Avalon Hill Philosophy Part 96

The annual madness known as ORIGINS is soon to be upon us once again, and the time seemed propitious to glance ahead to what the convention holds in store for Avalon Hill.

ORIGINS '83 will be hosted this year by the Metro Detroit Gamers. The convention site will be Cobo Hall, Detroit's stunning new downtown convention center. Events will span a warm July weekend (July 14-17).

Avalon Hill games will be, as usual, well represented in the tournament arena. Already plans are being finalized by the Metro Detroit Gamers for competition in ACQUIRE and RAIL BARON, SLAP SHOT (a hit at last year's ORIGINS) and FOOTBALL STRATEGY, KINGMAKER and CIVILIZATION. Fantasy games are here too—TITAN, WIZARD'S QUEST and FREEDOM IN THE GALAXY. For the SL fanatics, there will be two competitions (at least), CROSS OF IRON and G.I.: ANVIL OF VICTORY. And, of course, there will be many of the best players of our RUSSIAN CAMPAIGN locked in furious, silent combat. Other wargame tournaments that have been scheduled include those in STORM OVER ARNHEM, VICTORY IN THE PACIFIC, WOODEN SHIPS & IRON MEN, WAR AT SEA, MIDWAY and PANZER LEADER.

Not to be outdone by the efforts of MDG's volunteer gamemasters, the staff of Avalon Hill will be in attendance to run such perennial favorites as WIN, PLACE & SHOW, SPEED CIRCUIT, and GLADIATOR—all gamemastered by Jim Burnett. Although we will finally lay the AH Classics 500 to rest, vestiges of it will remain in the form of an AFRICA KORPS tournament hosted by Dale Sheaffer. Rex Martin will organize a belated "Demo Derby" for RICHTHOFEN'S WAR. And, of course, the favorite CIRCUS MAXIMUS will return with four independent qualifying heats for entrance into the Sunday finals where previous race winners will do battle with hand-painted miniature chariots under the direction of Adventure Gaming's Tim

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Game Company

4517 Harford Road,
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CONQUISTADOR recreates 16th Century exploration and conquest of the New World (North and South America) by the major powers of Europe.

A unique game system enables players to realistically cover great stretches of time in single turns. Acting as Monarch for their countries—England, France, Spain, or Portugal—players must make discoveries, colonize and protect the lands they discover, and obtain riches through gold, trade, and the acquisition of resources.

Each country has a different financial capability, as shown by the level of their National Treasury, depending on the political situation at home as well as the ongoing success or failure of their conquests in the New World. Within the limits of their finances, countries must continually send forth expeditions to explore and maintain existing colonies.

Only historical explorers, English Privateers, and Spanish Conquistadors are available to the players... explorers like Columbus, Verrazzano, Drake, Pizarro, de Soto, de Gama, Magellan, and de Leon. With these, players must try to be the first to make voyages of discovery to find the Pacific Ocean or Hudson Bay or to follow the Amazon or Mississippi Rivers. Some will also be driven to attempt mythical quests like the search for the Seven Cities of Cibola or El Dorado. But danger is a large part of exploration, and some explorers will never be seen again.

Making life tough for the hardy colonists in the Americas are hostile natives in many areas (even cannibals), rugged terrain and weather, disease, and the other countries competing for their fair share of the land. In addition, a Random Events Table recreates problems at home in the form of political corruption, graft, European Wars, Civil Wars, plague, and royal deaths. The Spanish player will also have to contend with the requirement of maintaining Missionaries in a religious attempt to convert the natives.

This game has a little bit of everything. In the beginning, diplomacy is paramount to allow players to establish footholds in the form of small colonies. As the game goes on, however, disputes will no doubt arise and players may resort to economic or military aggression to take what they need.

Players have both numerous long range and short range options in the game. They can emphasize the mining of gold or the looting of treasure cities. They can colonize and work the land. They can prey on other players’ land and riches. CONQUISTADOR is a game with little luck and much skill where players are in charge of the destiny, not only of their own countries, but of the New World as well. The player with the most successful country at the end of the game will be the winner.

Basically for two to four players; special versions for five players and solitaire play are included in the rules. A detailed historical simulation that may not be for everyone, but is worth the effort to those who make the effort.

CONQUISTADOR is available now for $18.00 from the Avalon Hill Game Company, 4517 Harford Road, 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.
NAVAL WAR is a card game of strategy, skill, and luck that is based on World War II naval combat. Each player controls a "fleet" of warships, and attempts to sink the other player's ships.

The battleships, aircraft carriers, and battlecruisers of WWII roam the seas again! In this unique card game, three to six players command a "fleet" of the world's most feared ships. Drawn from a deck of 54 cards, you might get the Bismark, Gneisenau, Prince of Wales, Hood, Ark Royal, Roma, New Jersey, Enterprise, Shokaku, or even the gigantic Yamato, largest battleship ever used in battle! Using another 108 card deck, you can attack the enemy with salvos from your guns, make carrier strikes, destroy torpedoes, raids by submarines or torpedo boats, or set up minefields.

NAVAL WAR is based on historical data, but is a quick play "beer and pretzels" game rated "1" on the Avalon Hill complexity scale (1-easy to 10-hard).

NAVAL WAR is available for $6.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas orders). Maryland residents please add 5% state sales tax.
A System for Expanding Enjoyment
By James M. Lutz

Basic Sequence of Moves
There are five basic steps in the move sequence for Turn 2 through Turn 9. These activities are undertaken simultaneously by both players and are mailed at specified dates. Probably the best means of determining the dates for mailings is to agree to either a specific day of the week (Monday or Thursday for example) or to a standard time interval (say, every five days discounting Sundays and national holidays).

1. Dispatch patrolling ships and place all land-based air units.
2. Dispatch raiders and marine units.
3. Initiate combat in all contested areas for the first round of combat. Submarines are also placed and can fire at this point.
4. Initiate subsequent rounds of combat until control of all areas is resolved.
5. Return all surviving ships at sea to ports or bases simultaneously and determine POC gains or losses.

1. & 2. Placement of Patrollers and Raiders
The first step is for both players to send out their patrollers, including the land-based air. Speed rolls will have to be indicated for ships moving beyond their automatic ranges. Any repairs that are being undertaken in port are also noted at this time. Marine units that were used or sunk in previous turns and are returning to action are indicated as raiders in the ports at which they appear. The placement of land-based air units at the same time as patrolling ships are sent to sea has the advantage of saving one mailing and thus speeding up the game. It also proves an advantage for the weaker side—the Americans early in the game and, presumably, the Japanese toward the end. Both sides have to guard against the appearance of land-based air in their respective backyards. Thus, forces are either diverted to protect key areas (perhaps needlessly) or the loss of important POCs is risked. Japanese decisions on Turn 2 for the defense of Indonesia and the Marianas are greatly complicated since it is no longer possible to simply react to Allied placements. Decisions on the utilization of land-based air later in the game by the Allied player are similarly complicated.

Once the patrollers have been placed, each side simultaneously dispatches raiders, with speed rolls if applicable, to sea. Marine units are also sent to sea at this time. Thus, the stage is set for the combat rounds. Sending the marines to sea at the same time that the raiders depart again eliminates the need for a separate mailing. It also provides an advantage to the American player since marine landings are an essential means for driving the Japanese back from their conquests. In face-to-face competition, the American often must telegraph his intentions in many cases by the placement of marine units, permitting the Japanese to respond with substantial numbers of raiders. Often the marines are left to their devices (sinking) while the surface ships occupy themselves in safer locales. With the placement of the marines with the raiders, the American has the opportunity of initiating early assaults on bases. Since the American player has lost the advantage of moving second, the sequence for marine placement helps to redress the balance for the American side. In addition, in the actual island-hopping campaigns of World War II, the Japanese often knew that an American invasion force was going to strike, but they were not always sure of the specific target. (Of course, in the face-to-face game, the placement of raiders may reflect more Japanese reactions to invasions than other considerations.)

After all the patrollers and raiders have been placed, the combat situation will usually be quite different from that which occurs in face-to-face play. Rather than massive battles between combined fleets or the descent of the combined American fleet on the weakest link of the Japanese perimeter or isolated units, there will often be numerous actions in many areas—usually between small forces on both sides. Both commanders may
be tempted to send out a few raiding units to attempt to negate control by a small patrolling force. Separate task forces may become advisable thus duplicating major campaigns that historically occurred nearly simultaneously in various parts of the Pacific theater. Traps may be baited with small patrolling forces that will be reinforced by raiders, although an opponent's move may force a last minute change in plans. On the other hand, rather than a trap, the bait may simply be a bluff in that raiders will not reinforce the patrolling force. Thus, not only does that possibility of combat in many different areas exist, but the game takes on a certain psychological aspect as one player tries to predict or second-guess his opponent's commander. The result is not only a more realistic deployment of forces, but a more exciting and nerve-wracking game. Definite anxiety attacks can occur as you wait for the letter detailing your opponent's disposition of his raiders (or even his patrollers in some cases). Has he struck at your weak link? Did he call your bluff? Will he overwhelm a small, but vital, task force? Did he take your bait? Have your raiders caught a small portion of his fleet?

3. & 4. Combat

As opposed to the face-to-face game, combat takes place simultaneously in all sea areas where there are enemy forces. After the orders for raiding units are received, each commander prepares battle orders specifying targets for his forces. He also indicates his preferences for day or night actions. Such preferences will receive the appropriate modifiers for control on the previous turn or for the preference for an air action. Each commander must, of necessity, prepare orders and targets for both types of actions where there is a possibility of either a day or a night action. The necessary "die rolls" can result from any normal method such as the use of stocks—although the use of a random number table (see Page 10) is perhaps the best and easiest method since it eliminates reliance on newspaper reports and the numerous "divide-by-six" efforts. Battle orders will also include the landing of marines, provided they survive the preceding air or surface action. If marine units for each side land at the same base simultaneously—that is, after the same combat round—the base does not change hands and land-based air present can continue to use the base. Henderson Field, after all, continued to operate even with Japanese landings on Guadalcanal since the Japanese landings were offset by the arrival of American reinforcements. If one side loses its only pre-existing base in one combat round (Lae, for instance), but secures another at the end of the same round (the Philippines, for example), the land-based air units of that side are considered to have lost their base facilities and cannot participate in any further combat. At the conclusion of the first round of combat, a new set of orders are prepared by each commander. These new orders as well as subsequent ones, will also detail the returns of ships that were disabled in the preceding round of combat. Discussed below are some specific issues related to the combat rounds.

Submarines. The I-Boat and the F-Boat, since they represent the submarine fleet in abstract, are placed on the first round of combat. The opposing players need not know their placement prior to this time since there is no defense against their modified shots. The owning player will list his modified shot on the battle orders along with his other attacks (see the accompanying illustration for an example). Since the submarines take their shots after the initial air or surface action in a given sea area, the owning player should provide a priority list of targets, as some may have been sunk or disabled in the previous action.

Illustration of Battle Orders

<table>
<thead>
<tr>
<th>Preference</th>
<th>South Pacific: Surface</th>
<th>Indian Ocean: Air</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attacks (One Round of Combat)</td>
<td>South Pacific: 22 AF vs. RAAF 3</td>
<td>Sasebo Marines land at Guadalcanal</td>
</tr>
<tr>
<td></td>
<td>South Pacific: 23 AF vs. 11 AF 3</td>
<td></td>
</tr>
<tr>
<td>Japanese Player—</td>
<td>Indian Ocean:</td>
<td></td>
</tr>
<tr>
<td>Preference</td>
<td>Hiryu vs. Australia 3</td>
<td></td>
</tr>
<tr>
<td>Attacks (One Round of Combat)</td>
<td>Hocho vs. Exeter 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Maya, Takao vs. Australia 2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Kongo vs. Exeter 4</td>
<td></td>
</tr>
<tr>
<td>North Pacific</td>
<td>I-Boat vs. 1st Marines 1</td>
<td></td>
</tr>
</tbody>
</table>

No Japanese surface craft or land-based air are present in the North Pacific; and Guadalcanal is an American base.

American Player—

<table>
<thead>
<tr>
<th>Preference</th>
<th>South Pacific: Air</th>
<th>Indian Ocean: Surface</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attacks (One Round of Combat)</td>
<td>South Pacific: RAAF, 11 AF vs. Sasebo I</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Indian Ocean:</td>
<td></td>
</tr>
<tr>
<td>Australian Player—</td>
<td>Australia vs. Kongo I</td>
<td></td>
</tr>
<tr>
<td>Preference</td>
<td>Exeter vs. Maya I</td>
<td></td>
</tr>
<tr>
<td>Attacks (One Round of Combat)</td>
<td>North Pacific: 1st Marines land at Dutch Harbor</td>
<td>Dutch Harbor is a Japanese base having been invaded on a previous turn.</td>
</tr>
</tbody>
</table>

Air Raids. Unlike the face-to-face game, air raids will not be a frequent occurrence in the play-by-mail system. Carrier aircraft may immediately attack units in adjoining ports and bases for two raids if the enemy forces in a sea area retreat. Ships disabled in action elsewhere at the time of the first raid that return to that port or base are subject to the second raid. As in face-to-face play, these air raids can occur in place of (not in addition to) attacks on the retreating ships. When carriers are in an uncontested sea area, they make their two raids at any time during the course of the turn prior to the arrival of the last surviving ships at sea. In effect, these air raids may be the last two rounds of combat. Air raids cannot occur when all enemy ships and land-based air units in an area are sunk or disabled. In essence, a fight to the death will effectively eliminate the chance of air raids in most cases. While this rule is somewhat unrealistic, it does speed up the game. It is also necessary in terms of play balance. The weaker side (American early on and presumably Japanese later) would be at a tremendous disadvantage and would run the risk of having major fleet components sunk in port since all action is simultaneous. Since the Allied side is the weaker at the start, the limitations on air raids ultimately help this player more. Too, disastrous raids on Ceylon are no longer as likely—again an aid to the American player who has now lost his advantage of moving after his opponent. The Japanese also gain, for without this limitation, Truk could easily become untenable, and the advantage of its central location as a major base would be lost (or at least reduced).

Conditional Orders. Conditional orders have already been mentioned in the discussion on submarines. They are also possible and legal for the marine units since they land after combat, but are listed as part of the combat sequence. For example, American marine units may choose not to land if a patrolling Japanese land-based air unit in the Marshalls has not been eliminated and no American carriers remain (control of the base would revert if the Japanese controlled the Marshalls on the previous game turn). Landings can be conditional.
on whether an air or surface action occurs since the chances of control might vary significantly. In some circumstances it might be advisable to gamble on being able to at least negate enemy control since continued waiting in the open sea would increase the chances of being disabled or sunk.

Rules To Avoid Controversies. If a random number table is to be used in the example presented, some rules are necessary. First, if a preference for action in a sea area is requested, even if there is agreement between both players, a number or roll is assigned. Should a preference be requested by “accident”—automatic surface action occurring, forces no forces in contact—a number is still assigned, although the results of the preference are ignored. Second, once the preferences have been determined, eliminate all rolls for inoperative attacks such as surface shots if an air action has been the result of the preference. This procedure not only saves work, it also limits the chances of missing a number from the table and getting the results out of sync. Third, if a disagreement over results in the previous round is obvious in the current combat orders, ignore the present orders. Recheck your results and assume your opponent is doing likewise. One of you should find the error, permitting you both to mail a corrected move on the next不经手。'Actually, phone calls inevitably work much better.'] There is a discrepancy in the move mailed and the copy kept, the move that was mailed is the authoritative one. Finally, if a mailing is missed or the Postal Service loses a letter (unlikely as that is), a phone call is usually essential, although a query can be sent by mail.

5. Returns After Combat

After combat is finished in all areas, the surviving ships have their returns specified. Since the return voyages are simultaneous, none of these ships will be subject to air raids. Thus, a major Japanese advantage in the face-to-face game disappears. On the other hand, being able to specify or guess a preference for all areas where the Japanese player has or will have forces and which can be reached will be wise enough not to send any of the cruisers to a watery grave in Indonesia, thus saving additional time-consuming mailings. Raiders are then sent out, including the I-Boat. The Japanese player may also now conduct his second raid. On whether new raids are conducted, he must also state his intention to the players as a reminder of the Hawaiian Islands. Also, on this mailing, provision must be made for the appearance of the Location Uncertain carrier forces. Either stocks can be listed by the forces of his opponent. Such an option favors the stronger side, since one player can always guarantee a presence of air or surface units in at least some areas, leaving the weaker side at some disadvantage. If one feels that the retreat rule is too lenient on the defeated side, an attack bonus (in addition to existing bonuses) can be given to the pursuing ships. The retreat rule for the face-to-face game could also be used, but its inclusion will lengthen those who believe in the “TKO-in-3” strategy of air raids per the game rules is an option that can be utilized by mutual agreement, although it will definitely affect play balance.

The First Turn

As in face-to-face play, the first turn of the game is handled a little differently—particularly since the Allied player only has four cruisers available to move. Both players send out their patrollers; the Japanese player specifies the ships included in the Pearl Harbor raiding force. He can also conduct his first raid on Pearl Harbor, and even Indonesia if he has no carriers on raiding status (making the assignment similar to the one made when getting earlier combat rounds and a separate mailing need not be necessary. If, however, either player requests such a mailing, it must be included.

Nine-Turn Game

Given that the Allies have lost the advantage of moving second, the nine-turn game is definitely necessary for play-balance. Do not give the Japanese four POC for control of the Home Islands, but rather only three. In compensation, permit the Japanese player to take more than a 29-POC total lead. Otherwise, Allied fleets may simply hide in the early turns, defending key areas if an air action has been the result of the preference. This procedure not only saves work, it also limits the chances of missing a number from the table and getting the results out of sync. Third, if a disagreement over results in the previous round is obvious in the current combat orders, ignore the present orders. Recheck your results and assume your opponent is doing likewise. One of you should find the error, permitting you both to mail a corrected move on the next不经手。'Actually, phone calls inevitably work much better.'] There is a discrepancy in the move mailed and the copy kept, the move that was mailed is the authoritative one. Finally, if a mailing is missed or the Postal Service loses a letter (unlikely as that is), a phone call is usually essential, although a query can be sent by mail.

Optional Rules

Various options suggested in the game rules or previous GENERAL articles can, of course, be used by mutual agreement. Giving Singapore one repair point, for example, would be reasonable given the nature of the base and its facilities. Use of kamakazes might even be left open to the Japanese player, but such an option will require extra mailings or phone calls before battle orders could be written. Two other options are available for the simultaneous movement game for those who desire to recreate the “tug of war”. The submarines could always be placed with other raiding forces, not just during Turn 1—thus leading to the loss of the guaranteed shore by submarines. Also, the first preference for combat in the various sea areas could be made and sent with the mailing of the carrier forces. This option, of course, requires each player to specify or guess a preference for all areas where he has or will have forces and which can be reached by the forces of his opponent. Such an option favors the stronger side, since one player can always guarantee a presence of air or surface units in at least some areas, leaving the weaker side at some disadvantage. If one feels that the retreat rule is too lenient on the defeated side, an attack bonus (in addition to existing bonuses) can be given to the pursuing ships. The retreat rule for the face-to-face game could also be used, but its inclusion will lengthen

Conclusion

The system above should supply an exciting and quite different version of the classic VICTORY IN THE PACIFIC. Where no mention of existing rules has been made, these are assumed to be the same as in the original game rules. Simultaneous movement and guesswork will open up numerous strategic and tactical possibilities that are not present in the face-to-face game. The play is particularly tricky against an opponent never played before since one will have no idea of his level of caution or aggressiveness in his strategic planning—and relatively little time to learn. For more pointers on play of this version, turn to the Series Rep's in this issue; these expert players can provide the reader with more hints and insights than I could hope to.

One final related comment seems appropriate. For those who believe in the “TKO-in-3” strategy, the system would appear to make these propositions even easier to realize. For alternative flexible responses rather than predictable behavior my “Pearl Harbor Defended” (Vol. 18, No. 2), O’Connor’s “The Maniacal Approach” (Vol. 17, No. 3) and “Another Country Headed” (Vol. 17, No. 6) by Grady Hendrix give some viable options for the Americans that are also relevant for use with simultaneous movement. With the nine-turn game, the American commander may even be able to risk his carriers in defense of key areas and still win the game. I believe that this play-by-mail, simultaneous movement approach is the way to play this fine game. For those with questions on the system, please write (including a SASE of course) James M. Lutz, 2401 West Broadway, Apt. 311, Columbia, MO 65201.

The following list provides a handy check for the numbers that players will need in the pbm version of VICTORY IN THE PACIFIC, remembering that both players must provide the numbers:

Turn 1
1. Placement of Patrollers: Japanese speed rolls (Japanese attack and Japanese damage for first raid if undertaken at this time)
2. Placement of Raiders: Japanese speed rolls (Japanese attack and Japanese damage for second raid if undertaken at this time and location Uncertain Groups with Group W receiving the first roll, Group X the next, and so forth)
3. Raids: as above if not undertaken earlier
4. Ensuing Rounds of Combat: Allied Preference; Japanese Preference; Allied attack and damage; Japanese attack and damage

Subsequent Turns
1. Placement of Patrollers: Speed rolls for both sides (Should you dispatch no ships needing speed rolls, you can eliminate your own number but must provide a number for your opponent.)
2. Placement of Raiders: As in the above Step I
3. Combat Rounds: Allied Preference; Japanese Preference; Allied attack and damage; Japanese attack and damage

The above system for use with random number tables supplies a quick and reliable method for determining die rolls with no chance of error. For those suspicious of their opponents, it eliminates the chance of skullduggery. Thus, barring material being lost in the mail, the system works very smoothly. In conclusion, it might be added that the system would also be effective for other games by mail requiring numerous die rolls, including those with simultaneous movement or simultaneous fire (such as WOODEN SHIPS & IRON MEN or SUBMARINE), those with certain die rolls dependent upon earlier die rolls (such as THIRD REICH), or simply as a convenient means of dealing with tedious activities (such as the scattering of the German paratroops in their landings in AIR ASSAULT ON CRETE).
In a play-by-mail game of VICTORY IN THE PACIFIC with simultaneous movement and combat, it is essential that all die rolls agree for both players. For the second round of combat in any turn, both players must have the same results for the action of the first round or their orders can have no relation to reality. Since newspapers have been known to report different stock results, generating disagreement and controversy, an alternate system is highly desirable—one freed from reliance upon a non-game component (in most cases, the local "rag"). A Random Number Table proves the ideal method. It also permits a much quicker resolution of die rolls than the use of individual stocks. Once a starting point is determined, a player begins with this first number and simply follows the rows listing the "die rolls" for attacks, damage, speed rolls and all other variables.

Perhaps the simplest way to arrive at a starting point on the table, such as the accompanying one used during the Series Replay that follows, is for each player to provide a two-digit number for each category of possible rolls, and then multiply the two numbers. The number that results can then be used as the first "die roll" and is the starting point for all subsequent results. A few examples will suffice.

In the case of Japanese speed rolls for patrollers on a given turn, the Japanese player would provide a list of ships making speed rolls, and he would also provide a two-digit number of his choice (say, 45) to multiply with the number mailed with the American patrollers by his opponent (for example 81). The resulting multiplication yields 3645. Only the last three digits are used—645. The first digit of the number indicates the table to be used—here Table 6. The second identifies the row (Row 4) and the third indicates that the fifth number on that row will be the first die roll. Thus the first speed die roll is "1". The second roll is the next, sixth, entry on this row, and so forth. If the Japanese player had the following four ships listed as attempting speed rolls, the results would be:

<table>
<thead>
<tr>
<th>Ship</th>
<th>&quot;Roll&quot;</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zuiho</td>
<td>4</td>
<td>1 Patrols</td>
</tr>
<tr>
<td>Ise</td>
<td>4</td>
<td>1 Raids</td>
</tr>
<tr>
<td>Fuso</td>
<td>2</td>
<td>2 Patrols</td>
</tr>
<tr>
<td>Kongo</td>
<td>2</td>
<td>2 Raids</td>
</tr>
</tbody>
</table>

If two other numbers supplied had resulted in 1530—the fifth table, third row, and last number—all four ships would have passed their speed rolls (with 2, 3, 3, 3).

For combat, both players again provide two-digit numbers in their mailings for the preferences for both sides, for the attacks for both sides, and for damage by his scored by both sides in the following fashion.

A few comments on the use of the tables are necessary to avoid confusion. If the "0" (tenth) entry on the "0" (tenth) row of a table is reached and more results are needed, merely continue with the first row of the next table. If the last entry on the tenth table is reached, proceed to the first entry on Row I of Table I. If the result of the multiplication yields only a two-digit number, such as 08 (a legal two-digit number selected by a player) times 11, the first digit is assumed to be zero, indicating that the tenth table is used.

It should also be noted that "DO" is not a legal number to select since it would insure a specific starting point—namely 000.

An alternative method of achieving the same results for the use of these tables for those who do not like to multiply or have a calculator would be for each player to supply a three-digit number and then sum the two numbers together. If a four-digit number were the result then, as before, only the last three digits would be utilized.

Japanese Player | American Player | Result
----------------|----------------|--------
Am. Preference—59  | Am. Preference—72  | 4248
Am. Attacks—81     | Am. Attacks—98     | 7938
Am. Damage—23      | Am. Damage—30      | 690

The results for the Japanese attacks for this hypothetical round, ignoring any inoperative attacks that might have been listed for each side and assuming an air action in the Coral Sea and a surface action in the North Pacific, would be:

**Coral Sea**

<table>
<thead>
<tr>
<th>Attacker</th>
<th>Target</th>
<th>Attacks</th>
<th>Damage</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hiryu</td>
<td>Enterprise-3</td>
<td>6 1 5</td>
<td>3 6</td>
<td>sunk</td>
</tr>
<tr>
<td>23 AF</td>
<td>11 AF-3</td>
<td>1 2 5</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>24 AF</td>
<td>13 AF-3</td>
<td>6 2 4</td>
<td>5</td>
<td>sunk</td>
</tr>
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</table>

**North Pacific**

<table>
<thead>
<tr>
<th>Attacker</th>
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<th>Damage</th>
<th>Results</th>
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<tr>
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<td>Nevada-4</td>
<td>3 6 3 6</td>
<td>6</td>
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</tr>
<tr>
<td>Kong &amp; Tennessee-8</td>
<td>3 1 4 6</td>
<td>disabled</td>
<td></td>
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</tr>
<tr>
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<td>2 3</td>
<td>damaged</td>
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</tr>
<tr>
<td>Nachi &amp; Salt Lake-2</td>
<td>3 6</td>
<td>—</td>
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</tr>
<tr>
<td>Takao</td>
<td>1 6</td>
<td>3</td>
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</table>

The results, in this case excellent for the Japanese player, indicate how the tables are used for a combat situation.
This Series Replay utilizes the PBM system described in the preceding article. All standard rules mentioned were in force throughout the game, and no optional rules were included. The Random Number Table was used to resolve speed rolls, attacks and damage (although the mechanics of the derivations will not be presented—only the results).

The present replay should be an interesting one. Both Mr. Sinay and Mr. Resman know the system being used (having helped iron out many of the initial problems) and have at least two pbm VITTIP games under their belts. They have played the game against each other, but with opposing sides. Thus, they have some idea of the strategies that the other may employ (limited intelligence reports on the strategic and tactical doctrines employed by the opposing CIC, if you will), although there are distinct differences in playing each side, even for the same player. Dave has a preference for the Allies, and Steve prefers commanding Imperial Japan forces—so both have the side they feel most comfortable with for this replay. Both players have demonstrated at least an occasional willingness to be aggressive in previous games, and both are willing to gamble at times. This active style of play should lead to a more fluid and eventful game, well suited to play-by-mail methods.

**TURN 1**

**JAPAN, AFTER MOVEMENT:** Nothing fancy this turn. All fleet units are committed to either the patrolling forces or the raid on Pearl Harbor. My main objectives are the destruction of Allied air power in the Hawaiian Islands and Indonesia, the control of the Central Pacific, and the sinking of as many heavy US fleet units as possible—in that order. In Indonesia, the first strike will take place against Allied seapower. The second strike will be against the air unit. In the Hawaiian Islands, the first strike will hit the air units along with the valuable cruisers. Results from this strike will determine the targets for the second strike. The 5AF and the 7AF must be destroyed to prevent them from participating in the defense of Midway or other areas come Turn 2.

The Central Pacific is probably more important to the Japanese than the destruction of the air units. It must be controlled by the Japanese on Turn 1. Besides being the only corridor to the Japanese homeland, the scheduled capture of Midway by encirclement could be delayed if control is lost on Turn 1. Failure to control the Central Pacific in Turn 1 would also delay Japanese expansion in other areas. Hence the stripping away of one attack carrier and one light carrier from the Pearl strike force is justified. These forces are added to the Hoso and her consorts and supported by the 5-Boat. The IJN should be able to fend off all but the largest of US forces that could show themselves. The Yokosuka marines could almost insure the capture of Midway on Turn 1, but they will be more valuable and threatening by being based at Truk on Turn 2. An early invasion of Johnston Island, the New Hebrides, Port Moresby, or Guadalcanal will all be possibilities, something that will not be overlooked by the Allied command. Because of this series of threats, he will not be able to adequately defend Midway and the Central Pacific come Turn 2.

Nothing else to do now except to wait for news from Pearl Harbor and Indonesia.

**ALLIES, AFTER MOVEMENT:** Very strange opening! I do not understand the massive force in the Central Pacific. I sent my raiders to "safe" areas rather than risk the cruisers.

**NEUTRAL COMMENTS, AFTER MOVEMENT:** Turn 1 is not greatly different with the pbm system. As a result my comments are rather conventional. The Japanese opening is a rather cautious one. I think that Steve overcommitted to the Central Pacific. I agree that it is a key area to control on Turn 1 and that the Hoso is best placed there, even supported by the Zuiho or Ryujo. The Kaga, however, could well sink a battleship or two, or at least keep them out of action for a couple of turns pending repairs. Those extra battleships will make Japanese patrolling and raiding decisions more difficult, and they may ultimately come back to haunt him. The absence of such forces in Indonesia means we permit the Prince of Wales and Repulse, if still afloat, a chance to escape after the air raids if a surface action occurs. One or two ships from the Central Pacific, Marianas, and Japanese Islands could make a big difference.

The Allied player has nothing to do except watch. Dave did not use the Australian cruisers to ensure control of the Coral Sea, the US Mandate against an I-Boat shot, but for the Japanese the potential shot at a scarer carrier may be more tempting than the possible loss of 2 POCs to the Allied player. One cruiser, however, should have been sent to the Indian Ocean to ensure Allied control. A +1 to the die roll for preferences could be important on Turn 2. An assault on Port Moresby by the Japanese on Turn 2 would also be more difficult since Allied control of the Coral Sea and Indian Ocean on that turn could negate a successful landing (or more properly require a larger commitment of Japanese forces since the Japanese player can usually accomplish any one goal on Turn 2).

**THE BATTLES:** In Indonesia, the 5AF and Repulse are sunk and the Prince of Wales is damaged. It manages to escape when Dave wins the preference and gets a night action. In the Hawaiian Islands, only one cruiser is sunk in the first two raids. Three battleships are damaged and bottomed. The 7AF survives untouched. The battleships resting on the bottom are finished off in the final two raids when the American fleet withdraws rather than risk an air action with the Japanese raiding force. In the Central Pacific an air action results with both the Kaga and Saratoga being sunk.

**JAPAN, AFTER COMBAT:** Whenever the Japanese player loses a fleet unit, he cringes! When that fleet unit is a big carrier, he shudders. After looking at the results in the Central Pacific, I have done the latter. I had hoped that the Kaga would survive a one-on-one combat with an American carrier because of its high defense factor, but the shooting on both sides was too good. There is some compensation with the sinking of the Saratoga and securing control of the area, but the Kaga will be missed. My eight bonus attack factors in this area may come under fire as being a bit much. The Zuiho could have taken the Kaga’s place with the same results (except that I would still have the Kaga), but I played the Central Pacific for two carriers arriving from the uncertain groups. I was half right!

In the Hawaiian Islands my shooting was average. I have done worse with all eight carriers on the line. My only regret is that the 7AF escaped. In Indonesia my mission was accomplished. All in all, an average turn. I can understand Dave’s decision to retire in the Hawaiian Islands rather than risk an air action. He has a good portion of his fleet intact and Turn 2 will tell if he will use it aggressively.

**ALLIES, AFTER COMBAT:** The American fleet is still relatively intact. A 7 POC lead for Japan is about average. I sent the 2 CVs and some cruisers to Australia to aid the British in threatening Indonesia.

**NEUTRAL COMMENT, AFTER COMBAT:** I agree that it was an about average Turn 1. The only way the Japanese could have increased their lead was to use the I-Boat in the Coral Sea or the Mandate. The Kaga was missed at Pearl Harbor (although I also have done worse with all the carriers on the line). The Prince of Wales did manage to escape, although it will sit and repair in Ceylon for quite some time. I agree with Dave’s decision to retreat in the Hawaiian Islands. Since the Saratoga was virtually a sure loss, he could not gamble with the Enterprise and the Lexington. The return of the two carriers to Australia is good placement as they do constitute a threat to Indonesia.

**TURN 2**

**JAPAN, AFTER PATROLLERS:** This turn most Japanese players go straight for the throat—Hawaii. I believe that the IJN can win the pbm game without contesting the Hawaiian Islands—and may try to prove my point here. Since there is no limit to the number of POCs that can be accumulated, a strong, constant attack across the board may be a better and safer strategy than to seek combat as in the ftt game. I hope that the Allies will attack so-called “weak” areas held by one or two air units only to be surprised by reinforcing fleet units and that light carriers can be traded for Allied fleet carriers in battle.

In Indonesia, I place the 25AF and 26AF in hope of drawing an attack from his CVS in Australia. I could have used the 24AF, but too much strength might have scared him into a defensive posture. I plan to reinforce the area with a CVL during the raid portion. The more combat between his CVS and my CVs supported by land-based air, the better. Because the Japanese are supposed to be aggressive during the early part of the game, he will more than likely take a defensive posture this turn. I expect his forces to show up in the North Pacific and the Aleutians. The bulk of his fleet could also show up in the Hawaiian Islands. I am looking also
to find patrols in the Coral Sea and U.S. Mandate. My mission this turn is to secure Midway and destroy inferior Allied forces either in the north or the south. An invasion of Johnston Island is a possibility.

ALLIES, AFTER PATROLLERS: I did not defend the Hawaiian Islands on this turn since I am sure the Japanese will go for control and any ships or air units would be sacrificed. I am sure that my three air units at Midway surprised him. His not taking Midway with the Yokusuka marines on the first turn means he has other plans for them, surely Guadalcanal. My attempted control of the Marshalls will be a failure if the Japanese get there. I plan to keep the British from the offensive this turn so that they might remain a threat for a while longer.

NEUTRAL COMMENT, AFTER PATROLLERS: My initial impression of the Japanese placement is that it is not an astute move. The British units in that area. Indonesia has me a possibility. The two moves in combination well illustrate the Japanese attempt to patrol the Hawaiian Islands. I plan to keep the British on the defensive this turn so that they might remain a threat for a while longer.

ALLIES, AFTER RAIDERS: At first I was furious over my poor preference roll in the Central Pacific, then elated over the outcome. Considering his massive surface firepower, I was quite fortunate to get away with only the loss of two ships. His lack of speed certainly did not hurt my getaway. My control of the Marshalls will pretty much eliminate any Japanese attempt to patrol the Hawaiian Islands next turn, giving me flexibility. Down 14 POC with relatively minor losses, I feel, is a good position for the Allies at this point. My control of the Marshalls, Johnston Island, and Midway gives me, in my opinion, the overall advantage.

NEUTRAL COMMENT, AFTER COMBAT: Interestingly enough, both sides think they have the advantage at this stage. Turn 2 could have been a disaster forDave, but he got out of it. Just one of the Japanese fast carriers would have presented Dave with a dilemma in the Central Pacific given the pursuit rules. He could either have stayed and fought and lost half of his carriers (probably in exchange), or retired and lost one to pursuing aircraft. Fortunately for him, he did not have to make that choice, but the situation in the Central Pacific demonstrates the danger of early gambles for the American since withdrawals in the face of enemy forces are often difficult or costly procedures.

ALLIES, AFTER RAIDERS: Both sides were guessing. Dave covered himself well for most possibilities. I would not have risked the American fleet in the Central Pacific. A surface action would be a disaster with Midway falling and the cruiser force being decimated. The only consolation to affect the outcome of the battle. In the suit by surviving Japanese cruisers (sacrificing the two battlehips, if need be). On the positive side, the Japanese were forced to use the marines at Midway rather than elsewhere. A small force could have been sent to the Aleutians, preserving Attu as an American base. The remainder could have supported the Marshalls. The British can control easily on Turn 3. For this reason, I am looking towards the same time gain a large and steady POC flow every turn. For this reason, I am looking towards the South Pacific for a raiding force into the Indian Ocean. The two moves in combination well illustrate the uncertainty that occurs with simultaneous movements. While I probably would not have made either move, the two turn out to balance each other rather nicely. Thus, both worked fairly well.

The two moves in combination well illustrate the uncertainty that occurs with simultaneous movements. While I probably would not have made either move, the two turn out to balance each other rather nicely. Thus, both worked fairly well. The unconcern of both sides with the Hawaiian Islands was surprising. Both Dave and I have clearly expected something else from each other. It remains to be seen if one gains a psychological edge from this move.

THE BATTLES: An air action came up in the Coral Sea, and the DeRuyter was sunk with multiple hits. An air action also resulted in the Marshalls. The 21AF was destroyed at no cost to the Americans. Although the L-Boat disabled the Enterprise, it was too late to affect the outcome of the battle. In the Central Pacific, the Japanese won the preference, getting a night action, but the American fleet more than held its own in the ensuing gunnery exchange. The Kongo and Furutaka were sunk in exchange for the Idaho and Houston. In addition, five Japanese ships were disabled, including the other slow battlehip). The Japanese also suffered more damage to various ships than the Americans. The Sasebo marines, however, landed at Midway at the end of the action. Lack of support for land-based air, the American fleet retired. Only two Japanese cruisers were able to pursue, the damaged American fleet lacking sufficient speed, and their shots missed.

JAPAN, AFTER COMBAT: This turn goes to the JIN. All missions were accomplished! My losses in the Central Pacific were offset by the American losses and the securing of Midway and Port Moresby. The Allies got off easy in the Central Pacific where the shooting by the Japanese was unusually bad. But again, I must say that this turn was all Japanese. Banzai!

ALLIES, AFTER COMBAT: At first I was furious over my poor preference roll in the Central Pacific, then elated over the outcome. Considering his massive surface firepower, I was quite fortunate to get away with only the loss of two ships. His lack of speed certainly did not hurt my getaway. My control of the Marshalls will pretty much eliminate any Japanese attempt to patrol the Hawaiian Islands next turn, giving me flexibility. Down 14 POC with relatively minor losses, I feel, is a good position for the Allies at this point. My control of the Marshalls, Johnston Island, and Midway gives me, in my opinion, the overall advantage.
Ceylon. The Japanese are looking forward to the predicted battle.

A statement issued by Combined Fleet Headquarters at Salplan assures the Japanese people that Operation DOWN UNDER will have top priority as long as success is feasible.

ALLIES, AFTER PATROLLERS: His returns seem quite unusual. They do, however, seem to go along with his Port Moreby invasion. It would appear that he is attempting to control the Indian Ocean and Coral Sea with land-based air and possibly battleships. I sent two British battleships to the Indian Ocean just to be sure they make it there for any potential battle. I really only hope to control the South Pacific and Coral Sea since it is in those areas where my raiders can be massed in support of patrol units. Allied ships sent to the North Pacific will either get a cheap POC or draw fire, thus relieving pressure elsewhere. In any event, they are expendable.

NEUTRAL COMMENTS, AFTER PATROLLERS: Steve's move was a very interesting one. I am not sure if an effort to capture Australia will ultimately work since Allied land-based air can be massed in either the Coral Sea or the Indian Ocean on Turn 4. While the return of the units to Port Moreby did not necessarily indicate a major effort around Australia, Steve telegraphed his move with the returns to Saigon. Not surprisingly, the Allied air units in the Coral Sea and the South Pacific are well placed to cover the move. Steve has to do is knock down the 24AF in the Coral Sea and Australia is safe until at least Turn 5. The British carriers could accomplish the same result in the Indian Ocean since the 23AF is the only patrol. Since Steve did return surface units to Saigon, he should have placed some patrolling ships in the Indian Ocean and had the Coral Sea to increase his chances of control.

The Allies are simply waiting to react. A feint to Indonesia by a couple of British cruisers might have been useful, particularly since Indonesia may have been unprepared. There are finally at least token Allied forces placed in the North Pacific and the Hawaiian Islands. The Koko in the Marianas may look like bait for a trap to Dave, so Steve may be able to steal 2 POCs there.

JAPAN, AFTER RAIDERS: I will stick with my plan to isolate Australia, despite the strong patrolling forces he has placed there. I will also raid the Hawaiian Islands. I cannot let Dave think that he can get away with this, especially with the Japanese forces in his key POC areas while the rest of his fleet interposes with Japanese operations. His strong patrols in the South Pacific and Coral Sea have left his home areas weak, and for this he will pay. Hopefully his cost will be three BBs and three POCs. Now the Kaga is really missed. What he could have raided were the Mandate and the Hawaiian Islands. My fleet units will support the operations in the Indian Ocean and the Coral Sea. They should be able to deal with any challenges from Allied forces. I doubt that Dave will reinforce the Coral Sea, and I have sufficient forces to deal with the combined forces based at Ceylon and Australia should they venture into the Indian Ocean. Dave's failure to place patrollers in the Marshall Islands has convinced me that he will invade Midway. I was tempted to reinforce the Central Pacific. Instead, I have sent just the Hiyo to support the air unit. The I-Boat will be placed in the Central Pacific if that is where the Japanese units appear. Hopefully, they can combine to stop the almost certain invasion of Midway.

ALLIES, AFTER RAIDERS: The placement of his land-based air has made it very difficult for me. It looks too easy to negate control in Indonesia and the Marines. Attempts at these objectives could lead to suicide missions. I have decided to maintain my strategy of conserving my fleet. I believe his intentions are to support his air units in Indonesia and the Coral Sea massively. It is unlikely that he will support the 23AF in the Indian Ocean, so that is where I will concentrate. I do not think he will be expecting me in force in the Coral Pacific. There is no need to support my already superior strength in the South Pacific or Coral Sea.

NEUTRAL COMMENTS, AFTER RAIDERS: Steve miscounted the number of possible Allied ships in the Indian Ocean. His forces may be at a slight disadvantage as a result. The Yamato should have attempted the speed roll from Japan in any event. Its gonnery would have been valuable, even if Steve's carrier problem is solved. Steve will face a result of his Turn 2 returns and his placement of patrollers (or non-placement). He clearly had the better of the raiding move. Dave did not challenge the Koko or the force in Indonesia, and the POCs for the Hawaiian Islands will be lost. The invasion of Midway may also fail, although the odds are with the Allies. From the comments, it is obvious that Dave is in the dark as to the Japanese goals. Steve, on the other hand, has predicted the Allied moves rather well.

THE BATTLES: In the Central Pacific, a day action occurred in the first round. The Hiyo and 2 Madame were badly damaged. The I-Boat failed to sink or disable the remaining marine and Midway was taken. In the Hawaiian Islands, an air action also resulted. Two American battleships were sunk, and the other received maximum damage. It was finished off in the second round for a surface action. In the South Pacific, the 26AF was destroyed in the third round of combat, but not before it eliminated the 7AF in the first round and badly damaged the RNZAF in the second. In two air actions in the Coral Sea, the 10AF and 5AF were eliminated after inflicting only slight damage on the 24AF.

The Indian Ocean witnessed a series of actions. The Japanese won the first preference roll and got an air action. The Allies had the better of the resulting melee. The Ryuyo, Shoho, and 23AF were destroyed. The Enterprise only got one hit on the 24AF, but scored a "6" for damage. The Enterprise was the only Allied ship sunk with the Chicago disabled. In the second round, both sides wanted a surface action. The Astoria and Australia were sunk on the Allied side, and the Hoshio was lost to the IJN. In addition, two Japanese cruisers and two battleships were totally destroyed, which was damaged, we discovered. The Allies also had one cruiser and two battleships disabled. The Mutsu and Warspite also suffered maximum damage in the round; the Ten­nesssee and Mikumma were also damaged. The fourth round was an air action, resulting in the disabling of the Zuiko, the last of the Japanese air cover, and the inflection of maximum damage to the Illustrious. Three ensuing rounds of combat, two of them air and the other surface, resulted in no damage to the Allied fleet. The Allied shooting was generally bad—sinking only the Mogami and disabling the rest of the Japanese ships present, including the Mutsu, which returned for repairs to fight again.

JAPAN, AFTER COMBAT: This turn has to go the Indian Ocean, secured Midway, and inflicted heavy carrier losses to the IJN. It makes little difference that the carriers lost were CVLs; they are still the most important units next to the fleet carriers. The lost light carriers this turn along with the previous loss of the Kaga has crippled the fleet arm. The air units he has lost this turn will return to fight another day. His excellent shooting against my land-based air was an added bonus for him. I had hoped that my air unit in the Indian Ocean would gain control. But, he scored one hit and the damage roll was a "6." He did the same in the South Pacific. My bright spot was the successful raid into the Hawaiian Islands which bagged his three patrolling battlewagons.

ALLIES, AFTER COMBAT: Controlling the South Pacific and negating IJN control in the Indian Ocean has to make this turn an Allied victory! And Allied fleet is still intact. His carrier losses will be the worst the Allies have seen since the 26AF at Midway. The loss of the 23AF did not aid Indonesia as I first planned. The coming turn should be interesting, his interior areas all being open to Allied raids.

NEUTRAL COMMENT, AFTER COMBAT: Operation DOWN UNDER has failed for the moment, although Steve might still be able to pull it off. If so, the tactical implementation of the plan will have to be sound. Dave displayed both sound and faulty tactical judgement in his turn as the Allied. In the first air action in the Indian Ocean he used the Enterprise against the land-based air, giving up the bonus so that the British carriers could engage more of the Japanese light carriers. This decision proved to be the right one given the results. On the maps side, he threw away the 5AF in the Coral Sea in the second air action. Once the Indian Ocean was safe from Japanese control, it was almost pointless to stay another round for two shots since the 5AF faced certain destruction. On the whole, a bad gamble.

In the Central Pacific, Dave has some points in his favor for the implementation of Turn 4. Control of the Coral Sea effectively limits Allied fleet concentration. In that regard, Dave's returning ships to Australia limited their potential use. Also, the battles (temporarily) decimated Allied air forces. Three are gone and one is badly damaged. Since the Allies have no secure areas, IJN raiders can appear anywhere. However, Allied advantages are more numerous. The trained Japanese flight crews are beginning to disappear. The loss of the two air flotillas limits Japanese defensive options, particularly since the Americans can use the carriers more freely with reinforcements on the horizon. Guadalcanal remains in Allied hands, although Japanese marines will be reappearing. The Imperial Fleet has been weakened. Finally, the Japanese POC lead is a little small and the initiative is beginning to swing to Dave.

TURN 4

The Indomitable and damaged Illustrious are withdrawn, and the Kure end Sasebo marines reappear at Truk.

JAPAN, AFTER PATROLLERS: Turn 4 will see me still trying to isolate Australia. One air unit in the Indian Ocean and Coral Sea will hopefully accomplish this task. The Japanese Islands and the South Pacific will receive the other two air units. In the Central Pacific, I plan to control. Four cruisers will patrol the Marshall Islands and the Marianas. The placement of his patrollers will dictate the UN course of action this turn. While the isolation of Australia is still a top priority, the capture of Midway to secure the perimeter is also a top priority. But most of all, the IJN needs a major victory over the Allies; and by that, I mean sinking a large number of ships.

ALLIES, AFTER PATROLLERS: I sent the British battleships to patrol in the Indian Ocean again so that I can be assured of their availability should be attempt to control again. The most important area to me is the South Pacific, thus the three air forces. I am trying to see if the IJN can appear the POCs in the Aleutians and the North Pacific. The combination of his land-based air shortage and highly-accessible interior should leave numerous raiding possibilities. I will thus keep a maximum number of ships back to raid.
NEUTRAL COMMENTS, AFTER PATROLLERS: Given his position in the game, Steve's move is probably not aggressive enough. He has to challenge Dave in a key area with his fleet. Japanese control of the Central Sea gives him an advantage and he must use it. The Hawaiian Islands with its five POC swing and Dave's tendency towards a weak defense might have been an extremely good choice. Counting the Zuiho in Japan, the Japanese had seven carriers available and 25 surface craft (counting only the Haruna in Yokosuka) able to reach positions in the Hawaiian Islands. The Allies had only three carriers and 20 surface craft (those returns to Australia limiting Allied concentration). A group of patrollers, perhaps four in number could have been sent to the Hawaiian Islands. If Dave had used strong land based air in the area, the patrollers became expendable. If not, Japanese control is a real threat. Dave would either have to chance risking his fleet in an unequal battle or give up the POCs. Steve could either support his patrollers in hopes of smashing the American fleet or go elsewhere, letting the patrollers serve as a feint—potentially a successful one if Dave decides to try this move. He definately should not have a British or Australian based forces in the Southern Pacific—sacrifice the tactical for the chance of the strategic; I, for one, think it is worth the try. Therefore, the air flotilla is better in the Indian Ocean than in the South Pacific, I will have lost only one POC to preserve his fleet, as the POC situation might dictate. In effect, Steve could have made his weakness work for him. It would be a tough decision for Steve to support or not and something of a gamble, but his position called for such a move!

The move as made, Steve again fails to support his patrollers. The single air flotilla in the Central Pacific is not enough. The other portion of his fleet concentrates his air forces in the South Pacific where a successful marine landing could send them all packing (as in the Central Pacific in Turn 2). He might have been better off using at least one in the Hawaiian Islands to threaten the loss of one of the remaining fleet carriers. Again, Dave might have bought a British cruiser or two into Indonesia as a safety play against a Japanese pullback.

JAPAN, AFTER RAIDERS: Again he patrols the Hawaiian Isles with BBs and masses his land-based air in the South Pacific instead of the Central Pacific. Unexpected, but all the better for me. I have sent the Sasebo and Kure marines to take Guadalcanal. The three CVs and 12 surface ships were well welcomed by the Pearl Harbor raiders; these carriers might dictate that number only three CVs and nine surface craft. This battle is the type I am hoping for. Let him concentrate on my marines while I concentrate on his carriers. I need to sink ships. The other portion of my fleet is in the Central Pacific with the Yukoska marines, destined for Midway. Again, I can outnumber all but sure that the carrier group Dave might have that can get to Midway. I hope to admit that Dave has guts by patrolling his home waters with the two elderly BBs, especially after last turn. Give me two of my lost light carriers and I would go in again.

Looking over the disposition of forces, there seems to be a good chance of a major JIN victory this turn, although the securing of Australia is becoming remote. I expect him to contest the Indian Ocean and/or the Coral Sea with carriers. Raids into the Marianas or the Marshalls would almost assure me of taking Midway and Guadalcanal. Any strategy the Allies might try this turn should benefit the JIN ... unless he strikes the Coral Sea with all his carrier force to break control and/or does the same with the British and Australia based forces in the Indian Ocean.

A comment on the absence of JIN patrollers in the Coral Sea is in order. The isolation of Australia was a long term Japanese goal, and I have to adhere to this strategy as long as it is feasible. If I can control the Indian Ocean, I will have lost only one POC and will have gained a strategic victory. So, I will sacrifice the tactical for the chance of the strategic; I, for one, think it is worth the try. Therefore, the air flotilla is better in the Indian Ocean than Indonesia.

ALLIES, AFTER RAIDERS: His failure to patrol Indonesia is a complete mystery to me! It makes things a little more difficult this turn, but should open up more options next turn. With my many land-based air replacements next turn, my first priority is to hold as many bases as possible against his marines. Dutch Harbor is not worth sparing my limited resources. Guadalcanal is by far the most important base since it will mean the premature departure of my patrolling air forces. Any chance I have of holding it would take my entire Pacific Fleet—with no guarantee of surface or air superiority. I will thus continue with the strategy of preserving my fleet for future offensive actions where my superiority can be assured. His failure to form any contiguous perimeter defense or amass an overwhelming POC total dictates this strategy.

In detail, I will attempt to steal some POCs in the Marianas and Marshalls with expendable battleships; send superior air power to the Coral Sea where he cannot reinforce with surface craft to hopefully regain control (at least negate his control); send the British to the Indian Ocean to meet what I believe to be a diversion; and prevent the capture of Midway with forces larger than he would surely commit to this sideshow! To say this turn will be an interesting one is the understatement of the year.

NEUTRAL COMMENTS: AFTER RAIDERS: A number of interesting actions are shaping up. The movement portion of the turn as a whole has clearly demonstrated the potential for multiple actions— in six of the thirteen areas in this case. Allied retention of the Aleutians or North Pacific to limit Japanese pullback. The single air flotilla in the Central Pacific where a successful marine landing could send them all packing (as in the Central Pacific in Turn 2). He might have been better off using at least one in the Hawaiian Islands to threaten the loss of one of the remaining fleet carriers. Again, Dave might have bought a British cruiser or two into Indonesia as a safety play against a Japanese pullback.

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A comment on the absence of JIN patrollers in the Coral Sea is in order. The isolation of Australia was a long term Japanese goal, and I have to adhere to this strategy as long as it is feasible. If I can control the Indian Ocean, I will have lost only one POC and will have gained a strategic victory. So, I will sacrifice the tactical for the chance of the strategic; I, for one, think it is worth the try. Therefore, the air flotilla is better in the Indian Ocean than Indonesia.
DIPLOMACY IN THIRD REICH
Another Facet of the Strategic Game
By Larry Bucher and Steve Simmons

Back in 1976, Steve Simmons submitted an article based on the original THIRD REICH game dealing with variant rules for playing the game with the variable entry of the minor countries heavily influenced by the combined diplomatic and military actions of the major powers—as opposed to the purely historical entry times and reaction to invasions. At the time, Don Greenwood thought the article quite innovative but lacking in organization and it was returned to the author for a rewrite. As luck would have it, he faded from the gaming scene only to resurface at ORIGINS, article in hand. He still lacked the time to issue another draft, but asked if a co-author could not be found to take on the task. The obvious choice was Larry Bucher, who co-authored the 3rd Edition rules. He promptly promised to bring the article into agreement with the '81 rules edition. Ace playtesters Marcus Watney and Bill Nightingale then critiqued it. The final form you are about to read is due in large part to the efforts of these three men, now laboring on a Wargamer's Guide to this fine game. This article, thanks to the expertise brought to bear upon it, represents one of the finest variants to ever grace the pages of The GENERAL.

It has long been a favorite game of historians to speculate on the effects of diplomatic maneuvers by the major combatants in any war. This is certainly nowhere more true than with regard to the actions by the Axis and Allied powers during the Second World War. Suppose Belgium had granted Germany free passage through its territory? What would have been the diplomatic repercussions if London or Moscow had fallen? What if Turkey had joined the Allies? These questions, and a hundred others, have tickled the fancies of many gamers and fostered endless discussions in scholarly circles. With the introduction of DIPLOMACY Points to our favorite strategic game, we are in a position to add even more fuel to the fires of intellectual gamesmanship.

When using this variant, disregard rules 33.6 and 33.7 (the sections on Foreign Aid and Turkey). Change the tenth result on the Intelligence Table (33.5) to apply to DIPLOMACY Points. Rules 33-33.4 (Variant Counters) are probably best disregarded also, since many of the effects therein are duplicated through the actions of this variant. Not all are duplicated however, and players may continue, if agreeable to all to draw, but treat certain selections as void: Axis #1 through #5 and #7; Allied #3, #5 and #6. If using the additional variants presented by Mr. Bucher in "Yet More Possibilities" (Vol. 18, No. 5), we would suggest ignoring: Axis #16, #19 and #20; Allied #11, #8 and #20. Note that play balance shifts toward the Allies if this is done, since the Axis player has a greater chance of drawing a voided variant counter.

Each major power receives a basic allotment of DIPLOMACY Points (henceforth, DPs) during each YSS. These are received and committed just after BRP calculation, but before SW construction. The basic allotments are: U.S. and Britain and Germany—3 each; France and Italy and Russia—2 each. The U.S. player receives no DPs until the 1942 YSS. These basic allotments may be increased or decreased by certain game developments, detailed in the accompanying box. These increases/decreases are applied only at a YSS, never during the play of a year.

A nation may also increase its available DPs by spending for "foreign aid" during the YSS. Unlike the 33.6 Foreign Aid rule, this is a generalized expenditure, assigned to no particular minor countries and more akin to SW expenditure. Each five

<table>
<thead>
<tr>
<th>Germany</th>
</tr>
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<tbody>
<tr>
<td>Receives Additional DPs for Axis control of:</td>
</tr>
<tr>
<td>Grozny, Leningrad, Moscow, Stalingrad, Warsaw or London: +1 DP each</td>
</tr>
<tr>
<td>Ankara, Istanbul and Izmir: +1 DP for group</td>
</tr>
<tr>
<td>Athens, Belgrade, Bucharest, Budapest and Sofia: +1 DP for group</td>
</tr>
<tr>
<td>Brussels, Copenhagen, Luxembourg and the Hague: +1 DP for group</td>
</tr>
<tr>
<td>Any hex on the Island of Britain (Scapa Flow is included, Ireland is not): +1 DP (This is in addition to the allotment for London; but no additional DPs accrue for control of more than one British hex.)</td>
</tr>
<tr>
<td>Paris: +2 DPs</td>
</tr>
<tr>
<td>Deducts DPs for Allied control of:</td>
</tr>
<tr>
<td>Any hex of Germany: -1 DP, plus an additional -1 DP for each objective hex controlled by Allied forces within Germany.</td>
</tr>
<tr>
<td>All hexes of Britain: -1 DP (This is applied only if Axis forces have controlled at least one hex of Britain at an earlier point in the current game.)</td>
</tr>
<tr>
<td>Any hex of France by supplied American armor/infantry unit: -1 DP</td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>Soviet Russia</th>
</tr>
</thead>
<tbody>
<tr>
<td>Receives Additional DPs for Russian control of:</td>
</tr>
<tr>
<td>Helsinki, Riga, Stockholm, Warsaw or Copenhagen: +1 DP each</td>
</tr>
<tr>
<td>Istanbul, Ankara and Izmir: +2 DPs for group</td>
</tr>
<tr>
<td>Bucharest, Budapest, Sofia, Belgrade and/or Athens: +1 DP for any group of three</td>
</tr>
<tr>
<td>Any objective hex in Germany: +1 DP each</td>
</tr>
<tr>
<td>Deducts DPs for Axis control of:</td>
</tr>
<tr>
<td>Moscow, Leningrad, Stalingrad or Vologda: -1 DP each</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>France</th>
</tr>
</thead>
<tbody>
<tr>
<td>Receives Additional DPs for Western Allied control of:</td>
</tr>
<tr>
<td>Brussels, Madrid or Rome (see Note): +1 DP each</td>
</tr>
<tr>
<td>Any objective hex in Germany*: +1 DP each</td>
</tr>
<tr>
<td>Any objective hex in Italy: +1 DP each</td>
</tr>
<tr>
<td>Deducts DPs for Axis control of:</td>
</tr>
<tr>
<td>Any hex in European France: -1 DP</td>
</tr>
<tr>
<td>Any hex adjacent to Paris: an additional -1 DP</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>United States</th>
</tr>
</thead>
<tbody>
<tr>
<td>Receives Additional DPs for Western Allied control of:</td>
</tr>
<tr>
<td>Antwerp, Brussels, Luxembourg and the Hague*: +1 DP for group</td>
</tr>
<tr>
<td>Any objective hex in Germany*: +1 DP each</td>
</tr>
<tr>
<td>Genoa, Milan, Trieste and Venice*: +1 DP for group</td>
</tr>
<tr>
<td>Rome or Paris (see Notes): +1 DP each</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Great Britain</th>
</tr>
</thead>
<tbody>
<tr>
<td>Receives Additional DPs for Western Allied control of:</td>
</tr>
<tr>
<td>Antwerp, Brussels, Luxembourg and the Hague*: +1 DP for group</td>
</tr>
<tr>
<td>Any objective hex in Germany*: +1 DP each</td>
</tr>
<tr>
<td>Genoa, Milan, Trieste and Venice*: +1 DP for group</td>
</tr>
<tr>
<td>All cities in North Africa: +1 DP</td>
</tr>
<tr>
<td>Oslo, Paris (see Note), Madrid or Rome (see Note): +1 DP each</td>
</tr>
<tr>
<td>Athens and Belgrade: +2 DPs for the pair</td>
</tr>
<tr>
<td>Deducts DPs for Axis control of:</td>
</tr>
<tr>
<td>Any city in Egypt: -1 DP</td>
</tr>
<tr>
<td>Gibraltar or Malta: -1 DP each</td>
</tr>
<tr>
<td>Any hex on the Island of Britain by a supplied German armor/infantry unit: -1 DP</td>
</tr>
</tbody>
</table>

Notes:
- DPs gained so marked may go either to the United States or to Great Britain, but not both. If British and American players are unable to agree, neither gets the additional DPs. In the rare game where France and the United States are simultaneously active and the Western Powers control an objective hex in Germany, the French player would receive a DP and the British or the American player would also receive one.
- Rome: If controlled after American entry, Britain and the U.S. each receive one additional DP. If prior, Britain receives +1 DP and France, if still active in the game, also receives +1 DP.
- Paris: DPs are gained by the Western Allies only if Paris has been recaptured after the fall of France (i.e., France is no longer an active player). The American player and the British player each receive +1 DP.

By Larry Bucher and Steve Simmons
BRPs spent in this manner produce one additional DP for the player. There are but two limitations:

1. No nation may spend more than 5% of its YSS BRPs on foreign aid.

2. No nation may acquire more DPs by foreign aid spending than its basic DP allotment as above (two or three as the case may be).

As with SW spending, if BRP totals are close enough that expenditures could have an effect on the order of play, players must write their spending decisions secretly and reveal them simultaneously.

The next step is commitment of DPs to countries that a power may wish to influence during the coming year. Eligible recipients are listed in detail later in this article. Each player records his decisions on paper in as much secrecy as he wishes—he may, but need not, consult with other players and/or reveal to them his choices. There is but one limitation: no player may commit more than half (rounded up) of his DPs to one country. Players may not "loan" nor give DPs to other players. The Russian player operates under two additional restrictions:

1. He may allocate DPs only to Bulgaria, Finland, Greece, Hungary, Japan, Persia, Rumania, Spain (only if Communist), Sweden, Turkey and Yugoslavia.

2. He may not allocate DPs to any Balkan country unless Russia controls a supplied hex adjacent to any one of them. (Balkan countries are defined as—Rumania, Hungary, Bulgaria, Greece, Yugoslavia.)

DPs, wherever they may have been allocated, are wiped clean each year end. They never accumulate, neither in a recipient nor for a major power, so there is absolutely no point in leaving any uncommitted during a YSS. When a major power is conquered during a YSS, its committed DPs do remain valid for the remainder of the current year. If a nation has a negative amount of DPs at YSS there is no penalty, nor does it carry forward a deficit. It merely cannot allocate any DPs, placing it at a severe disadvantage in the diplomatic struggle. All steps thus far described occur during a YSS; these are also performed prior to the start of any scenario or the campaign game.

During the ensuing game year, a player may attempt to capitalize on the DPs he has farmed out. The mechanics of this follow.

At the start of each game turn (before “Activation of Minor Allies” on the Sequence of Play Chart), up to three attempts may be made to influence the various recipients of the DP grants. The German player has the first chance. If he should pass, the Italian player may take his place. Britain is second. If she should pass, the U.S. (if active) or France, in that order, inherit the chance to influence world events. Russia has the third chance, and faces an additional obstacle: the Russian player must roll one die and may exercise the option only on a result of "5" or "6" on the roll. Any major power whose capital is controlled by the enemy must pass. Italy, the U.S. and France do not get the option except as a result of a pass by the major “diplomatic power” they are allied with. Russian action ends activity for the turn; no nation ever gets a second chance even though less than three attempts may have been made.

A player exercising his option names any country to which he, or an ally, committed DPs in the preceding YSS. All players reveal how many DPs they have committed to that particular minor country. A die roll is then made by the player exercising the option, modified according to DPs granted by all players, and then applied to that country. The specific results for each potential choice are detailed later in this article. The results must be enforced. The basic die modification is determined by subtracting the total number of Allied DPs committed to the country in question from the total number of Axis DPs so committed. The result may be a positive or a negative number, or zero. The Allied total is defined as: (a) if Russia is at war, all Allied DPs; or (b) if Russia is not at war, all Russian DPs or all Allied DPs, whichever is greater. In many cases, additional die modifications are specified under the individual minor countries.

A given country may never be named for such a die roll more than once during any one game year.

When the four historical Minor German Allies activate, Germany receives their BRPs immediately, as is customary. Whenever either side acquires any other minor country as an ally, it does not receive BRPs thereafter until the next YSS. Certain countries, under certain circumstances, need not be named for a die roll, although DPs may be committed to them. Instead, the status of these countries are resolved only when other game developments warrant, as explained below.

Note: In all “Results” hereinafter, a die roll lower than the first number listed is treated the same as the first number.

**Bulgaria/Hungary/Rumania (Inactive)**

While inactive, these three are treated as a unit; DPs assigned to them are assigned to all three collectively. Resolve when Germany attempts to activate them. The German player may choose to do this at any time, even if he has committed no DPs to them.

### Additional Modifications:

- **Double all Axis DPs before subtracting Allied DPs.**
- **Subtract two DPs for every turn prior to Spring 1941 (Winter '40, -2; Fall '40, -4; Summer '40, -6; etc.).**
- **Add one for every turn after Spring 1941 (Summer '41, +1; Fall '41, +2; etc.).**
- **Add two if Allies (this includes a still-neutral Russia) have declared war on any of the three.**

#### Results:

0 The three countries assume the same status as any other minor neutral for the remainder of the game. Germany may not again attempt to activate them nor may either side again name them for a DP die roll. Any Axis garrison units must be SRed out or destroyed by the end of the current Axis player turn.

1 Finland will activate in two game turns.

2 Finland will activate in one game turn.

3+ Finland activates immediately.

**France**

Resolve upon the fall of France.

### Results:

0 All French colonies become Free French, along with the forces in them. The French fleet turns Free French, is not halved, and moves immediately to the nearest friendly port on the same front. Vichy France is established normally; Corsica remains Vichy-controlled.

1-7 Vichy France is established normally (per rule 49.) except for the die rolls for the individual colonies. The “colony” rolls are modified by the same modification just used for France and the results become: 3 or less, Free French; 4 or more, Vichy French.

8+ All colonies remain loyal to Vichy and the Vichy forces are not halved. No partisans may be built in France.

**Italy**

Resolve upon the conquest or surrender of Italy to the Allies.

Regardless of the die result, the Folgore Airborne, composed of politically-reliable Fascists, if currently in play on the mapboard remains there and becomes a German unit. It loses the ability to airdrop and cannot be rebuilt if lost, but it retains the ability to overstuck and may be used anywhere on the board. All other Italian units are removed, but some may return to Allied or German force pools. Rule 26.72 is observed for all following results.

### Additional Modifications:

- **Add one for every year before 1943 (1942, +1; 1941, +2; etc.).**
- **Subtract one for every year after 1943 (1944, -1; 1945, -2; etc.).**

#### Results:

1 Strong anti-German feeling. U.S. force pool gets six 1-3s, two 2-3s and a 2-5. These may be rebuilt in any Allied-controlled hex of Italy (including Sicily) that can trace supply to a western source. These may leave Italy for use anywhere on the board. One-fourth (round up) of the remaining Italian naval factors pass to U.S. control; but if the Italian fleet has been reduced to a remnant, any German claims (under rule 26.72) take precedence. Allies may build two partisans.

2-5 A war-weary Italy. Add two 1-3s and one 2-3 to the U.S. force pool. These may not leave Italy. Allies may build one partisan.

6+ Pro-fascist loyalties persist. Add two 3-3s and a 2-5 to the German force pool; these may be rebuilt in any Axis-controlled, supplied hex of Italy. U.S. force pool receives three 1-3s. Rebuilt units of either side may not leave Italy. No partisans are created in Italy.

Substitute UK for U.S. if Italy should fall before American entry into the war. None of the rebuilt Italian units may be rebuilt again after combat loss, by either side.
The following countries are resolved only when named for a Diplomatic die roll at the start of a game turn, as explained earlier. Note that a special roll to determine the status of Spain’s political government is required before the start of any scenario.

Note: Whenever a result is preceded by an asterisk (*), that country may not be named again for the remainder of the game.

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**Belgium/Luxembourg**

May be named only if Belgium is still neutral.

Results:

0 *Agree to defensive cooperation with the Western Allies. Allied units may enter; Allied units may ignore rule 22.3 and may give DAS. Allied units may not move across or attack across the German frontier from either country, and Allied air units may not cross Belgian air space to reach Germany until a state of war is declared on Belgium.

1-7 Belgium/Luxembourg refuse any cooperation with either side.

8-9 *German forces granted free passage. The German player may treat Belgium and Luxembourg as controlled territory, for two game turns only—beginning with the current turn. Any German units remaining in either country at the end of the second game turn are eliminated (interned). Neither side may declare war on either country for the duration of the period of free passage. When it expires, these countries resume their minor neutral status.

**Bulgaria (Active)**

Bulgaria may not be named as a choice unless Allied ground/air forces in the Balkans outnumber Axis factors. The Balkans are defined as Rumania (including Bessarabia), Hungary, Yugoslavia, Albania, Greece (excluding islands), Bulgaria and European Turkey. Russian factors are not considered “Allied” until Russia is at war with the Axis.

Additional Modifications:

- Subtract one if less than six German ground factors are in Bulgaria.
- Add one if more than thirteen German ground factors are in Bulgaria.
- Subtract two if a supplied Russian armor or infantry unit is in or adjacent to any hex in Bulgaria.

Results:

1 *Bulgaria switches sides, becoming a minor ally of the Allied player with ground units closest to her capital. If a tie in distance results, use the greatest number of DPs committed (and then a random die roll) to break the deadlock. All Bulgarian units stacked with other Axis units or currently off the mapboard are eliminated permanently. Other Bulgarian units pass to command of the new Allied patron, remain on the board in play and become part of its permanent force pool. Germany loses immediately the Bulgarian BRPs. On the following YSS, BRPs are awarded normally to whoever controls the capital; this may not necessarily be the power that controls the Bulgarian units.

0-2 *Bulgaria surrenders. All Bulgarian forces are permanently removed from play. Germany immediately loses the Bulgarian BRPs; these will be awarded normally the next YSS.

3+ No effect.

**Finland (Active)**

Finland may not be named unless Russian combat factors in Finland outnumber Axis factors there, or (1943 or later) a supplied Russian armor or infantry unit is in Warsaw or Konigsberg.

Additional Modifications:

- Add one if Finnish combat factors in Finland are outnumbered by other Axis combat factors therein.

Results:

2 *Finland surrenders. All Finnish forces are permanently removed from play. Germany immediately loses the Finnish BRPs; these will be awarded normally the next YSS.

3+ No effect.

**Greece**

May be named only if still neutral, except following a result of 8+ on the die roll.

Additional Modifications:

- Subtract one for each Allied-controlled objective in the Mediterranean Front in excess of six hexes.
- Add one for each Axis-controlled objective in the Mediterranean Front in excess of seven hexes.
- Subtract one if the Allies will move first in the current game turn.
- Add one if the Allies will move first in the current game turn.

Results:

0 *Greece grants free passage and limited cooperation to the Allies. Whichever power gets a supplied ground unit into Athens first, controls it for victory condition purposes and will get the Greek BRPs next YSS. Allied can move into and/or through all Greek hexes they desire. Axis units must be “at war” (i.e., a DoW on Greece). Greek units are not placed on the mapboard unless the Allies so declare; Greece becomes a minor ally of the power controlling Athens if/when Allies declare.

1-2 *Greece rejects diplomatic advances of both sides and remains permanently in minor neutral status.

3-6 No effect.

7 *Greece grants free passage and limited cooperation to the Axis. Whichever power gets a supplied ground unit into Athens first, controls it for victory condition purposes and will get the Greek BRPs next YSS. Axis can move into and/or through all Greek hexes they desire. Allied units must be “at war” (i.e., a DoW on Greece). Greek units are not placed on the mapboard unless the Allies so declare; Greece becomes a minor ally of the power controlling Athens if/when Allies declare.

8+ Greece becomes a minor ally of the Axis power having ground units nearest Athens by land. Greek units may not be used outside the Mediterranean Front, nor in French North Africa nor Spain. Greek units may not attack British units during offensive options. Only one partisan may be built in Greece, and only by Russia. Greece may be named for a Diplomatic die roll in a future year—in which case the conditions, modifications and results are exactly the same as those for Hungary (Active) as described below.

**Hungary (Active)**

Hungary may not be named as a choice unless Allied ground/air factors in the Balkans outnumber Axis factors. The Balkans are defined as Rumania (including Bessarabia), Hungary, Yugoslavia, Albania, Greece (excluding islands), Bulgaria and European Turkey. Russian factors are not considered “Allied” until Russia is at war with the Axis.

Additional Modifications:

- Subtract one if less than six German ground factors are in Hungary.
- Add one if more than thirteen German ground factors are in Hungary.

Results:

-1 *Hungary switches sides, becoming a minor ally of the player with ground units closest to her capital. If a tie in distance results, use the greatest number of DPs committed (and then a random die roll) to break the deadlock. All Hungarian units stacked with other Axis units or currently off the mapboard are eliminated permanently. Other Hungarian units pass to command of the new Allied patron, remain on the board in play and become part of its permanent force pool. Germany loses immediately the Hungarian BRPs. On the following YSS, BRPs are awarded normally to whoever controls the capital; this may not necessarily be the power that controls the Hungarian units.

0-2 *Hungary surrenders. All Hungarian forces are permanently removed from play. Germany immediately loses the Hungarian BRPs; these will be awarded normally the next YSS.

3+ No effect.

**Rumania (Active)**

Rumania may not be named as a choice unless Allied ground/air factors in the Balkans outnumber Axis factors. The Balkans are defined as Rumania (including Bessarabia), Hungary, Yugoslavia, Albania, Greece (excluding islands), Bulgaria and European Turkey. Russian factors are not considered “Allied” until Russia is at war with the Axis.

Additional Modifications:

- Subtract one if less than six German ground factors are in Rumania.
- Add one if more than thirteen German ground factors are in Rumania.

Results:

-1 *Rumania switches sides, becoming a minor ally of the player with ground units closest to her capital. If a tie in distance results, use the greatest number of DPs committed (and then a random die roll) to break the deadlock. All Rumanian units stacked with other Axis units or currently off the mapboard are eliminated permanently. Other Rumanian units pass to command of the new Allied patron, remain on the board in play and become part of its permanent force pool. Germany loses immediately the Rumanian BRPs. On the following YSS, BRPs are awarded normally to whoever controls the capital; this may not necessarily be the power that controls the Rumanian units.

0-2 *Rumania surrenders. All Rumanian forces are permanently removed from play. Germany immediately loses the Rumanian BRPs; these will be awarded normally the next YSS.

3+ No effect.
Spain

May be named only if Portugal and Spain are still neutral.

Results:
0  *Portugal becomes a British minor ally. 1-4 No effect.
5  *Portugal remains permanently in minor neutral status.

Sweden

May be named only if neutral.

Additional Modifications:
Add one if Axis forces control Oslo. Subtract one if Allied forces control Oslo.

Results:
1  Sweden denies iron ore shipments to Germany. Subtract 10 BRPs from German total each YSS (prior to SW construction). Germany can avoid this penalty by either controlling Stockholm, or reversing the diplomatic outcome with a Diplomatic die roll of 2+ in a future year.
2-4 No effect.
5-6 Sweden signs a long-term pact for continuation of ore shipments to Germany.
7-20+ Sweden agrees to limited transit of Axis troops. One Axis unit per turn may SR through Sweden. This unit may SR to or from Finland via the north edge of the mapboard.

Iraq

Additional Modifications:
Add one if coup has already occurred in Persia.

Results:
0  *Political compromises pacify Iraq for remainder of the game. Any Iraqi rebel counters are removed immediately and permanently from play.
1-5 No effect.
6-9 Pre-Axis coup occurs. The results are identical to those for Axis Variant Counter #1.

Japan

May be named only during 1941.

Additional Modifications:
Add three is Axis forces control any hex of Persia. Subtract one if France is still unconquered.

Results:
0  *Japan remains neutral and unmenacing. Use provisions of Allied Variant Counter #6.
1-7 No effect.
8  *Japan launches an immediate attack on Russia. Free Siberian Transfer not allowed; five 3-3s permanently removed from Russian 1942 force pool.

Persia

Additional Modifications:
Subtract one if Lend-Lease route has been activated. Subtract one if any Allied ground unit is in Persia. Add one if Axis forces control Rostov, Sevastopol, Ankara, or Port Said. Add one if Axis forces control any hex in or adjacent to Persia. Add one if coup has already occurred in Iraq.

Results:
0  *Political compromises pacify Persia for remainder of the game. Any Persian rebel counters are removed immediately and permanently from play.
1-5 No effect.
6-9 Pro-Axis coup occurs. The results are identical to those for Axis Variant Counter #1; substitute Tabriz for Mosul in application. Substitute Tabriz and Sarab for Mosul and Munawir in applying Rule 25.46; force levels and geographical restrictions of 25.46 are the same.

Portugal

May be named only if both Portugal and Spain are still neutral.

Results:
0  *Portugal becomes a British minor ally. 1-4 No effect.
5  *Portugal remains permanently in minor neutral status.

Spain

Roll one die before the game begins. On a die roll of 1-5, Franco has won the civil war; on a 6, the Loyalists have won. Roll again if the Loyalists won; on a die roll of 6, the government is communistic-dominated. The form of government will determine which of the following may be used.

Franco's Spain

May be named only if France has been conquered and Spain is still neutral, except following a result of 7+ on the die roll.

Additional Modifications:
Add one if Axis forces control any hex of Great Britain. Add three if Great Britain has been conquered.

Results:
0  *Spain rejects all advances and remains permanently in minor neutral status.
1-6 No effect.
7  *Spain becomes a minor ally of the Axis power that committed the most DPs to Spain (a die roll if tied). America may build and operate four partisans in Spain. Spain may be named for a Diplomatic die roll in a future year—in which case the conditions, modifications and results are exactly the same as those for Hungary (Active).

Loyalist Spain

May not be named until 1940, and only if still neutral.

Additional Modifications:
Add one if Italy is at war. Add one if France has been conquered. Subtract one if Axis forces control no hexes of France. Subtract two if Italy has been conquered. Subtract three if Allies control Paris (applied only after France has fallen).

Results:
0  *Spain becomes a minor ally of the Allied power that committed the most DPs to Spain (a die roll if tied). Germany may build and operate two partisans in Spain.
1-6 No effect.
7  *Spain rejects all advances and remains permanently in minor neutral status.

Communistic Spain

May be named only if Russia is at war and Spain is still neutral.

Additional Modifications:
Double Russian DPs. Subtract two if Italy has been conquered. Subtract three if Allies control Paris (applied only after France has fallen).

Results:
0  *Spain becomes a Russian minor ally. Germany may build and operate two partisans in Spain.
1-6 No effect.
7  *Spain rejects all advances and remains permanently in minor neutral status.

Sweden

May be named only if neutral.

Additional Modifications:
Add one if Axis forces control Oslo. Subtract one if Allied forces control Oslo.

Results:
1  Sweden denies iron ore shipments to Germany. Subtract 10 BRPs from German total each YSS (prior to SW construction). Germany can avoid this penalty by either controlling Stockholm, or reversing the diplomatic outcome with a Diplomatic die roll of 2+ in a future year.
2-4 No effect.
5-6 Sweden signs a long-term pact for continuation of ore shipments to Germany.
7-20+ Sweden agrees to limited transit of Axis troops. One Axis unit per turn may SR through Sweden. This unit may SR to or from Finland via the north edge of the mapboard.

Turkey

May be named only if still neutral, except following a result of 8+ on the die roll.

Additional Modifications:
Russian/Western Powers DPs are combined even if Russia is not at war. Add one if Axis forces control all cities in Egypt. Add an additional one if Axis forces control any city in Palestine or Transjordan. Subtract one if Allied forces control two or more cities in Libya. Add two if Axis forces control Sevastopol, Rostov and either Moscow or Leningrad. Subtract one if Axis forces control neither Sevastopol, Rostov, Moscow nor Leningrad. Subtract one for each Allied-controlled Mediterranean Front objective in excess of seven. Subtract three if Axis forces control no hex bordering Turkey. (Note: inactive Bulgaria is considered “Axis-controlled”, as is Vichy-controlled Syria until conquest or deactivation.)

Results:
-2  *Turkey becomes a minor ally of Allied power that committed most DPs to Turkey (a die roll if tied).
-1-7 No effect.
8  *Turkey becomes a minor ally of Axis power that committed most DPs to Turkey (a die roll if tied). Turkey may be named for a Diplomatic die roll in a future year—in which case the conditions, modifications and results are exactly the same as those for Hungary (Active).

Ulster

May be named only if Ireland is still neutral.

Results:
3  *Ulster remains tranquil throughout the war.
4-6 No effect.
7  IRA active. Use provisions of Axis Variant Counter #2, except that only five British factors need be diverted to Ulster. Credit Germany with one extra SS factor during next SW resolution, reflecting covert Irish assistance to U-boats.
The “Lepanto Opening” for Italy is wonderful, but it only goes so far. It is only an opening; it gives Italy a certain tactical advantage in the east, but it guarantees neither success then nor victory later. To make anything of it, Italy has to be thinking ahead all the time.

The Lepanto is described in the Gamer’s Guide to Diplomacy but let us recap it here. It is, simply, the standard opening attack on Turkey for Italy. Ignoring Army Venice (which can do a variety of constructive things), the “Lepanto” goes:

Spring 1901: A Rom—Apu, F Nap—Ion.
Fall 1901: A Apu—Tun, F Ion C A Apu—Tun, Build F Nap.
Fall 1902: A Tun is convoyed to Smyrna or Syria.

A common variant of the Lepanto is to order F Ion—Aeg instead of to the Eastern Mediterranean (with a subsequent convoy to Smyrna, Constantinople or even Bulgaria). Alternately, the 1901 Lepanto moves can be used as a screen for a massive stab of Austria. Such a stab can have three advantages: 1) it may yield more and quicker gains; 2) it surprises Austria more than the Lepanto would have surprised Turkey (now that the Lepanto is so widely used); and 3) it results in a more compact position on the mapboard. Its prime disadvantage is that it is likely to leave a fairly powerful Turkey in Italy’s rear.

In any game Italy is forced to make all sorts of difficult strategic choices. The 1901 moves for the Lepanto mean that Italy has made a choice to concentrate on the east rather than the west. Having made that choice, Italy must now make several others. Will he pursue the Lepanto and seek to eliminate Turkey or will he stab Austria? If Turkey is eliminated, will he then go after Russia, stab Austria, or turn west? Will he try for the eastern “Grand Slam” of eliminating Turkey, Austria and Russia?

The “Grand Slam” could give Italy a victory (3 Italian centers, 3 Austrian, 3 Turkish, 4 Balkan, plus Tunis, Sevastopol, Moscow, Warsaw and one other) without a significant attack on the west. It presupposes no difficulties with France, good luck, fantastic timing, and probably some help from Germany and/or England. Not likely, but possible. If Italy intends to pursue this eastern strategy, he will have to plan his diplomatic moves from the very start. He will need to know in what order he hopes to dispatch his victims. Above all, he will need to be able to keep the western powers off his back until he has enough strength to put defensive units in his western approaches.

If Italy’s plans do not include an eastern Grand Slam, then an Italian victory means taking at least some centers directly from the western powers. Starting the east with Austria, or even Russia, or with both means picking up a noticeable number of centers in the west. This creates a problem of timing.

Getting a significant number of western centers usually means getting through the Straits of Gibraltar. The exit from the Mediterranean can be blockaded with almost ridiculous ease using F Por, F Mid, and a Fleet in the North Atlantic or Irish Sea or even England Channel. This means that Italy needs to get naval power westward as fast as possible. This is unlikely while the battle to eliminate Turkey is raging. It is further delayed if Italy is obliged to help Austria eliminate Russia—or help Russia eliminate Austria. Italy compensates for the delay by gaining additional strength, but no amount of strength is going to get through the western blockade just mentioned. It is true that a Russian alliance could result in naval help from the rear of the blockade line. However, by the time Russia is able to give that help, he is likely to be very close to eighteen centers himself and, consequently, less given to listening to your plans.

Italy’s best bet is to find some way of keeping the western powers in turmoil until his fleets can get through Gibraltar. One tactic is to use the Army that started in Venice as a sort of “equalizer.” A common pattern among the western powers (England, France, Germany) is two-against-one. Italy can use his northern army to support the one, or harass the two; with a little help from Russia, he can keep the western pot boiling for quite some time. His aim should be to keep things that way until he has tidied up affairs in the east to the extent that he can send naval strength westward.

Getting a fleet into the Mid-Atlantic does not guarantee victory, of course. But the Italian player who does not achieve that goal is not likely to win unless he undertakes to conquer the entire East. If there is considerable turmoil in the west after Turkey is gone in the east, Italy may be able to slip into the Mid-Atlantic on the pretext of helping out, say, the French. And once il cammello has his nose in the Strait ...

The Lepanto Opening must, therefore, always be seen as only as a beginning for which there is to be a definite end. Even as he convoys his army to Tunis, the Italian player must be looking east, or west, or to defeat.

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A HISTORIAN’S GUIDE TO AVALON HILL WARGAMES

One Man’s Views

By Seth Owens

It seems that every book about wargamers seeks to explain our various interests and motivations by labeling each of us as a part of one or more subgroups in the hobby. It would appear that authors—even those within the hobby—cannot simply accept the phenomena, but must understand it by placing us in comfortable, distinct “niches”. Some particular wargames are “Collectors” and “Shoppers”, and so forth. Jon Freeman in The Complete Book of Wargames applies seven labels which can be a useful shorthand in discussions about gamers’ motivations. For those unfamiliar with this fine work, the seven groups are:

The Historian He who considers realism and fidelity to historical fact the most critical elements in a wargame. He is also the most likely to prefer the term “simulation”.

The Military Enthusiast He finds tactics, technology and regalia fascinating. Contemporary and futuristic wars are of particular interest. He also prefers the term “simulation”.

The Assassin Winning is the only thing.

The Competitor A challenging contest is the prime attribute of an excellent game in his view. Balance is a must in his games.

The Hobbyist The collector, analyser and philosopher of the hobby itself.

The Gamer “The gamer just likes games.” Playability and social interaction are his criteria.

The Specialist Games are but a facet of his interest in some historical subject.

Avalon Hill’s titles have traditionally emphasized those elements important to the “Competitor” and the “Gamer”. There are some exceptions to be sure, but the “Historian” and the “Military Enthusiast” have gone elsewhere to find their “simulations”! Now, that “elsewhere” has closed up shop; we may now witness many of these homeless souls taking a peek over the “Hill” to see what lies beyond.

To help them out in their time of distress, I’ve compiled a rating of many of Avalon Hill’s wargame line as seen from the “Historian”’s perspective. A few have been left out due to my unfamiliarity with them. The days when someone could easily say that he knew the entire line well are several years past. Those that I do list, I have played and examined extensively. I’ve limited my consideration to wargames—and only those in print and available to the “orphans”. Fantasy and science-fiction games are deleted due to their obvious disinterest to the “Historian”. A final caveat, this rating scheme does not address their quality as GAMES in any way (see the RBG for that) but only their utility and interest as HISTORY.

The Rating Scheme

ORDER OF BATTLE: This rates the accuracy and usefulness of the OB, taking into consideration the levels of abstraction sought by the designer. This category includes such things as correct unit identification, correct unit types, unit strengths and capabilities. If machines are present (ships, AFVs, aircraft), the realistic portrayal of their capabilities and limitations are rated here.

1—A rating of “1” indicates that the OB work borders on fantasy. Any serious student of military history will gain no information, only misinformation from a game with this rating.

2—This indicates that the player gets the rough feel for the forces involved, but that there are serious errors or omissions.

3—The rating of three describes OB work that is not totally inaccurate, but adequate only for game purposes. The OB is not so bad that it will detract from good ratings elsewhere.

4—A rating for good solid OB work that provides satisfactory data for the amateur with an interest in the period.

5—The highest rating is reserved for professional quality OB work, better than most books published on the subject.

MAP: This category obviously rates the accuracy of the map, both in physical dimensions and in terrain effects. The effects of weather are also taken into account by this rating.

1—Such a rating indicates a useless map. There may be fictitious terrain features, mislocated cities and mountain ranges, or totally crazy terrain effects. The result is that the historical situation is not even approximated.

2—This shows that there are serious errors, tending toward directing strategy down ahistorical paths.

3—Decent work is indicated by this rating; no errors are present that distort history, though one doesn’t get a powerful insight into how the terrain really determined the course of the battle, campaign or war.

4—A “4” map gives you that insight into how the terrain affected or limited military operations. Most naval games are arbitrarily given a “4” after all, how can a designer mess up open ocean?

5—One could motor around the battlefield using a map of this quality.

TACTICS: This category rates the how of fighting the battle. How well the game recreates the mechanics of battlefield events. The force of tactical games, but a strategic game can also prove to be informative in this area.

1—Any resemblance to the actual event is purely coincidental.

2—A rating of “2” indicates that one can get the historical results, but for the wrong reasons.

3—An adequate treatment, for a game, is indicated.

4—A good study which gives one some insight into how the event unfolded.

5—Accurate enough for military instructional purposes. A rating of “5” shows that the game reproduces how the battle (war, campaign, etc.) was fought and highlights the tactics of the period.

STRATEGY: The final category, this covers the why of the historical event. Does the game present one with the same problems as the historical personages, with the strategic solutions available? Do events happen only because the rules force them to; or is one guided down historically possible paths?

1—With this rating, the best advice is to avoid reading anything about the event covered—it will only mess one’s chances of winning. Ahistorical or impossible strategies are the norm, and give the best chances of victory.

2—One gets the historical outcomes, but for the wrong reasons or only because the rules require it essentially.

3—A rating of “3” gives one a feel for why things happened as they did, but little insight into other possible courses of action.

4—This indicates that the game gives one that insight.

5—If you can do well in this game, you may feel qualified to criticize the historical commanders freely. This is as close to being a general or admiral as you can get without being shot at.

The final rating for each title is a letter grade not unlike that a teacher might assign. This is derived simply by multiplying the raw arithmetical score by five and assigning the appropriate letter grade to the percentile found:

90-100 = A; Excellent military history.
80-89 = B; Good historical treatment.
70-79 = C; Fair history.
60-69 = D; Passable history.
50-59 = E; Poor history.
less than 50 = F; Truly terrible.

A grade of “D”, “E” or “F” will inform the “Historian” gamer that there is little or nothing of interest for him here. Even if the game scores highly in one category, it will be so off the mark otherwise as to not be worth his time. A “C”-graded game might interest the historically-minded, if he has a special concern with the topic; look at the specific raw scores to determine its suitability. With a “B”, we have a game that will probably interest our amateur historian; check the raw scores for the low scoring category to highlight the weaknesses. An “A”, of course, will interest the historian and is unlikely to have any serious flaws standing in the way of the historical lessons. If one is very lucky, it may even be fun to play.

In the ratings which follow, the most advanced rules—with all historically-based optional and experimental rules—of the game is the version rated. To the “Historian”, playability takes a back seat to historicity. This article confines itself to ratings of traditional AH wargames, because that is the field with which the author is most familiar. However, Avalon Hill does have a number of fine historically-based non-military games that the “Historian” may also wish to explore. CIRCUS MAXIMUS, GLADIATOR, CIVILIZATION and GUNSLINGER are highly recommended.

I have listed the games considered in chronological order. This will give the reader some overview of the development, or lack of, of the “state of the art” for historical wargames. Any conclusions drawn from such are purely those of the readers.

Finally, I repeat, this is NOT an attempt to rate any game as a whole—and certainly does not pretend to consider whether it is fun to play. That is the subject for another article—and certainly for another author.
The Ratings

D-DAY

OB-2 Map-3 Tactics-2 Strategy-2 Grade-F
One of the better of the classics for historical accuracy, but not good enough to satisfy the “historian”. Representative of the accuracy problems is the state of the OB. The Allied army is homogeneous in the extreme. The US 2nd and 3rd armored divisions are 5-5-4s just like every other tank division: very large and more powerful in actual fact. Likewise the elite US 1st Infantry rates the same 4-4-4 strength as the green 106th Infantry. As far as Tactics go, since the earliest issues of The GENERAL writers have commented on the limitations and extreme results of the combat system. There is no conceivable real life counterpart for the situations of the 8th Armoured Division in Cherbourg and the US 2nd Armoured, 4th and 9th and 79th Infantry. A “6” is rolled, A Elm! Try the same battle in THE LONGEST DAY—even give your grandmother the Americans—and see if any Germans survive the week. The historically-minded gamer is better directed to FORTRESS EUROPA for a game of this scale.

WATERLOO

OB-3 Map-2 Tactics-1 Strategy-2 Grade-F
Napoleon and his opponents had many formations available for their use in maneuvering troops, lines, columns, Order Mixe, etc. Among them one will not find the “stack”. This peculiar formation consists of 15 points of combat value, in any combination of cavalry and artillery and artillery. One more example of fanciful tactics: what is the proper use of 1-4 artillery batteries? Why, to be thrown in the path of the French Army to slow it down, of course. I challenge anyone to find an account of Waterloo which refers to either stacks or suicide artillery batteries, not simply because they didn’t happen but because they simply couldn’t. Skirmishers would have cleared away any lone artillery battery in minutes; and, while many games have stacking limits, such are normally based on historical logistic constraints or tactical doctrines of the time portrayed. There is a serious gap in the Avalon Hill game line, yawning here, though the recently released STRUGGLE OF NATIONS may fill it.

STALINGRAD

OB-1 Map-2 Tactics-2 Strategy-2 Grade-F
It has been well established in The GENERAL and other hobby publications that STALINGRAD’s Soviet OB is fanciful, and the German OB only slightly better. The game has all the familiar weaknesses of the “classic” CRT, extreme retreats and casualties, and simply fails to show the flow of the actual campaign. There is no great encirclements following deep penetrations, no Russian winter offensives, no partisans, workers and the other dramatic and important facets of the Great Patriotic War. Those interested in the Eastern Front should look down the article to THE RUSSIAN CAMPAIGN.

AFRIKA KORPS

OB-2 Map-3 Tactics-3 Strategy-3 Grade-E
Actually, not too bad a treatment of the desert war—but see PANZERARME AFR IKA for more and better. Research since AK appeared has shown many arrivals and departures to be in error (for example, the New Zealanders and South Africans were in action well before November of 1941) but these have not been corrected by later editions. The classic combat system does seem to work best here, of the games in which it was used, probably because smaller units like brigades and regiments often are destroyed by combat, particularly over such a long period as a fortnight.

MIDWAY

OB-2 Map-4 Tactics-3 Strategy-2 Grade-D
A word about the OB rating. While the arrival times and ship names are nearly right, the ratings of ship capabilities are seriously off. But one glaring example is the US-JINN CA mix-up. MIDWAY is virtually the only game to show the US treaty cruisers superior to the Japanese cruisers. The action off Savo Island rather conclusively demonstrated the contrary. The air strikes are too instantaneous, with spotting, take off, bombing, return and landing all occurring within two hours. Those interested in carrier warfare need to continue on to FLAT TOP.

JUTLAND

OB-5 Map-4 Tactics-4 Strategy-5 Grade-A
The first title from AH that could justly claim to be a “simulation” as the “historian” would understand it. The weakness in Tactics refers primarily to the impotence of torpedoes. While certainly not as deadly as the “Long Lance” which sank the Canberra or Tigerfish which took the Belgrano down, neither were the dreadnoughts equipped with the extensive torpedo protection of later warships. Because one is unlikely to lose any battleships to torpedo attack, one is not likely to appreciate why Jellicoe turned away when threatened by the German torpedo boats.

ANZIO

OB-5 Map-4 Tactics-4 Strategy-5 Grade-A
Constant revisions have not only improved the play of the game, but kept it abreast of current “state of the art” in game design techniques for historicity.

PANZERBLITZ

OB-4 Map-3 Tactics-1 Strategy-2 Grade-G
The “panzerbush syndrome” ruins the rather good OB work in this game. If, however, one has PANZER LEAD, the difficulties caused by the die rolls are grotesque. Considering the large numbers of planes involved, one should see moderation in the CRT, not extremity. And the time scale is beyond comprehension.

FRANCE 1940

OB-3 Map-3 Tactics-2 Strategy-2 Grade-E
In the historical campaign, DeGaulle’s 4th DCR was strong (it had extra tank battalions attached) and usually effective, yet in the game it is a 3-4 like the other three DCRs which collapsed on first meeting the German panzers in battle. The hopelessness of the French cause in the game has led to some novel strategems (“Is Defense Really safe and secure as long as their vehicles have not been penetrated. A further system problem, and one I notice (being an artilleryman), is the effect of crew-served weapon that provides a measure of security as long as it is functioning, and so forth. A graphic example of this is to consider the effect of 15% casualties to an infantry platoon and to a tank particularly over such a long period as a fortnight.
WOODEN SHIPS & IRON MEN

The finer points of maneuvering under sail are glossed over, and since in mastery of these elements lay the real superiority of "Elite" and "Crack" crews (and the American and British navies), I do not wish W&IM should get the highest ratings. It is, nevertheless, the best "Age of Sail" boardgame on the market, and it has been for over a half a decade. Perhaps design techniques are just not up to reflecting the advantages of a well-crewed sailing ship. The difficulties of signalling and controlling fleet maneuvers are also not well represented.

TOBRUK

Mr. Hock is always quick to leap to the defense of his design, and has always been very convincing in his arguments. But, there is a weakness in the moral rules that the troops seem to hang in there past the reasonable breaking point as long as other units are nearby. The problem stems from the observation that the state of the other units is never considered. The result—a single squad that has six men left in it is in a more precarious moral situation than three squads, each with but two men left.

The map is at its strongest when dealing with physical phenomena, with a quantifiable data base (armor penetration, effective ranges, and other such mundane matters). I personally think SQUAD LEADER does a better job with that very difficult to quantify element of battle—the men themselves. The map rates a "4", because only a salt flat is this less. In the designer's notes will be found ample justification for the map and OB scores as Mr. McNeil honestly specifies the liberties taken with the system, and one that is not really solved in the designer/developer.

WIND AT SEA

If OB-2 Map-3 Tactics-2 Strategy-2 Grade-D

The major tactical failing is the siege rules. Only in KINGMAKER can a force of 210 factors always beat a force of 200 in a castle; yet, if the troops left the castle to fight in the open (even leaving behind the 100-man garrison), half the time the smaller force will escape! Somehow, it makes all the effort medieval monarchs spend on castles rather pointless. In the designer's notes will be found ample justification for the map and OB scores as Mr. McNeil honestly specifies the liberties taken with history for the sake of playability.

DIPLOMACY

OB-1 Map-2 Tactics-1 Strategy-3 Grade-F

A great game; lousy history.

TIRIEME

OB-3 Map-4 Tactics-3 Strategy-3 Grade-C

This game appears to be more historically accurate than it actually proves to be upon closer examination. While the ship classifications are logical enough, they are basically educated guesswork. Not enough is known about the ancient ships to support such a detailed and explicit breakdown. As for Strategy, the critical problem facing an ancient admiral was command and control or, rather, the total absence of it. Once battle was joined, the admiral had no control whatsoever over its course. Even in the age of sail, there was at least a system of signal flags to transmit simple orders. In 400 BC, there was nothing. The lack of any restrictions upon the players control of individual ships ensures that the players learn little about how the victories we read of really came about.

AIR ASSAULT ON CRETE/MALTA

OB-4 Map-3 Tactics-4 Strategy-4 Grade-C

The map and terrain effects analysis does not seem quite as sophisticated as the rest of the design, and the role of headquarters is rather slighted when compared to other games (such as THE LONGEST DAY) with battalion counters.

CROSS OF IRON

OB-4 Map-5 Tactics-5 Strategy-4 Grade-B

While COI still rates a B, it is a "higher" B than that given to SL. This is due to the more detailed treatment of armor and ordnance. Command, control and communications ("C3") to those in the defense community is still only passingly dealt with. But the SL system is improved by COI.

NAPOLEON

OB-3 Map-4 Tactics-3 Strategy-4 Grade-C

For a simple game, this title does very well at conveying the flavor of the historical situation. The strategic situation is very well modeled. The OB is rather suspect, there not being any direct correlation between the numbers of troops and the numbers of CF. All in all, it is proof that simplicity does not necessarily imply total lack of historical veracity.

TRIREME

OB-3 Map-4 Tactics-3 Strategy-3 Grade-C

This game appears to be more historically accurate than it actually proves to be upon closer examination. While the ship classifications are logical enough, they are basically educated guesswork. Not enough is known about the ancient ships to support such a detailed and explicit breakdown. As for Strategy, the critical problem facing an ancient admiral was command and control or, rather, the total absence of it. Once battle was joined, the admiral had no control whatsoever over its course. Even in the age of sail, there was at least a system of signal flags to transmit simple orders. In 400 BC, there was nothing. The lack of any restrictions upon the players control of individual ships ensures that the players learn little about how the victories we read of really came about.

FURY IN THE WEST

OB-4 Map-4 Tactics-4 Strategy-4 Grade-B

A good, solid treatment of a Civil War battle. The confusion of the historical engagement is not really present though, and because this confusion was a dominant characteristic of the battle, it's absence detracts from the historical lessons. In fairness, it must be repeated that limited intelligence is the most difficult facet of warfare for two-player wargames to simulate. When one has a situation, such as at Shiloh, where the commanders were not always certain of the location of their own units, not to mention the enemy, an accurate simulation may be impossible.

GETTYSBURG

OB-5 Map-5 Tactics-5 Strategy-5 Grade-A

Playing it is the challenge.

AIR FORCE/DAUNTLESS

OB-5 Map-4 Tactics-4 Strategy-4 Grade-B

There are a few problems with this game. Perhaps the most glaring is the not uncommon occurrence of a head-on pass with neither player firing any shots. Let us say we have two fighters, at the same altitude, level bank, facing each other at twelve hexes. If both fly dead ahead at a speed of seven, they will fly right "through" each other with nothing happening except maybe a friendly wave.
WAR & PEACE
OB-4 Map-2 Tactics-4 Strategy-5 Grade-C
There are some serious problems with the map (in another hobby publication the developer addressed that criticism less than satisfactorily). Perhaps the most glaring error is the major river running south-west of Kiev. A look at any good atlas will reveal that no such river exists. This is not nitpicking, for a gross error such as this calls into question the accuracy of the rest of the map as well. How much can we trust the designer’s (or developer’s) decisions in areas requiring a judg­ment call when this kind of error is made? Despite this, the game does seem to reflect the historical course of events rather well on the plane of pure strategy.

CRESCENDO OF DOOM
OB-5 Map-5 Tactics-5 Strategy-4 Grade-A
A word about tactical games is in order here. I do not know how it tackles a “5” in the section Strategy—particularly land combat games. A war­game is sitting securely at home, with an excellent overview of the develop­ing situation and perfect information about the state of his own troops. This is quite different from the ex­perience of the tactical field commander. While a game cannot, of course, simulate the elements of personal and personal fear, until a game can capture the confusion of the battlefield in the mind of the player/­commander (as opposed to some “scatter” rule or other artificial construct which merely messes up the pieces), it can never show one why­fires hap­pen as they do. At this stage of development of the hobby, miniatures play a better handle on this aspect.

FORTRESS EUROPA
OB-4 Map-4 Tactics-4 Strategy-5 Grade-B
This is an opportune time to remind the readers, particularly those who play F-4, that such a ratio is very good, and a game rated B is certainly a decent simulation. The stacking rules in FORTRESS EUROPA are really poor, and distort the use­fulness of such units as the Tiger battalions and British armored brigades. Many players adopt a house rule of some sort to compensate and this, if thoughtfully done, improves the simulation effect. I like to bor­row from ANZIO and count the battalions free, and the brigades as a half a division but other­­com­promises are certainly reasonable.

THE LONGEST DAY
OB-5 Map-5 Tactics-5 Strategy-5 Grade-A
I think the most impressive aspect of this design has nothing to do directly with the play of the game. I am most taken by the bibliography and annotated design notes. For the first time, a designer laid it right on the line, in specifics, about how and why he designed each facet of the game in the manner he did. This is Randall Reed’s final and definitive rebuttal to the would-be game reviewer. One can almost hear him say, “I dare you to nitpick this one!” If more designers and publishers backed up their questionable decisions with sources and data, they would not be facing the many (such as 1span­ning the design for inaccuracy). I think 1DL is not just a game, but the first work to come out of the hobby that is truly better than a major book on the topic. Just as a book, it is chock full of data, fully substantiated and integrated; but, better than a book, it explores the dynamic potential of the event and its possible outcomes. In this way, THE LONGEST DAY is a landmark game—as impor­tant as TACTICS, 1914, PANZERBLITZ and SQUAD LEADER. Due to its great size and long playing time, only now is the game beginning to get the attention it deserves from the hobby as serious players discover the full depth of the game and the simulation procedure for historical authenticity. Any player terming himself a “Historian” will want to own a copy of this greatest of simulations.

BISMARCK
OB-3 Map-4 Tactics-5 Strategy-5 Grade-A
The high ratings for this game are based primarily on the rules presented in the last fourteen pages of the rulebook—the Advanced Tactical game. This is not to say that the rest of the game is poor, on the contrary, the basic and intermediate games are very good. But the advanced game is the best representa­tion of the naval gunnery problem to ever see print in any naval wargame by any publisher. The reader will note that I do not qualify this statement. My particular interest in wargaming is the naval sphere, and I have played virtually every naval wargame published to date (a somewhat easier task than playing every Eastern Front wargame, I grant you) including miniature rules. My sole concern with the rules of this best of naval games the lack of any provision for collisions; as this was an important con­sideration in maneuvering formations under fire, it should have been included. For the first time in wargaming, the player can actually “salvo chase” just as we’ve been reading about for years. These rules also give destroyers a fighting chance of not being smashed by 15” guns, and highlight why all those 5” and 6” guns were carried by battle­ships. Truly, this is the “state of the art” in naval tactical games.

THE BATTLE OF THE BULGE
OB-5 Map-4 Tactics-4 Strategy-4 Grade-B
A good effort; but the map still seems a bit simplistic considering the terrain of the Ardennes.

THE GUNS OF AUGUST
OB-3 Map-4 Tactics-2 Strategy-2 Grade-E
If the reader has been following along, he will have noticed that it has been quite a while since an AH game has been rated a bad grade. The state of the art in game design has been advanced much by AH in recent years, and even the “game” as opposed to “simula­tion” designers have managed to avoid mangling history. THE GUNS OF AUGUST reverses the trend; it falls utterly as history. Zones of control are all wrong for a game of this scale in this period. In 1914 (one of four), army corps occupying a fraction of the territory represented by one GOA had never been a ZOC, yet in this game they can extend their influence scores of miles. Even a modern US Army corps, with a mechanized division and an armored division, has never occupied the ground controlled by a GOA conscript infantry corps. A perfect example of how this distorts history is found on the Italian Front. There, each side has a salient which lasted a couple of years (note the 16’17 and 18 Start Lines); yet in the game, these are untenable and will likely be abandoned because they are out of supply. Trenches were a dominant (to put it mildly) feature of WWI combat, yet they are of minor importance in GOA with small effect on combat. This game is certainly a step backward from the excellent 1914 for the “Historian”.

STORM OVER ARNHEM
OB-3 Map-5 Tactics-3 Strategy-4 Grade-C
The sum is greater than the parts. This game does give a remarkably good account of the fighting for the Arnhem Bridge—better than any SQUAD LEADER game I’ve seen. However, an recent article in another hobby journal called the accuracy of the OB into question, citing several sources which indicate some shoddy research; if the designer can justify his OB work, then that rating would go up a point, improving the overall grade.

FLAT TOP
OB-5 Map-5 Tactics-5 Strategy-5 Grade-A
The definitive game on carrier warfare. Add an um­pire to give 100% hidden movement (and hidden

searchers), and one would come as close to per­fection as possible with cardboard and dice. This is not to say that there aren’t nits to be picked (for example: the P-38 is not better than the P-40 in air-to-air combat, and dawn should break an hour earlier over Espiritu Santu than it does over Port Moresby over 15 degrees longitude further west). Nits are nits however, and such minor points do nothing to detract from any of the above ratings.

PANZERARMEE AFRIKA
OB-4 Map-4 Tactics-4 Strategy-4 Grade-B
An improvement in every way over AFRIKA KORPS. The OB Alternatives are a nice touch, but there is not enough information on how these alternatives could have come about. I have read that there was indeed a plan afoot to send the US 1st Ar­mor­ed to the Eighth Army front; a brief paragraph or two about why it wasn’t would change a minor game variation into an interesting historical tidbit for the players. Avalon Hill should add to the development of outside-designed games just such material to increase the players’, both old and new, enjoyment. The company’s release of previously published games should always seek to provide a superior product to the original—both in terms of play and in terms of history.

Conclusion
 Doubtless, at this point, a number of the readers are thinking, “So who is this guy, who proclaims himself capable of passing judgement on these games?” Basically, I am one of you. I have been playing wargames for over a decade and am an active member of AHIKS. Besides having not a little of Jon Freeman’s “Historian” aspects, I also am a “Military Enthusiast”, “Hobbyist” and “Gamer” to various degrees. As noted, I do have a special in­terest in naval subjects, dating back to my first wargame—MIDWAY. I do not have an advanced degree in history, nor have I written on the subject. I don’t feel it would be helpful in any case. As those who are professional historians know, their knowledge is extremely specialized and, unless they are reviewing a game on their topic, they are not better qualified than any amateur historian such as myself. Indeed, my interests range over the entire military history of mankind. Over the years I have learned what is good history, and what is sloppy work. If I can highlight a problem, think what a professional would.

This rating scheme is designed to guide the historically-minded gamer in his considerations of which AH titles best match his interests in more detail that the much-maligned RBG. I will be pleased to hear from those who have constructive comments on the historical accuracy of the various titles above. Perhaps in the future we can update the ratings based on these responses. Write to me, enclosing a SASE, Seth Owen, 105 Pierce Street, New Bedford, MA 02740.

Recapitulation
Letter Raw
Grade Score Game Title
A 20 FT, TLD
B 19 BIS, COD, GE
C 18 AZ, COI, JU, TB
D 17 AF/DL, CAE, BB, FE
E 16 FITW, SI, 3R, WSK&M, PAA
F 15 AOC, AIW, SOA, RW, TRC, W&P
G 14 NP, PL, SUB, TR
H 13 VIP
I 12 KM, MD, 1776
J 11 GOA, LW
K 10 AK, FR, PB
L 9 DD, WAS
M 8 WAT
N 7 DIP, STAL

☆
One of the greatest anomalies in wargaming is the seemingly vast amount of information available to each player. This is not too disconcerting in a large scale strategic land game—most general staffs tend to know about how many corps the enemy have and a fair idea of where they are. Where this does drastically affect play is in a tactically-oriented naval game like FLATTOP—even with its new rules for search and "hidden movement". The sight of task forces dodging observation planes can be quite odd. The obvious solution is to get a third person involved to handle the "fog-of-war" type bookkeeping. Despite the fact that this seems like work rather than play, the job has its rewards. It is truly fascinating just to observe the players map strategies and make moves based on limited information. While all of this can be handled easily by mail, a multi-player face-to-face or phone game with all players in separate rooms presents real gaming excitement.

With this in mind, the following sub-set of rules is presented for the gamemastered version of FLATTOP. Those rules numbered less than twenty are considered to be the basic gamemastered version; those twenty and above are advanced command control rules and should be used only by players wanting even further realism. These are especially effective in the multi-player environment.

With care and attentive play, the rules should not bring any significant increase in playing time.

1.0 Introduction

This version of FLATTOP is for gamemastered games. The games may be face-to-face, play-by-mail, or play-by-phone. If used FTF, it is suggested that three different rooms be available for play. The following abbreviations are used:

- GM: Gamesmaster
- AF: Air Formation
- CAP: Combat Air Patrol
- GP: General Purpose (AMMO)
- BHT: Basic Hit Table
- TF: Task Force
- RT: Radio Transmission
- CW: Coastwatcher
- AP: Armor Piercing (AMMO)
- ASW: Anti-Submarine Warfare

2.0 The GameMaster

2.1 The gamemastered game is played by three or more people. The number on each side may be determined as in an ordinary game, but one participant will act as GM and will not play for either side.

2.2 It is the job of the GM to receive orders from each side each turn, interpret and process the information, and report the results to each player. The GM is in charge of all facets of the game and is the final arbiter in all rules questions. The GM will make all die rolls. All communications between opposing sides go through the GM. If playing a full command control multiplayer game, all communications between all players should go through the GM.

2.3 The GM will follow all rules of the game (both as presented here and in the regular rules book) and interpret all orders impartially.

3.0 Orders

3.1 All moves and actions during the game are sent from players to the GM in the form of orders for each TF, AF, base or other unit. All planned moves and combat for a turn must be included in that turn’s orders.

3.2 Orders may be written provisionally and may contain as many cases and sub-cases as a player deems necessary.

3.3 It is the duty of the player to make certain that he says what he means. Unclear and ambiguous orders will be interpreted by the GM as best he can. Self-contradicting orders may be treated as "no move". This will be even more crucial if using the command control system described below (Section 20).

3.4 AF orders will cover the complete flight and combat of the unit. Desired decision points for the unit must be spelled out in advance and each desired branch action spelled out.

3.5 EXAMPLES:

3.5.1 "TF 2 at B/M23 shell Henderson Field." This order is clear, assuming that all ships in the TF were to be used in the shelling.

3.5.2 "AF 23 attack enemy TF at B/P33." This order has too little information. It makes no assignment of planes to types of ships and no mention of altitude or bombing mode. It also does not say what to do if the TF is no longer at P33.

3.5.3 "AF 17 move N4, NW2—do not divert but report all sightings—high altitude." This order is clear and concise.

3.5.4 "All planes AF 6 bomb Buna low if aircraft are on the ground." This order is provisionally clear but clear.

3.5.5 "AF 3 fly N until hex DD03 is reached or if a TF is spotted. Shadow TF as long as fuel per-
mits. Return to base by fastest route. Report back
every turn of shadowing. If DD03 is reached and
no TF is spotted, fly back to base."
While very
detailed these orders may still have some
elements in them in a command control game.
3.6 A player will state in orders for each AF, TF,
base, and independent ship the report numbers for
conditions 1 and 2 (as in regular rules Section 7.).

4.0 Reports
4.1 The GM will return reports to each player after
he resolves all actions for a turn.
4.2 The report will give all observations made by
the player's units, weather conditions, and all
combat and results (but not the opponent's exact losses)
as well as any other pertinent information.
4.3 During night turns, the GM may wish to run
two turns at once, saving time—especially if the
game is played by mail. This would simulate the use
of less personnel during night hours.

5.0 Sequence of Play
5.1 The sequence of play is the same as the regular
rules except for the deletion of the Initiative Phase.
5.2 The Plane Movement Phase is changed to
read—the GM moves all planes (simultaneously)
per their orders.
6.0 Weather
6.1 All weather rolls and cloud movements are
handled by the GM.
6.2 Each player is only told the cloud positions that
he can see. Cloud cover may be seen by any unit in
any hex in or adjacent to the cloud pattern.
6.3 Wind direction for an area is reported if and
only if a player has any observing units in that area.

7.0 Observation
7.1 The GM will report to each player what each
unit sees during its movement.
7.2 Observation conditions and use of the Search
and Shadow Tables are per the regular game (except
in the command control rules presented below).

8.0 TF Move and Shadow
8.1 TFs move as in the regular game. Movement
notation on orders should be written as move,
move, and end hex.
8.1.1 Moves should be listed as direction
(N,NW,SE,S,SW,NW) and the number of the hexes
moved from and to.
8.1.2 EXAMPLE: "TF 3: AA25 – NE1,N1
BB23".
8.2 If both TFs are ordered to shadow, neither
moves.
8.3 A TF with radar can shadow with one
subtracted from the die roll. It can be ordered to move
into the shadowed unit's hex if possible.
8.4 A unit shadowing at night has two added to the
die roll (one for a submarine).
8.5 A unit with an observation level of three has
one subtracted from the shadow die roll.
8.6 Cloud modifiers to the Shadowing Table are
only applicable to AFs.

9.0 Plane Movement
9.1 All plane movement is considered to be
simultaneous.
9.2 Plane movement is ordered just like TF move-
ment (8.1). Planes may also be given a variety of
orders such as altitude changes, shadowing, divert
to observe, shadow from one hex away, etc. The
player must still obey all rules and is again at the
mercy of the ability of the GM to interpret meaning.
9.3 Special Interception only occurs when planes
are ordered to remain in the hex (for one or more
MP) in which they engaged in combat the previous
turn. Such movement is designated by "O" (this
counts as one MP used) and results in observation
being made in the subject hex. The special intercep-
tors must also start their turn in the hex
(EXAMPLE: Player A bombed AA25 in the
previous turn, this turn he moves "AA25 – O,N4
AA21." He has used five MP and may be attacked
in AA25 if the opposing player retains a CAP force
which the player will be able to tell anything from
that could have been observed in AA25 for the turn.)
9.4 Altitude. Going from LO to HI anytime during
a turn costs one MP. Altitude changes must be
noted on the order sheet. If players wish they may
use an underscore for HI altitude and overline for
LO.
9.5 Ready CAP. Ready CAP represents planes
which are on the ground or CV in alert condition.
These planes may take-off to intercept only in the
hex in which they are located. The number of planes
which may be launched and the altitude which they
may attain is dependent upon the amount of warn-
ing available from the incoming strike. Orders for
ready CAP should give the GM an idea of the size
of attacking formation needed to trigger a reaction.
A player might be willing to take his lumps from two
incoming planes but would want to throw up all
available planes to react to a force of ten.
9.5.1 Ready CAP may consist only of regular
interceptors.
9.5.2 Table 9.5 gives launch capacity as a factor of
warning versus desired launch altitude.

<table>
<thead>
<tr>
<th>Hexes of Warning Given</th>
</tr>
</thead>
<tbody>
<tr>
<td>Altitude</td>
</tr>
<tr>
<td>LO</td>
</tr>
<tr>
<td>HI</td>
</tr>
</tbody>
</table>

9.5.3 The GM will form the ready CAP aircraft
which are able to launch into an AF and resolve
combat as normal interception.
9.5.4 To prevent overuse, ready CAP may only be
used during daylight hours.
9.5.5 Players should realize that ready CAP is two-
faced. If a small strike triggers interceptors, a large
strike three turns later may find those same inter-
tceptors on the ground readying and unable to
answer the call.

10.0 Surface Combat
10.1 For FBM games, each player should include
the die number (regular rules 19.4) and any other
attack/defense instructions with the TF orders.
This includes screens, torpedo attacks, and
breakthrough instructions.
10.2 DDs may bombard, but with only a BHT of 4.

11.0 Combat Resolution and Damage
11.1 The GM is in charge of all combat resolution.
The report to each player will be in the form
ATTACKER/DEFENDER/HIT/FACtORS/
RESULT. The GM will report the results of
friendly action as if a die roll of "3" or "4" had
occurred (i.e. the expected result). A player's own
losses are reported precisely.
11.2 The entry under FACTORS should not be
used to inadvertently report losses (EXAMPLE: In
an air raid on a base, AA fire would normally
destroy two planes out of eight attackers. If a "6"
is actually rolled and four are lost, the GM still
reports to the base defender that he destroyed two
planes and is under attack by six. If the attackers
stay in the hex to assess damage next turn (9.3),
then the actual number of planes overhead will be
reported (assuming normal observation condi-
tions).

12.0 Submarines
12.1 Submarines may operate at three levels—
surface, periscope, and deep. The deep level may
not be used in partial land hexes.
12.2 A submarine may move one hex per turn on
the surface, one per even hour at periscope
depth, and may not move if deep.
12.2.1 A submarine is moved based on its depth
at the beginning of the movement phase.
12.2.2 A submarine may change to any depth dur-
ing movement.
12.3 A sub may observe up to condition three only
in its own hex if it is on the surface (air units may
be observed at condition one if one hex away and
HI and any sub with radar may observe normally);
up to condition two in its own hex only if at
periscope depth; and only condition one if deep.
12.4 A sub may send/receive RT at either
periscope depth or on the surface.
12.5 A sub on the surface is subject to normal
detection.
12.5.1 A sub at periscope depth is only observed if
it attacks a ship or is in a hex with a TF containing
DDs which did not move that turn.
12.5.2 A deep sub is only observed by a TF with at
least four DDs which did not move that turn; and
the sub is told only that there are ships overhead.
12.6 If a sub is on the surface and is involved in
combat, the attack against the sub is resolved first.
12.6.1 If a sub at periscope depth, the sub's at-
tack is resolved first.
12.6.2 Deep subs may only receive attacks.
12.6.3 During night turns, the sub's attack is always
resolved first.
12.6.4 A sub may be ordered to dive upon receiv-
ing an attack (e.g. from surface to periscope depth
for an air or surface attack and from surface or
periscope to deep for an ASW attack). This will
happen during the combat phase and will have an
effect on the movement capabilities for the next
movement phase.
12.6.5 A sub which dives under an air attack
cannot make an attack itself that turn.
12.6.6 A sub which dives under a surface or ASW
attack before making its own attack has the sur-
face or ASW attack resolved at its new depth.
12.6.7 A sub which dives after making an
attack has the surface attack resolved at surface level
and the ASW attack resolved at periscope depth.
12.6.8 A sub which begins and ends its move in
the same hex with ASW units has the ASW attack
resolved at the most favorable depth to the ASW
combat (surface or periscope) which the sub was at
during movement.
12.6.9 Per the above, it would be possible for a
sub on the surface to dive to periscope depth
before combat, thus escaping shelling, fire its
torpedoes at periscope depth, then suffer an ASW
attack at that depth, and then dive deep. If the
ASW units remained overhead during the next
turn and the sub elected not to rise, it would only
suffer a deep ASW attack that turn.

13.0 Ammunition (Optional)
13.1 Ships must declare whether their ammo is GP or AP.

13.1.1 GP ammo is used only against bases and small ships.

13.1.2 AP ammo is used against all ships.

13.2 If ammo is used against the wrong type of target, four is subtracted from the BHT.

13.3 Ammo may be split up among the total factors available in any amounts desired, but the GM and players must be careful to note which type has been used.

14.0 Launch Under Attack (Optional)

14.1 If a base or CV is attacked in a turn in which it used maximum launch, it is considered to have planes on the ground (CV) for purposes of computing losses during that attack. Losses will be subtracted from that AF before its combat is computed. Note that this will be slightly difficult if the launched AF is intercepting the attacking formation. In this case, the GM should pre-figure for normal losses and then resolve combat normally.

14.2 The same thing will occur if the attacker has the attacking planes overhead at the beginning of a turn’s movement phase and the other player makes any type of launch.

15.0 Forms

15.1 Several Xerox copy forms for use with the above rules are available from Jim Burnett, 606 Timberek St., Clinton, TN 37716. They include forms for the players and GMs and have space for the orders, moves, conditions, and make-ups of AFs, TFs, and bases. Please enclose $1.00 and a SASE with two stamps when ordering. Orders without either cannot be processed.

15.2 These rules are also applicable to multi-player games, with the only change being that the GM should allow direct communication only between players who occupy the same hex.

20.0 Command Control

20.1 In any game, the player is assumed to be controlling his forces at some command level. FLAT-TOP players are base or TF commanders. For increased realism, the operation of units at lower levels is subject more to the orders of command rather than the actions of command. In a simulations of this type, communication is a problem between units if command levels are realistically considered.

20.2 These rules are also applicable to multi-player games, with the only change being that the GM should allow direct communication only between players who occupy the same hex.

21.0 Control Levels

21.1 Each player may only control TFs which contain either BBs or CVS and bases.

21.2 All other units are considered non-controlled and are subject to orders issued by higher commands.

21.3 Orders must be prepared in advance for submarines, non-controlled TFs, and independent ships.

21.4 Any change in the above orders must be made by RT (22) unless the non-controlled units are in the same hex as a controlled unit.

21.5 AF orders are given upon launch and may be changed only by RT.

21.6 Orders may be as complex and detailed as desired but are still subject to the interpretation of the GM.

21.7 Radio Transmission

21.7.1 An AF receives from either its launch or TF which is controlling the receiving unit.

21.7.2 Ships and subs receive from the TF or base RT is assumed to be the enemy; only the fact that a message (coded) was sent from the particular hex.

21.7.3 Uncoded messages must be used for transmission to and from AFs. These messages are subject to both content and sending location disclosure to the enemy.

21.7.4 A player may send a message and not request an acknowledgement of receipt, in which case the sending hex only (plus the content if sent to or by an AF) is revealed to the enemy. If such a message is sent, the GM will roll a die and a result of “6” means that the message is not received. The act of acknowledging receipt of a message means that the message was received (we will assume that the sending unit will continue transmission until acknowledgement is made) but that also that the receiving location is also revealed (and the acknowledging content is told to the enemy if the receiver is an AF).

21.7.5 If a shadow plane is to “vector” an attack turn’s movement phase and the other player makes any type of launch.
be established for every turn (including the first) for both units and the TF until the target is reached. This definitely warns the enemy that an attack is on the way and meets the warning requirements of 9.5.

22.8 Optional. Since larger aircraft carried radiomen, all four engine planes may use code also. Escorted bombing missions may still not use code since the escorts would still have to have RT.

22.9 EXAMPLES:

22.9.1 Player A wishes for an unattached DD to join TF3. TF3 would send a message to the DD keying the GM to alter the pre-written orders for the DD. Assuming the DD acknowledges, the enemy is told the locations of both the DD and TF.

22.9.2 Player A wishes to notify his AF4 that the CV landing point has been changed. Acknowledgement is not requested. The enemy player is given the message and sending hex but not the receiving hex. If the GM rolls a "5", AF4 continues to the previously arranged landing hex and finds no CV. Obviously the player could give locations keyed off of previous locations, such as "new hex SW2" or other misguidance he thinks the GM will understand.

22.9.3 A submarine sights a TF and the player wishes to redirect an AF to shadow. The sub, base, or CV, and plane locations are given as well as the contents of the message to the plane.

22.9.4 A shadow plane informing his base or CV of a TF location would have his own message and location revealed.

23.0 Coastwatchers and Troops

23.1 In the game, coastwatchers and troops are entirely too powerful in their capacity to observe. These observers are everywhere at once on what are often very large islands. The following rules are designed to restore them to their proper perspective.

23.2 The Allied and Japanese players have observers on the listed islands and bases per Tables A and B. These tables list the troop and CW concentrations for each historical scenario. Note that these are major changes from the map listings. In most of the central islands, CWs were not assigned and did not appear until early 1943. They may be placed there if designing your own post '42 scenarios.

23.3 Blank counters of different colors may be used to represent CWs and troops.

23.3.1 The counters represent an individual CW organization or troop concentration.

23.3.2 At the beginning of a scenario each counter may be placed on any hex on its particular island except that CWs may not be placed on enemy bases and New Guinea island "halves" must be respected.

23.3.3 Each counter may move one hex on each subsequent 0100 turn of the scenario.

23.3.4 The GM will roll two dice for each hex which contains counters of both sides during the 1200 turn. A result of "2" will eliminate the CW and "3" will eliminate the troops. If both sides have troops, a result of "21" will eliminate the Allies, "31" will eliminate both, and "41" will destroy the Japanese. The players will learn of elimination only upon regular RT checks.

23.3.5 Eliminated CWs cannot be replaced. Eliminated troops are re-created only on islands with bases. These replacements are placed on the base on the 2400 turn and may be moved on the next 0100 turn.

23.3.6 CWs and troops cannot be moved from their starting islands.

CONTEST NO. 112

You, as the Japanese player, face the final turn in a vicious si-move 9-turn pbm game of VICTORY IN THE PACIFIC. As you survey the mapboard, you should be well content; at the conclusion of the last turn, Japanese control still existed in the Japanese Islands and Indonesia. And Japanese ports in the Home Islands, in the Philippines and at Truk still held out. The Kure Marines return to you after their brilliant last stand at Lae. While the 22AF is available at the Yokosuka Naval Yard and the 25AF and 26AF are available in the Philippines countered by several Allied air units that return to the fray on Turn 9—RNZAF, 10AF, 11AF, Marine AF, 7AF, Naval, 5AF and RAAF. To put your euphoria in proper perspective however, the Allied player holds control in the Bay of Bengal, Indian Ocean, Coral Sea, US Mandate, South Pacific Ocean, Marshall Islands, Central Pacific Ocean, North Pacific Ocean with his massive fleets. Only the Hawaiian islands (due to a clever raid by your carriers) and the Marianas are uncontrolled. And, you still hold a + 14 POC lead going into this last turn. You need but insure that the Allied player gains no more than 14 points to assure yourself a draw; of course, you would prefer a win. Contest 112 is straightforward: given the following ship locations at the beginning of the ninth game turn, where would you place the Japanese ships to give the Japanese player the best chance to win?

Japanese Positions:

At the Yokosuka Naval Yard—

- Hiroya
- Fuso
- Ryuho
- Chitose
- Musashi
- Yamato
- Mutsu
- Nagato

In the Philippines—

- Shokaku
- Tone
- Nachi
- Kaga
- Suzuya
- Kaga
- Chikuma
- Takao

Allied Positions:

At Midway—

- Boston
- West Virginia
- Arizona
- Mitsubishi
- San Jacinto
- 5 Marines

At Lae—

- CV12
- Intrepid
- Ticonderoga
- Langley II
- Northampton
- Canberra II
- Salt Lake City
- New Jersey
- Massachusetts
- 5 Marines

At Saipan—

- Iowa
- Washington
- CV 10
- CV 16
- Cabot
- Bataan
- 2 Marines

Under Repair at Pearl Harbor—New York

- Essex
- Bunker Hill
- Princeton
- Maryland
- Baltimore
- San Francisco
- Quincy
- South Dakota
- 1 Marines
- 4 Marines

In the spirit of si-move VITP, the above are the positions before the turn commences. Any player worth his salt should be able to project Allied dispatch of patrollers and air units. However, for those now daunted by this fine puzzle, to be found on Page 37 of this issue is a listing of the Allied positions following this phase. Look to this when ready to admit defeat.
3.2 Multiply this factor by the number of dud shells fired (73.0 above). Do not round this number to an integer. A fraction of a dud hit will be used as a partially detonating shell, the fraction being called the Fraction of Detonation Lost (FDL).

73.3 Dud hits are not additional hits to those found by rule 62.0; rather, they are a penalty subtracted from the success of the attack. (Example: The Hood fires on the Bismarck and scores three hits. Following the procedure outlined above results in the figure 1.20. This means, quite simply, that of the three hits scored, one was a dud, one detonated partially, and one detonated normally.)

73.4 Damage from a Dud Damage is resolved as usual on the Advanced Damage Table, rolling for dud shell hits first. A dud shell will do one-quarter as much damage as is stated in the table (see 73.42 for exceptions).

73.41 Partially detonated shells are determined secondly. For a partially detonated shell hit, multiply the FDL value (73.2) by 0.75. A partially detonated shell does this amount of damage less than that which is shown in the table for that hit (rounded to the nearest quarter box). This is likewise subject to the exceptions below (73.42).

NOTE: Rule 73.41 is the general statement of the damage done by a shell that strikes the target. Rule 73.4 is the specific statement of the damage done by a shell that does not explode at all.

In mathematical terms, if DT is used to stand for the total damage listed in the game table for a specific hit, FDL is the Fraction of Detonation Lost (as defined above) and ToD is used for the total damage resulting; then DT - (0.75 x FDL) x DT = ToD.

Thus for a fully dud shell, FDL = 0.00 and ToD = DT. In the case of a fully dud shell, FDL = 1.00 and ToD = DT - 0.75DT = 0.25DT (or the amount of damage stated for this type of hit in rule 72.4).

However, a partially detonated shell (or partial dud, depending on your outlook) will have a FDL value between 0.00 and 1.00. The procedure outlined in 73.41 will result in damage between the limits of DT and 0.25DT.

Obviously the place where this would make the difference is in the case of a dud shell the turret. If the shell does not penetrate the turret armor, the maximum damage would be one box. The table below gives the results for a shell penetrating the armor on one of the Rodney turret 10 boxes) in terms of FDL, fraction of DT and the actual boxes marked out.

Number of Boxes
0.00 1.00DT
0.10 .90DT
0.20 .80DT
0.50 .53DT
0.60 .63DT
0.70 .80DT
0.80 .90DT
1.00 1.00DT

DUD HITS ARE NOT ADDITIONAL HITS TO THOSE FOUND BY RULE 62.0; RATHER, THEY ARE A PENALTY SUBTRACTED FROM THE SUCCESS OF THE ATTACK. (EXAMPLE: THE HOOD FIRES ON THE BISMARCK AND SCORES THREE HITS. FOLLOWING THE PROCEDURE OUTLINED ABOVE RESULTS IN THE FIGURE 1.20. THIS MEANS, QUITE SIMPLY, THAT OF THE THREE HITS SCORED, ONE WAS A DUD, ONE DETONATED PARTIALLY, AND ONE DETONATED NORMALLY.)
and two new fan­specih
already detailed game. But, I feel that, for the true
Bismarck, keeping in mind that four dud shells
were in the salvo just fired. Since the result on the Advanced Hit Table was
dud. When damage is rolled for, the result is found
on the Dud Hit Table and a “7” results
(0.10). When this is multiplied against the 4 dud
shells fired, the result is
Thus, in the example, three-quarters (since the
result is rounded to the nearest quarter) of a box is resolved on the
Dud Hit Table. Instead of the
Hood
the
Bismarck
12 X 0.30 3.60
18 X 0.20 3.60
PoW
12 X 0.30 3.60
4
Pr. Eugen
12 X 0.30 3.60
4

The fire from the Hood need not be considered
further since other factors result in an automatic
miss. For the Prince of Wales, one hit is scored against the
Bismarck on a turret. This is now
resolved on the Dud Hit Table and a “7” results
(0.10). When this is multiplied against the 4 dud
shells fired, the result is 0.40. This value is then
multiplied by 0.75 (4 x 0.75 = .30), so the shell
does this amount of damage less than shown.
Thus, in the example, three-quarters (since the
result is rounded to the nearest quarter) of a box is marked out of the
Bismarck’s Main Gun A.

For fire from the Bismarck, one hit is obtained on the
Hood. On the Dud Hit Table, an “8” is
rolled (0.30) giving a result of 4 X 0.30 = 1.20.
Since the result on the Advanced Hit Table was one
hit, the fraction is dropped and that hit was a
dud. When damage is rolled for, the result is found to be “Special Damage Table A”. Thus the hit was a
diving shell and, when a “11” is rolled on the
table, instead of the
Hood’s
demise, the hit causes the
Hood to suffer the loss of three hull boxes, one
turret (determined at random) and slows her by 2 m.f.
Notice that this is the type of damage that could be caused by a near miss which weakened the hull and caused severe flooding below the armor belt.
Now the
Prinz Eugen can fire. Such fire would be resolved in a manner similar to that of the
Bismarck, keeping in mind that four dud shells were in the salvo just fired. These rules do add to the complexity of an already detailed game. But, I feel that, for the true naval gamer, the dual rules add realism and variety to a classic confrontation. In these days where one missile can sink one ship, it might be well to remember that the weapons of war are as
imperfect as the men who wage it.

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AH Philosophy . . . Cont’d from Page 2

Kask. The DIPLOMACY honors will once again be
handled by the DIPCON society as part of DIPCON
XVI, which is again taking the role of a “Convention
within a Convention” seriously.

Perhaps the biggest news on the ORIGINS tour­
nament scene this year will be our new entries. Bruce Shelley will host a single elimination event for
ROBIN HOOD—the first of the Avalon Hill
minigames released at the 1982 ORIGINS. But the
real excitement may be generated by our B-17,
QUEEN OF THE SKIES tournament. This game will
be released in Detroit when the trade show opens for business Friday morning. By Friday evening we expect to see it being played all over Cobo Hall, with cries of anguish and delight filling the air as
Messerschmids and Fortresses disintegrate and parachute
des fights over Detroit. Basically, a quick-play solitaire game, B-17 is nonetheless a superb effort which should be experienced to be appreciated.
You might be wondering why anyone would
want to enter a tournament in a brand new
game, but B-17 is quickly learned and the
AH-gamemasters will have you flying in no time. If
you care not to play, come to watch the fun. You'll be
soon playing.

We feel even more strongly about another of
our ORIGINS ’83 releases: UP FRONT. This card
game replica of the famous SQUAD LEADER
is among the most innovative game systems of recent
years and creates a great deal of the flavor of
AH’s best-selling WW2 tactical combat game
while reduced in the play with a fraction of its
complexity. If you liked SQUAD LEADER before it evolved, or if you like challenging card play, you will
be thrilled with UP FRONT. Developer Don Green­
wood swears he has never seen a game so blessed with
gamemanship, nor so beset with critical deci­sions for the players. This is especially noteworthy as
the game is instantly simple and easy to learn with
an average playing time for most scenarios of
an hour. But most important, it is extremely
competitive; that makes it a natural for a tournament of­
fering. So, after you’ve bought it on Friday, and
played it on Saturday, you can win your airfare to
ORIGINS ’84 (Dallas, Texas) with it on Sunday.
We think UP FRONT will be as big a hit with the gaming world as
SQUAD LEADER was eight years ago.
This tournament will show you why.

For those who prefer a cold, calculating machine as an opponent to a warm, human-prone human player, we have yet another tournament for you. For those who delve into the fringes of
fantasy role-playing systems, Don Green­
wood will once again host a question-and-answer session on the future of the SQUAD LEADER
series. I will repeat last year’s GENERAL
subscribers meeting so I can wax rhetorical on upcoming features and seek input on the magazine’s progress.

And, Avalon Hill has its usual complement of exciting new titles which will be released at
ORIGINS. BATTLE OF THE BULGE, B-17, UP FRONT, POWERS & PERLS—AH will release several other fine new
games. PANZERKRIEG simulates the exploits of
von Manstein in the Ukraine, 1941-1944, in a series
of fast-playing and challenging scenarios. Still
another card game, VENTURE, is a re-issue of the
classic 3M title. Those looking for traditional
wargames, need not look far. Richard Hamblen’s
long-awaited BULL RUN is a fine simulation of
the first clash of the Civil War in the elegant style of
early “classics”. TACTICS is the re-release of
the first commercial board wargame, in its original and
unpublished version; included with each copy of
this game is the Avalon Hill 25th Anniversary Booklet—sure to be a collector’s item. And, for the
sports fans, PRO TENNIS.

Of course, available at Avalon Hill’s booth in the
Dealers’ Area will be all the other 1983 releases.
There you’ll find the fantasy of acclaimed games like WOARDERS and MYSTIC WOOD. The latest
titles in Avalon Hill’s gamelines, HUNDRED DAYS
BATTLES and BATTLE FOR ITALY, will be available. The new Sports Illustrated Game, PENNANT RACE, and our fine family game, DILEMMAS. There can
delve into the complexities of NAPOLEON AT BAY or the enjoyment of NAVAL WAR.

For the traditional minded, AH has several plen­
tious stocks of the recent redevelopments of the
ever-popular FREDERICK THE GREAT and CON­
QUISTADOR. And our many, many other fine titles
will be available until stocks are depleted. With all this, Avalon Hill’s booth will surely be one of the
most popular stands in the dealers’ area this year.

* BULGE PBM KIT
A Play-By-Mail kit for the new ’81 version of
BATTLE OF THE BULGE including complete
instructions is now available for $8.00 plus 10% postage and handling charges (20% to Canada, 10% to Mexico). When ordering be sure to specify whether you want a PBM kit for the new ’81 edition of the game or the old ’65 edition. Each kit contains sheets for both German and Allied players. PBM kits are available only from The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214. MD residents please add 5% state sales tax.
NAVAL WAR
A Change of Pace from AH
By Terry Dotson

Badgered by my lovely wife to share some time with my young son, I turned to my first love—wargaming—for inspiration. Shopping for something suitable, I purchased a copy of Avalon Hill's newest "Bookshelf Gamette" for my boy; NAVAL WAR was obviously too simple for a veteran gamer like I, I, being an "expert", prefer complex games that take forever to play (if finished at all). Then, slightly ashamed to acknowledge this lapse, I avoided opening the box until my son's interest waned. This was obviously too simple for a "nerd", I condescended to play one hand. Was I surprised at how much FUN it was! Now, I play NAVAL WAR whenever I face the necessity of taking a break from the pressures of playing THIRD REICH, WAR & PEACE and the hydra-headed SQUAD LEADER.

NAVAL WAR is a truly unique "wargame". It is a card game, using abstract naval gunnery and armor characteristics, with no board or counters depicting a clash by the great ships of World War II. The components are simple and elegant. These consist of two different decks of cards: 54 "ship" cards and 108 "playing" cards. Each ship card represents one major combat vessel (usually a battleship, but a few carriers spice the deck) from the period of the Second World War. Many of the well-known ships are included, although by no means are all seen. [See the accompanying page for more ships of the classes seen in NAVAL WAR.] Carrier representation, for example, is very sparse. Each ship card bears the appropriate silhouette, gun-caliber, and "hit number" (defense strength). When, in the course of play, a ship takes the required number of accumulated hits, it is sunk.

The playing card deck contains "Regular" and "Special" cards. The most numerous of the regular cards (printed in black) are the "Salvo"—surface gunnery—cards. Salvo cards indicate the caliber of gun that must be present in one's fleet to utilize that card and a "hit strength" (ranging from 1 through 4). There are also "Repair" cards, used to remove hits on ships of the player. "Smoke" cards protect one's fleet from most types of attack for one game turn. The "Destroyer Squadron" is a deadly killer-force. The "Minesweeper" eliminates those pesky minefields that plague players. Each card bears an eye-catching illustration that graphically keys one to its function (the Repair card, for example, carries a large band-aid).

The special cards (printed in red) are the real key to victory, their play always crucial. "Minefields" claim victims (scoring two hits on each ship that blunders in); "Torpedo Boats" claim others (a die roll of "6" sinks any one ship); "Submarines", still more (a die roll of "5" or "6" sinks any one ship). The "Additional Ship" cards bring in more vessels to the free-for-all. "Additional Damage" cards presume secondary explosions with additional hits wrecking the crippled enemy ship. This all becomes very important when one realizes that one is eliminated from play when all one's ships are sunk.

The object is to sink the enemy's ships faster than he can sink yours (always a sound strategy for admirals). Each player (from two to nine) begins play with five ship cards and five playing cards, all dealt randomly. He may never have more than five playing cards (excluding the one drawn each turn) but may accumulate more than five ships by drawing the "Additional Ship" cards and bringing one into the action from the "Harbor Pile". As a playing card is taken from the mutual Draw Pile, it or discard card must be played or discarded. A hand ends when only one player remains with ships afloat or the Draw Pile is exhausted. A "game" ends following the hand in which one player reaches 100 points (defense factors of sunken enemy ships in addition to certain bonuses for survival or penalties for elimination).

Any game using drawn cards has an immense "luck" factor. [As though dice-ridden games don't?] But, happily for us wargamers, there is still much room for strategy in NAVAL WAR. The strategic hints which follow are especially useful in playing with two or three players, but serve as a guide to any of the versions.

For all players, the ultimate fear is that the enemy will unleash one of the mad-dog Destroyer Squadrons. These pose a threat to everyone at the table. It never hurts to lob a salvo their way if you have reason to believe that a subsequent player will finish them off. If, however, you have doubts about this, or simply wish to put the screws to the others, lay smoke to protect the fleet. Thus, your ships are immune to the Destroyer card, and it is the other players' problem now. They must deal with the little devils. For this reason, among others, you should contrive to always hold a smoke card in reserve. Be advised, though, you will have few friends left if you make a habit of avoiding DDs with smoke. Of course, if you have a Salvo "4" card (suitable only for 16" or 18" guns) and feel obliged to sink the pesky little ships, you can be a momentary hero among the players.

Because a player can only use a Salvo card if he has the appropriate caliber of guns, always seek to destroy—as the primary target—the sole representative bearing a particular calibre. This is valid, too, if the enemy has two ships of one type but more than any other category. Go for those two! The first of these should be the easiest to sink. Needless to
say, attacking the player with the highest score adds flavor to this. As a general point of strategy, it is not usually a good idea to spread hits around against many ships and many players; it is much more preferable to concentrate on one enemy at a time (if the Fates of War allow), going after one or two of his ships, sinking them before targeting others. Don’t attack those big ships heedlessly unless more sinkable targets are unavailable. It is much better to pick off the small ones and hope for a special card that allows a chance to take down the monsters. If a Submarine or Torpedo Boat card is drawn, play it against the enemy’s finest unless that ship is already a floating wreck from multiple salvo hits and barely afloat. On the other hand, when you don’t wish to make it easier for the competition in a free-for-all game to sink a ship and are unable to do so on your turn, lob a one or two point salvo at the largest ship in play with a hit number of “7” or more. That way, no single salvo can take it out, and it is softened up for a later kill. Finally, discarding on your turn is preferable to giving someone else a cheap score.

Save repair cards for the big or more crucial hits; don’t waste them on small dents unless it becomes vital to keep a particular ship afloat. A repair card allows removal of any one salvo card and any additional damage cards played thereon. Remember that a player will lose ships; it is inevitable. But the key is to keep a fleet in being and to sink the enemy. So it is often necessary to accept those losses of fine ships.

The strategy necessary to counteract the “Repair Card Strategy” is the proper sequencing of hit cards on a target. Try to use only the number required for sinking a ship and do not waste any hit points. More importantly, sequence them so that the smaller one(s) are played first. If your opponent happens to play a repair card, it will not hurt your chances much. Save the big guns and big salvos for last, when your opponent can do nothing to save his ship from immediate destruction.

If your opponent wisely follows the same tips and goes after your only ship of a particular gun-size, play as many salvo cards of that caliber as fast as possible, starting with the largest. Don’t get “stuck” with four or five points of salvo cards for a ship just sunk. Now, if you no longer have a ship of a particular caliber, don’t automatically start discarding all of the salvo cards of that type. If it is a caliber of which there are quite a few ships in the Harbor Pile (usually 14” and 15” ones), consider retaining the better cards of that type. A ship may come your way from the harbor, it is a distinct advantage to have it able to open fire immediately upon entering play.

Aircraft carriers, though numerically few, deserve special mention. If you have one or more, you may forfeit a draw to conduct an “airstrike”. A “1” must be rolled to sink any enemy ship that has been designated by you as the target—slim odds at best. But, if you hold two or three carriers in your force, launch a series of strikes against the enemy’s best ship. It is a quick way to score. Carriers may not be attacked by salvo fire unless all other surface vessels in the fleet have been sunk. While the carriers are well screened, don’t worry about them. Their low value does not make them worthwhile targets for subs or torpedo boats, or airstrikes. When the screening forces are seriously reduced, use them before you lose them. You must decide between drawing a card, hoping for something that will save the fleet, or calling for desperation airstrikes. In this situation, there is really no good choice, and very little hope!

In essence, to play NAVAL WAR well, you must think a number of moves ahead, balancing the cards to be played or discarded against chance and luck—both good and bad. Consider the consequences of every play, including the discsards you will be forced to make. Of course, any strategy can

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</tbody>
</table>
be ruined by the better one of an opponent or the “luck of the draw”. Special cards are usually desirable. Sometimes, however, the draw of such ruins your carefully sequenced plan of smashing play since you must play (or discard if not usable) all special cards immediately and cannot play that card from your hand with which you were going to win the game!

NAVAL WAR is, of course, a highly abstracted “wargame” and may not appeal to the “hard-core” naval enthusiast who is expert at the technical trivia and specifications of every ship that saw action during the war. But, for an old paratroop infantraman who knows little of the salt water, this game will do just fine. In this, it succeeds and, moreover, it is really fun. Now, if I can just get it away from my kid!

**NAVAL WAR: An Optional Rule**

The game of NAVAL WAR allows for many variations. Many famous ships have been left out. Where are the American carriers Saratoga, Yorktown, Lexington, Wasp, Hornet, and Ranger? There are many British and Japanese ships which have been disregarded. And wouldn’t it be fun to have the sole German “carrier”, the Graf Zeppelin. While we’re at it, how about the French Navy—the Russians—the Brazilians? If such can appear in WAR AT SEA and VICTORY IN THE PACIFIC, why not here. Then we can play one nation’s navy against another.

Meanwhile, I urge players to divide the ship cards into two decks, Axis and Allies. This simple optional rule precludes the silly sight of completely mixed ship cards from opposing navies. It is not unusual now for one player to have ships from the US, Japanese and Italian navies fighting a British-American-German force, for example. As a wargamer, I cringe at this aspect.

Study of the Order of Battle chart shows that the Allies have only 14", 15" and 16" guns while the Axis enjoy all types from the 11" German pocket battleships to the behemoth Japanese 18-inchers. This appears to give the Axis an advantage, as all cards are potentially usable to players. But the Allied players know that they cannot use many of the cards that they will draw, but should find solace in the fact that there are many more cards of appropriate caliber than of the 11", 12.6", and 18" variety.

Defense strengths are, however, fairly even. The Allies have decided and predominant 5's and 4's, with a few 6's and 7's for flavor. The Axis defense factors range from vulnerable 3's to 8's, and even 9's. On the average, both sides draw an even scattering of defense strengths.

### 4th EDITION

**SQUAD LEADER RULES**

The 4th Edition SQUAD LEADER rules incorporating these changes listed in the CRESCENDO OF DOOM game are now available for mail order purchase for $2.00 plus the usual 10% postage and handling charge. Although not necessary for play of the game (the only changes are those listed in the COD rules), purists may appreciate having these changes readily available in the proper section of the rules as opposed to having to refer back to an errata sheet or handwritten notes in the margins of earlier editions. Maryland residents please add 5% state sales tax.

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**THE REST OF THE FLEET**

At the outbreak of the Second World War in Europe, the U.S. Navy ranked equally with the Royal Navy in overall strength. By the time the United States was drawn into the war in December 1941, there had been enacted the “Two-Ocean Navy” bill which authorized the construction of over one and a half million tons of major warships. Once construction programs were completed and the war won, this had raised the U.S. Navy to a pre-eminently strong position among the navies of the world. In 1941 the main strength of the U.S. fleet lay in its battle line, composed of fifteen old and two modern battleships. The old battleships were uniformly well armed and protected, could maintain 21 knots, and were a tactically homogenous fighting unit. The United States government never compromised armament nor protection for speed. The fast speed was always attained by greater size aided by technical advances and superior streamlining. Except for the “California” and “Colorado” classes, all the elder battleships were modernized during the war. The new battleships were equal to any of their enemy contemporaries, a little slower but better protected and with a heavy main armament.

Occupying a unique position in December 1941 was the still untried carrier fleet. United States admirals counted heavily on these vessels fulfilling a promise shown in peace-time games, and had evolved the carrier task force concept as detached from the main fleet. Their faith was amply justified by the ensuing conflict; as early as 1942, the carrier had replaced the battleship as the capital unit of the fleet in the Pacific. The Navy entered the war with eight carriers (discounting the Langley); two large conversions from battleship hulls, the smaller Ranger, three “Yorktown” class carriers, the diminutive Wasp, and the mercantile conversion Long Island. With the exception of the latter, all were considered full fleet carriers, meant for offensive operations and capable of fast steaming.

For those players who so desire, here are the other ships of the U.S. Navy, ready for use with NAVAL WAR. Merely substitute the name above the appropriate ship class silhouette on additional ship cards, as follows: New York for Texas; Oklahoma for Nevada; Arizona for Pennsylvania; Idaho and New Mexico for Mississippi; Tennessee for California; Colorado for Maryland; Indiana, Massachusetts and Alabama for South Dakota; Wisconsin for Missouri; and finally, Hornet and Yorktown for Enterprise. So, if your favorite state wasn’t in the Ship Deck before, mate, perhaps you can add it now.

---

**Ship** | **Year Completed** | **Tons** | **Main Guns (inches)** | **Speed (knots)** | **Game Defense**
---|---|---|---|---|---
NEW YORK | 1912 | 27000 | 10 x 14" | 21 | 4
OKLAHOMA | 1914 | 29000 | 10 x 14" | 20 | 5
ARIZONA | 1915 | 32000 | 12 x 14" | 21 | 5
IDAHO | 1917 | 33000 | 12 x 14" | 21 | 5
NEW MEXICO | 1919 | 32000 | 12 x 14" | 21 | 5
TENNESSEE | 1921 | 32000 | 8 x 16" | 21 | 5
INDIANA | 1941 | 38000 | 9 x 16" | 28 | 6
 MASSACHUSETTS | 1941 | 38000 | 9 x 16" | 28 | 6
ALABAMA | 1942 | 38000 | 9 x 16" | 28 | 6
 WISCONSIN | 1943 | 46000 | 9 x 16" | 33 | 7
HORNET | 1940 | 20000 | 80 planes | 34 | 3
YORKTOWN | 1936 | 20000 | 80 planes | 34 | 3
SOVIET SUBMARINE
Scenarios for the Forgotten Counters
By Michael Lee Merritt

The Soviet submariner has few scenarios to enjoy in SUBMARINE. So few, indeed, that I've yet to find one. With four articles of scenarios in THE GENERAL, it seems odd to this old salt that Mother Russia has been so often overlooked. But, perhaps it is with good reason; there is little known in the West about the Russian submarine arm and its actions during the Second World War are shrouded in mystery and confusion.

The First World War left two classes of submarine to the Red government. The Bars class boats would soon number five, and would sit out the coming war serving as battery-chargers. The American-G Holland class was an American-built Holland type that would see five boats serving in the war also—although only two would survive. These simple boats, along with the British L55, would be the starting point for the Soviet submarine fleet in the Second World War. (On 4 June 1919, the L55 had been sunk in the Gulf of Finland by a Bolshevik destroyer. Salvaged by the Soviets in 1928, she was recommissioned by them in 1931. The boat was employed in various experiments and served as a battery-charger during the war.)

In 1925, at the direction of the Kremlin, planning began for a new fleet. Fears of the Japanese led to projections for a large and deadly submarine arm. All the boats were to be of Soviet design, based on previously-built submarines by various Western manufacturers. The first such was inspired by the Bars class boats. The Soviet answer, the Dekabrists class, was given more torpedo tubes and made more streamlined and maneuverable underwater. The first boats of the class were launched in 1927. Six were built, but one was lost during naval exercises in a pre-war accident. (The remaining five served in the Baltic; four were sunk within months of the invasion.)

The comparison of the recently raised L55 and the Dekabrist boats led to the construction of the Leninets class. These boats had six torpedo tubes, partial double hulls, and twin minelaying tubes with storage for 14 mines. Eventually, 24 of these were to be commissioned. (Stationed in the Far East, Baltic and Black Seas, only six were lost during the war.)

Meanwhile, the Red Navy had decided that, with the extensive coastline of Soviet Russia and the expense in building ocean-going submarines, coastal defense boats should be given priority. Two classes were laid down. The smallest was those of the Malutka class. This class was mass produced in four to seven prefabricated sections which were then transported by rail to Leningrad, Vladivostok or Nikolayev for assembly and fitting out. These boats were used extensively in the Black and Baltic Seas, and were quite effective. (Of 99 built, 34 were lost to hostile action.)

The second class of coastal defense boat was the Shchuka class. The 84 boats of this class functioned quite well and were popular among the Soviet submariners. Two of the largest “kills” by the Soviets are credited to boats of this class—U144 by Shch 307 and the tanker Peles by Shch 211. (Some 32 boats of this class were sunk by the enemy.)

Turning back to developments in the deep-water submarines, the Soviet program continued with the Pravda class. Three boats were built, but they were structurally weak and had inefficient machinery; further commissionings were suspended. (All three completed boats were lost by mid-1942.) Production turned to the Katyusha class; thirteen were commissioned from 1940 to 1942. These were well-designed and sturdy craft, and quite successful. Employed in the Arctic primarily, Katsuasha-class boats also took station in the North Sea and along the Norwegian coast. (Five were sunk by the Germans.) Finally, the last of the Russian-built boats were those of the Stalinets class. These medium boats were commissioned between 1936 and 1948—and are considered by many the best medium boats of the war. (Of the 43 built, 13 were lost during the war.)

Adding to the Soviet submarine fleet, in 1940, the Estonian boats Kalev and Lembitt and the Latvian Ronis and Spidola were captured and incorporated into the Soviet navy. (Three of these boats would not survive the war.)

With this brief review of the boats available, it is time to survey the Soviet theory of their use. The Soviet submarine commander was given a congressed area to patrol and was under strict orders not to leave that area unless authorized to do so by the highest naval command. So, if ten unescorted battleships went by on the horizon, the Soviet submarine could do nothing. In the first years of Soviet involvement, all boats were considered limited to defensive roles. Not being a defensive weapon, the boats experienced little success and high losses. With the halt of the German advance, the Soviet submarine arm finally came into its own.

On 21 June 1941, the Soviets had 211 submarines in commission: 76 in the Baltic, 45 in the Arctic, 68 in the Black Sea and 22 in the Far East. It was the biggest submarine fleet in the world, but the men that manned the boats were simply not of a class with the other major combatants.

The Baltic Sea fleet had a few Katyusha, all three Pravda, some Stalinets, Shchuka, Malutka, Leninets and Dekabrist boats. In addition, the Kalev and the Lembitt had been commissioned. About 50 boats were fitting out or were obsolete (the L55 and the Bars class boats), leaving only 35 operational submarines on the outbreak of war. These were based in the 1st Flotilla at Libau and the 2nd Flotilla at Hanko, with Riga, Reval, Kronstadt and Leningrad able to handle some few boats if necessary. The German advance was so rapid that, as soon as the 1st Flotilla had been evacuated to Riga, it was forced to pack for Reval. With the entry of Finland into the war, the 2nd Flotilla was forced to withdraw from Hanko. By August 1942, all able submarines had withdrawn to Leningrad and Kronstadt—now under siege.

The shallow waters of the Baltic are a killing ground for submarines. The Germans were laying mines as fast as they could, and the loss of Soviet submarines was terrific. German dominance of the air cost still more boats. The Soviet submariners, in return, had few successes. The first major German loss was the U144, sunk by the Shch 367. After the withdrawal to the besieged fortress, very few boats went out on patrol. During the fall of 1941, several of the larger boats were used to ferry supplies to Kronstadt and the isolated Baltic islands; three were consequently lost. By the beginning of winter, 27 Russian subs had been lost for the sinking of one German U-boat and four German cargo ships. The Soviet winter halted all further operations.

In 1942, the extensive minefields and complete control of the air the Germans enjoyed allowed the Soviet boats only sporadic forays close to their isolated bases, with little chance of success. The boats rarely gained the sea throughout 1943 and early 1944. Several boats moved to operate along the Finnish coast after Finland’s armistice. These boats met weakly escorted shipping, but achieved only modest results. It wasn’t until 1945 that the Soviet submariners got their chance for glory. In 1945, the Red Army liberated the besieged bases, giving the submarines free rein. Soviet submarine
doctrine had altered, allowing the commanders to roam in search for targets. The slow and overloaded German shipping evacuating troops and refugees from the eastern holdings gave the Soviet commanders excellent targets.

The Black Sea force included all the Americans, Golland boats, and some of the Leninets, Malvyutka, Shchuka and Stallins class. Nikolaeyev and Sevastopol were the main submarine bases. The entrance to Sevastopol was mined on the first day of the war, but four boats did manage to slip out. These took up stations off the Bosphorous, and outside the major Rumanian and Bulgarian ports. Shch 4-4 did sink the unwar tanker Peles. The Germans were considerably weaker in the Black Sea region than in the Baltic, but Soviet results were still moderately disappointing due to the truly bad tactics. The base at Nikolaev fell, and Sevastopol was besieged. The boats were now pulled back to Batum and Poti, neither of which had adequate facilities for submarine operations. In 1942, several of the boats were lost in a vain attempt to maintain supply to Sevastopol. Due to heavy losses, the coastal boats were confined to the northwest area of the Black Sea, and the larger boats operated off Crimea and in the waters of Rumania.

The year 1943 was the year of offense, almost. S 33 sank the Rumanian transport Suceava. By this point the magnetic fuse for torpedoes had been adopted, but success with it was limited. By 1944, the submarine offensive in the Black Sea was intense. With the help of recon aircraft from Odessa and Shadow, the boats sank seven targets. Losses were still higher than sinkings—as was true of all Soviet naval operations. With the occupation of the Bulgarian and Rumanian coastlines, naval activity in the Black Sea came to an end.

The Arctic Ocean fleet was given the Stallins and Katyausha class boats, since it was assumed that here actual deep-water operations would dominate. These were based at Murmansk. Successes were proportionally higher in the Arctic theater than any other. From 1942, these boats actively stalked the coast of Norway, forcing the Germans to provide adequate escorts. S 101 sank a submarine, and S 104 sank an escort vessel. Given these victories, in 1944 the British loaned the Soviets Sunfish, Unbroken, Unison and Ursula. The Soviets renamed these Y-1 to Y-4 respectively. V-4 managed to sink a merchantman, but V-1 was accidentally sunk by British coastal defense aircraft in the North Sea. (The remaining boats were returned in 1949.) Offsetting these successes, losses were high in this region due to the advances in German ASW methods.

The Far East had some Malvyutka, Stallins and Leninets submarines stationed there. On 8 August 1945, the Soviets declared war on Imperial Japan but not a single submarine sinking was scored against the devastated Japanese merchant fleet before the conclusion of hostilities.

The Soviet Union had begun World War II with the largest submarine fleet in the world. For the loss of 110 submarines, 128 enemy ships were sunk (292,000 tons). During the war itself, only 65 new boats were completed to replace losses. The Soviet Union was the only major combatant to emerge from WWII with less submarines commissioned than it had begun the war with. Let us now see if you could have used the submarines any more effectively than did her commanders.

**Scenario S1**

**Two Subs**

I. **Introduction**

On 12 May 1942, German escorts caught and sank the Soviet K 23 in the Gulf of Finland. Nearly a year later, the retitled “killer group” found the K 39 on the surface on 21 March 1943. Following its dive, the German ships executed a near perfect pattern, claiming another Soviet submarine. This scenario utilizes the same pieces during different years to illustrate the developments in order by the German Kriegsmarine.

II. **Order of Battle**

1. **Russian Player** - K 23 (or K 39), Bd C, Dir. 6
2. **German Player** - Z 20, Class Z

III. **Starting Location**

1. K 23 (or K 39) - J 34, Bd C, Dir. 6
2. Z 20 - R 92, Bd E, Dir. 5

IV. **Victory Conditions**

The German player must sink the Soviet submarine in either scenario to win. Any other result is a Soviet victory.

V. **Game Length**

15 turns (for K 23), Day Scenario
10 turns (for K 39), Day Scenario

VI. **Special Rules**

The latest German values must be used for the surface ships.
No submarine, Russian or German, may dive below 26 feet. For the I1D Class boat, use the "VIB" Class data, and modify the information as follows: Reduce maximum speed to "4"; reduce Surface Damage to "1" and Sinking Damage to "2"; ignore all surface guns; reduce bow tubes to three and bow reloads to three; delete stern tubes and stern reloads.

Contest 112

Having digested the information on Page 29 of this issue, the intrepid reader now turns here for the last piece of the puzzle. As a final aid, well in keeping with the spirit of Sl-movle play, the following are the Allied commitment of patrollers and air units. Your problem is where the rest of the Allied fleet will appear?

In Indonesia:
RNZF
Marine AF
Maryland
Missouri
Vicennes
Chester

In Bay of Bengal:
10 AF

In Coral Sea:
Cairns
Canberra
North Pacific:
Minneapolis

In South Pacific:
Aleutians:
RAAF

In Marinas:
7 AF
Naval AF

In Marshalls:
5 AF

In US Mandate:
Wichita

CIRCUS MAXIMUS
2nd Edition

The rules of CIRCUS MAXIMUS, adjudged by the readership of The GENERAL one of Avalon Hill's best games (see the RBO of this issue), have recently undergone a beneficial reformation. Almost all games are circa 1963, complete, unused and in mint condition. A certificate of authenticity will be issued with each game. Mr. Roberts will autograph games if desired by successful bidders. Satisfaction will be guaranteed to successful bidders.}

OPEN HOUSE AT ORIGINS:
Warwick House, 1900 Warwick Road, Detroit, Michigan will be open from 4:00 P.M. to 6:00 P.M. on Saturday afternoon, August 19, 1983.}

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4 DISPATCHER
5 VERDICT
6 U BOAT (metal ships)
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8 D DAY
9 CHAMBERLINDSVILLE
10 NEUCHESSE
11 VERDICT II
12 AIR EMPIRE
13 LE MANS
14 CIVIL WAR
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35 WILLEYS JEEP
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Squad Leader Clinic

RUBBLE AND ROADBLOCKS

By Jon Mishcon

The same story. Retold time after time throughout World War II. The city is defended by a relatively small number of relatively immobile troops. The powerful mechanised attacker lunges forward to the city portal. Before attempting to capture the city itself, the attacker uses his powerful air and artillery to reduce the defender's "will to resist". Sometimes it works. More often the blast effects shatter any fixed position defenses but leaves the majority of defenders huddling in cellars, unscathed. The resulting destruction leaves massive piles of masonry, difficult to assault around, impassable to vehicles, easy to defend. In many ways, the attack is slowed rather than sped by the extensive destruction.

Rubble by its very nature is a form of roadblock. Roadblocks are whatever impedes road movement. Most often roadblocks are a couple of good heavy trees felled across the width of the road. Preferably right behind a curve, out of sight until the last moment. Rarely a roadblock will be a complex structure of steel girders and heavy timber posts. The time it takes to remove a man-made roadblock is directly related to the care taken in placing the block, its relative size and, as with all other obstacles, the active protection it is given. The huge roadblocks caused by rubble piles are usually removable only by specially-equipped troops.

Since rubble and roadblocks seem to go hand-in-hand, let's look at them both. First, how the SL system handles rubble:

31.1 Passengers may not ride an AFV reducing a wooden building to rubble.
58.1 KIAs by artillery, mines or demo charges reduce all levels of a building to single story rubble.
58.2 Stone rubble costs 2MF to enter and still yields +3 DRM on the IFT.
58.3 Rube is a Level 1 obstacle.
58.4 Wooden buildings rubbled by having a tracked AFV pass through permit, if the AFV isn't immobilized, other tracked vehicles to pass through the hex.
63.46 Any AA gun may fire from a rubble hex.
63.6 Mortars may be fired from rubble.
101.7 Bombs may create rubble as any other HE attack.
106.1 Rube may not be bypassed by infantry.
112.3 Rumble may not be bypassed by vehicles.
112.71 AFVs in bypass around a building that is subsequently rubbled must leave the hex in the AFV's next movement phase.
114.52 Units on skis may not enter rubble hexes.
123.41 Motorcycles may not enter rubble hexes.
125.41 Demolition attacks which do not result in rubble affect only the target hex.
126.2 Booby traps may be set in rubble, but if set in a building hex that is subsequently rubble, the booby traps are destroyed.
136.6 Units may not deliberately detonate a friendly booby trap unless they pass some form of morale check.
142.4 Units in rubble allow enemy units moving next to them (adjacent to a wall/hedge) to retain full wall/hedge benefits.
144.91 Passengers may not use mounted assault through rubble.
145.1 TEMs do apply to the IFT DR in any attempt to rubble buildings.
146.44 Cannister cannot rubble buildings.
149.11 Rumble, once cleared, can turn a wheatfield or brush hex into clear terrain.
155.3 Rubbling allows adjacent fire between upper level rowhouses.
164.21 Rumble is +1 on Equipment Possession Acquisition drm.
169.1 Rumble is treated as the building type from which it is made.
170.1 HE attacks on ground level building hex that achieve KIA rubble the whole building. KIA versus upper levels may or may not level the entire building but will turn that, and all levels above, to rubble.
170.2 Ground level rubble is a Level 1 obstacle.
170.3 Infantry movement into rubble costs 3 MFs. Vehicles may enter wooden rubble at 4 MPs (chancing a breakdown) but cannot enter stone rubble.
170.5 Rubble may fall from 2nd or 3rd to create new rubbled buildings or rubble hexes.
170.6 Rubble may be cleared by infantry and bulldozers.

Squad Leader rubble thus proves a real obstacle for advancing troops. A city board of mostly rubbled buildings would be almost impassable.

Roadblocks are treated as one uniform type in the SL system. A brief review of how the system treats roadblocks:
After Action Report—Dead of Winter

This note continues the series of commentaries in the Clinic pertaining to the scenario published in a previous GENERAL (Vol. 18, No. 5). 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, the reader can now compare his findings with our summation.


Russians: I recommend you enter tanks with infantry on hexes RO-R3.

Attacker’s Tactics: Initially use your tanks to move up infantry. On turn 2 all three tanks move out to engage the panzer as the infantry moves through the woods. With reasonable luck you’ll lose two tanks for the panzer’s destruction. The remaining T34 can then obstruct fire lanes into Y1, allowing the infantry to move over AA1 and exit. Try to avoid infantry duels with the Germans.

Defender’s Tactics: If the Soviet player sweeps across the board at you, fasten down the trigger and pray. Once in the trenches the Russian will cut you to pieces but may lose too many troops to win. If the Russian player is conservative, you’ll find out why the 37L was called the “door-knocker” by the German troops. You should be able to trade 2-for-1 in tanks but may have to move infantry out of the trenches to fire at the Soviet infantry. Keep the Demolition Charge for the last ditch defense of the ATG if necessary.

MEET THE 50...

Mr. John Anderson is 18, single and a student of the University of Arkansas majoring in computer science.

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 $4.00 plus the usual postage charges direct from Avalon Hill at 4517 Harford Rd., Baltimore, MD 21214. Maryland residents please add 5% state sales tax.
SUBMARINE is a challenge to play with the Optional or Advanced Rules for hidden submarine movement. Except in rare instances when sonar succeeds in tracking the movement of a submarine for several consecutive turns, the escort player is forced to rely on his powers of intuition and logic to parry the thrusts of his unseen opponent. Unfortunately, the game system does not confront the submarine player with a similar challenge. He can see everything on the surface—even when his submarine is forty fathoms under the waves!

Historically, a U-boat captain below periscope depth was blind. He had only his ears and his imagination to reconstruct events on the surface. The hydrophone could give him a general bearing to the convoy, which it detected as the summatied roar of a hundred propellers, but never the detailed information needed to aim torpedoes accurately. Individual ships could not be distinguished until they came close indeed, and then the captain might hear the characteristic syndrome of danger: the high pitched drone of a destroyer engine at speed, the turbulence around its swiftly moving hull, the nerve-wracking “ping” of the sonar on the U-boat hull and, penultimately, the splash of depth charges overhead. Counting on proximity, the submariner might loose a desperate torpedo on a hydrophone bearing, but its chance of hitting the destroyer would be slim. The final seconds were better spent diving deep or sitting still and silent, hoping the pursuer would lose the scent.

Of course, the captain could settle his doubts about the precise location of convoy and escorts by raising his periscope, but that carried the risk of detection by radar or lookouts. Cautious captains, the kind who survived, used their periscopes sparingly and relied on calculation and educated guesswork to plot the movement of surface ships and position their subs for attack or escape. Thus, use of the periscope was essential, but the situation required that it be used sparingly and efficiently.

For the spice of realism, try the following variant rules:

VARIANT RULES FOR THE BASIC/OPTIONAL GAME
The original rules apply except as amended or supplemented below.

A. The submarine player is not permitted to see the gameboard unless one of his submarines is on the surface or at a depth not greater than 25'.

B. Rule A applies even if escorts locate a submarine. A submarine counter is placed on the board and moved by the escort player according to the written moves of the submarine player, so long as contact is maintained; but, the submarine player may not see the board himself unless eligible.

C. Submarines at a depth of 25' are not automatically sighted in daylight, but may be detected by radar or visual search. Escort ships with radar may not use visual search, but may use radar. Escort ships without radar may use the "Basic Visual Search Table."
D. In all search or fire procedures, the range from one ship to another is counted as the distance between bow hexes (not closest hex occupied by part of a ship as in the original rules). Each ship counter occupies two 100 yard hexes, but a submarine is not 200 yards long!

E. If the submarine player is ineligible to see the gameboard, search procedure is as follows. As the escort player calls out the bow hex and type of search(es) being conducted by each searching vessel, the submarine player secretly and silently refers to a table of the range from the searching ship to the nearest unsighted submarine. The escort player rolls a die for each search and announces the result. (A convenient method is to roll a red and a white die, applying the red die to sonar search and the white die to visual search.) If there is a contact, the submarine player so informs the escort player and a submarine counter is placed on the board.

F. Italian escorts had poor sonar and indifferent lookouts. They must use the same adverse modifier to their sonar search rolls as the Japanese. In addition, there is a +1 modifier to their visual search rolls until a submarine sighting or a torpedo is detected.

G. Torpedoes appear on the mapboard at the end of their first turn of movement. If the submarine player cannot see the board . . .

1. The submarine player must inform the escort player of the location, course, depth and speed of the appearing torpedoes.
2. The torpedoes are moved by the escort player.
3. If a torpedo contacts a ship, the escort player rolls a die to determine whether the torpedo detonates. The sub player is informed of the contact only if the torpedo explodes, and even then he is not told the damage inflicted.

Indeed, the sub player does not find out the damage inflicted until the game is over; although, if he peeks through the periscope, he may see one of his targets missing or dead in the water. This is a nice balance since the escort player does not find out the damage inflicted until his submarine is at a depth of 25' or surfaces.

In the "Convoy Move" section of the log, the escort player need only record the first two turns by the convoy to specify the pattern of movement that will be followed prior to discovery of a submarine. The time between the start of the game and the first turn by the convoy to specify the pattern of movement for three turns in advance, submerge to 100' and fire an aimed torpedo by writing the following orders in the log:

FRILLS DEPARTMENT: A torpedo can be aimed while the sub is at 0' or 15' and fired later when the sub is below 25'. If the movement orders for both submarine and torpedo are written in advance. For instance, a submarine player with his boat at 25' could pre-record his movement for three turns in advance, submerge to 100' and fire an aimed torpedo by writing the following orders in the log:

ADVANTAGE: Attacking destroyers will not be able to assume that, because a torpedo appeared on turn 7, that the firing submarine was at 0' or 25' on turn 7.

DISADVANTAGE: Submarine player is hoping the target ship will hold course for three turns.

H. The original rules for convoy movement, Section 7.6, are unrealistic. Convoys can turn in unison every 30 seconds or . . . and there is no requirement for a convoy to maintain any particular average course prior to discovery of a submarine. A convoy does, after all, have to get from point A to point B. I can't imagine much time was spent milling about in the middle of the Atlantic in the absence of a submarine sighting, and such absurdly frequent turning makes aiming a torpedo at a convoy like shooting an arrow through a flock of birds—you don't improve your chance of hitting a bird by aiming at a particular bird. Therefore, until a submarine is located by search or a torpedo appears, the ships of a convoy, including warships:

1. may not move on a course differing from their original facing by more than 60° (i.e. one hexside);
2. may not turn more often than once in 10 turns (5 minutes);
3. Section 20.2.7 is still used to set the initial formation of a convoy, but the escort player may choose any initial direction prior to seeing the location of any submarine. The submarine player won't know the facing of the convoy until his submarine is at a depth of 25' or surfaces;
4. in the "Convoy Move" section of the log, the escort player need only record the first two turns by the convoy to specify the pattern of movement that will be followed prior to discovery of a submarine. The time between the start of the game and the first turn by the convoy cannot be longer than that between subsequent turns. (For example, 'R2' on Turn 5, 'L2' on Turn 15 is permissible but, 'R2' on Turn 10, 'L2' on Turn 15 is not.) The intent of this rule is to restrict convoys to a straight course or a simple (historical) zig-zag pattern;

5. in the first Movement Plotting Phase after a submarine or a torpedo is detected, the escort player must begin writing convoy moves 3 turns in advance as usual. Rule H.1 above is then cancelled, and H.2 is modified so that merchant convoys can turn once in 5 turns. Warships may change course once in 5 turns.

I. Recommended is the use of Optional Rule 59.0, Torpedo Reload Rate, for the sake of realism and play balance. Likewise, rule 60.0, Cargo too.

J. If a submarine at a depth of 0' or 25' fires a torpedo, the torpedo is considered "aimed". If a submarine at 50' or deeper fires a torpedo, the torpedo is unaimed. There is a +1 modifier to rolls on the Torpedo Detonation Table for that torpedo. Alternatively, this rule can be modified so that a deep-running torpedo is considered aimed only when it contacts the first merchant ship. If it fails to detonate (misses), it becomes "unaimed" for future contacts. A shallow-running torpedo is considered "aimed" only when it contacts the first escort vessel. Thereafter, it is unaimed. If using the color coded torpedo counters recommended above, use one color for aimed torps and another for unaimed.
VARIANT RULES FOR THE ADVANCED GAME

The original Advanced Game rules and all the above variant rules apply except as amended or supplemented below.

1. (cf. Section A above)

The submarine player is not permitted to see the gameboard unless one of his submarines:
a. is on the surface; or
b. has S-gear; or
c. is at a depth of 25' and + (scope up) is written in the Operation section of the log. The "scope up" order written in the Movement Notation Phase does not take effect unless the Submarine Movement Phase. The periscope may be lowered by writing + or by diving below 25'.

2. If a submarine at a depth of 25' with its periscope or snorkel up is rammed by a surface ship, the periscope or snorkel is permanently lost.

3. Submarines at 25' are subject to radar or visual search only if the periscope or snorkel is up.

4. (cf. Section C above)

Substitute the "Advanced Visual Search Table" above for the Basic Table. Note the range modifier echogenic object than a sub end-on because it subtends a larger arc. Submarine captains tried to present their bow or stern to searching escorts to preferred to approach suspected submarines on perpendicular courses similar to an "Anvil" attack.

5. If the bow hex of an escort vessel conducting a sonar sweep lies in a broadside quadrant of the closest submarine, as defined by Sections 17.6 and 17.7 of the original rules, there is a +2 modifier to the sonar search range.

The reason? A submarine broadside-on is a more echogenic object than a sub end-on because it subtends a larger arc. Submarine captains tried to present their bow or stern to searching escorts to escape detection. To counter this tactic, destroyers preferred to approach suspected submarines on perpendicular courses similar to an "Anvil" attack of MIDWAY.

6. Escorts are allowed 360° sweep as well as home. Why should sweeps be limited to 120°? Nevertheless, if players prefer the 120° sweep rule, it can be used-provided the escort player tells the submarine player not only the bow hex of each searching escort but the facing as well.

7. (cf. Section G above)

The original Advanced Game Rule 40.6, Torpedo Hidden Movement, applies. Moreover, a hidden torpedo cannot detonate against a ship while the submarine captain is away from the board unless it is in a hex or enters a hex known to contain part of a surface ship. This can occur, for instance, when the target ship is dead-in-the-water or when the torpedo enters a hex called out in the preceding Search Phase. If a deep-broadside torpedo passes within one hex of a searching escort or a shallow torpedo within two, the torpedo must be placed on the board.

8. (cf. Section H above)

Convoys may not turn more often than once in 5 turns unless a submarine or torpedo is detected. Afterwards, the limit is 3 turns.

9. The original Rule 35.0, Launching Torpedoes, may be used, instead of Section J above. Many prefer Section J; but if you use Rule 35.0 instead, modify 35.2.2 as follows:

Novice crew:
1 ship

Experienced crew:
2 ships

Professional crew:
3 ships

The original rule was too generous by historical standards and was unbalanced in favor of the submarine.

10. Torpedoes were ornerv varmints and nobody's torpedo worked perfectly all the time. The submarine player must roll on the Torpedo Malfunction Table for each torpedo fired during the Torpedo Launch Phase.

11. In Section 9.7 of the original rules, delete "the dive is successful ... penalty" and substitute "the initial dive is successful. Thereafter, in the Submarine Movement Phase of each turn in which the submarine is below the maximum safe depth (including the turn of the initial dive), the submarine sustains a number of hit points equal to the roll of one die up to a maximum of four hit points per turn. If a '5' or '6' is rolled, there is no additional damage that turn and no further damage until the submarine dives deeper. There is a -1 modifier to the die roll if the depth of the submarine exceeds the maximum safe depth by 25%. Although the greatest danger of structural collapse did occur when a submarine first dived below maximum safe depth, some structural damage would continue to accrue due to the steady pressure."

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TORPEDO MALFUNCTION TABLE

<table>
<thead>
<tr>
<th>Weather Torpedo depth</th>
<th>Clear All</th>
<th>Rough Deep</th>
<th>Rough Shallow</th>
<th>Storm Gale All</th>
<th>Effect</th>
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<tbody>
<tr>
<td>No effect</td>
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<td>11-12</td>
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</tbody>
</table>

**Die Rolls**

- **PREMATURE**: The torpedo explodes at the end of its first turn move. Sub player must inform escort player of location of the explosion.
- **SINKS**: Torpedo sinks immediately after being fired.
- **STUCK**: Torpedo sticks in the tube, permanently jamming its tube.
- **OFF-RIGHT**: At the end of its first turn move, torpedo makes 30° turn to the right.
- **OFF LEFT**: At the end of first turn move, torpedo makes a 180° turn. Watch out!

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CONVENTION CALENDAR

The General will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to Avalon Hill gamers such as tournaments or events utilizing AH games is solicited and will be printed if made available.

**APRIL 29-30, MAY 1**
**TRI-STATE CON '83, Cincinnati, Ohio**
Contact: Cincinnati Adventure Gamers, 11020 Reading Road, Suite 175, Sharonville, OH 45241. (513) 984-8011.

**APRIL 29-30, MAY 1**
**NIAGARA GAMEFEST & COMPUTER SHOW, St. Catharines, Ontario**

**MAY 20-21-22**
**CHICAGO WAR GAMING, Chicago, Illinois**
Contact: Gregory Principato, Treasurer, Chicago War Gaming, Inc., P.O. Box 217, Tinley Park, IL 60477.

**MAY 29**
**M.I.G.S. GAMEFEST IV, Cambridge, Ontario**
Contact: Les Scanlon, President M.I.G.S., 473 Upper Wentworth Street, Hamilton, Ontario, CANADA L9A 4T5.

**JUNE 4-6-7**
**DALLCON '83, Dallas, Texas**
Contact: Dallcon '83, P.O. Box 354125, Dallas, TX 75230.

**JUNE 10-11-12**
**MICROCON III, River Forest, Illinois**
Contact: T.J. Invinjack, Convention Director, Forest Gamers Club, River Forest Community Center, 414 Jackson, River Forest, IL 60305.

**JUNE 17-18-19**
**GENGHIS CON V, Denver, Colorado**
Contact: Denver Gamers Association, P.O. Box 2945, Littleton, CO 80161. (303) 798-1404.

**JUNE 24-25-26**
**POLYCON, San Luis Obispo, California**
Contact: Della Smith, Registration Secretary, P.O. Box 787, Troy, MI 48099. (313) 631-8832.

**JUNE 24-25-26**
**SEAGA '83, Norcross, Georgia**
Contact: W.M. Soumin, Director, P.O. Box 930031, Norcross, GA 30093.

**JULY 2-3-4**
**TEXCON 1983, Austin, Texas**
Contact: Martha Ladyman, 8028 Gessner Drive, Austin, TX 78737.

**JULY 14-15-16-17**
**ORIGINS '83, Detroit, Michigan**
Contact: Metro Detroit Gamers, 8039 Fenn Drive, Troy, MI 48099.

**JULY 29-30-31**
**PEERCON III, San Diego, California**
Contact: Larry Peery, The Institute for Diplomatic Studies, P.O. Box 8416, San Diego, CA 92102. (714) 238-0893.

**NOTE**: An exclusively DIPLOMACY event.
UP FRONT
Do You Like Card Games?
Do You Like SQUAD LEADER?
Do You Like Games Packed With Decision Points & Gamesmanship?
Do You Want to Fly to ORIGINS '84 in Dallas, TX as Our Guest?

If you answered yes to any of these questions, then you'll want to be at ORIGINS 83 when we unveil UP FRONT, our newest entry in the SQUAD LEADER series. UP FRONT takes SQUAD LEADER a step further in both detail and playability. Each man is represented by a card which contains his ratings for morale, firepower at six different ranges, close combat ability, and survivability. Each player commands a single squad of Russian, German, or American troops which maneuver over a variety of terrain beautifully depicted on actual playing cards in an attempt to fulfill victory conditions for any of a variety of scenarios. AFV's, snipers, minefields, AT Guns, mortars, wire, smoke and much more come into play—in fact just about everything you'll find in SQUAD LEADER and its gamettes you'll find depicted in UP FRONT in a more playable format. Nationality differences and command control are intrinsically handled by the varying hand capacities of each player. You'll be amazed at how much detail has been portrayed in a game which is so simple to play, yet impossible to master. UP FRONT will be 1983's most innovative release. You simply must play it to believe it, and as only the basic game scenarios will be used in the tournament you can be primed for competition by Saturday evening when the first patrols set out in earnest. Buy it Friday, learn it that evening, and by Saturday you can command your first patrol in pursuit of that free trip to ORIGINS '84.

*First Prize: ORIGINS PLAQUE and Round-Trip airfare between any point in Continental U.S. and Dallas, TX for ORIGINS '84. Second Prize: $50 Merchandise Credit Third Prize: $25 Merchandise Credit Fourth Prize: Two Year subscription to the GENERAL

NOT AVAILABLE FOR PURCHASE PRIOR TO JULY 15, 1983.

Don’t miss these other great Avalon Hill ORIGINS ’83 releases:

B-17: QUEEN OF THE SKIES . . . POWERS & PERILS . . . BULL RUN . . . PANZERKRIEG . . . PRO TENNIS . . . TACTICS

Make plans to register for the following tournaments at ORIGINS ’83 by sending a SASE for a Pre-Registration form to: Metro Detroit Gamers, P. O. Box 787, Troy, MI 48099.
Mystic Wood

The Mystic Wood is a fantasy for 2 to 4 players, set in an everchanging forest that lies somewhere between Earth and Heaven.

Each player chooses as his champion a Knight who sets forth from the Earthly Gate to fulfill a certain Quest. Moving by turns along available paths, the players explore the map. Whenever a Knight discovers a glade, he draws a role card from the small pack. He may find a spell, which will affect all the players, or he may find a denizen: that is, a person or creature who is present in the glade.

On being encountered by a Knight, a denizen may act in one of several ways, depending on its nature and sometimes the throw of a die. For example, the denizen might flee, fight, give a gift, or join the Knight as a companion. Through such encounters, the Knight acquires strength, prowess, and useful things to help him fulfill his Quest.

Players may work against one another or cooperate in many ways. Two Knights occupying the same area may joust with one another or join against a common enemy.

The game is largely inspired by two romantic epics of the 16th century: Ariosto's Orlando Furioso (Mad Roland) and Spenser's The Faerie Queen. The first is set in an imaginary Europe of Charlemagne, the second in the realm of Queen Gloriana, and both poems concern the adventures of various Knights in search of love and glory.

The heroes and heroines wander through a sketchily defined landscape punctuated by occasional palaces and cities and peopled with a host of minor characters: wizards, crones, clerics, distressed maidens, robbers, royals, rustics, and fierce "paynims" slightly resembling Saracens. The always interesting encounters of the Knights with these characters and with one another form a succession of episodes which can be re-created in the game.

Mystic Wood is available for $11.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas orders). Maryland residents please add 5% state sales tax.
Letters to the Editor

Dear Mr. Martin:

Volume 19, No. 4 is the worst issue of THE GENERAL I have received in years. Of twelve articles, only four dealt with wargames. I can understand the thinking behind CIVILIZATION, but the piece on OAH-WAR-REE is a tad misplaced. After all, THE GENERAL is primarily a wargamer's magazine.

This is not to say that Vol. 19, No. 4 was entirely without merit. There were a few interesting columns, and one or two good articles. The "explaining away" of the poor ratings for CIVILIZATION was one such column. I agree that wargamers (click-headed fellows, those) didn't approve of the elegantly simple combat system. Nor did they appreciate the mystery of the 1914 mapboard or components—an inability to say the least. You know, I think most of us find it rather difficult enough to be competent at a single wargame. Perhaps, you're asking too much of us.

Mark Gellard
Melrose, Michigan

You're right—perhaps I am. Some few of the readership do seem to have a rather narrow definition of what constitutes a "wargame". To me, it is any game of strategy which one must arm oneself with the mind. Therefore, GLADIATOR is as much a legitimate subject for the pages of this periodical as SQUAD LEADER, CIVILIZATION as relevant as THIRD REICH, WIZARDS as intriguing as TRIREME. I am asking too much. Or... perhaps you're asking too little.

Dear Sirs:

I congratulate you on producing a very
teresting edition of THE GENERAL in Vol. 19, No. 4. The artwork, the range of topics covered and the quality of the articles was superb. Moreover, there are two qualities that interested me. I hope will continue in future issues. First, the issue has good "THOMAS HELLER" article. Second, this article deals with CIVILIZATION, and five of the following articles dealt with games of the ancient past. In effect, you have a game of the Napoleonic family. In addition, a different sampling population existed at the time the survey was instituted than does now. Therefore, it makes perfect sense that the ratings at the games at once by some group of people.

However, I feel there is room for more guidance and direction as to how to rate these games than you provided. A number do spring to mind. Firstly, to rate these games, they must be compared on a scale of high to low. Secondly, I would argue that the A&A editors should not be exclusively Avalon Hill—or is the products of the other publishers? The foundation of the game, I personally, rated them by the various elements listed in the game. The index, if I had rated the games against the other A&A releases. This indicates the general quality of your line.

Secondly, when I started in the gaming hobby in 1968, I was fascinated by the theme. I felt that games such as that and TACTICS II were an innovation and deserved high accolades. Now, in 1983, I am able to see the game, the first time, were just as good as the best of recent games. If I am to rate them on an absolute basis, their scores have to be worse than if they are rated on a relative basis.

Thirdly, I find it difficult to rate components of games. Games such as the various "THIRD REICH" titles, I am not sure if they rate or not, a new one is certainly needed. There is no way a game rated at the beginning of the survey can be compared to the most recent releases. And, a different sampling population existed at the time the survey was instituted than does now. Therefore, it makes perfect sense that the ratings at the games at once by some group of people.

Finally, I feel there is room for more guidance and direction as to how to rate these games than you provided. A number do spring to mind. Firstly, to rate these games, they must be compared on a scale of high to low. Secondly, I would argue that the A&A editors should not be exclusively Avalon Hill—or is the products of the other publishers? The foundation of the game, I personally, rated them by the various elements listed in the game. The index, if I had rated the games against the other A&A releases. This indicates the general quality of your line.

To the Editor:

I would like to make a few comments about your recent RBC chart in THE GENERAL. I agree that if there is to be a ratio chart, it's a chart that will be read by all of our readers. To that end, I would like to propose a new concept for the rating of board games, especially those that are released at ORIGINS.

I feel that the current system of rating board games is not adequate. The current system is based on a scale of 1 to 10, with 10 being the highest rating. However, this system is not adequate for all types of board games. Some games require a different scale, while others require a different approach.

I propose a new system of rating board games that is based on a scale of 1 to 10, with 10 being the highest rating. The new system would be as follows:

1. The game is rated on a scale of 1 to 10, with 10 being the highest rating.
2. The game is rated based on the following criteria:
   a. The game's mechanics
   b. The game's theme
   c. The game's presentation
   d. The game's playability
3. The game is rated based on the following factors:
   a. The game's mechanics
   b. The game's theme
   c. The game's presentation
   d. The game's playability
4. The game is rated based on the following factors:
   a. The game's mechanics
   b. The game's theme
   c. The game's presentation
   d. The game's playability

I believe this new system would be more effective in rating board games, and it would allow for a more nuanced approach to rating games.

Thank you for considering my proposal.

Sincerely,

[Signature]

Dear Mr. Martin:

Your revision of the RBC chart in THE GENERAL was long overdue! The proposed format represents a real improvement over the old one, but there are still two categories I did not understand. I feel the following is the chart—or at least included in the initial ratings box—namely, Suitability for PBM and Suitability for Solitaire.

Don Elain pointed out very clearly in his letter in Vol. 19, No. 4 that he gets us well to see the point that we are rating by which we may be able to say that a game is suitable for play in the future. No one can doubt that Don Elain's letter, no doubt, will help many of us to rate our games properly.

There are, however, ways to fully use the rating system. For example, you can work out a PBM move, or write a DIP letter, or muse over an exciting—yes, exciting!—solitaire game of 50 moves, or some other that lends itself to this sort of mental exercise.

For myself, and I think for many others as well, the rating of a game is one that can take an hour to complete, pretty much limited to PBM and/or solitaire. No lectures, please, on how the components of a game are rated, or the competition between players, each bringing a unique perspective to the problems of the game at hand. Yes, I get that from PBM, but I think I get the feeling from solitaire as well. I can see some other that lends itself to this sort of mental exercise.

For myself, and I think for many others as well, the rating of a game is one that can take an hour to complete, pretty much limited to PBM and/or solitaire. No lectures, please, on how the components of a game are rated, or the competition between players, each bringing a unique perspective to the problems of the game at hand. Yes, I get that from PBM, but I think I get the feeling from solitaire as well. I can see some other that lends itself to this sort of mental exercise.

Thank you for considering my proposal.

Sincerely,

[Signature]

Dear Sirs:

We represent the Youth's Centre of Games and Hobby, which is one of the closest federations of clubs converging people interested in various types of games—particularly strategy games. Our club was founded in 1939 in connection with the Polish Army Officers' Club (WWII operations), campaigns and battles of Polish soldiers and Poles (fighters for freedom) in all places.

To enlarge activities of these clubs, we intend to introduce a new form of playing the strategy games with players closer to the historical background of the games they play so eagerly. Namely, we want to organize meetings with natives of the regions and in the places of their original setting with people who took part in those battles, with historians and military specialists, and with people interested in participating.

At the first such, we propose a meeting "Polish Campaign 1939". It will be held 01.09.83 and last until 12.09.83. Forty-five (45) Polish participants and their guests will take part and their activities will be part of the program.

We would like to invite the six foreign persons through the mediation of your magazine. For the following season we will provide full accommodations during their stay in Poland.

The first game of the meeting will be played at 01.09.83—the 40th anniversary of the outbreak of WWII in Poland, the war exactly began. Then, on 06.09.83 in the area of the River Bzura where was the first tank battle fought, the Polish Campaign of 1939 was fought, the participants of the meeting will play two games. The third one, the 08.09.83, will take place in connection with the area of the river Westerplatte. The forth one, the 10.09.83, will be played in Warsaw on 12.09.83. Moreover, we will organize excursions to battlefields, war museums, palace, obscure places, etc. The discussions, debates, lectures, etc., on the 1939 Polish War will be held.

Please let me know if you are interested in our proposal and if you like to have our proposal in your magazine (including representatives of your magazine) to take part in our meeting. If so, please have your representatives contact me and we will further detailed information and then invitations.

Tad. Urbanowicz
Warsaw, Poland

I have responded to Mr. Urbanowicz requesting more information. The above letter represents the scope, and hope, of our hobby. For those interested in our proposal, please contact me directly and ask for the more complete and rapid information, I urge you to write to Mr. Urbanowicz directly at the following address:

Tad. Urbanowicz, Manager of the Centre OROTEKA
Młocinie Centrum Gier | Różany ZSPM
90-372 Warszawa, Al. Jerzykolejska 2
THIRD REICH
14.23 In an attack where the attacker is attacking two or more adjacent hexes, can all attached hexes be treated as breakthrough hexes as long as 15.3 is adhered to?
A. Yes; however this cannot be stretched to include an attack on an occupied hex and an undefended hex (14.4).

14.4 May more than one required attacking armor unit be moved into the non-contested hex to form the Breakthrough hex?
A. Yes.

16.75 & 29.61 These rules seem contradictory. Does the US require Sea Escort to give BRPs to Britain?
A. No. Insert “other” between “any” and “ally” in 16.75. Note; in the rare game in which France is conquered when the US enters, rule 15.71 would apply to BRPs to Britain and France combined. Rules 16.74 and 16.75 would apply equally to France. French fleets could be additional Murmansk escort fleets (16.8).

18.31 In order for units “of a defending major power’s active minor ally or of a minor in which the defending major power has intervened” to be taken as attrition losses to satisfy the major’s losses and vice versa, isn’t it necessary that at least one ground unit of the country taking such losses be in contact with an enemy ground unit on the attributed front?
A. Yes.

TROOP MOVEMENT
14.23 Does the island of Saar (F39) become friendly to the present controller of the Baltic States?
A. Yes, to whomever first controls the Baltic States. Thereafter, normal hex control rules apply (7.1).

25.21 If Russia has troops in Bessarabia but not in Romania at the end of its turn, can Germany garrison Bessarabia?
A. Yes.

26.92 Does “combined Axis strength” include naval factors?
A. No.

26.91 If Russia surrenders, which side assumes control of partisan occupied objective hexes which were previously controlled by the Axis?
A. Axis.

27.26 & 37.3 Can units in excess of Egyptian port restrictions be supplied by fleet from England around the Cape, as in SR to Suez?
A. No.

28.12 Could Britain initially place airbase counters in France if Britain never had any other units in France?
A. Yes, but only with French concurrence.

28.24 Are air units in flight, unable to return to their base of departure placed to a new base within 4 or 8 hexes from the old base or the target hex?
A. Eight hexes from the old base.

28.452 When mixed nationality air forces are involved in air combat, how are losses distributed between nationalities of the same side?
A. Use the 29.572 naval method.

28.47 If the Counterair attack fails, does the attacker attempt the other air units that were to attack the naval forces count as a mission, even though these air units cannot now attack?
A. Yes.

28.43 Can the attacker elect to destroy one factor each from two fleets rather than two factors from one fleet?
A. Yes.

28.513 May you allot more air forces than could legally be counted in the combat odds, in anticipation of intercepting aircraft reducing your DAS strength?
A. No.

29.21 & 29.573 Are fleets which, in an attempt to change base during the Movement Phase, are intercepted and defeated forced to return to their original base? Can they perform any other functions during that game turn?
A. Yes (this is an exception to the last sentence of 29.33); they can do anything a fleet can normally do except change base during the Movement Phase.

29.25 & 29.42 Are additional US fleets assigned to protect a Murmansk convoy counted against the overall 15 BRPs or the Internal Deployment limit of 6?
A. Both. If the fleet has not yet been initially deployed, otherwise only as the SRR limit.

29.26 & 29.58 If a naval unit is displaced from its base and then intercepted and defeated so that it has to return to its original base, what happens?
A. It must change its base, but it may land on the next available friendly port on that front—racing its path from the point of interception. It is again subject to interception by another, as yet uncommitted, enemy fleet/air. If no other friendly port is available on the front, the defeated fleet is eliminated.

29.413 If the coastal fortress is also a port with a 9 factor fleet may the attack still be made using shore bombardment?
A. Yes; defending fleets do not prevent shore bombardment.

29.42 & 29.573 Are units being Sea Transported returned to the point of embarkation or the fleet’s base (assuming the two are different) if the mission is intercepted and defeated?
A. The fleet’s base.

29.42 & 29.573 May units being Sea Transported which are intercepted, defeated, and returned to port still able to move and/or perform combat?
A. Yes; even though the Sea Transport mission has been aborted it still counts as a mission and therefore its units still have the same capabilities even though they disembarked at a different port.

29.432 If an airborne drop drives a fleet out, thus permitting an invasion, on an otherwise undefended beach, may a bridgehead counter still be placed?
A. No—this invasion hex would be controlled by the attacker prior to the actual invasion.

29.54 Can different fleets in the same hex, but different ports, intercept different enemy missions?
A. Yes. Note that fleets in a hex with more than one port must declare which port they are in as soon as they enter it. Also note that fleets in separate ports within the same hex attempting to intercept the same mission must roll twice for interception—one for each port.

29.57 If a naval and air interception of a naval mission occurs in the same hex, which attack is resolved first?
A. The interception’s choice.

29.57 Have air/naval interceptors, whose intended target was destroyed or forced to abort due to previous interception attacks, performed a mission?
A. Yes.

29.57 May fleets which fail their Interception die roll be intercepted by a eligible enemy air or naval unit?
A. No.

31.1. Can an air base unit take off from a city hex instead of an airbase counter?
A. Yes.

32.12 Could Italian partisans be created if Italy was conquered rather than having surrendered?
A. Yes.

32.32 If all units involved in a Crossing Arrow attack are partisan, then would a partisan on defender’s side of Crossing Arrow uninter the defender?
A. Yes.

33.41 #7 Are Axis fleets in Kiel considered as being in the Eastern Front for the purpose of determining a combat factor advantage on the Eastern Front?
A. No.

33.42 #8 May the German player activate Turkey with variant #7 if Germany lacks a full 35 BRPs for a DoW?
A. No—Germany cannot use Turkey’s 30 BRPs to pay for the Turkish DoW. See Sequence of Play—H.I.D. 2 & 3.

33.5 What happens on a modified dice roll of 1?
A. A. Trip it to 2.

36.23 Other than during transfer (when being lent or reclaimed), are SRing lent Italian forces counted against German, or Italian, or either’s SR limits?
A. German.

37.3 & 42.1 Do allied units based in Malta count against Egyptian supply limitations?
A. Yes.

37.41 May lent Italian forces be placed in the Murmansk box?
A. No.

READER BUYER’S GUIDE
The editors had hoped to report the results of the re-rating of the RBG (Vol. 18, No. 4) in this issue. However, at the time that this is being written, survey sheets continue to flow into our offices at the rate of a dozen a day. Too, with over 500 thus far, assimilation of the numbers simply has yet to be completed. The response to the re-rating of the RBG has been, to put it in proper perspective, overwhelming. Even a cursory review of the responses, though, brings not a few items of interest to the eye. These will be reported in detail when the final computations arrive.

As many may be remembered from AH Philosophy 94, to make the RBG a truly effective comparative tool, a minimum of fifty response to each title was imposed for its inclusion in the continuing chart. Only a few titles have yet to attain this requirement. The list of these is certainly significant in determining reader/buyer preferences—both in terms of future development and in terms of content of this periodical. Those titles which have not yet attained the minimum fifty response include: FURY IN THE WEST, LITTLE ROUND TOP, THE LONGEST DAY, and TRIREME. For those which have garnered the most responses, one need not look far—simply glance over the top twenty listed in the column “So That’s What You’ve Been Playing . . .”

The readership will note that the insert of this issue contains the rating chart for the Adventure Game category. It is urged that all familiar with these games respond. Hopefully, this chart too will come to reflect the readership’s collective taste and serve as a guide for those of us on the “Hill”.

COMING UP NEXT TIME
JUNE 24, 25, 26
Glassboro State College, Glassboro, NJ
The two East Coast major gaming organizations responsible for sponsorship of five of the six ORIGINS conventions held on the East Coast to date, as well as GEN CON EAST 81 and numerous PENN CON have combined forces to sponsor this year’s big East Coast regional gaming convention. Participation by TSR, AH, and GDW as well as many other leading companies in the Adventure Game Industry should once again ensure a fine weekend of gaming for one and all with a full slate of gaming activities planned. On campus lodging and food services are available. For a Pre-Registration form and more information send a SASE to: EASTCON, P.O. Box 139, Middletown, NJ 07748.
The overwhelming response to the re-rating of the RBG brought, in its wake, a large sampling for our evaluation of Vol. 19, No. 4. Our curious mix of articles and artwork piqued the fancy (or ire) of many readers, bringing these editors a great deal of controversy—and the best overall rating (3.08) since Vol. 16, No. 5. The ratings for the individual articles, based on random selection of 200 responses:

**RUSSIAN CAMPAIGN** .......................... 206
**LET'S GET CIVILIZED** .................. 203
**SQUAD LEADER CLINIC** .............. 193
**RAMSES II** .......................... 118
**OH-WAH-REE** .......................... 102
**PELOPONNESIAN WAR** .............. 93
**WARS OF MARRON** ................ 57
**COLOSSEUM CAMPAIGN** ........ 48
**THE COMPLETE DIPLOMAT** .... 35
**AH PHILOSOPHY** .................. 33
**EXPANDING TRADE** .............. 30
**DESIGN ANALYSIS** .......... 17
**CIRCUS MAXIMUS II** ........... 8

It is said that “a rolling stone gathers no moss.” Neither do, it seems, old friends and talented designers. Alan Moon has rolled on to Parker Brothers. This means, of course, that release of **RENAISSANCE** will be delayed until a final draft of the rules can be completed; it will not be released at ORIGINS ’83. Nevertheless, we wish Alan well in all things.

The results of the 1st Atlanta **SQUAD LEADER** Open, first in what may become an annual institution for the hundreds of expert players, are finalized. The names of the top five place finishers are easily recognizable to aficionados of the game: 1st place—Robert Munsell, 2nd—Richard Kindel, 3rd—Bill Thomson, 4th—Tom Deane, 5th—Allen Womack. To them we offer our congratulations. Already they, and many others, are awaiting the 2nd Atlanta SL Open, or are planning a similar event for their region. Could it be that there will soon be a “tour” for those skilled players of the most popular tactical game ever devised, culminating in a “Masters”?

**Mike’s Mag**, an amateur publication devoted to long-running pbm versions of popular AH games. A recent issue listed openings for **GUNSLINGER, RA SL, WSI, KINGMAKER, MACHIAVELLI** and AH’s most recent release, the updated **CONQUISTADOR**. For a copy, or information on games being played, contact Mr. Michael T. Scott, 1726 Cypress Circle, La Verne, CA 91750.

From “Down Under” comes a fine “zine, Austral View, an obvious labor of love by Richard Williams (45 Barcelona Road, Noarlunga Downs, South Australia) who has reviewed and written about pbm games, this magazine offers openings for gemmastered play of **MACHIAVELLI, ORIGINS of WW2, CIRCUS MAXIMUS, DUNE, CIVILIZATION, WIZARD’S QUEST, ACQUIRE and SPEED CIRCUIT**—a rather mixed “bag” and sure to offer something to any Australian gamer. Those interested in any of these games are urged to contact Mr. Williams.

The Citadel is once again chartering a bus for ORIGINS ’83 in July on a share-cost basis. The bus will depart from New London on Thursday morning and travel to Detroit by way of U.S. Routes 84 and 80. It will arrive at the hotel on Thursday evening. Hotel arrangements have been confirmed for all riders. Any organization wishing to arrange a pick-up point along the route should contact The Citadel. Any individual wishing to reserve a seat must send a SASE to or call The Citadel, New London Shopping Center, New London, CT 06320, (203) 444-7669.

Publication of **The Black and Blue Book**, a listing of some 200 **DIPLOMACY** players, publishers, services and organizations for Californians, is announced by Larry Peery. A product of the California Diplomacy Registry and Directory Service, this forty-page issue contains background information on the California game scene, articles on play, gossip and future events related to **DIPLOMACY**. A subscription to the California Diplomacy Registry, which includes the latest edition of the **BBS**, up-dates, newsletter mailings and registry is $6.00 annually for residents of California to raise his (or her) boxed list to others for $3.00. Send checks or money orders to the Institute for Diplomatic Studies, P.O. Box 8416, San Diego, CA 92102.

Still another “zine, one with a decided conservative tone, is **The Modern Patriot**. Primarily given over to news of the wargaming hobby in the United States, it is a labor of love by a few dedicated gamers in Rochester, New York. Recently, it has merged with “**Hoof & Mouth**, a **DIPLOMACY** zine based in Rochester and mentioned before in these pages. For more information or a sample issue, contact William S. Highfield, 2012 Ridge Road East, Rochester NY 14622.

As expected, the **AREA** Postal Championships Report was obsolete even before it was printed. The latest results at preprint time had changed things as follows.

In **AFRIKA KORPS** Frank Preissle has strengthened his lead in Heat 1 with a 2-0 record over Dave Gaffbrouch at 1-1. In Heat 1 of **STALINGRAD** David Kopp has been brought back into the pack with a loss to drop him to 2-1. Russell Haines record in Heat 5 was incorrectly reported as 3-0; he actually is 2-0.

The final round of **PANZERBLITZ** is now completely underway as Richard Leach emerged victorious in Heat 2 by virtue of rating tie-breakers with his 3-1 opponents Dan Munsell and Robert Rowley. He now joins Bruce Remsburg and John Sunde in the final round. In Heat 3 of **RUSSIAN CAMPAIGN**, Pat Flory has overcome Craig Clemens initial lead by beating him in head-to-head confrontation to raise his record to 2-0-0. He now trails to others for 3.00. Send checks or money orders to the Institute for Diplomatic Studies, P.O. Box 4816, San Diego, CA 92102.

From England too comes **THE RUSSIAN CAMPAIGN**, a beautiful lady well versed in the ways of this branch of our hobby. A mere $4.00 brings a year’s worth; a two-year subscription costs $7.50. A sample issue may be had for $1.25 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.

As with all our contests, there is more to Contest #111 than meets the eye. In the opinion of Kevin Zucker and his playtesters, in the Dresden Scenario, the French must face realities and accept the defensive role. Less agreement was reached on the territorial imperatives for such a defensive strategy. However, these must generally be aimed at holding the line of the Elbe between Dresden and Magdeburg and preventing the Allied Army from debouching over the Elbe Bridge. To accomplish this, there are certain key positions to control:

1. Dresden
2. Leipzig
3. Luckau
4. Bunzlau
5. Bautzen

The defense of Dresden, as anyone who has perused Mr. McHenry’s fine analysis of the scenarios in the last issue is aware, is imperative. The other towns here listed are ranked as defensive positions in the above manner. For the purposes of judging this contest, each answer is given the numerical rating above and these are then totaled (for example, if Dresden, Leipzig and Bunzlau were the submitted answer, a score of “7” results). The winners are those ten with the lowest score.

From England too comes Derpatch, the European Newsletter of AHIKS, a periodical of professional quality devoted to reviews and articles of strategy (the recent issue Number 60 carried fascinating pieces on **FLAT TOP** and **GUNS OF AUGUST**) as well as topical news of the European chapter of wargaming’s proudest players’ organization. Of particular interest to this reader was the listing of pbm requests by European gamers; the most numerous, **THE RUSSIAN CAMPAIGN**, closely followed by SL and AZ! Serious wargamers in Western Europe on the prowl for superior competition would do well to contact Mr. Dave Steed (8 Blacksmith Common, Chilton, Beds. LU4 9UN) to learn more about this honorable society.
OPPONENTS WANTED

Mexico wanted for Sl, 1D. Will make any offer. Mike, 7070 Logan Way, Green Bay, WI 54304. 414-967-3013.

England: Wanted: for Sl, 1D, 17th, 13th, 2nd. No offers by letter. Mr. S. Gary, 180 North Park St.,^{a} Rockford, IL 61104.

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Scenario N

VICTORY CONDITIONS
To win, the Irish must either establish a favorable 3:1 ratio of unbroken full squads on the board at game’s end or solely occupy any five of the seven buildings that contain stairways. The German player wins by avoiding the Irish victory conditions.

TURN RECORD CHART

SINAGOGA ITALY, May 16, 1944: The approach to Monte Cassino was agonizingly slow. The commanding heights gave the Germans superb observation and fire positions. In the valleys, small rearguard groups ensured that each hamlet had its bloodprice. For the Allies, the very narrowness of the battlefield ensured the maximum support for each assault. The Irish Brigade’s attack on Sinagoga was preceded by a full divisional bombardment. In the thunder of the barrage, many of the small stone houses of the picturesque village were quickly destroyed. Sinagoga’s defenders were not.

Board Configuration

Elements of the 305th Infantry Division set up between Hex Rows U and EE, inclusive:

Elements of the Irish Brigade of the 78th Infantry Division with elements of the 16/5th Lancers attached enter on southern hexes B10 through O10 inclusive:

SPECIAL RULES
N.1 Rules for Boresighting, Equipment Possession, Smoke Grenades, Unit Integrity, and Sniper Generation are not in effect.
N.2 All buildings are level one and of stone construction.
N.3 Wheatfields are as depicted and all relevant rules are in effect.
N.4 Prior to initial placement of German units, the Allied player must roll two dice for every building hex on Hex Rows Q through EE, inclusive. A result of seven or less reduces the building to rubble.
N.5 Place on each hexside joining two nonadjacent rubble hexes a roadblock (e.g., if only X6 and W8 were rubble then hexside W7/X7 has a roadblock; if hexes BB1, BB2, BB3, AA4, AA5 and BB5 were rubble, AA3/BB3 and AA4/BB4 and AA5/BB4 each have a roadblock; if only BB1 and DD2 were rubble then there is no roadblock). This special rubble rule is invoked due to the amount of stone in each building and its tendency to bunch up in the narrow streets.

AFTERMATH Soon after the barrage lifted, the “Faughas” (so-called for their battlecry “Faugh a’ Ballagh”) stormed the shattered village. The bombardment had knocked out all the mines and fixed antitank weapons but had left the German troops and armor unaffected. Their fire, and the piles of rubble, so slowed the Irish assault that it was more the orderly German retirement rather than the Allied advance which left Sinagoga in Irish hands.
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 from 1 to 10. with 1 corresponding to the amount of time you've devoted to each game. The games I've spent the most time playing during the past two months should prove interesting.

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

1. 
2. 
3. 

Contest 112

The Japanese units must be placed to insure the best result possible given the situation described on Page 29 of this issue. Simply list the Japanese forces committed to each region.

Bay of Bengal:

Indian Ocean:

Corals Sea:

South Pacific Ocean:

Marianas Islands:

Japanese Islands:

Aleutian Islands:

Central Pacific Ocean:

North Pacific Ocean:

Hawaiian Islands:

Marshall Islands:

U.S. Mandate:

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

Best 3 Articles

1. 
2. 
3. 

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THE GENERAL

1983 RATINGS—THE AVALON HILL GENERAL READERS BUYER’S GUIDE

The following is the form for the readership-generated RBG, which appears on Page 46 of every issue of The GENERAL. The validity of this survey depends entirely on reader participation; every reader is encouraged to take the time to rate each game with which he is familiar.

The categories for the new RBG are explained in the AH Philosophy of Vol. 19,4. The actual procedure for rating each category should, by now, be common knowledge. Simply rate each category by placing a number from 1 through 9 in the appropriate space to the right (1 equating “excellent”; 5, “average”; 9, “terrible”). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, as recorded in ten-minute increments. (Example: If you’ve found it takes two and a half hours to play the basic scenario of FRANCE 1940, enter “15” for category 7a.) Enter ratings only for those categories relevant to the game in question. Game title abbreviations follow the standard set forth in the “Opponents Wanted” advertisement on the reverse of this page.

Sub-categories are indicated by italics; as explained in the AH Philosophy, these will be reported to the readers but once, following the initial rating process. Note that AH’s ratings for Complexity and Year of Publishing have been provided; do not rate these categories. Respondents are asked to give careful thought to their ratings for Playability and Authenticity; the design staff of Avalon Hill has evinced a special interest in these ratings for the games currently in print.

A complete recording and analysis of the results of this survey will follow in an upcoming issue of The GENERAL. This review sheet, or a facsimile, should be addressed to The GENERAL, The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.

### ADVENTURE GAME RBG

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