
<td>4</td>
<td>.50</td>
<td>.49</td>
<td>.52</td>
<td>.50</td>
</tr>
<tr>
<td>5</td>
<td>.50</td>
<td>.49</td>
<td>.52</td>
<td>.50</td>
</tr>
<tr>
<td>6</td>
<td>.50</td>
<td>.49</td>
<td>.52</td>
<td>.50</td>
</tr>
<tr>
<td>7</td>
<td>.50</td>
<td>.49</td>
<td>.52</td>
<td>.50</td>
</tr>
</tbody>
</table>

The second and third questions are not listed since no MG can shoot beyond the scope of this article; the reader is referred to the analysis in the rules booklet.

B. WEAPONS

2. Machine Guns

The first weapon made available to the squad is the machine gun, which comes in three varieties: light, medium, and heavy. For the purposes of this article sustained fire (COI rule 95) will be ignored. Depending on terrain and the nature of the machine gun the breakdown number ranges from ten to twelve, indicating a fairly reliable weapon. The light machine gun has an attack strength of two, while the medium machine gun has four, and the heavy machine gun can have six or eight.

The unusual property of all machine guns is the penetration factor, equal to the attack strength, which allows it to attack a number of target hexes equal to its penetration factor as long as the hexes are adjacent and in the firing unit's LOS. However, unless an opponent is oblivious enough to line up his squads during his turn, the penetration factor will probably be irrelevant during the machine gun's prep fire phase (PFP). The S2 player is quick to realize that the penetration factor will be meaningful almost solely during the defensive fire phase (DFP) when the machine gun can establish fire lanes which will attack any enemy units attempting to move through them. This in turn indicates two points. The first is that the machine gun will be of most use to the side in a scenario where the opponents will be forced to move through these fire lanes to achieve victory. This will include situations where one side must occupy objective hexes and thus move through open hexes to reach them, and situations where one side must escape off the playing board. The second point is that the placement of the machine gun is critical to taking advantage of this penetration characteristic. Discussion of this aspect of the machine gun lies beyond the scope of this article; the reader is referred to the analysis in the rules booklet. It will be assumed that the owning player is clever enough to position his machine gun to reap this benefit.

However, several questions remain regarding the value and use of the machine gun. When should the machine gun fire separately as opposed to forming a Fire Group with its owning squad? How effective is the machine gun equipped squad? In equipping a free form scenario force which type of machine gun should be selected?

3. The Demolition Charge

The demo charge is placed on an 8 morale squad, with 3-4 AOs leading during its movement phase in any hex adjacent to its path. The placing unit must not break during this movement or the demo charge is aborted. If successful, the demo charge explodes during the advancing fire phase (AFP) with a strength of 30 fire factors modified by terrain DRM. Of course, the unit(s) being attacked will usually be able to fire at the placing unit at point blank range during the DFP unless the attacker has successfully broken the target during previous fire phases, or if the fire of the defender has been drawn already. However, if the target is the last cover before the demo charge, then it is not clear whether the pay-off of the demo charge attack, i.e., the probability of killing or breaking the target, exceeds the danger to the placing unit, i.e., the probability of being killed or broken during the placement attempt.

Analysis shows that the demo charge attack should never be attempted if it allows the defending unit(s) to fire at the placing unit with a negative DRM. Obviously, the more defending units that are in the target hex the more dangerous the placement attempt becomes. However, the danger is somewhat offset by an increased pay-off, i.e., more units killed or broken, if the demo charge is successfully delivered. An example will serve to clarify these competing effects. Suppose a morale 8 squad with a demo charge moves adjacent to two morale 7 squads of firestrength 4 in a stone building. The results listed in Figure 6 show that a MG under the circumstances of Table 4 does not justify its cost.

Figure 6: The chart gives the average number of squads broken or killed as the result of a firegroup consisting of a squad of firestrength 4 with a machine gun firing against one squad of morale 7 and -2 DRM and then achieving penetration fire against a second squad of morale 7 and DRM -2 with only the machine gun.

As a point midway between the extremes of Figures 4 and 5, Figure 6 represents the average number of adversely affected targets under the circumstances that the squad plus MG have fired as a firegroup against one target and the MG has achieved penetration fire against one other target. It is assumed that these are probable during a DF, so that both targets will have a DRM of -2. This shows a more realistic use of the MG as a defensive weapon, and will be used to answer the second and third questions. Using the results of Tables 4 and 6 it is possible to calculate cost effectiveness ratios of the respective nationalities and weapons. It shows that a MG under the circumstances of Table 4 does not justify its cost. Thus, in equipping a free form force to clear a city block, the player would be better served by taking two additional squads rather than a HMG. However, if the MG can penetrate against one additional target, i.e., meets the criteria of Figure 6, the MG justifies its cost, with the single exception of the Russian HMG, which requires penetration against two additional hexes to be cost effective. Thus, in answer to question three, the player must decide if the scenario will present the possibility of penetration fire occurring with any regularity. If it will not, the player should select extra squads or more effective weapons. The gamer should remember the following point: the MG cost is justified if it achieves penetration fire.
the defending unit(s). As a result the numbers of Figure 7 will serve the reader well in almost all circumstances.

<table>
<thead>
<tr>
<th>Defender's Morale</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defender's Total Firestrength</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Figure 7: This table gives the terrain DRM which the attacker must be in to have a favorable probability of success in a demo charge attack. The first number in the 8, 8 entry corresponds to a single 8-4 unit as defender, while the second corresponds to two 4-8 units present.

4. The Flamethrower

The flamethrower is an extremely lethal short range street-fighting or bunker busting weapon. Its effectiveness stems from the fact that any positive terrain DRM is ignored when the attack is resolved. This makes the flamethrower as effective as 44 fire factors (one 36 + and one 8 firestrength attack) against targets in stone houses. The main drawback to the flamethrower is its low breakdown number, making it available for only two uses on the average. It also carries an automatic -1 DRM to any attack resolved against the carrying unit. In effect, this is approximately equivalent (see Section A.2. of this article) to shifting the attack one column to the right on the fire table, and so is not to be taken lightly (or forgotten during combat resolution). Since the flamethrower is not allowed to combine into fire groups or receive leadership modifiers, there are no great decisions to make about its use other than at whom and when to fire it.

C. LEADERS

The role of leaders is so prominent that the good player must be one who successfully employs them. Not only is there their presence necessary to rally broken units, but their built-in DRM affects combat resolution. In addition, their own breaking under fire can cause accompanying units to break or disintegrate. Due to these characteristics many questions arise regarding optimal use of the leader. For example, under what conditions should leaders occupy the same hex as squads under fire, should leaders direct their own fire group or let it combine with adjacent squads into one large fire group, should leaders direct the machine gun or the squad during a split fire phase?

1. Rally Time

The ability of leaders to rally broken units may be quantified by giving the number of rally attempts which the leader would require to reach a 50/50 chance of rallying the unit. This is referred to as rally time, and is listed in Table 8 as a function of the leader DRM and the morale of the unit being rallied. For example, a 7 morale unit under DM conditions with a 9-2 leader will rally half of the time after two rally attempts. For morale levels greater than 6 the probability of rallying is greater than 0.5 in one turn regardless of the leader present.

<table>
<thead>
<tr>
<th>Leader DRM</th>
<th>0</th>
<th>-1</th>
<th>-2</th>
<th>-3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Squad Morale</td>
<td>25</td>
<td>8</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

Figure 8: This table gives the rally time as a function of unit morale and leader DRM.

2. Leaders with squads

Leaders may occupy the same hex as squads, but should the leader break under fire the squads must undergo an immediate MC in addition to any required by the fire table. This check increases the probability that the unit will break and also raises the spectra of a double break resulting in the annihilation of the unit. However, should the leader survive the fire without breaking, its DRM will help the accompanying squads to survive their morale checks. It is clear that stacking a leader with a squad will always increase the possibility of the squad's destruction, but under certain circumstances the addition of a leader actually increases the probability that a squad will survive the fire unbroken. There are five factors which could possibly enter into determining the conditions for this happening: the morale and DRM of the leader, the terrain DRM of the leader, the morale of the squad, and the fire strength and leader DRM of the attack they are undergoing. Clearly the leaders with a DRM of zero will never give an increase in survival probability. Table 9 shows that net DRM (terrain plus opposing leader) which is necessary for the leader to increase the survival probability over that of the bare squad as a function of the FAS, the squad's morale, and the accompanying leader. For example, a 9-2 leader with a morale 8 squad in a stone building is attacked by a 36+ fire group with a -2 leader directing it. The net DRM is +1. Making the presence of the 9-2 leader work on behalf of the defender. If a -3 leader were directing the fire on the building the net DRM would be 0, and the presence of the 9-2 leader would be detrimental to the squad.

Examination of Table 9 shows that when leaders are present the probability of success increases the danger of the accompanying squads, while firing with one 20 FAS group at 1-2 or only one at I-I. Any leaders should always direct the machine gun since the leader DRM will affect any penetration fire the machine gun achieves against other units. Indeed, similar analysis shows that for this situation allowing the leader separate fire gives 0.36 probability of success, while the large fire group of 20 gives 0.45.

4. Close Combat

Close Combat (CC) occurs after the Advance Phase when the phasing player may move adjacent units into enemy occupied hexes. CC resolution is simultaneous and is affected only by the intrinsic firestrength of the squad(s), leader DRMs, and the presence of any light machine guns. All other weapons are ignored. The complication in CC arises from the liberty each player has in allocating his attacks. For example, if two squads of firestrength 4 are in CC with one squad of firestrength 4 the two squad player may attack at 2-1, while the one squad player has the option to attack both squads at 1-2 or only one at 1-1. Also, leaders present may add their DRM to one dice roll, while a squad may add one light machine gun to its firestrength for offensive purposes.
Analyzing CC is further complicated by the fact that it can last an arbitrary number of turns, depending upon the way the combat is divided and the luck of the dice. This difficulty manifests itself in the analysis by the appearance of infinite series which must be summed to obtain probabilities. Coupled with the many options and variables this makes the CC section represent the largest effort of this article. The results of this section will be presented in order of increasing complexity, starting with bare squads of various firestrengths in increasing numbers.

1. The One Squad Case

The simplest case is the one where only two opposing squads are present in the hex, and so no options for combat resolution are available. The probabilities for outcomes are then straightforward to calculate and are listed in Table 10 for various firestrength squads. The number in the upper corner of each box corresponds to the probability that the squad listed above the box will exist in the hex at the conclusion of the CC, while the number in the lower corner applies to the squad to the left of the box. Of course, the probability that the respective squads will be annihilated can be found by subtracting that number from 1. For example, in an even engagement each squad will be destroyed 58% of the time. The probability for mutual annihilation can be found by adding both numbers appearing in the box and subtracting this sum from 1. For the previous example the probability of mutual annihilation is 16%. This table can also be used to get an idea of the probability of winning CC in the event that more than one squad is present. This is done by making a ratio of the total firestrengths present in the hex and finding the similar ratio in Table 10. For example, if three firestrength 4 squads engage two firestrength 6 squads the three squads should attack one of the two squads at 2-1, while the two firestrength 6 squads should attack all three squads at 1-1. Using Table 11 at each stage of CC gives the player the probability maximizing attack allocation, assuming that all friendly squads in the hex are identical. There appears to be no grand pattern in this table.

![Figure 10](image)

Figure 10: This gives the probability of a squad surviving Close Combat with another squad. The firestrength of the respective squads are cross-indexed and the probability for each squad is contained in the respective part of the box.

2. Two versus One

The situation where two squads engage a third offers the side with one squad two possibilities. Although this case is included in Table 11, it is illustrative to discuss it in more detail. Assuming all squads are of equal strength the single squad may attack both squads at 1-2 or one of the squads at 1-1. Analysis shows that following the 1-2 attack method gives the single squad a 0.11 probability of surviving CC. The two squads have a 0.74 probability of victory, while there is a 0.15 chance that both sides will be destroyed. If instead the single squad attacks one of the two squads at 1-1 and, if successful, on later turns attacks the remaining squad at 1-1, the single squad has a 0.07 chance of survival, while victory, i.e. controlling the hex, will go to the two squads 89% of the time, with a 0.6 probability of suffering no casualties, and a 0.04 chance of mutual destruction. This means that the two squad side will lose, on average, the same number of units regardless of the mode of attack the single squad selects. The upshot of all this is that the 1-2 attack on both squads is superior.

![Figure 11](image)

Figure 11: This table gives optimal attack allocations in Close Combat based on the number and type of squads currently in the hex.

a) Engagements between squads of equal firestrength.

b) Engagements between squads of firestrength 4 and 6.

c) Engagements between squads of firestrength 4 and 8.

3. Table 11

The situation where up to three squads of various firestrengths engage other arbitrary groups is examined in Table 11. Rather than list a horde of probabilities Table 11 simply advises the players how to maximize their chance of success depending on the firestrength of their squads and those of their opponent. For example, if three firestrength 4 squads engage two firestrength 6 squads the three squads should attack one of the two squads at 2-1, while the two firestrength 6 squads should attack all three squads at 1-1. Using Table 11 at each stage of CC gives the player the probability maximizing attack allocation, assuming that all friendly squads in the hex are identical. There appears to be no grand pattern in this table.

![Table 11](image)

Table 11: This table gives optimal attack allocations in Close Combat based on the number and type of squads currently in the hex.

4. The Effects of Light Machine Guns and Leaders

The effects of light machine guns are hard to quantify in CC unless each squad on one side is so equipped. For example, if each firestrength 4 squad is equipped with a light machine gun then the attack allocation should simply be read on Table 11c, while the opponent would still read his attack allocation on Table 11a, assuming that all squads were initially firestrength 4.

The effect of a leader in the hex is very drastic. If a leader is present Table 11 should be totally ignored, and all friendly units in the hex should attack all unfriendly units in one large attack, regardless of the poor odds, adding the leader's DMR to the dice roll. Analysis has shown that this method is the probability optimizing one in the presence of leaders regardless of the leader's DMR and the squads' firestrengths.

Afterword

It is the hope of the author that these results are useful to the SL enthusiast and have been presented in such a way as to allow easy access. It is further hoped that this work can be continued to include vehicles and their interactions with infantry and other vehicles. Future plans include possible computer analysis of situations too complicated to handle with a hand calculator, a probability table, and a beer. The author welcomes any suggestions, criticisms, and corrections to this material at his 15 Westwood Rd., Storrs, CT 06268 address.

DESIGN ANALYSIS . . . Continued from Page 21

- Battle of Britain. Allow BRPs to be reduced by sending air factors over an enemy capital during combat phase (normal four-hex movement limit). Such air raids can be intercepted. Each two factors surviving interception destroy one BRP.

- Let Iraq (and Yugoslavia, if using the new variants) become an Italian rather than German minor ally, at the German player's option. Similarly, let Spain become a German vice Italian satellite, at Italy's option.

I fear this wouldn't work too well in a two-player game; Germany would be a cinch to hog all the minors because of her higher growth rate. Only valueless Iraq might be assigned to Italy for convenience. Therefore another approach might be to assign this minors by die roll when activated: Spain 1-3, Iraq 1-2 Yugoslavia 1-5. (The numbers shown would make the country a German minor ally, otherwise it would be Italian.)

- Battle of the Bulge. Allow Germany, once per game, to SR three armor units at start of her turn, before commencing movement phase. May not be done before 1943, and not unless Western Allies control at least one hex of Germany.

- Limit seaborne invasions to areas within seven hexes of a port controlled by the invader at the start of his player turn. Such port would not necessarily have to be used for the invasion, it would just have to be there. There are arguments for and against this. No real-war invasion, with the exception of Narvik and other off-map points of Bergan, exceeded the seven-hex limit: North Africa (Gibraltar), Sicily and Salerno (Malta), Normandy (Portsmouth), Southern France (Ajaccio). An obvious hole in the line of thought is that the North African invasions, for one, were staged from Britain and the U.S. rather than from Gibraltar. The limit would eliminate such currently possible fantasies as Allied invasions in the Adriatic early in the war, Italian landings in the eastern and western extremities of the Mediterranean, etc. On the other hand it would generally ease coast defense problems, notably so for Italy, which may be undesirable. The limit obviously could not apply to invasions launched from the U.S. box.

Questions should be sent with a SASE to Larry Bucher, American Embassy, Honduras, APO, Miami, FL 34022.
VARIANT TEN (RCX)

ANOTHER VARIATION ON THE RUSSIAN CAMPAIGN

By Kurt A Blanch

Do you feel as I do, that a simulation should only give one a starting point? That rules should not restrict “because it was not done”, but only because it was not possible? Do you hunger for German paratroopers or Russian dive-bombers? Then read on, for I have another “what if” RUSSIAN CAMPAIGN variant for you.

The following rules are the final result of a three year labor of love. I owe a debt to many of my play-by-mail opponents, who were willing to test and criticize. My objectives have not changed throughout the testing, revising, and polishing. They are: (a) Reduce the chances of a tie. (b) Retain the basic characteristics of play that make THE RUSSIAN CAMPAIGN such a great game. (c) Include the variant units and attempt to simulate additional aspects, plus some nonhistorical possibilities. (d) Special effort was made to achieve as much consistency as possible. In other words, the rules should apply the same to both sides.

The Third Edition rules are used with the following modifications.

1. Variant Units: The variant units are received as reinforcements on the dates indicated. All German Variant units appear in Berlin.

1941 August—AK Panzer, and 7th Artillery
December—XI Paratroops
1943 January—1st Artillery
May—2nd Artillery, and 2nd Paratroops
September—3rd Artillery

2. German Paratroops: The XI, 3rd, and 2nd Corps can air drop within eight hexes of a German Army Group Headquarters, on the first impulse of a clear weather turn. They cannot be dropped in enemy ZOC, woods, or mountains. They may not move on the impulse they are dropped, but can move on the following impulse. Paratroops may drop only once, and like Russian Paratroops, they must be held off the board in reserve if they are to make an air drop. They must be dropped normally.

3. Artillery: Both German and Russian Artillery have a second impulse movement allowance of zero. In a first impulse battle that includes one or more Artillery units, the odds are shifted in the attacker’s favor; two levels in clear weather; one level in mud or snow. Only the basic parentheses value is used, no odds level shift; during the second impulse, or when defending, or when used in conjunction with a Stuka.

4. Replacements: Headquarters, Paratroops, and Artillery units may not be replaced by either side. German SS and Luftwaffe units are not replaced automatically. The SS is treated exactly like another minor Axis country, and one SS unit may be replaced on a replacement turn. The AK and HG Panzer Corps are treated as regular army units for replacement purposes.


6. Moscow: On every turn that Stalin’s Headquarters starts in Moscow it is counted exactly like another one factor worker unit for replacement purposes only.

7. Fortifications: A city containing a “1” factor worker unit is fortified. The restriction “no city may have two worker units until all friendly Russian cities have one” is deleted. But no city may have more than two worker units, and no worker unit may be placed in Archangel. Fortification triples all units on defense in a major city, and doubles all units on defense in a minor city.

8. Headquarters: Headquarters may use rail movement. On any turn a specific headquarters does use rail movement Stuka and Paratroop operations may not be traced from it and it may not move on the 2nd impulse.

9. Victory Conditions: The game ends and Victory is achieved by either eliminating the enemy leader’s headquarters or gaining simultaneous control of 20 major cities.

Important notes: (a) The only optional or variant rules used are those of RCX. (b) The Order of Battle chart is misleading as to the availability of the Bulgarian Garrison. Rule 20.6 takes precedence. (c) Terrain ambiguities—AVALON HILL has ruled that (1) Hex A10 is treated as a river junction. (2) Hex B8 and C7 are connected. (3) A unit on hex KK19 is not doubled when attacked from LL19. (4) A Russian paratroop that has been placed in reserve, but now is being brought onto the board normally (rather than by airdrop) would appear on the East edge.

The following is a discussion of each rule. Each section is numbered and corresponds to the rule it refers to.

#1. Some major nonhistorical differences are postulated for the Axis. The airborne invasion of Crete occurs but Hitler does not abandon the concept of paratroops. Adolf directs a greater shift of the German economy to armaments in 1940. This allows the Fuhrer to equip several more divisions. New airborne formations are created including a glider corps. (Treated the same as paratroops, the regular game’s Luftwaffe 3rd Corps becomes a glider unit.) Two more armored corps are formed. One is sent to Africa, Italy is not abandoned. The other, represented by the AK, is fielded on the Eastern front. In 1941 Hitler ordered production of 1,000 tanks a month. He soon backed down, when the cost and effect such an effort would have on the German economy became apparent. The Nazi leader was popular in Germany at that time, and a massacre seemed more desirable than the vast improvement of living conditions over those known at the end of World War I. Questionable decisions were being made for political reasons. It was not until 1943 that German Tank production finally exceeded 1,000 units per month.

#2. The German paratroops operate under the same basic restrictions as the Russian. This variant feature draws the greatest criticism, but I still feel the Russian restrictions should apply to both sides. Paratroops could not, and dare not even now, be dropped into enemy troop concentrations. To do so would subject them to unacceptable losses as well as possible failure. While it is true they have been used to overwhelm strong points, that is not the same as sending them into enemy concentrations. If the enemy has strong mobile forces available, trouble looms. Remember Market Garden and the fate of the British 1st Airborne as well as the Polish 1st Parachute Brigade. Both were assigned the bridge at Arnhem. Both suffered an “elim”. At Arnhem the troops were able to land and secure the bridge without opposition. It is even worse if there are opponents below them. Those gentlemen floating down through enemy gunfire have some severe problems. They lack heavy weapons. Mobility is restricted, and their supplies are limited.

Paratroops are most effective in lightly defended areas, to capture objectives, destroy installations, or block enemy movements. Only once, to my knowledge, has a landing against considerable forces and with little surprise succeeded. That was Crete, and the unit making the jump was shattered.

#3. The Russian “Artillery” simulates something a little more elusive than just another unit. After all, artillery is already represented in the army and corps units. More than one account of the fighting details the Russian ability to execute a devastating attack, if there was adequate preparation. After the battle was under way this edge was lost, and it required superb handling of fluid situations. One quote from Wehrmacht sources, found in an interesting little book titled “German Operations against Russian Breakthroughs”, describes a successful zone defense in Russia. Just before the offensive commenced the Germans pulled their troops back. The heavy blizzards fell on thin air. The Russian advance at first encountered no opposition, and was caught off-balance by a counterattack. Hurl back to their starting positions, “The Russians never were able to repeat their deadly preparation.” The reason given was “supply” problems. The Germans later retreated when the unit on their flank gave way.

Therefore, I visualize the Russian Artillery units as representing a combination of airforce, command staff, specialist and technical personnel, as well as additional supply. The German Artillery is rationalized as representing their dreaded siege guns.

#4. German Headquarters represent airpower not just staff officers. That the Axis Headquarters can be cheaply risked or used as highly expendable units is inappropriate. If a headquarters is eliminated it should simulate the havoc and lasting damage, considering the game’s time frame, to supply, communications, support, as well as the loss of a staff. Aircraft on the ground and other vital equipment would be subject to capture or destruction. The same reasoning is applied to the “Artillery”. The automatically replaceable feature of units is undesirable and produces some very strange tactics. Like having the three SS Panzers commit suicide so they can conveniently appear the next turn on the West edge.

If the German wins in the USSR, he has won period. But to achieve a tie he would not only have to hold these victories and the land bridge to the Western Allies. Therefore much of the greater military production in 1942-45, including resources that would have rebuilt the standard game’s automatically replaced units, is considered committed to the Western Front or Africa. If the Russians are held off until game end, the Westerners are also considered to be halted, if not on the beaches or in France, then at the Rhine.

The optional SS rule is better than the original, but it has an undesirable effect. It produces a flood of powerful replacements in 1944. Now it is true the German had shifted their economy to total war by then, but the new units were poorly trained, often under-equipped, and many did not perform well in the field. The ridiculous shortfalls of critical raw materials were being felt. As early as 1942, strength levels were tampered with. For example, while a lot of new armored divisions were created, the table of organization was changed almost cutting in half the number of AFVs assigned to each.

#5. The conditions symbolized by mud do not often occur in early fall. Mud is more likely after the spring thaw. This is reflected in the Historical Weather Optional Rule.

#6. Russia is given a slight boost whenever Stalin is able to maintain his seat of government in Moscow. This is a desirable incentive for the
Soviets. Moving from the capital should carry a tangible penalty. There would certainly be a loss of efficiency as a result of confusion, and a drop in morale. The facilities used in the government's operation would not be as familiar elsewhere.

7. Fortification is a major change. The seven "1" factor worker units take on a second function. It has historical validity as the Russians built extensive fortifications around several cities. Fortifications played a major role in the great armored battle at Kursk. The term fortification in the words of Frank Freeman is "a two edged sword". One can strengthen forward positions, but should the juggernaut roll over them anyway it is costly. Note that the Russians start the game without fortifications. They had to build extensive fortifications after the war started. I strongly feel that no city should have this defensive benefit prior to summer's first year. In any case it is important that the Russian should have to commit new resources to fortify.

8. Surely Headquarters and their associated airpower should be able to use what was the main and most reliable form of transportation that vast and in many ways primitive hindland.

9. Victory conditions are modified slightly from the Campaign version. Although it is dubious that either side would have collapsed only because they lost their leader and his staff, in the game you are taking the role of supreme commander. If elimination of the total war is over for you! The second condition, capture of 20 out of 21 major cities, is more tested and coordinated as a unit. Speaking of rules, Archangel for an almost certain tie. Someone moving flags around a map and saying suspect it is much closer. Can you not picture combat, because having participated in the real large size units than "river-between-hex". Indeed the area it's zone of control extends across. So that never really approach the real thing. I myself, am thing I cannot imagine any game simulating that explanation which is most simple is probably the core. It is the holy grail of conflict simulation. For Example: In-hex river symbology has been analysed and good control of the battlefield it can end in

RCX Tactics and Considerations:
Tactics and strategy are not altered much from the standard game. Those factors such as paratroops and "artillery" units that do change play, have been restricted and rendered vulnerable so that their impact is held within reason.
The opening moves are little affected and the same defensive and offensive strategy as used in a regular game should be used in RCX. The only differences are one more replacement factor per turn as long as Stalin is in Moscow, and the German need not worry about heavy mud in September or October. To destroy any German's morale, gift him with heavy mud in September of 1941.
Over all, the variant tends to exaggerate. The German is stronger in the first two years, and then much weaker thereafter. While the Axis is running against the clock, the Soviet must gain enough time and space to achieve parity. Once this occurs overwhemling Soviet superiority seems to follow, as dog plus bone will result in growing.
The Russian need not worry about paratroops until 1942. A generous margin of time has been allowed for the Germans to rebuild and prepare their Fliegerkorps for action. Since Hitler lost faith in his new weapon, we will never know how long it really might have taken under the circumstances. General Student felt at the time, that he could rebuild his command within six weeks. The losses at Crete amounted to 10,400 out of 22,000 engaged. Once the Axis Fallschirmjaegers are available, then they must be guarded against. Watch out for en-circles, river defenses unbroable in the second impulse, and most important, garrison all cities in reach.
The Russian should not put very much reliance in fortifications. They are powerful as long as Sukas are not available. If they are, and the enemy is in control of the game, RCX variations will probably only produce a one odds level shift on the combat results table. The results will likely be a 3-1 attack and loss of the position.
The "preparation counter" (artillery) is meant to be used in set piece battles; situations where one can bring forward all the supplies and special equipment. That was the idea. The weakness is obvious, it is difficult to coordinate the artillery, and good control of the battlefield it can end in disaster. eg: Attacking at 1-2 raw odds, the first impulse battle would be shifted to a 2-1, in clear weather by artillery. There is a 1 in 36 chance of "Contact" followed by "Attacker Eliminated". If artillery units are committed into fluid battles the unit's destruction in a melee is a likely result.
The German player must take precautions with his headquarters. If they are held with a reserve unit, behind the front line, they are quite safe. If left alone at the front, beware of a Russian thrust whose sole purpose is to garner your HQ's tender hide. Russian players remember, in the variant, if you can manage to plug one of these menaces, they stay dead.
Following are a few rules worth consideration when using this variant or another they never made the variant. Caution, they are not a part of RCX although I do think "A" would be a desirable addition. Most important they have not been tested. There may be unforeseen flaws and unhowleres results.

A—Partisans: The following replaces rules 19.1 and 19.2. Rules 19.3 and 19.4 still apply. (a) Partisans have a Zone of Influence (ZOI) instead of control, on the hex they occupy. German units using regular movement, sea invasion, or retreating as a result of combat ignore a ZOI. They may move through or stop on the same hex as partisans. (b) Unfortifying by rail is not permitted, German units may not enter a ZOI. (c) A ZOI does not change control of cities, or oil fields, but does inhibit supply. Supply cannot be traced from a ZOI, nor through a ZOI. (d) Partisans may be placed on any hex in Russia without regard to front lines or rail hexes except they may not be placed in enemy ZOC nor within five hexes of a ZOC during the move.

This is designed to prevent rail enclaves far behind enemy lines. While one might capture rolling stock, it would be too little to have significant capture of the oil fields. On the other hand, this would be converted from one gauge to another if isolated from one's own rail net. Those who look closer will be quick to recognize some fudging. It is for simplicity. Russia does not observe hex A5 as a connection to her main rail net, and Finland used the same gauge as Russia.

C—Victory Condition: At the end of the March/April 1943 Axis turn, if Hitler is in Berlin (he may have returned that turn) the German player may elect to activate Victory Conditions. Upon notification the Russian player must elect to either: (a) end the game immediately with a tie verdict or, (b) continue the game under the following conditions.

1—The Russian player achieves Victory and the game ends the instant the German player has control of less than 12 Strategic points. Strategic points are defined as major cities, minor cities, and oil wells.

2—The German player wins by avoiding the Russian Victory conditions through game end. (Russian June 1945 impulse) The original Victory conditions no longer apply if this option is used. If both sides agree, Variant rule "C' might work well in the historical game as well as the variants. I had conceived of Tom after the war. I pressed a disiliation to play the second half of THE RUSSIAN CAMPAIGN as the German. Why play when all you can do is tie? In my mind (I was the Russian) I felt this was unfair. I should have his turn at that? Yet there is a good point, for a game to drag on when little chance of victory exists for either side is undesirable. At the same time you should not ask the Russian to quit when the worst he can do is tie, with a remote chance of winning. So Bruce Downing and I created what we hope is a solution to the dilemma.

Only the German can activate the option, and then the Russian alone decides whether to select (a) or (b). If the German decides against the tie and continues the game then there can be no tie.

The German would be foolish to activate the option if he will win under the Russian Victory conditions, especially if he is in a good position, as the Russian would immediately end the game in a draw. If the German is weak, then to select the option might still be a foolish idea, as the Russian can win with a lot less territory. The German might be able to stave off defeat otherwise.

Continued Pg. 37, Column 2
Although I did a lot of solo playing of BLM sports games in my younger days I can't even begin to conceive of why anyone would want to play a wargame solitaire. Those who apparently know such things, however, inform me that large numbers of wargamers, whether through choice or necessity, play solitaire almost exclusively. Therefore I deduce the following article to those who will never relish the true taste of victory over a live opponent.

Wargaming is a great hobby. It provides hours of fun at a relatively low cost, because games once bought can be used over and over again. It is a "sociable" hobby and allows one to meet new people from time to time who have a similar interest. There is really only one large disadvantage: one generally needs an opponent in order to play the games. It is possible in many games to play both sides, but this is certainly second best for those of us who enjoy the competitive aspect of the hobby. Even if one plays by mail or has a regular opponent, there are still those long hours when one wishes he could sit down and play a competitive game on the spur of the moment. For such times, one's thoughts naturally turn to a search for games suitable for solitaire play. Several such options have recently become available to the gamer. The new micro-computer games have an instant appeal to the solitaire player able to afford a computer system. For others, games like MAGIC REALM, OUTDOOR SURVIVAL, and SOURCE OF THE NILE help to fill the bill, since in these games the player can play against "the system" which is quite capable of defeating him.

Unfortunately, however, there are very few true wargames with built-in solitaire systems. To this author's knowledge, SUBMARINE and RICHTOFEN'S WAR are the only two Avalon Hill titles which have something, no matter how limited, for the solitaire player.

This article, then, describes an attempt to adapt another wargame to solitaire play, where the "opposition" is controlled by a system which does not require decisions by the player. Avalon Hill's TOBRUK was chosen for this treatment for several reasons:

1. It is a tank battle game. The author enjoys tank battle games, and trusts that many of his readers do also.
2. It has no terrain, so no decisions regarding terrain have to be made by the system, simplifying things considerably. In attempting to devise solitaire systems for other land-battle games, one immediately runs into the problem of knowing how to have the system decide which hill to take, or which bush to hide behind. In TOBRUK all of these problems disappear.
3. The movement factors of the individual units are small. In many tank battle games units can dash across hills in one turn, creating an infinite number of possible movement options. In TOBRUK the fastest unit moves five hexes per turn, again limiting the number of options open. This makes a solitaire game possible without the use of a computer to weigh all the options.
4. It is complex and full of variety. These qualities are what make MAGIC REALM such an excellent solitaire game, for instance. This insures that the player will have to use his head, and that the games will not become dull through being overly similar.

In the following rules and scenarios emphasis has been placed upon the game rather than upon historicity. In other words, the major goal was to provide a game which would first of all give the solitaire player a good competitive game. To this end, none of the scenarios provided re-enact an historical incident. The solitaire system can be used for a few of the scenarios provided in the TOBRUK gamebook, but it is better suited for use with the randomly generated scenarios provided here. In the scenarios the player is generally given the role of attacker, while the system defends. This is by design, since it is generally more interesting to control the offensive forces.

There is another consideration to keep in mind as one reads these rules. That is that the side controlled by the system does not always make the "right" choices. It would be possible (probably only with a computer) to design a system which would weigh every option and every probability, and then choose the best possible course of action. No such attempt was made here, nor does the author feel that such a system would even be desirable. War is the realm of chance. In the pressure of a combat situation it is simply impossible to weigh all of the probabilities. Actually, therefore, it would be unrealistic to have one side in a battle game always making the "right" decisions. The following system allows for that. At times the system will make some obviously faulty moves. At other times, however, it will make some devastatingly intelligent ones, especially when the player doesn't expect them. The system-controlled side behaves in an over-all prudent fashion, but it is not perfect. It can surprise you, however. There is enough chance built into the system to insure that the player will never be absolutely sure just what the enemy is going to do. The system is deadly—it can beat you. It is up to you, the Lone Fox, to outmaneuver and outgun your shadowy opponent.

All of the regular rules of TOBRUK apply, except as modified below.

### GENERAL RULES

1. In all of the following rules, units belonging to the solitaire player will be referred to as "player" units. Units opposing the player's forces will be referred to as "system" units.
2. Movement
   a. In solitaire TOBRUK, all fire is considered simultaneous, rather than sequential as in the regular rules. Therefore, no damage or casualties are recorded until all units of both sides have an opportunity to fire (exception: dueling, as explained below). Damage to vehicles and weapons can be listed in the "ammunition" section of the Roster (if optional ammunition rules are not being used) and transferred to the "damage" boxes after all fire is resolved for a given turn. When a casualty is inflicted on a personnel unit, the casualty box may be marked with a single slash, and then marked with a second slash to form an "X" after all fire is resolved for a turn.
   b. In a duel, the simultaneous nature of combat is suspended for the two vehicles involved. Roll two dice for each tank—the one receiving the lowest roll will fight first. The duel is conducted per the regular rules, and all damage is recorded immediately, as it occurs.
   c. System tanks able to fire APCR ammunition will always use it against qualified targets.
3. Dueling (per the regular rules) may occur as follows:
   a. If the player decides to fire at a system tank which does not have a previously acquired target, the system tank will duel with the player tank if the player tank is the nearest to the system vehicle. If it is not, it will duel on a roll of two dice equal to or greater than the HPN to that player tank.
   b. In a duel, the simultaneous nature of combat is suspended for the two vehicles involved. Roll two dice for each tank—the one receiving the lowest roll fires first. The duel is conducted per the regular rules, and all damage is recorded immediately, as it occurs.
4. System tanks able to fire APCR ammunition will always use it against qualified targets.
5. **TANKS vs. NON-AFV Targets**
   a. System tanks which only fire AP ammunition will never fire their main armament at personnel targets.
6. System tanks will always fire their machine guns at eligible targets, unless it would interfere with their fire of their main armament during the same turn.
7. When presented with only non-AFV targets, system tanks will automatically fire at the nearest. Tanks will never fire at unloaded trucks, however.
WEAPON RULES

or heavy) acquire and fire at targets exactly like tanks. Likewise, if it cannot inflict "damage on a non-AFV unit exactly like tanks. However, tanks firing AP-only ammunition from their main armament will not move toward personnel units if there are any other types of units on the board.

INFANTRY RULES

Once emplaced, system personnel units will not move.

2. System personnel units will always fire at the nearest player personnel target.

3. When the player commits fire of more than 50 gunfire factors to a system personnel target in a hedgehogging or weapon pit, he must check the morale of the target before firing. If the unit fails the morale check, it immediately drops into full cover and remains there for the remainder of the combat phase. There is no additional penalty, and the unit is returned to good cover at the beginning of the next turn. The player may not shift his fire to a new target.

WEAPON RULES

1. Once emplaced, system weapon units will not move through them they may pivot.

2. All system weapons (whether light, medium, or heavy) acquire and fire at targets exactly like weapons mounted on AFVs. However, if the weapon cannot inflict damage on an AFV, it will ignore it. Likewise, if it cannot inflict damage on a personnel unit, it will ignore it.

ARTILLERY RULES

1. The player may not use more forward observers than the system.

2. The type of artillery assigned to each FO (whether player or system controlled) is determined randomly by any method desired (such as drawing chits or assigning each type a die-roll number).

3. System artillery will fire only registrations, concentrations, and barrages.

4. To determine when system artillery fires, roll two dice for each system FO at the end of the movement phase, for each board section which contains player units. A roll of 7 or less indicates a possible hit in that board section. Roll once for each player unit in the section (in any order desired)—a roll of 3 or less on two dice indicates a hit. Cease rolling when the first hit in that section is made for that turn. Determine the type of hit by rolling one die: 1-4 = registration, 5-6 = concentration. Hits within four hexes of a system infantry or weapon position are always barrages (one barrage per FO). Mark each hit location with an inverted field placement marker, and record his location and type in the artillery roster.

5. The determination of a "hit" from step 4 does not necessarily mean that a unit in that hex will receive fire in any turn. In the course of a game, an individual battery will likely have several potential registrations and concentrations on the board. Therefore, it becomes necessary to determine just which target will actually receive fire from a battery in a given turn. System batteries will fire at potential targets in the following priority order:

a. any personnel unit or loaded carrier unit
b. any weapon unit
c. any AFV unit

If more than one target qualifies, resolve the problem with a die roll. System artillery will move with and shift targets according to this same priority system.

RANDOM FORCE GENERATION

The following paragraphs describe a method for randomly generating and placing a force within a specific board section. As explained in the scenarios, sometimes this method is used to generate and place system forces, and sometimes it is used for both sides.

Random Placement

1. First, find the center hex of the board section which will contain the forces. The directions are as follows:

<table>
<thead>
<tr>
<th></th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
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<td>NE</td>
<td>2-5</td>
<td>NE</td>
<td>2-5</td>
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<td>NW</td>
<td>2-5</td>
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<td>2-5</td>
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<td>SE</td>
<td>2-5</td>
</tr>
<tr>
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<td>SW</td>
<td>2-5</td>
<td>SW</td>
<td>2-5</td>
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<td>NN</td>
<td>2-5</td>
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<td>2-5</td>
</tr>
<tr>
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<td>SS</td>
<td>2-5</td>
<td>SS</td>
<td>2-5</td>
<td>SS</td>
<td>2-5</td>
</tr>
</tbody>
</table>

3. Roll one die for each unit to be placed to determine the direction from the center hex toward which the unit will be placed. The directions are as follows:

1. NE
2. NW
3. SE
4. SW
5. NN
6. SS

4. Roll one die again, and place the unit the resulting number of hexes away from center, in the direction found in step 3 above. If the result would place the unit in the gray border area, place it one hex short of that area. Any number of AFVs may be placed in the same hex as another unit, roll again.

5. Turn the units face up.

6. AFV and weapon units will always face toward the opposition's board section or edge located nearest the friendly unit in question.

Armored Force Generation

1. Roll one die to determine the number of vehicles contained in the board section.

2. Roll on the AFV tables to determine the specific vehicle types.

<table>
<thead>
<tr>
<th>British</th>
<th>German</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stuart</td>
<td>M3/30</td>
</tr>
<tr>
<td>Grant</td>
<td>M7</td>
</tr>
<tr>
<td>Cruisier</td>
<td>M10</td>
</tr>
<tr>
<td>Valentine</td>
<td>10</td>
</tr>
<tr>
<td>Cruisier C.S.</td>
<td>12</td>
</tr>
</tbody>
</table>

Infantry and Weapon Force Generation

1. Roll on the table to determine the number of platoons: 1-2 = 1 platoon, 3-5 = 2 platoons, 6-3 platoons.

The "company HQ" units of a given nationality are always added to the result found above.

2. Determine the number and type of weapons as follows:

BRITISH OR GERMAN

Two medium or heavy weapons per platoon. Roll two dice for each weapon: 2-5 = medium, 6-12 = heavy. Roll one die to determine the number of light weapons. Roll on the weapon tables to determine the exact type of each weapon.

ITALIAN

One medium or heavy weapon per platoon. Roll one die for each weapon: 1-3 = medium, 4-6 = heavy. Roll one die and divide the result by two (round up) to determine the number of light weapons. Roll on the weapon tables to determine the exact type of each weapon.

3. Randomly place the medium and heavy weapons in the board section specified by the scenario chosen. Place each in a weapon pit with a crew.

4. Roll one die to determine the number of forward observers: 1-2 = 1, 3-4 = 2, 5-6 = 3.

5. For each light weapon and FO to any infantry section as desired. Note the assignments on the infantry roster.

6. Invert and mix all infantry sections, except HQ groups. Split these inverted groups as evenly as possible between the medium and heavy weapons already placed, with any extras placed with those weapons nearest the enemy section or board edge. Roll one die for each unit, and place it adjacent to its weapon unit in the hex indicated by the die roll. Use the directions given in step three of "random placement".

7. Turn the infantry sections face up, and give each its assigned FOs and light weapons. Place a hedgehog counter in each hex containing infantry force units. Roll on the honor roll such that the maximum number of units benefit from their morale modifier.

8. Place any additional field emplacements per scenario specification.

THE SCENARIOS

The following scenarios are basically arranged in order of increasing complexity, from pure tank battles to a combined arms operation. When reference is made to point values, use the point value chart in the "Firefight" section of the regular rules. Initial starting force point values are always taken from the "captured" column of that table, except for Stukas which use the K-kill column. Victory points are always taken from the appropriately marked column. Each scenario is 30 turns long.

1. Free—Randomly choose three board sections (by assigning each a die roll number), and randomly place system tanks on each. Player tanks are randomly placed on the remaining three sections. At the end of the scenario, two calculations are performed. If the first calculation yields a larger number than the second, the player has won. Otherwise, the system wins.

a. first, divide player victory points by system victory points.

b. second, divide player initial value by system initial value.

2. Breakthrough—The gray"S" row of section B is considered an anti-tank trench. Randomly place system tanks in sections A and C. The player enters the south edge of the board with a force whose initial value is not more than double that of the system force. To win, the player must exit at least half of his forces (in units, not point value) off the north edge of board section B. Special rule: A system tank will not move if a line traced between it and any undamaged player tank extends to intersect the north edge of the board. This only applies if the system tank is the nearest of the two to the north edge.

3. Convoy—Randomly generate and place system tanks on two board sections, also chosen at random. Roll two dice—the result is the number of light trucks in the player's "convoy". The player may choose a tank force which does not exceed the initial point value of the system forces. To win, the player must move at least three-fourths of his convoy trucks from east to west along the gray"S" row which begins a short distance to the east, and then move the rest off the west edge by the end of the game. Trucks may not leave the"S" row. Player tanks enter anywhere along the eastern board edge. The player may delay the entry of his trucks as long as he desires. Special rule: System tanks will always fire at trucks (rather than other targets) if their HPN to any truck is 8 or less (before modification for movement). This special rule supersedes rules 3 and 4 of "Tanks vs. Non-AFV Targets" for this scenario only.
Players will obviously be able to devise their own solitaire scenarios. The ones included here are designed to get the player started, and hopefully to provide some inspiration. Of course, if a player does not want to generate random forces, he can always pair off any forces of his choosing. The random system included here, together with the scenarios, is designed to prevent the player from weighting things too heavily in his own favor.

Undoubtedly other more complex and realistic solitaire systems could be designed. The goal here was to provide a maximum of enjoyment with a minimum of hassle. Perhaps these rules will inspire readers to devise solitaire systems for other games.

If so, this author will look forward to seeing them in the pages of THE GENERAL.
Advanced Level
RICHTHOFEN'S WAR Again

By Kenneth Erbey

Since its introduction in 1973, RICHTHOFEN'S WAR has stood the test of time quite well. Its quick action and uncomplicated format have made it one of the most popular wargames. Small wonder that other companies have been quick to duplicate RICHTHOFEN'S WAR. Although they can claim originality by using a different time period, they still can't seem to capture the simple grace of the predecessor. Yet it is still not without its faults. It suffers from the age old dilemma of all wargames—a trade of realism for simple game mechanics. Fortunately it worked out well.

There have been several proposals for added realism for the game—the RICHTHOFEN’S MANEUVER CARDS being the most notable—but there are still a few rules which detract from the potential realism of the simulation. For example, the German player in his Fokker d7 spies a lone SPAD 13 making its way back towards friendly lines. With superior skill, the German maneuvers his Fokker behind the tail of the SPAD and fires a burst. The SPAD is in trouble. But then making a maneuver that Richthofen himself would be envious of, the SPAD spins 180° with its guns blazing! (See Diagram 1).

Diagram 1: "Miracle Maneuver"

The German player fires defensively, moves directly behind the SPAD and unloads another burst. The SPAD, once again utilizes his 'miracle maneuver' to position the Fokker within his gunsights and fires away, critically damaging the German's controls. The German fires defensively only once, but it is not enough. He tries to flee, but the SPAD flies behind the Fokker and fires a killing spray of bullets.

The above example was not only very unrealistic—(with the 'miracle' maneuver), but was also basically a disguised crap game. The players merely moved the playing pieces in between rolls of the die. The German player moved within a range of one hex and rolled the die. The Allied player in his turn moved within one hex and then it was his turn to roll the die. So on and so forth, each player firing at a range of one until the die chose a winner. Some may call this realistic, but to the hard core purist who scoffs at the abstract, it's closer to sacrilege. To those so afflicted I propose an Advanced Level version of this classic Avalon Hill game (Advanced Level being synonymous with added realism at the cost of added playing time, and intended for experienced players only).

Under the present Intermediate Level format, RICHTHOFEN'S WAR is played on a map with hexes equaling 50 meters. In the Advanced Level version this will be reduced to approximately 17 meters. There is no other change in the Game Equipment.

The advanced game is an extension of the Basic and Tournament games that includes rules charts and tables for more realism and complexity. All Basic and Tournament Game rules apply unless otherwise stated.

MANEUVER:

In the Basic and Tournament Games the aircraft were allowed to turn up to 180° within the fifty meter hex. In the Advanced game, however, each hex has been reduced to approximately 17 meters. Each aircraft may not turn more than one hexside per hex. The use of the individual aircraft's Maneuver Schedule becomes very important.

MOVEMENT:

Before a player moves his aircraft, he must first mark his direction of travel with a dummy marker. The player is then obligated to move into the first hex directly forward. After thus moving, the player may elect to move once again directly forward, or turn in place one hex-side at the cost of movement points indicated on the maneuver schedule. If the player elected to turn, he must then move one space directly forward (he may not turn more than one hexside per hex). After he has moved to this obligated space, if he elects to turn once again in the same direction he must use the next number on the Maneuver Schedule (In relation to the direction that the dummy direction counter is facing).

For example: A Fokker d7 starts his turn facing North. The German player places a dummy counter facing North. The Fokker moves his first space directly forward and turns one hexside to the right. Looking at the Maneuver Schedule for the Fokker d7, this turning maneuver cost 0 MPs. The Fokker moves one space directly forward and turns again to the right. He is now facing Southwest compared to the dummy direction counter which is still facing North. Looking at the 'Southwest' direction on the Maneuver Schedule shows that such a turn would cost two MPs.

Any time an aircraft moves two or more hexes directly forward, without changing the hexside direction, the dummy direction counter is 'reset' to this new direction. For example: If the above Fokker were to fly two spaces directly forward in a Southwest direction, its dummy direction counter would be reset to face in a Southwest direction. See Diagram 2.

COMBAT:

In order to keep RICHTHOFEN'S WAR from becoming too complex, and due to the limitations of a two-dimensional hexagonal board, there are only six 'avenues of approach' for forward firing machine guns to use when attacking. (See Diagram 3). In order to fire at a target, a forward firing aircraft must be in that target's avenue of approach and have that target within a twelve hex range field of fire. Rear firing machine guns may fire at any targets within their twelve hex range field of fire. The players place a dummy counter to mark the first hex that their aircraft is able to meet these conditions. The aircraft then flies toward the target until it expends all of its movement points or it is point blank over the target (in the same hex).

### EFFECTIVE FIRE NUMBER TABLE

<table>
<thead>
<tr>
<th>MOVEMENT</th>
<th>NUMBER OF MOVEMENT POINTS &quot;SIGHTED&quot;</th>
</tr>
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### EFFECTIVE FIRE NUMBER

**DIE ROLL MODIFICATION CHART**

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<tr>
<td>* +1 100% Effective Firing</td>
</tr>
<tr>
<td>+1 Point Blank Firing</td>
</tr>
<tr>
<td>+1 Shot Fire*</td>
</tr>
<tr>
<td>-1 Angle Fire*</td>
</tr>
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</table>

Dice roll modification is cumulative. Example: An aircraft with 100% Effective Fire at point blank range attacking from the slot would have a +3 Die Roll Modification.

*Shot Fire is an attack from directly behind the target at a range of one or less (point blank).
*Angle Fire is any attack from the Number 2 or Number 6 Avenue of Approach.
In order to fire defensively, the attacking target aircraft must have attacked from an avenue of approach within the field of fire of the aircraft firing in the defensive phase.

To avoid confusion, players should announce "sighted" when attacking aircraft or target aircraft satisfy the requirements.

The players may then resolve their attacks by locating the column of the firing aircraft-type on the Advanced Level Target Damage Table. Determine the Effective Fire Number by counting the number of Movement Points that the target aircraft was in the field of fire, (the dummy counter is used to aid the players), and then cross referencing this number with the movement allowance of the attacking aircraft on the Effective Fire Number Table. This will yield the Effective Fire Number.

Locate that Effective Fire Number within the firing aircraft's column. Roll two dice and modify the outcome according to the Die Roll Modification Chart. Cross index this number with the Effective Fire Number to determine the number of hits scored.

If the attacking aircraft has any movement points left (i.e. it stopped movement directly over the target to resolve combat at point blank range), it must now expend those remaining movement points. It is allowed to resolve as many combat encounters as it can initiate, but it can only attack each target once (unless it fired defensively). The firing aircraft then marks off one box on the appropriate (forward or rear) Ammunition Section of the Aircraft Status Pad. Each firing aircraft marks off only one box per turn regardless of the number of targets fired at.

Diagram 2: Example of Movement

Diagram 3: Six "Avenues of Approach"

An example of Advanced Level Combat is shown in Diagram 4.

A SPAD 13 moving at 11 spaces moves into to attack a German Fokker d7. He moves three spaces straight ahead in order to enter the German's avenue of approach. At this time the German announces that he has sighted the SPAD. The SPAD turns to face the Fokker, expending one MP for the maneuver. He now announces "sighted". He places a dummy counter to mark that hex, and then starts his attack. He moves directly towards the Fokker until he is in the same hex as his target (point blank). He then counts the number of movement points expended during his 'attack' and comes up with six (remember to count the movement points for turning to face the German as well as the one for moving Point Blank). Cross referencing this number with the movement allowance for that turn (11 MP's) he gets an Effective Fire Number of four. Rolling the die and Modifying +1 for point blank fire, the Spad gets a ten. Cross referencing this with

### ADVANCED LEVEL TARGET DAMAGE TABLE

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<tr>
<td>AA (ALL RANGES)</td>
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<td>Turn to the right once more</td>
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<td>Turn left</td>
<td>Move one space forward</td>
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<tr>
<td>Move one more space. Reset direction counter (Maneuver schedule)</td>
<td>Move one more space. Reset direction counter</td>
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</table>
The German elects to fire defensively (the SPAD attacked in the Fokker’s field of fire). Counting the MPs that the SPAD spent in the Fokker’s field of fire, he comes up with seven (counting the MP the SPAD used to move into the Fokker’s avenue of approach before turning). Using the SPAD’s movement allowance of 11 (the Spad did the moving), the German cross references these numbers on the Effective Fire Number Table to get an Effective Fire Number of 5. He rolls the die, modifying it +1 for point blank fire (He receives this benefit also because he is firing at the same time as the SPAD) for a total of 11. Finding the Effective Fire Number (five) under the Fokker d7 column, and cross referencing it with the modified die roll (11), he finds that he did eight points of damage to the SPAD.

In the Basic and Tournament Level versions of RICHTHOFEN’S WAR, range is the most crucial factor in determining combat, when actually a bullet fired at 500 yards would do just as much damage as one fired at fifty. The only advantage of closer range would be greater accuracy. In the Advanced Level Game the length of time that the attacking pilot actually sees and fires at the target determines the effectiveness of the fire. The longer the burst, the more time the pilot has to “aim” his fire, thus increasing the effectiveness.

Maneuvering becomes very important to the game. In the Basic and Tournament versions, both aircraft could be in high performance turns and still do unbelievable damage to one another because they were only fifty yards apart. In the Advanced Game players will find that the tighter they get to the enemy the harder it is to inflict damage. Much more meaning comes to the Maneuver Schedule. In the Tournament Game, using the Maneuver Schedule and sighting rules added greatly to the realism, but “miracle maneuvers” were still possible. The Advanced Game adds greatly to the playing time of RICHTHOFEN’S WAR, but the realism that is achieved is truly exciting and well worth the effort. Players will know what it is like to sweat when they have an enemy Sopwith Camel on their tail; it’s not that easy to shake loose. Players will also find that once a player gets an advantage, the contest will pretty much be decided (as it was in real life). The maneuvering abilities of the individual aircraft becomes much more enhanced and realistically important. The Rotary engineed Fokkers with their natural tendency to pull to the right will appreciate that fact when trying to close in on a kill or escape a Nieuport that has gotten too close for comfort. The Fokker d7 will enjoy the ability to make wide turns at no cost in movement points. In short, players will in fact become World War I pilots instead of just moving a small piece of cardboard around on a map and rolling the die.

What better way to become haunted by the Chivalrous Knights of the air?

Ah philosophy . . . continued from Page 2

G.L. will be the biggest (and hopefully the best) release in the SL series. It will be packaged in a full bookcase box with five mapboards (8, 12, 13, 14, and 15), 14 scenarios, a 36 page rulebook, and more counters than you can pour out in a week. Much emphasis has been placed on restructing and simplifying earlier game system rules. The net result will be that although part of the system will require relearning, it will be a much more efficient and smooth playing game that SL enthusiasts will be playing in the future—not a more complicated one.

The biggest single change in the game system is an extensive revamping of the TO HIT procedure which uses changes of hexides in the Covered Arc of ordnance according to the type of ordnance firing to yield drastically simpler TO HIT calculcations which are even more realistic than the original. Other rule changes will be much in evidence throughout the presentation as six years of experience with this game system pays off. This is not the simple “gamematta” we had planned so long ago. It is much, much more and will be expensive. It will also be worth it!

Don Greenwood

BATTLE OF THE BULGE

I am beginning work on a new second edition rules manual for BULGE. Planned for inclusion are several new and interesting optional rules. The German Corps Integrity Rule penalizes German units of different corps that attack together during the early days of the battle. The Last Minute Demolition rule gives either side one last-ditch chance to blow a bridge at the moment the enemy enters the hex. The Improved Positions Rule allows both sides the ability to improve the defenses of any non-town hex.

RICHESES DU MONDE

A recent acquisition from France, RICHESES DU MONDE is a MONOPOLY-type game with a provocative twist. Buying and trading is not done in real estate, but rather in the world commodity markets. One can wheel and deal in 24 commodities ranging from valuable oil, steel, and wheat to tobacco, rubber, and raw cotton. These commodities can only be acquired from the nations that produce them so players must travel around the world purchasing what they can as they go from nation to nation. Of course, collecting all these commodities and cornering the market on your favorites is a lot of fun, but even greater enjoyment comes when someone is forced to pay you exorbitant amounts of money by landing on a space marked with the name of one of your monopolies. Luck and skill elements combine to make this a challenging game to veteran and novice players alike.

Mich Uhl

OSG Games

As many of you are aware, the Operational Studies Group (OSG), recently went out of business. Fortunately for us and, I believe, the gaming public, we have obtained the rights to publish several of their titles. We hope to have some of these fine games back in print soon.

I have recently been assigned the task of reviewing the OSG games, choosing the most suitable to be republished, and then completing any smoothing and polishing thought to be necessary before they go back on the market. Since I am not presently familiar with all of these games, I would like to enlist the aid of any of you out there who have extensive experience playing the old OSG titles. I am specifically interested in rules problems where you have found the design’s intent to be unclear, cumbersome, or incomplete. I would like to hear about your experiences playing these games, your overall opinion of them, and any suggestions that you might have for improving them. The games that I would most like to hear about are AIR COBRA, NAPOLEON AT BAY, LEIPZIG, and any of the small folio games. Please write me o/c the Avalon Hill Game Company.

Bruce C. Shelley

THE BATTLE OF BULL RUN is heading towards a general playtest. The game system, mapboard and order of battle have been designed and tested, so the next step is a by-mail playtest. This game is designed for competition along “classic” lines: it is simple enough to be finished in under three hours, but it is complex enough to be a test of skill and analysis (instead of being a “beer and pretzels” type of game). It does a surprisingly good job of recreating the First Battle of Bull Run, largely because the inexperienced armies were forced to fight a very simple battle.

WESTERN CAMPAIGN is stalled while I Mull over the air power and naval activities. This game is a mate to RUSSIAN CAMPAIGN (same scale and

Continued on Page 42, Column 1
THE CLASH OF UNITS
Analyzing the Pieces in Caesar's Legions
By David Meyler

CASEAR'S LEGIONS lends itself nicely to the "piece by piece" type analysis. Although it extends over five scenarios and a hundred years, situations and units do not change greatly. The general tactics and use of various units that apply to one scenario generally apply to others. Covered in this discussion, in addition to the actual unit counters, will be such intangible "pieces" as the German tribes and Roman empire, which have an important, if somewhat hidden, influence. A brief historical comment will be provided for the German units, since this is lacking in the designer's notes.

The Germans:
Tribes: The thirteen represented are not, on the whole, single tribes as such. Some of the larger groupings, such as the Lesser Chaucii and Suebii, represent the named tribes plus dependents and allies. Actually there were some twenty or so major tribes in the area represented, hence each village on the map could represent one tribal center. Population figures should be watched as they are usually exaggerated. The western Germans (generally those represented in the game) were subsistence farmers, and numbers could not have been large. H. W. Koch in *Medieval Warfare* estimates an average tribe at 25,000 to 40,000 individuals, fielding a force of 6,000 to 10,000 warriors. In scenarios 1 and 2 tribal setup does not play a major role as set forces are provided. In scenarios 3, 4, and, to a lesser extent, 5, the selection of rebel tribes and tribal mobilization are vital. The most important tribe is the Chatii, due to numbers and central location. It makes a good staging area for raids into the Roman rear areas, as well as moves to block Roman drives in the north, center and south. Behind the Chatii come the Lesser and Greater Chaucii. They also provide a large number of warriors, but are less centrally positioned. Nevertheless, together with the Chatii, these tribes usually form the core of German resistance. The Rhine tribes, the Sugambrii, Tenceterii, Marsii and Usipatii, together form an important force, both in warriors and chiefs, the latter comprising a category which the Germans never seem to have enough of. The Langobardii makes a good reserve force. The Suebii, Lugii and Hermandurii, although large tribes, remain somewhat localized powers due to their remoteness from the central area of the board. This is of more importance in scenarios four and five, since in the Teutoburger Wald isolated villages can be difficult for the Roman to hold. The Frisii are generally pro-Roman although a few renegade chaps help out Arminius from time to time. The political situation had changed somewhat by the Batavian Revolt however, and the Frisii were definitely anti-Roman. Hence their forces could be increased for scenario 5 to something around the level of eight warbands. The Batavii are Roman allies in most of the scenarios in which they participate, and sometimes provide native troops as ad hoc auxiliaries.

Advantages: The favorable combat modifications of +1.
Disadvantages: You only get one in any given scenario, and in scenario two you don’t get one at all.

Supreme Leaders: These units represent the most influential war leaders (among the western tribes elected by the warrior assembly) and their personal retinues. The German leaders are, on the whole, more important than their Roman counterparts. The legions can usually cope on their own, but Germans can always use a bit more help. Supreme leaders also give the Germans some unity, allowing more than one chief to stack together. They also act as chiefs, allowing units to break down for losses.

Advantages: The favorable combat modifications of +1.
Disadvantages: You only get one in any given scenario, and in scenario two you don’t get one at all.
Chiefs: These represent the regular war leaders; family and clan heads with their mounted retinues. The chiefs are vital to the Germans for they allow units to break down for losses; usually meaning that losses are cut in half. Stacked with a supreme leader a number of chiefs can add a few very important combat factors to a place stack. Near the end of scenarios, chiefs can be removed for losses to spare the warriors. Other than that, chiefs should never be exposed to unnecessary risks. Historically, German chiefs fought in the front line, since the warriors were expected to do no more than their elected leaders. As such they made prominent targets, but the Romans rarely caught any. So it should be in the game; use the chiefs extensively in combat, but if things get tight make sure they get out before it's too late.

Disadvantages: They are not really effective until formed into mobs.

9-5 Mobs: Actually "mob" is a misleading term. Germans had a fairly strict military organization based on family relationships that is too complex to go into in detail here. The fact that Romans failed to recognize military formations as they knew them is no reason for assuming the German armies were haphazard masses. The 9-5s are somewhat of an anomaly, either being light, medium infantry, or heavy light infantry. They can be used in killer stacks, but due to their limited break down capacity they are more fragile than regular units, the 9-5s are also fast enough to use for raids or infiltration, although they do not have the light infantry's advantage in woods. On the whole they make good emergency units having both speed and strength, so that if a crisis arises they have the mobility to get there and the strength to do something about it.

Disadvantages: Fragility. It hurts if you lose nine factors all at once, and 9-5s have a tough time breaking down to satisfy 50% combat factor losses.

10-4 Mobs: The backbone of the German forces, these units represent the typical square formation of approximately 3,000 men (Tacitus' famous "wedge"). Arms consisted of, once again, javelins, shields, a few short swords, and the odd helmet or breastplate. Four mobs (five in a village or temple) with a chief form the basic killer stack. The Romans should have little difficulty in defeating Germans in the open simply because they can put twice as much "fire power" into a hex. In the forest, however, "killer stack" takes on a new meaning. Replacing one medium infantry mob with light infantry gives the German a combat advantage without reducing strength to a great degree. The Romans, meanwhile, can put only one legion, instead of two, in a forest hex. With auxiliaries the maximum odds attainable against a killer stack vary from 1-1 to 3-2, which are effectively reduced to 1-2 and 1-1 by light infantry. If need be said, all major German operations should be based on wooded areas, and it just so happens that the board abounds in these green horrors.

Disadvantages: Inability to stand against Roman legions in the open.

11-3 Mobs: These units represent the better armed Germans; those with the long and heavy thrusting pike as opposed to the lighter javelin. They provide the counterbalance in German killer stacks. However, their relative immobility renders them difficult to use offensively in non-ambush situations. Normally forests help the German, but 11-3s can only move through them one hex per turn. Therefore initial placement is vital. Make sure you know where you want these units to go, and that they can get there; if they have to change objectives in transit they may not reach the new trouble spot in time.

Disadvantages: Heavy hitting power.

Disadvantages: Low mobility, especially in woods.

12-3 Veterans: Ah, the pride of Wotan. These are the most formidable German warriors, with the same strengths and weaknesses as the 11-3s. After a time they seem to have a psychological impact not unlike Napoleon's Old Guard. They generally escort the supreme leaders, and are usually paramount in the final, decisive battles of any scenario.

Disadvantages: Heaviest hitting power.

Disadvantages: Low mobility and quantity. There are only four of them.

The Romans:

The Empire: Perhaps the most important and least visible element in the game. The central, imperial administration basically sets the characteristics for each scenario, determining Roman forces and the way they are to be used. Both players, but especially the Roman, must carefully examine his objectives and resources. Whether the Roman player is out to kill Germans, capture villages or recapture eagles he must not deviate from what will gain victory. Although the central government provides an efficient army, resources are not limitless. The Roman player generally has just enough troops to accomplish his victory conditions, and cannot afford any waste. The Roman army was based on the maximum use of the minimum force; do not forget this when you play the game.

Disadvantages and Disadvantages: These are basically the same. Scenario five is a good example. In the first segment you, as frontier commander, are faced with a fractured and weakened empire, commanding a fractured and weakened army; in the second segment a revived empire sends in a revived army. The differences are like night and day: when things are good, they are very good, but when bad, they are very bad.

Supreme Leaders: Basically similar to German supreme leaders. They can also help in cases of breaking down double cohorts for losses.

3-4 Auxiliary: The basic auxiliary unit. They are used for garrisons in forts and villages, occupying gaps between legions, probing concealed German stacks, delaying enemy units, exploring virgin forests, and any other miscellaneous duty that can be thought of. And for all of this, what reward do auxiliaries get? They get to occupy the front lines, bear the brunt of combat, take the initial losses, and protect the glory-boy legions from too much harm. The Roman player must protect his auxiliary units. They are not strong and can only stack three high. Hence, if outside the protection of a legion the Germans can ambush and destroy these vital units.

Disadvantages: Expendability.

Disadvantages: These units cannot survive on their own, and the Roman never has enough of them. When they are gone, the Legions must be broken down and cohorts sent out in their place.

7-4 Double Cohort Auxiliary: This type of formation allows the Roman to effectively more than double his auxiliary strength in one hex. The 7-4s work well with legions in woods, providing vital combat factors. They can also be used to beef up an important formation in-
cresses the firepower which can be stacked in a hex.

**Disadvantages:** The double cohort formation. You need a leadership unit to break down the double cohort for losses as the whole unit must be removed.

**2-8 Light Cavalry:** Roman light cavalry is basically used for the same purposes as German cavalry. The 2-8 can be used for running down isolated chiefs. The Roman player must be cautious, for German cavalry is faster and stronger.

**Advantages:** It’s the fastest Roman unit.

**Disadvantages:** Low combat factor and lack of numbers as with all auxiliaries.

**3-6 Light Cavalry:** The sacrifice of mobility for strength. A group of these units makes a good mobile reserve to deal with raiding light infantry. Other than regular auxiliary uses, they make good legionary supports.

**Advantages:** Mobility

**Disadvantages:** Lack of numbers to deal with infantry incursions, and lack of speed to run down German cavalry and chiefs.

**4-4 Heavy Cavalry Auxiliary:** More strength but even less mobility. It should be used to support legions, although it is pitifully slow in the woods.

**Advantages:** It’s a relatively strong unit for an auxiliary.

**Disadvantages:** It’s slow for cavalry, and once again low in numbers.

**9-4 Heavy Cavalry Double Cohort:** This unit is best used with the legion. The two available units with a 7-4, totaling 25 factors, is the strongest auxiliary stack possible. Combined with a legion provides the strongest Roman stack that can enter a woods hex.

**Advantages:** The strongest auxiliary unit.

**Disadvantages:** Lack of mobility and numbers. It can’t compete with German cavalry in either area.

**Ships and Marines:** One might say that the ships are the fastest units in the game, and technically this is true as far as movement points go. But since they are limited to water this severely restricts their overall mobility. The marines are basically used as 3-4s. Keep them near water where they belong, and where their ships can make up for their poor overland speed. When saved till the end they can occasionally raid deep into Germany and seize an unwary village.

**Advantages:** Mobility along the waterways.

**Disadvantages:** Those same limited waterways.

**5-5 Legionary Cohort:** The basic tactical unit of the imperial army. Fast and strong in a group, isolated cohorts should, if at all possible, not be exposed to enemy attack. But, of course, the Roman can expect that stacks of German cavalry and infantry will try to hit isolated Roman posts, especially in scenarios where cohorts will have to be detached for garrisons.

**Advantages:** Combat advantage in clear terrain, mobility, and combat factor.

**Disadvantages:** Variants

- **5-5:** What? We’re talking about Roman legionaries aren’t we? But seriously, all superlatives aside, Roman cohorts were designed for group action and are used most effectively that way. Avoid, as much as possible, small, isolated groups. They won’t last long outside the protective organization of the legion.

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

**Titles Listed 130**

**Total Responses:** 650

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A number of things stand out this time. Perhaps the most obvious is SQUAD LEADER being toppled from the top spot for the first time. The 3rd edition revision of THIRD REICH is seemingly doing wonders for the popularity of that old favorite. One wonders how high THIRD REICH will go if this issue features the game. Vol. 18, No. 3 featuring GUNS OF AUGUST has had an obvious effect on that game’s standing. Five games dropped from the top 20 listing including STALINGRAD which had made all previous lists. The other casualties were CIRCUS MAXIMUS, MIDWAY SUBMARINE, and MAGIC REALM. WAR & PEACE and PANZERLEADER return to the list after a one issue absence, but the Times On List category reflects “consecutive” appearances and thus are ranked as first time entries.
"All right you dogfet. DIG IN!" How many times have celluloid sergeants shouted that? Dozens of extras unfold entrenching tools. Dirt flies. Ten seconds later a complicated series of foxholes, team pits, and sometimes communicating trenches is complete. Ah, Hollywood.

Of course troops do dig in. Why? The advantages of entrenched troops are manifold. First, troops in holes are small targets for direct fire. Bullets and shells that travel in straight lines from firer to target are just not likely to connect with someone who is only exposed from the neck up. Obviously, this same effect can be obtained by lying flat. (Which is why direct fire causes so few casualties.) Second, and more importantly, the earth provides good protection from the effects of indirect fire. Indirect fire generally places an explosion on or above the target. The explosion generates secondary missiles which radiate out from the center. Since these fragments, though all traveling in a straight line, may come from the side, rear or even above a target, lying flat is a lot less protection. Naturally an enclosing pit drastically limits the chance that a person will be hit by one of these fragments. Third, the more concealed a target is from fire the more difficult it is for an enemy to judge its strength (or weakness). Lastly, if a lot of effort is expended the pits may be enlarged to protect weapons as well as men and can be joined together permitting covered communication and reinforcement. How is this reflected in the SL system?

33.3 Entrenched units in other terrain always get the most favorable target category.

42.1 Entrenchments may be placed using Hidden Initial Placement.

54.2 Crews can dig half entrenchments.

54.21 Leadership modifier may be applied to entrenchment roll.

54.5 Entrenchments add 4 MPs to COT for jeeps and trucks.

54.7 Entrenchments add a +2 TEM for all air attacks, Demo Charge, HE, and infantry fire; a +4 DRM for overruns and indirect fire.

54.9 Broken units may rout to or through entrenchments.

56.2 Snipers may setup hidden in entrenchments.

101.9 A +1 morale bonus exists for being in entrenchment/trench during a Stuka MC.

105.23 A +1 morale bonus exists for being in entrenchment/trench for an AFV MC.

111.86 The cost to enter entrenchments in snow is not doubled.

137.3 Ordnance and AFVs may be placed hulldown in trenches.

137.4 Protected movement is allowed from trench to trench.

137.5 Entrenchment/trench benefits apply even if enemy is in adjacent entrenchment/trench.

137.6 Wheeled vehicles may not enter trench hexes.

Obviously, dug-in troops get a substantial morale and defensive benefit. Most good players routinely look for sneaky uses of entrenchments to impede wheeled road travel and allow rout lanes. Unfortunately, the concealment aspect is only dealt with in the sense of allowing entrenchments to be concealed. Still, the ground is fairly well covered. What then are the real disadvantages of being dug in?

There is some loss of command control. Ten or so guys in spaced pits are harder to get to do something than the same group without physical barriers between them. Obviously, the actual act of entrenchment is time consuming, and to produce larger or more complex works may be impossible. Further, lowering oneself into a pit tends to make low visual obstacles more imposing. Perhaps the worst aspect, from an individual's standpoint, is that rare occurrence of a shot that will simply drop right into the hole and turn its previously protecting walls into a confining cauldron. Let's examine SL's reflection of these weaknesses.

32.5 Units in entrenchments get no cover bonus for being in the same hex with an AFV but do have to take a MC if that AFV is eliminated.

54.1 Entrenchments may not be placed in paved roads, runways, marsh, elevated or sunken road hexes.

54.22 Units attempting entrenchment are TI.
108.1 Pulka may not be entrenched.

109.1 A critical hit may reverse the entrenchment TEM.

111.94 Entrenching may not be attempted in Deep Winter.

114.52 Ski troops may not be entrenched on skis.

123.4 Mounted motorcycle troops may not be entrenched.

137.2 Trenches may not be dug during a scenario.

137.72 Trenches may be removed by a KIA from a Demol Charge.

All things considered the disadvantages are relatively minor. The problems of not putting your own tank over an entrenchment or calculating the cost of entry or exit from an entrenchment are usually well handled. The most common error in play is having entrenched units firing more than one hex beyond a wall or roadblock. With all this in mind, let’s review the use of entrenchments and trenches in scenarios where players are given these fortifications as part of their starting forces.

Scenario 8: For most players the standard entrenchments are best placed on 2J4, 2K5, 205, and 2PS with each MMG supported by an adjacent LMG. The hilltop forces are there to keep American heads down, not to cut them up. By rotating your squads onto the heights, and keeping the route routes to the woods clear, you should be able to keep up steady fire through Turn 5. Then you gotta play it by ear.

Scenario 11: The Germans are faced with the tough job of guessing which board the Americans will go for. Generally speaking, 1, as the Americans, tend to choose board 1 because it allows the best cover for advancing troops and its fire lanes play well with attempts to cross boards 2 and 4. However, the flank boards (2 & 3) are obviously easier to isolate. How you use the entrenchments in this scenario should decide where they’ll be placed. I use entrenchments to give +3 cover, and since board 1 has plenty of +3 cover, generally you’ll find my entrenchments in 2M4, 2Y7, 2X1, and 3R1. These are a reasonable balance of good fire lanes and enough out of the way that the Americans won’t trip across them early.

Scenario 13: Naturally, the mortar gets stuck in some far corner in a nice entrenchment so that when the Germans are shooting you can keep it under fire. 40S is a frequent location because it is out of German small arms range and is nicely out of the way. I set up the rest of the entrenchments in pairs in closely wood hexes across board 4. The demonic Russian attack force usually gets completely bogged down by even the thinnest line (though occasionally they can slip through) and the third turn unexpected threats crash through the toughest line so placement of one squad per entrenchment is plenty.

The Russians should win this by defeating the board Germans first, and then turning to the incoming reinforcements.

Scenario 14: I put one entrenchment with the MMG into 2R2. The other two entrenchments tend to be placed in 2N5 and 2PS so that they can both route to Z6 and can be used to protect the crest of hill 621 when the Russian drives you off. (Nothing like an overrun on a hidden unit that gets +4 DRM, leaving the Russian without a shot and adjacent to a Tiger 1) Immobilization and close assaults are going to be a problem.

Scenario 21: If you want to put the pressure on early then put entrenchments on the heights and force the German to shoot you off. Locations like 3E3, 3F2, 3G3, 3H2, 3K7, 3W3, and 3D02 command the maximum ground and allow fallback positions. If the German tends to overrun Hill 498 or alter an AT still concealed in 3F3 every so often will keep him honest.

Scenario 22: Put one entrenchment on the road through the woods of board 5. If placed in 3K5 it not only makes truck passage that much tougher but also allows a fallback if you place a roadblock in 5M2. The other entrenchments can be profitably placed in 205, 2N5, 2X3, 2J4, and 2F7 to allow sweeping fire lanes with reasonable fallback. I never put support weapons in 205 as it can be close assaulted on Turn One. Let the MGs fire from the backup hexes to protect your foremost entrenchment.

Scenario 25: If you buy the idea of a line of wire across 5Y4-5Y7 with roadblocks in 5Y8 and 5Z9 then put entrenchments in 5X2 (to fire at troops moving through the gully), 2Q1, 2EE4 (to fallback into while keeping the road under clear LOS), 2W5, and 2Y6 (for long range shots at advancing Germans)

Scenario 31: Generally speaking I only use four trenches to place the 75s hulldown and one entrenchment to place the mortar adjacent to a building for indirect fire. I trade the other entrenchments and trenches for mines. Placement of the 75s obviously dictates the placement of the trenches.

I would like to draw players' attention carefully to the concept of starting troops OUT of entrenchments whenever the attacker is not in immediate small arms range and perhaps he has ordnance. Your position out of entrenchments allows one extra MF to shift position. More critically if you do move into the entrenchment you not only get the entrenchment benefit but also are a moving target. You won’t use this often but its worthwhile to keep in mind.

A new scenario has been provided in this issue’s insert to allow players to experiment with the ideas
contained herein.

After Action Report—“The Long Road”

This section continues the series of commentaries in the Squad Leader Clinic pertaining to the scenario published in the previous issue. The intent of these reports is to provide the player with one of numerous possibilities; defensive setup, attacker initial position, and basic tactical approach. Having
had several months to examine your own approaches to our clinic scenario you can now compare your findings with our summation.

FRENCH: Place the 9-1 leader with three squads and a MG in the MMG on Q6. Place the 7-0 leader with the other three squads and last MMG in S8. Bore sight the MG on V3. Place the sniper in P3 and place your wire in U4 (exposed) and Q6, R6, and -Y3 (hidden).

COMMONWEALTH: Your best bet is to enter on H1 ATTACKER’S TACTICS: The choice is clearly between entering close to the exit and trying to move across open ground or taking the farthest entry and moving through cover. Generally, I recommend using the covered approach. Do NOT lead with your armored cars. Rather use scouts and wait for the enemy to expose the MMGs. Then bring in the armored cars to firefight the French as your infantry outflanks the defender.

DEFENDER’S TACTICS: Your isolated wire in U4 gives the attacker pause, do you have a string of wire from woods to woods there? The wire in Y3, though easily exposed, allows you to shift, in the Advance Phase to cover X3. The two wire in counters Q6 & R5 will block, for a time, the deployment of the armored cars from the woods-road. Play for time. Try to rotate troops into the gully and up to the machinegun. Don’t hesitate to fall back to XI0 and Z10 before the Commonwealth player can cut the W10-Y10 road by fire.

THE AVALON HILL GENERAL & COMPANY INDEX

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

The main subject matter is, of course, a chronological listing of gaming articles by subject matter with specific author, volume, and page references. There is, however, much more including indices for contests, RBGs, philosophies, covers, letters, and miscellaneous articles.

The index also includes a running commentary on the development of the Avalon Hill Game Co. from 1952 to the present. This “Time Line” is a wealth of information for the trivia buff or serious AH devotee and includes a complete listing of Avalon Hill titles in the order of their publication, complete with design/development credit and miscellaneous information.

This 20 page, 8” x 11” booklet is yours for $4.50, plus the usual postage charges direct from Avalon Hill at 4517 Harford Rd., Baltimore, MD 21214. Maryland residents please add 5% sales tax.

ROGUE SCENARIOS

In response to player request we are pleased to release scenarios R211-223 for the SQUAD LEADER series. The Rogue Scenarios are designed for use with COD rules and boards 1 through 11. We call them “Rogue” scenarios because boards 9, 10, and 11 have substantial artwork and are available only by mail order—not being part of any present or future K.G. gamelet. New terrain features are sufficiently defined for use with the Rogue scenarios and will be further clarified in the rules of G.I. The Rogue Scenarios were designed by COD MVPs Joe Suchar and Jon Mishcon, and balanced by a host of the original COD playtest group.

Scenario topic and construction are wide ranging. Forces vary from pure armor to unaided infantry. Nationalities involved include Russian, German, British, Canadian, and American among others. Deliberate efforts to invoke such rare pieces as the AVRE, Crocodile, Flakpanzer, and Kangaroo have been made.

Scenarios run the gamut from small, tightly balanced games of four and five turns to a monster combined-scenario, macro game in which Canadians and British battle the Germans over 16 boards and 52 turns. This scenario requires two complete sets of pieces and boards 1-11.

Indulge yourself. Fight a monster or any one of 12 other scenarios. The Rogue scenarios are available for $4 from Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214. The necessary playing boards (for those not already possessing them) cost $3.00 each. Add 10% postage and handling charge (Canadian 20%, Overseas 30%). MD residents please add 5% state sales tax.
REVIVING THE GHOLA
A VARIANT ON THE BENE TLEILAXU IN DUNE

By Kirby Lee Davis

The game of DUNE skillfully mimics the book, with one exception—the inclusion of the Bene Tleilaxu. The presence of the BT (Bene Tleilaxu) in the game is rightfully tied to the dead, but the Bene Tleilaxu "tanks" are no more than a copy of COSMIC ENCOUNTER'S "warp". This is a shame, for the BT are so much more. Their influence stretched into everything, yet they were never seen, never caught. Even the Reverend Mother Gaia appeared to regard the BT with a little fear.

DUNE commits two crimes against the Bene Tleilaxu. Although the game does include the main strength of the BT, the ghola, it does not permit the ghola to be subverted, i.e. become a traitor. Anyone who has read the books will remember the primary ghola, Duncan Idaho, and the turmoil he went through. The suspected loyalty of a ghola leader, whether paid for with spice or received via the "Tleilaxu Ghola" card, does not carry over into the game. Thus the whole substance of the ghola is gone.

The game's second crime is its exclusion of the BT influence upon the protagonists. Much spice travels to the spice bank in payment for reviving tokens and leaders. The profit is there, but the influence that should follow this is absent. The BT are as much the grand manipulators as the Bene Gesserit. They should be in the game as characters.

Now they are. The following rules add a seventh character to DUNE, the Bene Tleilaxu, without disrupting the balance of the game or changing its rules. Indeed, the game is now even more true to the book.

The components of the BT are limited to a player shield. They have no tokens or leaders, for they are unseen. The BT is a manipulator in the true sense of the word. Their power stretches through the work of others.

That spells out the difference in play. The BT player has no player dot, so he cannot take part in the storm round. Nor can the BT be used in a two player game. In all other situations and rounds the BT plays an active role, not only with his own powers but with those of the other characters.

Here is a full inventory of the powers of the BT and how they fit into the game:

AT START: The BT begin the game with five spice and four Treachery cards. They have no tokens, player dot, or traitors (see Rule III. SETUP FOR PLAY, E. 2). On the brighter side, the BT can gain traitors as the game progresses. If the optional rules are used, the BT can also lay traps in strongholds before other players place tokens on the board.

ADVANTAGE: The BT control the revived dead.

1. Whenever a player revives tokens or leaders, he pays the spice to the BT player instead of to the spice bank.

2. After all combat has been completed, the BT player can attack anyone leader of any player. The BT can attack one leader per combat round. The leader must have just led tokens in battle, whether victoriously or not, and must be attacked in the territory where he led tokens. To attack, the BT player selects a weapon card and/or a discard. The defending player may play a defense card and/or a discard. The cards are then revealed and combat is resolved normally. The defending player can use his character advantages (e.g. Atreides prescience, BG Voice, etc.) Tokens in the territory are only affected if a lasegun/shield combination occurs.

3. Whenever a player revives a leader from the tanks, whether by spice payment, the Ghola card, or from alliance with the BT, the BT can make a
traitor of the revived leader. The BT may make a traitor of only one revived leader per turn.

To make a traitor, the BT circles the leader's name on their Player Aid sheet the moment the leader is revived. The BT can only do this until the turn ends or until another leader is revived to make a traitor. The BT player cannot wait to see who the next revived leader will be.

Traitors to the BT may be revealed at any time by saying the name of the traitor. If the traitor was used in combat, the BT may not announce the betrayal during the movement round of a player that makes such moves.

Unlike other traitors, a BT traitor stops being a traitor for the BT once he dies. Upon being revived, however, the BT can again make him a traitor.

4. The BT may win the game by spice count. The process takes one full turn and requires an accumulated 35 spice by the BT. On the first turn, at the end of the collection round the BT player must place 35 spice in open view of all players keeping any extra spice behind his players' shield. Play then proceeds to the next turn. If at the end of the next turn's collection round the BT still has 35 spice and no one else has won, the BT wins. If the BT no longer has 35 spice after a turn, they can reclaim their spice pile. Spice from the open pile may not be spent until the BT is exhausted and other sources. A spice win can be predicted by the Bene Gesserit.

ALLIANCE: The BT can grant free revival of tokens and leaders to their allies. Up to six tokens and two leaders may be revived by each ally per turn. An ally's complete stock of leaders need not be at the BT when they are revived. An ally’s leader can be made a traitor by the BT.

OPTIONAL ADVANTAGES: These should be used to provide BT character.

The BT can lay traps in stronghold which are unoccupied at the start of the game. These traps are Treachery cards laid face down outside the board sector containing the stronghold. The first token moved or shipped onto the stronghold trigger the trap. These tokens are frozen and may not move any further that turn. At the beginning of the combat round, before all other combat, the leader of the triggering force is drawn at random. That leader is attacked by the trap. The BT may play a defense card. (NOTE: As the trap card has already been played, the Bene Gesserit CAN NOT voice it. The Atrides players can, however, look at the card.) Combat is resolved normally, with the trap card being discarded afterwards. If the leader is killed, the BT gains his value in spice. Tokens in the stronghold are not harmed unless a lasegun/shield combination occurs.

In the bidding round, AFTER Treachery cards are dealt face down but BEFORE bidding begins, the BT player can give Treachery cards in his hand to any other player. The BT cannot give a player more cards than he can hold. Opponents may not refuse to accept given cards.

3. Instead of playing a weapon card in a trap or leader attack, the BT may play a worthless card (Kulon, Trip to Gamont, etc.). The card either: (a) prevents the defender from shipping down any tokens during the next turn; or (b) prevents the defender from moving any on board tokens during the next turn. The BT can choose which power the card has when it is revealed.

ADDITIONAL KARAMA RULES

6. a. prevents the Bene Tleilaxu from announcing a leader as a traitor. The leader reverts to his/her original allegiance. Or it takes the BT ten spice which must be paid immediately to the spice bank. If the BT has less than ten spice he must pay with another card. Or (optional rule) it can destroy an un-triggered trap.

b. A Bene Tleilaxu You may use a Karama card as a lasegun in an attack on a leader, or (optional rule) as both a lasegun and a shield when played as a trap.

STRATEGY

The strength of the BT lies in two areas. The first is obvious—they are unchallengeable. There are no BT tokens to be stolen by players, no BT leaders to attack. The only ways the BT can be strained are through Karama cards and the ‘voice’ of the BG (Bene Gesserit). This strength is a weakness. The BT has an incredibly hard time making plans concrete. Their very intangibility makes the other players nervous and reluctant to freely go along with the BT whims. Association and alliance becomes a matter of cost, and even then the aloof mystique that surrounds the BT never diminishes.

The other unanswerable strength is the tanks. As long as there is combat, spice will flow into the hands of the BT. The basic problem here is one of attrition. Only so much attrition can be expected before players lose their combat potential. Luckily time has a way of solving these ills.

The most prominent problem with the BT is the multi-sided Tleilaxu paradox. This is first encountered through the BT’s ability to ambush an opponent’s leaders. This gives the BT the chance to fuel the tanks and doubly collect spice (once for killing the leader and again when the leader is revived). On the negative side, attacking leaders further alienates the player whose leader was liquidated. Such alienation cannot be avoided in the latter turns of the game, but as the game begins it can be damaging.

The strongest forte of the leader attack is the threat of a leader attack. The BT is not limited to movement and battle—they can attack and withdraw unharmed no matter where or how strong the leader is. His accompanying token force is the defenders (all who participated in combat that turn) must be prepared. In this way the leader attack also becomes a diplomatic tool. The BT can become the professional hit man, the ultimate assassin. It is a staggering threat.

In many ways the backbone of the BT is its traitors. Although they can be used to gain any territory, their main targets should be spice and strongholds (the only other logical area of attack would be the shield wall). In this way they grant the BT the chance for a normal win via three strongholds. Therefore the BT should try to build up a large number of traitors.

If the BT can use their attrition to their advantage they may become a staggeringly devastating force. They can be used as a staggeringly devastating force. They can be used to gain any territory, their main targets should be spice and strongholds (the only other logical area of attack would be the shield wall). In this way they grant the BT the chance for a normal win via three strongholds. Therefore the BT should try to build up a large number of traitors.

The second point, that of attacking a leader in hopes of a lasegun/shield combo, can be seen as a desperate act of guesswork. That does not have to be true. One of the coldest, yet most successful, agreements is that of a player who lost in the stronghold battle sacrificing his leader to a BT attack. The sacrificed leader plays a shield defense to the BT lasegun attack, thereby wiping out the BT’s tokens in the stronghold. This act of revenge does not return the stronghold to the control of the BT, but it further strengthens the tanks and thus future revenue through treachery. This illustrates another factor in the Tleilaxu paradox, that of the failure of winning by strongholds strengthening the chance of winning by spice. The inverse of this is also true.

If the backbone of the BT is in traitors, the flesh is the BT’s manipulative force. This has already been brought out through the threats of traps and leader attacks. The main strength of the BT arsenal of diplomatic play is in Treachery cards; indeed, the cards are the physical extent of their power. It is also here that the Tleilaxu paradox strikes hardest.

To attack leaders or to lay traps the BT must buy Treachery cards, thus draining their spice. Their main diplomatic tool also demands that they buy cards to give away. The BT therefore continually needs to purchase cards. The costs of this, however, are not as damaging as it may seem.

First, it must be understood that the BT must give away cards. Out of the 33 cards in the deck, there are 14 the BT can use only as fake traps and discs. All are of value to the other players, and
therefore bargaining power when the BT inadvertently buys one. Another result of the ability to give cards “AFTER” Treachery cards are dealt faces down by the BT is that this part of the game is being lengthened as it becomes easier to fill an opponent's four card hand, leaving a Treachery card on the block that he can no longer buy. The card can then be picked up at a cheaper cost.

Still another result of the giving of cards is a knowledge of the other players’ hands. Careful watch by the BT of how other players use their cards can lead to situations where the BT can guide players against each other and predict the results. The BT can also watch for defenses players have for their leaders in preparation for the BT attack.

The last factor to be observed in giving cards away is that it makes room for the purchasing of more cards, a good way to fill the BT hand with valuable cards. To this goal, it is also suggested that traps be laid during the bidding round if possible.

The cost of this is spice. To survive as a player the BT must buy Trench cards, which then lowers his chance for a spice win. The giving of cards counters this by coaxing players to battle. The last power of the BT, the use of worthless cards as movement impairers, is a futuristic one. Timed correctly, this can isolate a token force for a week or two. The BT can also use this to keep players from moving onto a BT stronghold. The main pull of this power, however, is as a diplomatic tool. It should not be underestimated.

Any questions should be sent to Kirby Davis, 1203 Rebecca Lane, Apt. 110, Norman, OK 73069.

* AH PHILOSOPHY...Continued from Page 24 *

**LAND OF THE GIANTS**

Most of the artwork for the game is finally done and it is almost ready to go into playtesting. The map consists of 120 2½ inch squares. With these, players can make almost an unlimited number of different board configurations. Terrain includes woods, rivers, swamps, caves, and various structures which are used to keep players from moving onto a BT stronghold. The main pull of this power, however, is as a diplomatic tool. It should not be underestimated.

The first MAGIC REALM rule modifications are in playtest and the results are being put into the next version of the rulebook, which will then be sent out for the next playtest. The changes include several improvements that have been suggested over the years, as well as rewriting and reorganization to improve the rules presentation.

Richard Hamblen

**RED SKY AT MORNING**

This game which deals with potential naval conflict between the United States and the Soviet Union during the current decade looks like a stunner! The mapboard, which will be THIRD REICH size, utilizes a new area movement system illustrated by circular locations connected by actual sealanes - a system which allows for more subtle geographic distinctions while it also improves the game's visual appeal. There are a total of thirty areas: nine of these represent bases (the Northern, Baltic, Black Sea, and Pacific Russian bases, and the 2nd, 3rd, 6th, 7th, and Pacific American bases); four areas represent straits or canals (Panama, Gibraltar, Suez, and the Dardanelles); four areas are submarines; the other areas are points where conflict is expected such as the Denmark Strait, the Norwegian Sea, the Barents Sea, the Bay of Japan, etc.

The countermix treats the opposing navies quite differently. In order to keep the game from becoming unplayable, the number of counters each player commands has to be kept to a minimum. Fortunately, the opposing naval doctrines of the Soviets and the U.S. produces a good solution to this problem. Since the U.S.N. has composed its doctrine around the carrier group, most of the American units represent a single carrier and its cruiser escorts. The Soviet units represent individual carriers, guided missile cruisers, and the older cruisers still deployed in the Black Sea. Each fleet also possesses air, submarine, and amphibious units, and there are a fairly large number of Allied units representing the naval forces of Britain, France, Italy, Spain, Greece, Turkey, Germany, etc. Thus, the basic situation is one where the Soviets have a larger number of weaker units which must concentrate against stronger, but less numerous, American units.

The time frame of the game has been shortened to the first few months of a future conflict because most analysts foresee a swift decision (like the Japanese prior to Pearl Harbor). There will be at least two different scenarios; one of which postulates a conflict originating in Europe or the Middle East while the other scenario deals with an Asian crisis. These scenarios are now being tested and we hope to have the game available at Origins 82.

Frank Davis

**CONQUESTOR**

The changes to this SPI game will be extremely minor. The counter mix will be expanded to provide sufficient counters for each player, and counters for the Portuguese player and the German Banker player. The only rule change will offer a new method for figuring attrition in the end game to delete the necessity of the dice rolls. One other possible change would add Treasure City counters which would replace the Treasure Cities on the map. Some of these would designate the locations of the actual Treasure Cities and some would be blank counters. Comments or suggestions about these changes and others are most welcome. Available at Origins 82.

**SLAPSHOT**

We have just acquired the rights to this game, which is currently entitled TEAM and produced by Gamma Two Games in Canada. While the subject is hockey, the game is pure fun. Each player recruits a team and then manages it through the regular season and playoffs. But winning games isn't everything, as much of the strategy centers around trades during the season as players continually try to improve their teams. Especially in demand are the "bruisers" who injur opposing players during games. An extremely simple game along the lines of Checkers/Checkers can be learned in less than ten minutes.

The new version will contain extra players that were not in the Gamma Two version and will be for three-eight players. Available at Origins 82.

Alan R. Moon

**NEWS FROM THE SPORTS DEPARTMENT**

Avalon Hill's Sports Department is sailing along on an even keel these days. We have two major objectives, both of which are currently in the process of being obtained. The first is to get ALL-STAR REPLAY onto a more regular and timely schedule. We have gotten two issues out since October 1981 and are already making far-reaching plans for future issues. The latest issue (Vol. III, No.4) continues our policy of including add-ons and expansion kits for our current game titles in each issue. The particular theme of one of these was the 1980 World Series between the Mets and the Orioles (including 50 individual player cards for the new edition of BASEBALL STRATEGY). We also have been trying to expand ALL-STAR REPLAY's sports coverage by including such specialties as contemporary sports analysis and sports quizzes. All in all, we are fairly satisfied with the progress of the magazine and we have much to look forward to in the future. Next issue, we're hoping to include special add-ons to our new PRO GOLF game for famous old-time golfers such as Sam Snead, Ben Hogan, Arnold Palmer, and Byron Nelson.

Our second major objective in the Sports Department is to complete our line of sports games by publishing statistically-oriented golf, tennis, and hockey simulations. The golf project, as mentioned above, has been completed and should be published by March. Our PRO TENNIS game is going through its second revision and is proving to be a simple, informative, and accurate representation of this heretofore ignored sport in the gaming world.

We are running into a little more trouble with our hockey game. Basically, we haven't found a suitable free-lance design yet (and, in fact, haven't even agreed upon a proper method by which this contract should be tendered), but among the numerous designs submitted, we are certain to find one. In the long term, we are kicking around (pun intended) ideas for a World Cup soccer game as well as thoughts on a super-accurate, pitch-by-pitch major league baseball game.

Joseph Balkoski
Be forewarned! CIVILIZATION is a game unlike any other game ever invented ... a game of high-level player interaction with no dice and little risk of any player being eliminated.

Object of the game: to gain a level of overall advancement to which cultural, economic, and political factors are important. The winner is the player who maintains the best balance between activities of nomads, farmers, citizens, merchants, and adventurers.

CIVILIZATION is not a wargame! The game is not won by wars, although some conflicts will occur due to rivalry and land shortage, rather than as a desire to eliminate other players.

YOU start at the Dawn of History ... at the point where agriculture has just been discovered and lead your society through the mists of time to the age of the civilized state—8000 B.C. to 250 B.C.

How to Play: starting with a single token, each player moves and increases his units of population as he inhabits selected areas of the board which are fertile and defendable. This era is likely to be marked by small conflicts as the board reaches saturation, but the scope for military expansion is limited by the loss of units in the areas concerned. Indeed, the pressure of population is more usefully absorbed by farming and building cities, which enables more people to be supported and helps to resist attacks.

An immediate corollary of the founding of cities is their generation of wealth and their need for an agricultural hinterland. This establishes the use of tokens as revenue. Too rapid a degree of urbanization inevitably leads to an excess of revenue over resources (inflation), and causes economic stagnation.

Cities are essential to generate the wealth needed for an advancing civilization, but, unless the wealth is augmented through trade, the nation will be surpassed by others with more energetic outlooks. Trade itself is subject to such hazards as epidemics and alien philosophies which can have a disastrous effect if a culture has become over-specialized and has failed to maintain a balanced outlook. However, calamities may also provide the impetus from which a well-organized civilization rises in new ways to achieve still further glory.

CIVILIZATION is available now for $22 from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.

What’s Inside ...
- 4 Panel Mapboard
- 1 Archaeological Succession Card
- 9 Sets of Playing Pieces
- 7 Player Mats
- 1 Deck of Trade Cards
- 1 Deck of Civilization Cards
- Instruction Manual
- CIVILIZATION is a sophisticated strategy game for two to seven players 12 years and up.

Playing Time: Introductory Game—1 Hour
Full Game—5 to 12 Hours
"Our generals had had enough of it . . . they cursed the Emperor: 'He is a ----,' they said, 'who will have us all killed.' I was dumb with astonishment. I said to myself, 'We are lost'"

—Coignet, Napoleon’s Baggage Master

From the moment that the Emperor mounted his horse and was on the point of leaving Leipzig altogether, the most evident gloom was noticeable on his face. Wholly absorbed, with a blank look that might mean mere vacancy, he rode first towards the inner Rannstaedt gate, diagonally across the market-place, and when it was seen that everything was blocked up there on account of the enormous crowding of soldiers and carriages, he took his way round inside the town, past the two gates blocked up long ago, and past the church of St. Thomas, towards the Peterssthor. Here the Emperor inquired for a moment where he was, and then rode back again towards his quarters on the Rosseplatz, or rather along the avenue as far as the neighbourhood of the municipal school. He turned back once more, passed by the Peterssthor, and rode round the town to the Rannstaedt-Steinweg. He was scarcely able to pass through the indescribable crush of all arms of his troops. Napoleon followed quite calmly the main stream of his flying troops, along the high road, as far as beyond Lindenau. Here he halted, and appointed different officers, who were to indicate to the fugitives arriving in disorder, the points where their corps were to collect. Here, not far from the bridge over the Elster, General Chateau met at this time a man in a peculiar dress and with only a small retinue: he was whistling the air of ‘Malbrooks s’en va-t-en guerre,’ although he was deeply lost in thought; Chateau thought it was a burgher and was on the point of approaching him to ask a question . . . It was the Emperor, who, with his usual phlegm, seemed to be perfectly callous to the scenes of destruction which surrounded him.

—Yorck von Wartenburg, ‘Napoleon as a General’

**Game Includes:**
- Two Counter Sheets in four colors
- Multi-color Mapboard in
  - Three 22" wide sections
- Two Organization Displays,
  - 17" x 24" and 19" x 28"
- Rules Folder.
- Scenario Folder.
- Turn Record/Reinforcement Track
  and separate Chart Folders.

**Game Scale:**—the opposing armies, each numbering over 400,000, are portrayed by division and brigade in 1000-man increments.
- constant 2-mile hexes, 2-day game turns.
- three different scenarios plus 90-turn campaign game.

**Warning:**Previous experience with wargames is necessary. Those new to wargames should not attempt ‘Struggle of Nations,’ as a familiarity with basic concepts is assumed.

GAME DESCRIPTION:—the rules emphasize command and administrative considerations, and their dragging effect on maneuver. Battles are mere punctuation marks at the conclusion of often long marches.
- the map’s hexes are smaller than on any other game map. This allows us to portray a very large area on a map 25% its normal size, easily accommodated by ordinary table space.
- counters representing forces made up on organization displays occupy two hexes on map; their two-box size reduces the possibility of mistaking their actual location, because only one leader in a stack remains on the map, unit density on the map averages less than 20 units per side.

**Struggle of Nations** is available now for $20 from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Please add 10% for post and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.
Letters to the Editor...

Dear Mr. Greenwood:

In the past year a revolution has occurred in the simulation gaming industry. The advent and availability of the microcomputer has entered the hobby with such force that it now appears to threaten the very existence of board gaming itself. What? Not possible. Consider the following facts:

1. If the present economic trends continue there will be fewer companies and fewer games produced in our line.

2. As the smaller companies fold mor of the larger firms will dominate the market. Some of the bigger names will produce more microcomputer games than board games.

This trend toward the computer is both exciting and disappointing. It is exciting in a philosophical aspect - the notion of a computer gaming with the birth of computer wargaming. For years the only access to computer wargaming was on the college campuses; now it is available to everyone in their home. As the microcomputers spread throughout the nation so will the market. The potential for expansion is tremendous.

Is this good for wargaming? I think not. Please consider what has happened in the simulation game industry. Electronic game production is now so sophisticated that any device electronic "new" game production is almost nonexistent. Parker Brothers, Milton Bradley and Milton (the other Milton) are still making their big hits, but few board games, few hexes, few counters. It now appears that this fever has reached simulation gaming. Please remember that three years ago the BRG listed less than 50 titles. At that time there were no commercially available computer wargames. Today there are more than 100 titles available which are more than ten years old. Assume for a moment that 25% of these were produced within the past two years. This represents less than two games in the past two years. Were wages to be made I would make mine on the computer. What then of the board games? Should we plan fewer and fewer new board games? Will there ever be another "AREA play?" (How will it sign the card?) As the leader in this field, I feel you have an obligation to your readers and to the industry. Avalon Hill is taking the time. The time has come to speak up; let it all out; face the music or - be it.

David S. Shapiro
Milwaukee, WI

Dear Editor:

I do think that I'm a good choice to answer this trend of games which is almost definitely bound towards board wargames. In fact, I have yet to play a computer game that I enjoy by any manufacturer. I feel that it is a pastime to be avoided, at best, and then only if you can do it with a group of friends who are also with us to stay and will be using a growing share of the marketplace. I doubt whether they will replace the board games which have been in our lunes. Witness the massive growth and equal golden domain of the hand held electronics age. These have been around for few years ago and are dead items on retail shelves today. Computers have a long way to go before they can perform two conventional right turns.

Dear Don,

Nothing in the GENERAL should have happened today. We stand corrected. and also hereby acknowledge the heretofore unrevealed - but widely suspected - fact that many of our game designers are lousy players.

Dr. David S. Biskupa
Woburn, Mass.

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Dear Don:

I should speak up in defense of my opponent, John Burtt, in the Vol. 18, No. 3 series on the P-47. It is enough NCO’s to conduct a left slip at the end of its movement. At the same time it gives 80 feet, just enough gain speed potential. The dive raises the aircraft’s speed to 8-level maximum—so it will overtake the FW-190 (already at level max) in a straight line. In the same turn the American plane can still respond to an enemy turn to port, for the same two reasons. Each American player who has performed the P-47 can halve in preparation to.

The above analysis is only presented for the sake of discussion. The fact that my opinion is the answer to our question is purely coincidental.

Dr. David S. Biskupa
Woburn, Mass.

I was very pleased to read that you too have decided to have nothing to do with the elitist Electoral College voting system devised by the Game Manufacturers' Association. It is a disgrace to diseleanorship players merely because they choose not to write an article on the hobby, just as it is distasteful to further boost the ego of those of us who do. Fostering a "Them & Us" attitude within the hobby can do nothing but harm.

Ballet-box stuffing may have been a problem with the system, the one is cured only if the system is not structured.用电极管理期间的无数次推敲，直到这种效果的不稳定性没有效果。为了使 iodine, the battlefield was encouraged to be offered to bellposting booths at any and every convention in the world. I am not sure people attend at least one convention in the Spring to sell OriGen itself. It is if necessary to reduce the field through elimination and domination so as not to be dominated solely by our current electors, who are therefore岁以下的玩家。更糟糕的 domain of the hand held electronics age. These have been around for few years ago and are dead items on retail shelves today. Computers have a long way to go before they can perform two conventional right turns.

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THIRD REICH:
35.5 Isn't it possible to trace supply to a Libyan source from east of the Suez?
A. Yes—but such supply capacity is limited by 35.1 and 35.2.
35.5 Are Axis naval factors stationed at the four east of Suez ports counted against the 18 factor limit on Axis combat factors supplied through those ports?
A. Yes—although naval and air units do not require supply in the conventional sense, the 18 factor limits of rule 35 apply to combat factors of all types (see 35.1).
35.5 Would this supply limitation apply to bridgeheads also?
A. Yes, the Axis can supply a maximum of 18 factors by sea in this part of the Med. 35.1 also applies to any Axis bridgehead countries in Libya, Ethiopia, or Algeria, 35.2 applies to any Axis bridgehead countries in Egypt, Palestine, or Syria.
33.2 Do lent Italian units count against the 20 factor limit on Axis garrison units?
A. Yes—units could not be placed in an area above & beyond the 20 factor garrison limit.
40.3 Does it still cost the Western Allies 25 BRPs to land combat units on the Persian Gulf?
A. Yes, the Axis can supply a maximum of 18 combat factors to the Persian Gulf.
40.2 Does this supply limitation apply to bridgeheads also?
A. Yes—such supply capacity is limited by 35.1 and 35.2.
43.5 Could the British SR units in the Suez area be hired out to Vichy if needed?
A. Yes—unit counts for Axis units in Port Said or Suez are limited by 35.1 and 35.2.
49.42 If Britain controls Suez but not Alexandria or vice versa, does the 2+ modification apply?
A. Yes—the slash is read as "and/or".
49.4 Must the British SR units out of Vichy territory if they can do so, but would rather declare war on Vichy?
A. They must SR out if able to do so and must be given first priority over available SRs.
12.34 & 20.3 ERRATA: To resolve the conflicting statements, delete "Offensive" or from 20.3.
34.4 ERRATA: Add "However, exploitation from an uncontrolled breakthrough hex is not allowed if the breakthrough hex is adjacent to an emergent ground unit, or if a supply line cannot be traced to it at the moment of combat."
24.43 ERRATA: Delete the last two sentences.
26.44 ERRATA: Replace this section with: "If defender had the larger force in combat and wins the actual combat, his survivors may continue their DAS mission or return to base and invest at his option. Otherwise, his survivors (end, always, intercepting survivors) must return to base and rest."
33.42, No. 3 ERRATA—delete "Winter", substitute "Fall".
33.42, No. 9 ERRATA—delete "air and armor units may never be rebuilt once lost".
55 ERRATA—Delete section II.B. and insert it in conjunction with II. E. 3.

NOTE: Despite the reference to a third edition mapbook, there is no such thing. The mapbook currently being assembled in THIRD REICH of games which is identified in the upper right hand corner as "Second Edition" is indeed the most current mapbook available and is designed for use with the 3rd edition rules and any subsequent editions as well.

AREA TOURNAMENT PROCEDURE:
The Code 255 rules are altered for 50 ARENA tournament games using ICRKs to resolve dice rolls as follows: a move cannot be returned for correction if made for any of the reasons given in the ICRK results for that move on the player's turn. This means that a player does not have the option of canceling his opponent's listed ICRRs for an invalid move by listing the results of that move, and then demanding a do-over with different ICRR listings. In essence, once a player lists his opponent's combat results, he has then accepted his opponent's combat results as legal. He cannot cancel his opponent's combat results by listing invalid ICRR numbers by listing them with an invalid move and thereby disqualifying them for later use.

READER BUYER'S GUIDE

TITLE: THIRD REICH '81 (3rd edition only) $16.99
SUBJECT: Grand Strategic Game of WWII in European Theatre

The extensive revision of THIRD REICH allowed us the opportunity to test the RGG's reaction to the passage of time and measure just how much the results of a game affects its ratings in the RGG. Predictively, the results verified the ravages of time on the tastes of the gaming public and what they have come to expect from the state of the art. It would be very difficult to find someone who would prefer the original THIRD REICH to the highly polished third edition. Nevertheless, THIRD REICH has actually dropped three places in the cumulative ratings from the earlier ratings of the first edition. All of which leads us to believe that the original 1974 review ratings of the game were much kinder in their review due to being newly impressed with the innovations of the game.

How else would one explain a .19 drop in Physical Quality and a .24 drop in Components when these features remain unchanged between the various review ratings of the game? Clearly, the use of the Force Pool card and improved graphics and organization! It is also hard to fault a .12 worsening of the Ease of Understanding rating given the universally accepted premise that these flaws are much easier to understand than their predecessors. In fact, the only area in which the ratings showed major improvement was in the related Completeness of Rules category which gained .63 point. And how does one rationalize a loss of .37 in Realism when the current edition is no more complex?

There are many contributing factors to poorer ratings despite a superior product. A single "P" rating by someone whose pet strategy or tactics for the old version has been altered by a rule change will counteract many "F" ratings by satisfied reviewers. Then, too, people possessing the 1st or 2nd edition of the game may have mistakenly rated it as the 3rd edition.

None of which is in poor grapes. The ratings are still quite complimentary—better than average in 8 of 10 categories. They suffer only in comparison to the same game's ratings of a previous edition. Our concern is to emphasize that despite these ratings, we feel (and everyone we've talked to in our opinion) this edition is a major improvement over its predecessor. The slight drop in ratings in our opinion is merely a fluke we've talked to (and would list) that the 3rd edition is a major improvement over its predecessor. The slight drop in ratings in our opinion is merely a fluke we've talked to (and would list) that the 3rd edition is a major improvement over its predecessor. The slight drop in ratings in our opinion is merely a fluke we've talked to (and would list) that the 3rd edition is a major improvement over its predecessor. The slight drop in ratings in our opinion is merely a fluke we've talked to (and would list) that the 3rd edition is a major improvement over its predecessor. The slight drop in ratings in our opinion is merely a fluke we've talked to (and would list) that the 3rd edition is a major improvement over its predecessor. The slight drop in ratings in our opinion is merely a fluke we've talked to (and would list) that the 3rd edition is a major improvement over its predecessor.

On the positive side, for the first time the game has given us two sets of playing time figures. The Campaign Game has now been rated at an average playing time of 3 hours, 28 minutes whereas the shortest scenario has been rated at an average playing time of 3 hours, 22 minutes.

AVALEH HILL RGG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalizing blow down at a general level. Breaking down the numbers 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.

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**The Question Box**

**35.3** Could either side carry supply to the Suez above and beyond the limits of 43.1 in this manner?
A. No—furthermore, the Axis could not even supply the four units allowed by the Allies at 43.1.
40.2 If Britain controls Suez but not Alexandria or vice versa, does the 2+ modification apply?
A. Yes—the slash is read as "and/or".
49.4 Must the British SR units out of Vichy territory if they can do so, but would rather declare war on Vichy?
A. They must SR out if able to do so and must be given first priority over available SRs.
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The following price increases were announced for AH games effective January 26, 1982. The price of WAR AT SEA increased from $9 to $10. Going from $14.00 to $15.00 was ANZIO, CHANCELLORSVILLE, STALINGRAD, ORIGINS OF WWII, and FRANCE '40. Increasing to $18.00 from $14.00 were: OUTDOOR SURVIVAL, STOCKS & BONDS, BASEBALL STRATEGY, FOOTBALL STRATEGY, BASKETBALL, SADDLE TRAMP, and COVERS FOR BASEBALL. Making a $2.00 jump to $18.00 were: TUF, TUFABET, TWIST, ACQUIRE, and FEUDAL. Another $2.00 jump to $18.00 was made by KINGMAKER, CROSS OF IRON, and ASSAULTON CRETE. SQUAD LEADER rose $1.00 to $18.00. All $15.00 computer cassette games will be priced at $16.00. The new bookcase version of FURY IN THE WEST will sell for $15.00 as opposed to the $11.00 price of the flatbox Battlevine. COLLECTOR will be reduced to $12.00 and GOLD will be reduced to $22.00.

The "Nice Try" Award goes to Ken Davis of Humble, Texas who entered the last contest no less than 12 times. It's nice to know that somebody cares that much, but we limit entries to the contest to one per subscriber per issue.

Even the GENERAL gets reinforcements occasionally. Joining our ranks as the new Assistant Editor is Rex Martin, formerly of Helena, MT. Rex has a degree in English as well as playtest credits in SQUAD LEADER—both of which should stand him in good stead when it comes to writing for THE GENERAL. Expect to see a lot of his work in the future.

Those interested in trying their hand at postal play of AH multi-player games could do a lot worse than subscribing to ENVOY. This monthly publication has been around for over three years and carries all sorts of postal, multi-player games within its pages. Players must pay a game fee (in addition to their subscription) to actually participate in a game, but the 'zine seems to be thriving and offers both AREA and non-AREA game-mastered matches. At last count, ENVOY published games of DIPLOMACY, KINGMAKER, RAIL BARON, and MAGIC REALM. Efforts to start multi-player versions of BISMARCK, RICHTHOFEN'S WAR, MACIABELLI, STARSHIP TROOPERS, SAMURAI, SUBMARINE, GUNSLINGER, and BUREAUCRACY were continuing. Those interested in this sort of thing should send $1.00 to Roy W. Hemicks, 128 Deerfield Dr., Pittsburgh, PA 15235 and request a sample copy.

Congratulations are due Rich Larson whose Washington Redskins won the 9th Annual Avalon Hill FOOTBALL STRATEGY league with a resounding 34-14 thumping of Doug Burke's Cleveland Browns. Larson, in his fourth year in the league, compiled a 13-1 record and compiled 12 points in his $60 prize, plus a plaque and a rotating trophy. The league plays its games in the AH design offices on the Saturday preceding each NFL week with 28 teams playing the actual league schedule of their namesake franchise. The current annual fee for a league franchise is $54. Those interested in being put on the waiting list for possible future vacancies can contact Don Greenwood, c/o Avalon Hill.

If you are a DIPLOMACY enthusiast residing in the state of California you might be interested in the California Diplomacy Registry & Directory Project. To be included in this listing of DIPLOMACY players, contact Lawrence Wm. Peery, P.O. Box 84116, San Diego, CA 92110.

The play balance survey contained in Contest No. 103 resulted in 65% of the entrants claiming that the Allies had a distinct advantage in GUNS OF AUGUST. Those same 65% felt that the probability of an Allied win was 70%. Those who felt that the Central Powers had an advantage predicted an average winning percentage of 64%.

John Moore of Dayton, OH was the only respondent to Contest No. 103 who matched described expectations. Specifically, the most common mistake was the placement of all three 3-5-3s in Liege and the 1-1-4 in Antwerp, rather than placing the 1-1-4 in Liege with two 3-5-3's and the remaining 3-5-3 in Antwerp. The other nine winners who misplaced only one unit were: J. Bowles, Westerville, OH; M. Scanci, Chicago, Il.; S. Joyner, Flint, Ml; D. Temeiyer, Dayton, OH; H. Calvin, Wilson, NC; J. Lotthup, MA; J. Rich, Santa Monica, CA; B. Peddie, Wickliffe, KY; and D. Weems of Ora, NE.

There were some subtle potential mathematical errors incorporated into contest 104. Among them was that the port for ship "A" has received 4 wounds (not lost CFs) for a total of 2 CFs lost, plus 1 CF lost from Stun. (2) gladiator "B" is left-handed, thus the positional advantage of gladiator "A" is +2, not +1. Therefore, the total number of CFs available to gladiator "A" are 13-1-2 = 12 (six maximum for any one attack).

The basic rule of thumb for light gladiators is to deliver the first attack and make it as devastating as possible. Lights can't take much punishment—the first attack is often mortal and generally at least reduces the force of the enemy's subsequent attack. Specifying three attacks insures that the first will be in attack sequence sub-phase #1 (or #5 attacks would be a waste of CFs, since three serves the same purpose). The attack strength of #6 means that it will be delivered prior to any opponent attacks allocated in the first attack sub-phase (maximum opponent AF capability for any one attack is 5). Areas #1, #2, & #3 are good choices for delivering a critical wound, but #1 & #3 are almost always area #2 is the obvious choice among the three, but will therefore likely contain substantial defensive factors. Areas #4 & #5 are the other possible alternatives. If a fatal wound is not delivered, either area may still produce significant CF loss. Neither area will likely be substantially protected if the "B" gladiator has any significant attacks allocated and/or has protection for area #2. Area #4 is the best choice since any wounds sustained will also affect potential weapon-drop checks for future attacks (especially considering gladiator "A"s great strength). Gladiators are still alive, however CFS may have been inflicted that the two "11" attacks may produce a loss of consciousness.

The remaining CFs of gladiator "A" are allocated to the defense of area #4. Area #1, #2, & #3 are the most likely areas (areas 2, 3, & 4 were continuing. Those interested in being put on the waiting list for possible future vacancies can contact Don Greenwood, c/o Avalon Hill.

If you are a DIPLOMACY enthusiast residing in the state of California you might be interested in the California Diplomacy Registry & Directory Project.
Opponent Wanted

Opponent Wanted 50c

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50c token. No refunds. Payments will be made in uncancelled U.S. postage stamps. No refunds.

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

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

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

5. So that as many ads as possible can be printed within our limited space, we request that you utilize official Avalon Hill abbreviations. Do not list your entire collection, list only those items that are most desirable in Avalon Hill collections.


7. Opponent Wanted ads may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to us at 4517 Harford Road with your own name and address and without any correspondence regard to the attention of the R & D Department.

Contest No. 105

THE GENERAL

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 rooting 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 starting from the May/June 1980 issue. Like with all games, you must list the three (or less) games which you've spent the most time with starting from the May/June 1980 issue. We are only interested in the issue as a whole and not what is being played. The purpose of this survey is to determine what the very best games are from those surveyed.

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

1. 
2. 
3. 

THE SITUATION: It is Spring 1940 in a 2-player Campaign Game of THIRD REICH. The unit positions in and adjacent to France are shown above. Assume that all air units were used during the Axis player's portion of the turn. The Allied player must now decide what action he will take during the turn. Two German fleets are at Bremen and have not been used this turn. There are five German replacement counters in the Berlin area. The BRP situation is such that the Allies will not be able to get a turn flip-flop.

THE QUESTION: As the Allied player, what option will you take on the Western Front? (Please assume that Britain and France will take the same option, to do otherwise would not make much sense.) If you select attrition, state the Attrition Table column you will roll on and the hexes you would occupy in order of priority.

The unit positions in and adjacent to France are shown above. Assume that all air units were used during the Axis player's portion of the turn. The Allied player must now decide what action he will have France take during the turn. Two German fleets are at Bremen and have not been used this turn. There are five German replacement counters in the Berlin area. The BRP situation is such that the Allies will not be able to get a turn flip-flop.

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As the Allied player, what option will you take on the Western Front? (Please assume that Britain and France will take the same option, to do otherwise would not make much sense.) If you select attrition, state the Attrition Table column you will roll on and the hexes you would occupy in order of priority.
After my first two or three games of THIRD REICH I abandoned the BRP tracks and counters in favor of a written running record by country and turn. During the third edition playtest I learned that others had done the same: Bob Cross and Dr. Mueller both sent in copies of the forms they used and my practice was primitive by comparison. The playing aid in this issue is largely adapted from Dr. Mueller's submission.

The form is largely self-explanatory. The YSS portion follows the summary given in the box on p. 22 of Vol. 18, #1, the asterisks are a reminder that the 1940 YSS differs in sequence. The eight little boxes overlapping columns are for recording combined Axis and Allied totals for purposes of determining initiative for the coming turn.

Some won't like France and the USA sharing a column. The column can be split by a line down the middle when necessary. I think the space gained to record the normal game outweighs the inconvenience in the unusual game.

It is up to the player how elaborate a record he wishes to keep in the seasonal boxes. Liberal use of abbreviations is very helpful. Some examples of possible entries:

<table>
<thead>
<tr>
<th>(DoW)</th>
<th>(Offensives)</th>
<th>(Builds etc.)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Be, Ne, Lux</td>
<td>-30</td>
</tr>
<tr>
<td></td>
<td>East, Mod</td>
<td>-30</td>
</tr>
<tr>
<td>1-4-4</td>
<td></td>
<td>-8</td>
</tr>
<tr>
<td>3-5-4</td>
<td></td>
<td>-9</td>
</tr>
<tr>
<td></td>
<td>1 fleet</td>
<td>-27</td>
</tr>
<tr>
<td></td>
<td>1 plus Fr, 2 Gr</td>
<td>-6</td>
</tr>
<tr>
<td></td>
<td>Loss of Sev</td>
<td>-25</td>
</tr>
<tr>
<td></td>
<td>FA Bu 2 Sp 1</td>
<td>-3</td>
</tr>
<tr>
<td></td>
<td>Russian (Murmansk)</td>
<td>-40</td>
</tr>
<tr>
<td></td>
<td>Bally done roll</td>
<td>-5</td>
</tr>
<tr>
<td></td>
<td>Leningrad</td>
<td>+15</td>
</tr>
<tr>
<td></td>
<td>Vichy done roll</td>
<td>+30</td>
</tr>
<tr>
<td></td>
<td>Vichy done via Murmansk</td>
<td>+25</td>
</tr>
</tbody>
</table>

A player who dislikes so much writing can find his own short cuts, e.g. "builds - 50".
ACADEMY OF ADVENTURE GAMING ARTS & DESIGN
OFFICIAL ORIGINS AWARDS NOMINATION BALLOT
for the year 1981, to be presented at ORIGINS '82, July 23, 24, 25, 1982, in Baltimore, Maryland
(for information about Origins '82, write PO Box 15405, Baltimore, MD 21220)

The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming, and the H.G. Wells Awards for Miniatures and Role-Playing Games. An international Awards Committee of 25 hobbyists (some professionals, but primarily independent directors and administrators of the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a real difference! A final ballot is prepared by the committee and voted on by members of the Academy of Adventure Gaming Arts & Design. Academy membership, $2/year, is open to active, accomplished hobbyists, both pro and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be sent to the USA address. Present members may renew by sending their check with this ballot. Canadians may send $2 Canadian, payable to Mike Girard. UK and European members may send 1 pound sterling payable to Ian Livingstone. US and all others may send US $2, payable to Bill Somers.

The Academy and the Awards Committee as well as the Origins convention itself, function under the overall direction of GAMA, the Game Manufacturers Association. Direct correspondence to Paul R. Benner, % GDW, Box 1646, Bloomington, IL 61701.

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

1. Best Historical Figure Series, 1981: __________________________

2. Best Fantasy/SF Series, 1981: __________________________

3. Best Vehicular Series, 1981: (includes any man-made conveyance, chariots, wagons, cars, trucks, tanks, ships, aircraft, spacecraft, etc) __________________________


5. Best Role-Playing Rules, 1981: __________________________

6. Best Role-Playing Adventure, 1981: (dungeons, campaign modules, scenarios, etc) __________________________


9. All Time Best Miniatures Rules for 20th Century Land Battles: __________________________

10. All Time Best Miniatures Rules for pre-20th Century Naval Battles: __________________________


17. Best 1981 Adventure Game for Home Computer: __________________________


(The following categories recognize outstanding achievement in Adventure Gaming in general.

19. Adventure Gaming Hall of Fame: __________________________

(Pevious winners of the Hall of Fame are Don Turnbull, James F. Dunnigan, Tom Shaw, Redmond Simonsen, John Hill, Dave Isby, Gary Gygax, Empire, and Dungeons & Dragons.)

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

Nominations should be for products produced during the calendar year 1981. Exceptions are permitted for older products which gain significant exposure and acclaim during 1981. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1981. All Time Best nominations are not restricted to 1981, of course.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. Magazine editors and publishers should plan to include the ballot in an issue of their publications due to come out during the interval from late 1981 to mid-March 1982. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Adventure Gamers are encouraged to vote!

Deadline—March 31, 1982.

Name: __________________________ Signature: __________________________

Address: __________________________

City/State or Province/Zip or Postal Code: __________________________

Send in your ballot by March 31, 1982 to only one of the following addresses:

Canada:
Awards, % Mike Girard
RR 1
South Woodslee, ONT
Canada, NOR 1 VO

UK and Europe
Awards, % Ian Livingstone,
27-29 Sunbeam
London NW10
United Kingdom

USA and all else
Awards % Bill Somers
PO Box 656
Wyandotte, MI 48192
THE GENERAL

THE DEAD OF WINTER

Scenario M

NORTHWEST OF STARITSA, RUSSIA, December 29, 1941: The German Army was frozen in place. Bitter cold and deep snow made the thinly clad Wehrmacht dig in and fight first for warmth, then the Russians. The Siberians were well equipped for war in the snow but the Russian High Command still threw them piecemeal at the German strongpoints. The much heralded Soviet Winter Counteroffensive was a series of small unit actions amongst the white and evergreen of the Russian winter. The raid on the crossroad NW of Staritsa was just one of many.

VICTORY CONDITIONS

To win the Russians must exit seven squads off the south edge of the board from hexes 4AAI through 4GGI inclusive. Tanks with functioning weaponry count as two squads.

TURN RECORD CHART

 german sets up first
 russian moves first

VICTORY CONDITIONS

To win the Russians must exit seven squads off the south edge of the board from hexes 4AAI through 4GGI inclusive. Tanks with functioning weaponry count as two squads.

SPECIAL RULES

M.1 The German Panzer IVE may not move the body of the tank at all. It may rotate its turret.
M.2 Deep Snow rules are in effect.
M.3 The Siberians do not have skis but do have snow smocks.
M.4 Only rows R-GG inclusive are playable.

AFTERMATH: To protect the critical crossroads the Germans had cut a maze of trenchworks through the snow. If not in comfort, at least in cover, sentries peered into the snowy distance. Deep silence. Then, yes the sound of tank engines. Where? The white boxy shapes of T34s with their snowmen-like covering troops emerged from the east heading straight for the crossroads. The Germans were momentarily stunned, until their hulldown tank, though immobile, had taken the advancing Russian tanks under fire as the German infantry moved from one fire position to another. The Siberians advanced in line abreast, some clinging to the sides of their slewing T34s. Within minutes it was over.

The German tank had been destroyed by Russian infantry assault and a number of Wehrmacht troops had died. However, all three T34s were smoking (two by tank fire and one from infantry-placed explosives) and there were no moving Siberians to be seen. The Germans were to learn that this did not mean they were all dead. Nonetheless, the Russians had been thrown back for another day.