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The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only as much as they provide useful background information on current Avalon Hill titles. The GENERAL is published by the Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff. Avalon Hill is a division of Monarch Avalon Industries, Inc., a wholly owned subsidiary of Monarch Avalon, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Harold Cohen at the executive office of the company, 4517 Harford Rd., Baltimore, MD 21214.

Publication is bi-monthly with mailings made close to the end of February, April, June, August, October and December. All editorial and general mail should be sent to the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. One year subscriptions are $14.00. Two year subscriptions are $14.00. All overseas subscriptions must add an additional $12.00 per year postage charge. All overseas subscriptions must add an additional $12.00 per year postage charge. Send checks or money orders only. AH is not responsible for cash lost in transit. Those with a current American Express, Visa, MasterCard or Choice may call 800-638-9292 toll free to renew subscriptions or order merchandise. Absolutely no complaints or questions will be handled on this number. Any business other than a credit card purchase must be handled by mail. Address changes must be submitted at least 6 weeks in advance to guarantee delivery. Paid advertising is not accepted, but news of importance to the gaming community is solicited. Convention announcements must be received at least 3 months in advance and contain information pertaining to AH games in use.

Articles from subscribers are considered for publication at the discretion of our editorial staff. Articles should be typewritten, double-spaced, and include the title of the AH game in question. Material is not returned unless accompanied by a SASE. All SASEs are kept and are destroyed at the end of each year. The magazine may concentrate on certain titles to their detriment; this is unavoidable since material on such games is more plentiful.

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Avalon Hill Philosophy Part 100

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SCIENCE FICTION FOR THE WARGAMER
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By Nicky Palmer
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   . . . Stalingrad . . . Tanks breakthrough . . .
   Armored spearheads . . . Pincers . . .
   PANZERKRIEG

The vast and varied plains of southern Russia harbor the seeds of destiny, and have been the battleground between East and West for a thousand years. Throughout the course of the Second World War the fortunes of nations were inextricably bound with momentous military events taking their names from cities like Kursk, Kharkov, Kiev, and Stalingrad. Massive battles along the rivers Dnieper, Bug, Volga, and Don have passed into legend. Historians examining that time and place are only partially effective in expressing the scope and importance of these events.

PANZERKRIEG is Avalon Hill's new strategy game for 2 players which portrays in nine scenarios the immense events of WW II in southern Russia. The game opens with an examination of the Kiev Pocket and proceeds to the first Soviet winter offensive, Operation Blue. From Stalingrad and Zhidelle to the Korsun and Cherkassy Pockets, PANZERKRIEG offers the gamer and amateur historian a comprehensive picture of the war in this theatre. The campaign is broken into easily managed pieces (the longest scenario is twelve turns).

The players will maneuver their divisions and corps of infantry and tanks across a detailed map depicting cities, transportation lines and geography of southern Russia. The system of play emphasizes the importance of breakthroughs by tanks, proper placement of reserves, air power and leaders. PANZERKRIEG, plus the included historical commentary, explores the enormous and complex events of the south Russian front in a concise and entertaining manner, offering an insight into the overwhelming scope of warfare on the steppes.

Complexity (on a scale of 1 to 10, 10 the highest): 5

PANZERKRIEG is now available 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.
Only once in a great while does a game dare to be truly different and abandon old concepts while striking out to chart virgin territory in game design. Rarer still are the instances in which these games succeed in presenting a simulation of unparalleled realism in an easily comprehended and playable format. In UP FRONT, we have just such a game. Gone are the hexes and charts of conventional war-games; replaced by innovative and attractive game components which have distilled a wealth of technical data into one of the most playable, yet detail laden, formats ever devised.

UP FRONT is a game of man-to-man infantry combat set in WW II Europe and is based loosely on the popular SQUAD LEADER game system. Players need not be familiar with any of the various SQUAD LEADER games or rules to play. The basic theory behind the design remains the same; only the mechanics of play differ. UP FRONT is a far simpler adaptation of SQUAD LEADER principles designed to a card game format. Yet, in many ways, the game is more realistic than its predecessor in that its inherent mechanics simulate the fear and confusion of the battlefield and the inability of leadership to assert itself far better than any tactical combat game yet published. There is no playing board; it has been replaced by Terrain cards which become the “hexagons” of the game as players maneuver their forces via Action cards over constantly changing terrain. The scale of the game is measured in terms of relative ranges between opposing forces, with most combat occurring within a scale distance of 500 meters during the course of play turns measured in varying seconds of actual time.

UP FRONT is a game player’s game, rich in detail yet easily playable within the space of a lunch hour. However, it also contains engrossing Multi-Player and Campaign Game versions which could last a week or more. Like SQUAD LEADER, its famous predecessor, UP FRONT is an open-ended game capable of depicting endless Design-Your-Own variations of small unit actions between American, German and Russian combatants. Tanks, Assault Guns, Smoke, Anti-Tank Rifles, Demolition Charges, Pillboxes, Partisans, SS, Entrenchments, Anti-Tank Mines, Infantry Guns, Flame-throwers, Armored Cars, Half-tracks, Panzerfausts, Bazookas, Panzerschrecke, Wire, Ambushes, Radios, Artillery, Minefields, Mortars, Snipers, Starshells, Heroes, Prisoners and Fords are all accounted for. In fact, UP FRONT encompasses almost everything that the SQUAD LEADER game system has taken four gamettes to do, and does so in a far more playable format. The game can be summed up in four words: innovation, playability, detail and realism. That’s an unbeatable combination.

UP FRONT is available now for $25.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for shipping and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add an additional 5% state sales tax.
In this case, the theme is simply stated and not exactly unfamiliar to movie-goers: a valiant band of Rebel characters is attempting to foment an uprising against a despotic galactic empire. The galaxy is divided into five imperial provinces—four arranged like wheel spokes radiating from the central province—each with four to six inhabited star systems. Each star system has from one to three planets, giving a galactic total of 51 inhabited worlds. The Rebel objective in the main ("Galactic") scenario is to gain control of about half of these in forty moves. This scenario takes 10-30 hours for experienced players. More modest scenarios, ranging in playing time from 30 minutes upwards aim at control of a particular system or province. The comments here relate to the Galactic Game, but many apply equally to the smaller scenarios as well.

At the start of the game, 14 Rebel characters are on the map in four groups, each with a spaceship. Three also have randomly-chosen Possessions from a deck of twenty depicting various useful artifacts: powerful weapons, anti-detection devices, robots, and so forth. Another six Rebels may be recruited as the game proceeds. Against them are ranged ten Imperial characters (two more may be recruited) and the vast might of the Imperial armed forces. There is at least one Imperial military unit on every planet, the more powerful Mobile units being face down to conceal their true strength. Each planet also has a Planetary Defense Base (PDB) which may detect, damage or even destroy enemy units flying in or out. Only detected characters are liable to attack, so the PDB is an important first line of defense, even though actual destruction by PDBs is rare and characters may eventually become detected anyway in the course of their missions. The PDB may be Up (functioning) or Down (useless) and range from Level 2 (high chance of detecting interlopers and of hitting them) to Level 0 (no damage or destruction capability, only detection). Certain detection die rolls allow the PDB owner to send detachments to attack the enemy spacecraft; this, in fact, is the most common way of killing enemy characters—to trap them on a planet with a strong PDB and a military unit poised to send detachments when they try to escape. At the start of play, PDBs are Level 0 Down; the Imperial player can buy improvements as an alternative to buying troops.

In addition to this array of characters and hardware, each planet has a Political Track on which a marker shows the current mood of the population. This may be Patriotic, Loyal, Neutral, Dissenting or Unrest. Beyond Unrest lie the states of open rebellion or Rebel control. Most planets start the game Patriotic or Loyal (see Table 1). Until they are brought to Unrest they cannot be persuaded to revolt, so one of the Rebels' many competing priorities is to stir up Unrest in all likely areas.

The heart of the game is the Missions. Table 2 shows all the missions on which one can send characters (though some are for Rebel characters only). Any character can undertake one mission per game turn, alone or in the company of other characters as the player may think fit. Thus, if you have Agan Rafa and Vudot Vudot together, Rafa might "Scavenge for Possessions" while Vudot undertakes "Diplomacy," or they might jointly do one mission. Each character has a range of attributes...
which makes him or her more suited for some missions than for others. For all missions, there is a certain risk of being attacked by "irate locals" or indigeneous creatures of varying degrees of nastiness—so it is always wise for a bodyguard (high in combat and endurance ratings) to accompany the more delicate specialists.

There are three environ types which can be found on different planets (usually a planet has two environs)—Urban, Wild and Special. Special environs are further divided into four subtypes (Liquid, Subterranean, Air, Fire) which give combat bonuses to Rebel units of the local type. Having decided on the missions being performed in an environ, the player turns over Event cards. Each card has three sections, but only the one relating to the current environ type is used. First the Event (if possible in the context) is carried out; then, if the characters survive, the mission letter abbreviations preceding the Event indicate which missions are successful. A "D", for example, shows that any "Diplomacy" mission in the environ has now succeeded, allowing a shift on the Political Track of the planet (e.g., from Patriotic to Loyal). The player continues turning cards until either:

a) all missions have been completed or aborted, or
b) all characters are dead, or
c) as many cards as the size of the environ allows have been revealed.

If there are still missions in progress after reaching the size of the "environ", the player may claim bonus cards for each mission, the number depending on the mission undertaken and any special advantages of the characters involved. For example, the basis for a "Gather Intelligence" mission is the Intelligence rating of the brightest character on the mission; if this is "4", he is entitled to four bonus cards. The pleasant thing about bonus cards is that the Events (which do tend to be a nuisance) are ignored and only the mission letters considered. Once one has a large bonus entitlement, therefore, it will pay to seek out a small environ, where little unpleasantness is likely to happen from Events before the bonus stage is reached. Deciding on which characters and environs to use is one of the key tactical problems in the game, and careful calculation will transform the times of success. Although the system may sound quite complex, it is elegantly smooth in practice and readily assimilated (since one spends perhaps 75% of the game planning and executing missions).

One possible mission, naturally, is starting a Rebellion on a planet in unrest. If this is successfully carried out, Rebel troops will place the map in each environ of the planet in question, their exact strength depending on a Resource Rating to be found in each environ. This (or the rarer and less useful "Summon Sovereign" mission, which whistles up the local bigwig with his armed retinue) initiates the military phase of the game, in which armed combat takes place in parallel with the continuing character activity. All military units have ground and space combat ratings, the latter also useful as a movement factor to determine how many star systems the unit can traverse on each turn. Either player can initiate combat between military units in the same environ or orbiting the same planet, and characters may be put in command if desired, giving column shifts equal to their Leadership rating at the price of being unavailable for missions that turn. The Combat Results Table is fairly bloodless and biased to the defense, so swift knockout blows rarely occur. However, it is easy to pin down an enemy stack for a drawn-out slugging match.

If Imperial troops can be evicted from a planet in rebellion, and the PDB is Up at the end of an Imperial turn, the planet becomes Rebel controlled, a state which is very hard for the Imperial player to reverse. There is an unfortunate snag in the game balance here in that the Imperial forces tend to be better in space combat, and usually have little difficulty in shooting down the PDB from the relative safety of orbit (see the "Balanced Variant" for further notes on this).

Basically, the Rebel program is to accumulate all the characters (Mission G) and their possessions (Mission P), put half of the galaxy into Unrest (Missions C and D) and then Rebellion (Mission R), and finally hold off the Empire's military forces which are reinforced every two turns by builds chosen by the Imperial player using the resources of any one province long enough to establish control. This is a tall order since the Imperial player will be scurrying around with his own characters trying to stop the rota while his military units try to intercept your characters. Military units in the same environ as detected characters can search for them, with a good chance of success in small environs or against large groups of characters. If successful, a Squad possesses the characters, in which case they lose their lives to strike at the combat—unless the dreaded Suicide Squad is present (this simply blows both the characters and themselves to smithereens).

Winning for the Rebels is indeed extremely difficult, but the outlook is lightened by four major assets: 0.5

Asset #1 is the infamous "Domino Effect". If a double shift is achieved in the Political Rating on one turn on some planet, or if a rebellion is started or Rebel control established, the news spreads through the star system to the other planets and possibly (if the race of that planet is star-faring) to other planets populated by the same race. This allows one to shift the political indices on some of these planets if they are not Patriotic as well; and gaining Rebel control actually allows you to spark off rebellions on other planets already in Unrest. An effective "Domino Effect" is a truly spectacular sight, with a whole chain of rebellions flaring up over the galaxies.

Asset #2 is the "Rebel Secret Base". On some planet secretly selected by the Rebel player, a hidden army is built equal in size to the troops recruited in rebellions around the galaxy. Thus, each rebellion produces new forces for immediate use and new zealots for secret reserves. When the Rebel player feels the time to be ripe, the Base is revealed and the array of troops—which can be better quality than those in rebellion—is deployed on that planet (which you do not have to control). The base can also unfortunately be revealed by a series of successful Imperial "Intelligence" missions or the questioning and torture of captured Rebel characters or assets they enjoy. Military units in the same environ as Rebel troops will spring onto the planet secretly selected by the Rebel player, a hit-and-run sortie into the galaxy. This (or the rarer and less useful "Summon Sovereign" mission, which whistles up the local bigwig with his armed retinue) initiates the military phase of the game, in which armed combat takes place in parallel with the continuing character activity. All military units have ground and space combat ratings, the latter also useful as a movement factor to determine how many star systems the unit can traverse on each turn. Either player can initiate combat between military units in the same environ or orbiting the same planet, and characters may be put in command if desired, giving column shifts equal to their Leadership rating at the price of being unavailable for missions that turn. The Combat Results Table is fairly bloodless and biased to the defense, so swift knockout blows rarely occur. However, it is easy to pin down an enemy stack for a drawn-out slugging match.

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Missions: The Time and The Place

Look first at Imperial missions, as their range of possibilities is in practice much more limited than for the Rebels. The early priorities should be "Gain Characters" (to pick up the two outstanding loyalists) and "Coup" (only one coup per vulnerable environ is permitted; get in first and there will never be a Rebel Coup there). After that, try to be "Diplomacy" all the way until the Imperial player gets the chance to "Gather Intelligence", put down rebellions, or come to grips with enemy characters and troops. Note that the rules permit one to gather intelligence on a planet in revolt even if the foe has pushed him off; this may make it worthwhile to tolerate a continuing rebellion while you chat up the locals on the subject of the Secret Base. Another occasionally useful trick is to perform a mission in every environ on a planet on which the Empire would like to commit an "Atrocity", in the hope of triggering the "Imperial Player may commit an Atrocity!" event.

As a general rule, one can afford to be more reckless than the Rebel opponent with most of the characters (but take care of the top military leaders), both because the main strength of the Empire is military rather than individual and because the Empire knows where the Clone World is located (be sure to guard this against Rebel reincarnation with a Suicide Squad at the earliest opportunity). However, one thing: single characters on "Diplomacy" missions is unlikely to be productive, especially as most are unable to handle diplomatic situations and almost as likely to put off the locals as encourage them in the ways of the Empire.

Turning to the Rebels, we find an impressive array of missions, with widely varying chances of success according to environ (Table 2 shows the full range of possibilities for either side). Considering these choices before deciding the moves is essential for good play. The planet is likely to be dictated by other considerations—the need to keep in the shadow of the Strategic Assignment Rota, the wish to trigger the Domino Effect—but there will usually be a choice of environs. If the mission is urgent, it may be better to have characters doing it in every environ—this applies especially to starting Rebels at the preferred moment. But often the party may be too small to split safely and the Rebel player will need to settle for one environ. There is also the danger of spreading characters over the planet without spaceships to get away when the Imperials show up.

Table 2 shows the number of cards giving successful outcomes for each type, as well as the events in each environ. Some points immediately spring to the eye. "Sabotage" is nearly always better than "Subvert Troops"; the latter is risky if aborted and to subvert a mobile unit one needs both "T" results in a deck of 30 cards, which is less likely than getting two of five "S" results. If you are trying to get a PDB Down by "Sabotage", do it in Urban environs, where locals are more likely to "Raid Enemy Forces" and do the job for you. "Assassination" is always risky, but outside the urban environ it's downright useless unless you have a bonus draw. Rebel camps, as one would expect, are best placed in the wilderness; remember that they are mainly useful in Urban environs (since they are then harder to suppress and get more even-free draws) but not accessible in provinces not on Assignment (to delay enemy attack and give time to execute Mission B in the first place). The Wild environs of 432 and 551 are especially good candidates for camps since they satisfy all these criteria.

Looking further, "Coup" has a higher chance of success than "Diplomacy" but also a higher probability of aborting. The best bet is a Wild environ without enemy forces, since the "abort" is both rarer and non-deadly. And 512 and 551 are Patriotic Wild planets on which coups are usually more worthwhile than "Diplomacy" (whose bonus draws will be reduced by the local zeal for flag-waving). On the other hand, "Diplomacy" is a good bet in Urban, possible in Special, and downright pathetic in the Wild environ (nobody to talk to?). "Gaining Characters" and "Gather Intelligence" are somewhat easier in Urban, while "Gather Possessions" and "Start/Stop Rebellion" are (surprisingly) easier elsewhere.

What about the dangers? Urban missions look, on the whole, safer with fewer creatures and no enemy squads at all, but note that searches and irate locals are more frequent. Parties with a good hiding value may be able to be sure of protection from searches. And inspection of the characteristics of the locals in each environ will tell you whether you need worry about them. As a general rule, the Rebel player should not take risks at all; daredevil players should eschew the glamour of rebellion and stick to playing the Empire where they can get away with being foolhardy. Forty turns is a very long time for the Rebels to keep a substantial portion of their characters alive, but they will be needed for that final confrontation with Imperial might. Do your best, and watch your back.

Playing the Dominoes

Our Table 3 shows the planets of the star-faring races. The second column indicates the planets where the Rebels can work undisturbed; the enemy cannot move to them except on Assign¬
ment. Since it is a simple matter to trap Rebel characters on accessible planets (put the PDB Up with a 4-5 in orbit to send detachments, and then land a pair of ground units to flush the rebels out), the early action should be restricted to the inaccessible column.

What does the Rebel player need for a good crash of dominoes? He needs inaccessible planets which can make an impact on the other planets of that race—which means that of the others need to be non-home worlds with initial inclination less than Patriotic. He also wants to avoid Secrets at the start, since they might turn out to be the Trap. The first criterion rules out the Kayns (just one inaccessible planet and all of them as patriotic as Gergos III), while the second makes the Saurian and Xantian races impractical (all inaccessible home worlds have Secrets). This leaves the Piors, Rhones, Sequadians and Yesters as possible candidates for early co-ordinated campaigns.

Turning now to the individual systems, one can identify a few which have two of these races and/or two or three planets on the inaccessible list; these are especially attractive since the "Domino Effect" within the system will help matters along. These systems are worthy of note to both players: 14, 22, 42, 43 and 52. System 44 is also worthy of remark for two reasons; there is a Galactic Event which will tip both 441 and 442 into Rebellion if they are in Unrest, and 441 is already in Dissent. So which of these systems should the aspiring Rebel in fact attack? That depends on the Strategic Assignment Rota. Second Province is a strong possibility, but the Empire can build up PDBs and local forces on Galactic Turn 2. Fourth Province is the most promising looking, with no less than three target systems and most of the Piors concentrated there; the Rebel player might even consider going for the Piors home world (451) if only to drive forces off from the target systems. In view of this, the Empire may want to consider putting Fourth Province on the rota earlier than in the usual "1-2, 3-4, 5-6" sequence that most players favor. It's generally wise to keep the Assignments in step with taxation to give freedom of action in clearing up the province next on the tax schedule. A plausible middle course is to make the first assignments 1-2 and 3-4.

Later in the game, these calculations change as initial political alignments shift. It is worthwhile for both players to review the assignments of all "inaccessible" planets every few turns in order to see where the next battlegrounds are likely to be.

Strategy in the GALAXY

Imperial strategy hinges on two choices: 1) does one give priority to PDBs or military units? and 2) does one concentrate defense on strongpoints or go for an even spread? The rules limit initial PDB expenditure, giving the impression that the designer believed that heavy PDB investment might be a winning strategy. If so, he was wrong. Overinvestment in PDBs is, indeed, one of the few strategic errors
sufficiently serious to risk losing the game for the Imperial player. PDBs on their own are ineffective. One needs a unit with a decent space rating—preferably an Elite Navy unit (but a Veteran isn’t a bad alternative)—to shift left on the detection table and trigger the deadly fleet detachments. For example, if the Imperial player spends 17 of his 55 Third Province income on PDBs, he will need to spread a mere 18 points’ worth of units across ten planets, allowing him a single Elite Army and nine militia units. With just one or two mobile units, the Rebel player will be able to make an excellent guess at their value and he can avoid them with ease (or go for rebellions and local victories before reinforcements arrive—this is definitely possible in the “Balanced Variant”). Later in the game, the Empire can build more military units, but the Rebel will then have the Scanner and Scrambler to negate the PDB when it really matters. The clinching argument is that one can put PDBs up all over the board every Galactic Turn, so wasting the initial builds on doing so is really unnecessary.

So the Imperial player should concentrate on military strength, with a few decent PDBs in the target systems and a couple of key Secret worlds. The best military builds are probably Veterans, since they are nearly of Elite quality but cost so upkeep. The Imperial player will, however, want some Elite units too, plus a few Patrols to make up the numbers and confuse the enemy. Line units are neither very cheap nor very mobile and should normally go to the back of the queue for purchase. The “glamorous” Atrocity units are a bad buy. In due course, one will want the Stabilizer to knock off the Secret Base or a lone planet in Rebel Control: the “Domino Effect” of rubbing out a planet is not usually as dreadful as you might expect! I have never found the other atrocity units to be useful enough often enough to justify their expense. Suicide squads are always worthwhile, though. One should sit on the Clone World as soon as there are a few dead Rebels, while the other Suicide troop should stalk from province to province on the trail of the enemy. If enemy characters are captured, a Suicide Squad makes a useful part of the welcoming force for would-be rescuers.

What about the balance of forces? In the standard game, the imbalance to the Empire makes it good policy to play conservatively, keeping forces evenly distributed with leaders in each province. Let the Rebel try to upset the odds by making mad gambles! If one particularly wants to defend a planet (say a two-race world or an important secret), it is best to simply put a good mobile unit in orbit with the PDB Up rather than rely on bluffs like leaving the Clone World unguarded; why take chances? Rebellions should always be squashed before they lead to rebel control, usually by shooting down the PDB. Mobile units should all start in inaccessible worlds—one can always move to the accessible worlds if necessary.

In the “Balanced Variant”, it is harder to be sure of local military superiority and harder to prevent rebel control, so it may be wiser to leave isolated planets like 551 virtually undefended (one militia, PDB Down) throughout the game, concentrating the Imperial defense on the prime targets. This variant makes Capital worlds much more vulnerable, to the extent that it may be necessary to allow local rebellions to succeed rather than strip the capital of its garrison.

The Rebel strategy is heavily influenced by whether my variant rules are in play. In the standard game, a long Rebel campaign is unlikely to succeed against competent play, so—contrary to the advice in the rules—it may be best to go for quick success. The main chances here are a general uprising in Fourth Province followed by a drive on Second Province (which has several domino links to the Fourth), or an immediate attempt to capture the capital of Third Province before the third Galactic Turn. If the Rebel player decides on the long-haul strategy (or if the quickshot approach fails), there are three main objectives:

1. getting a planet or two under control, to avoid losing outright when the Secret Base is revealed;
2. stopping Imperial income somewhere with a Capital rebellion; and
3. building up the Secret Base total.

It is important to note the vital role played in military combat by the two best leaders (Derban for ground battles and Mantok in space) and two possessions, Cervac and the Helian Drug. These possessions will upset the carefully-constructed balance of the enemy, and in the middle game it is vital to have all possessions in play, so that a group on the Cosmic World can keep redrawing the Drug as fast as Mantok drinks it (with a good pilot to fly it off to Mantok for his next battle).

In the “Balanced Variant”, the medium-term objective is a province victory, which with reasonable luck should be feasible by Galactic Turn 4 or 5. After selecting initial targets, the Rebel player should add Mission G and Mission P to his routine Mission D to reach the full mix of characters and possessions as soon as possible. A full-blooded diplomatic campaign in several environs should then shift the most patriotic of planets.

The Rebel must beware of being caught on the ground by a Mobile unit in orbit supporting an Up PDB; sitting without a spaceship is especially dangerous at the end of the second player turn unless the next Assignment is known to be between other provinces. One also needs to bear in mind the Imperial ability to improve PDBs in First Province and the current province on the galactic turn—seeing the stout defenses sprout over the head of one’s best men is a depressing experience. It is worth having a “crack team” with the Stellar Courier or S-XIII, Scanner, Scrambler and a good pilot; these will be able to penetrate the strongest planets while the Solar merchant potters around the soft options. Semi-permanent partnerships of complimentary characters should also be formed early on (e.g., Woada and Latac, whose special abilities make them 100% safe from both local and sentry robots and therefore useful in creature-free environs without risk despite their feeble strength).

Given success in the early and middle game, can one hope for a rebel military victory? No—but then, it’s not necessary. Line up the total force pools and it becomes clear that the full Imperial Space Navy (which should be deployed by Turn 12 or so) cannot possibly be defeated in battle. However, a large Rebel army can neutralize the
enemy forces, who are the linchpin of the Imperial
hold on the galaxy. Meanwhile, diplomatic teams
got on with subtending the high-scoring Capital and
Racial home worlds. The main point of the rebel
base is to produce the eight 4-4s, which will go a
long way to accomplishing this neutralization.
Accordingly, once the Rebel has 64 points in the
bag, it is time to start thinking about killing the
base, assuming he has control of two planets (one
is not enough—remember the Stabilizer!). Note that
putting I.P.O.C in revolt to reveal the enemy forces
is useful but not essential—the main enemy con-
centrations are usually known once general battle
commences anyway.

Overall, as has been said, the rebels are facing a
steep uphill struggle in the standard-game. But,
frankly, I unequivocally recommend this fine game
even without my "Balanced Variant!". You may
indeed lose, but you'll have an awfully good time
doing so.

Rules for

The following rules, in my opinion, lead to a
better balanced game:

7.22 (amendment): Once inspected, mobile units
are left face up.

15.52 (amendment): The state of the PDB is
irrelevant to the conversion of Rebellion to Rebel
Control; if there are only legal Rebel military
units on the planet at the end of an Imperial
Player-Return, that planet becomes Rebel
controlled.

23.2 (amendment): A planet may be placed into
out of rebellion as a result of the "Domino
Effect" of starting or stopping a rebellion.

35.31 (amendment): Imperial units may never
cross province boundaries in violation of a
Current Assignment, even if the target planet is in
rebellion. This restriction no longer applies once
the Secret Base is revealed. Note that units within
the province may still be moved to planets in
rebellion from the local capital.

38.53 (amendment): The Imperial player cannot
win merely by eliminating all Rebel Control after
the Secret base has been revealed.

The main effect of these rules is to make local
Rebel victories easier and to eliminate the danger
of a quick knockout if a captured Rebel character
reveals the secret! Base location under torture early
in the game. It should not be supposed that win-
ning with the Rebels is now a lesser task, but the
Empire is forced to give much more thought to the
division of his troops between the different pro-
vinces. The Rebel player may well be able to now
establish a "liberated area!" in an outrlying prov-
ce to disrupt tax revenues and provide a base for
further campaigns.

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**Table 3: Racial Survey**

<table>
<thead>
<tr>
<th>Race</th>
<th>Home Planet</th>
<th>Inaccessible Planets</th>
<th>Accessible Planets</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kayns</td>
<td>111</td>
<td>531</td>
<td>121, 212*</td>
</tr>
<tr>
<td>Plorads</td>
<td>321(L)</td>
<td>123(L), 232(L), 323(N), 423(N), 442(L)*</td>
<td>121, 151, 152, 162, 241, 311, 331, 341, 411, 542</td>
</tr>
<tr>
<td>Rhones</td>
<td>None</td>
<td>142(L), 231, 342, 421(L), 523</td>
<td>121, 151, 152, 163, 352(L)*</td>
</tr>
<tr>
<td>Saurians</td>
<td>321(L)</td>
<td>123(L), 232(L), 323(L), 423(L), 523(L)*</td>
<td>121, 151, 152, 163, 352(L)*</td>
</tr>
<tr>
<td>Segundians</td>
<td>321(L)</td>
<td>123(L), 232(L), 323(L), 423(L), 523(L)*</td>
<td>None</td>
</tr>
<tr>
<td>Stuvias</td>
<td>351(L)</td>
<td>141(N), 232(L), 432(L), None</td>
<td></td>
</tr>
<tr>
<td>Xanthons</td>
<td>513(L)</td>
<td>123*, 223*, 323(L)*</td>
<td>None</td>
</tr>
</tbody>
</table>

Italicized entries indicate that the planet has a secret.

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Daily the offices of Avalon Hill receive re-
demands for gamers for the location of the
nearest retail outlet in their locale. Unfortunately,
the Avalon Hill Game Company deals through
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Excerpts from The GALACTIC GUIDE
Compiled by Rex A. Martin

The peoples of the Galaxy are bewildering in their diversity, and the characters of FREEDOM IN THE GALAXY's often equally so to the players of this grand space opera. For those not familiar with the game, there follows a number of jottings from the "Galactic Guide" (which is devoted to the history, folk and objects of our imaginative Empire).

Star-Faring Races

The eight important races in the galaxy are those that have developed the technology to travel through interplanetary and interstellar space, enabling them to settle worlds other than their own on which they evolved. The following entries, describing the general characteristics of each race and providing the players with a list of the planets occupied by each race, are especially useful when implementing the Domino Effect on a planet occupied by one of these races. In each list, the race's home planet appears first, followed by the other planets that the race has colonized.

Kayns. Home Planet; Mmuls (111); Kalgar (121), Eterg (212), and Niconi (551). The Kayns are a humanoid race with dog-like facial features. Steeped in tradition, a Kayn will remain totally loyal to whomever or whatever he has been brought up to serve. Their society is very military in structure and has provided the Empire with many of its best soldiers. Not all Kayns have been raised under the wing of the Empire, however, and many become free-lance mercenaries or bodyguards for any person or cause that inspires their devotion.

Piorads. Home Planet; Ayod (451); Ownex (141), Lyende (232), Sovthe (432), Cercis (453), and Tarito (442). Organized in a hierarchy of tribes, the Piorads have two seemingly opposing racial traits; they originated and still live for the most part in huge, artificial, underground halls, and large segments of the population roam the spaceways, raiding cargo transports and wandering from opportunity to opportunity. They are a wealthy race, loathe to share their riches with other races, yielding just enough to the Empire to avoid retaliation. Piorad star-wanderers are among the galaxy's best spacecraft handlers and fighters.

Rhones. No Home Planet; Margro (112), Adare (142), Jura (151), Diamos (152), Lionax (161), Orlog (162), Pronox (231), Orning (241), Chim (311), Tsipa (321), Akuanka (342), Troliso (342), Lonica (413), and Tarito (442). The race from which the founders of the Empire hailed, the Rhones are the still ruling race in the galaxy and the most numerous by far (it was not always thus). With records of mass colonization dating back far before the founding of the current Imperial system, the Rhones' place of origin is not known; although many suggest that they came from a distant corner of the galaxy or another one altogether, long before the Interstellar Concordance was formed.

Saurians. Home Planet: Unapha (321); Kalgar (121), Murith (143), Jura (151), Icid (163), Quibron (221), Spuamot (331), and Ketta (352). A reptilian race with humanoid bodies, the Saurians adapt easily to most planet conditions. Before the Empire increased the oppressive nature of its rule, the Saurians governed themselves with a strong parliamentary system that kept good order among their many colonized planets. Strong, stealthy, and intelligent, a Saurian soldier is a welcome addition to any army.

Segundens. Home Planet: Bujukai (122); Tidylf (131), Lyssandle (232), Lonica (421), and Aratis (521). The Segundens are a dark-skinned humanoid race possessing great intelligence. Never very interested in quick expansion and conquests, the Segundens have limited their influence to a few planets which they have developed to a technological level far beyond that of most other planets in the galaxy. Although they pay all necessary tributes to the Empire, they have great personal integrity and pride, having made the decision to meet the Empire's demands only after extensive calculations showed that, although they could defeat the Empire in open war, the cost in resources and lives would be even greater than that of peaceful submission.

Suvans. Home Planet; Mrane (351); Flad (113), Orning (241), Miterth (143), Capilax (522), and Akubera (542). The Suvans are an amphibious race that thrive in mineral-rich water. They have developed sophisticated techniques for extracting everything imaginable from their life-giving liquid, and, when not wandering through the oceans of the planets they inhabit, they live on wide pavilions constructed just beneath the water's surface. Somewhat adaptable to breathing outside of their natural habitat, many Suvans live in dry cities and towns near the water's edge, although they are much weaker physically out of water.

Xanthons. Home Planet; Xan (513); Mritth (143), Capilax (522), and Scythia (531). The latest addition to the interstellar community are the Xanthons, a race possessing incredible strength and viciousness in hot environments. In temperate areas, Xanthons are weak and docile; in cold areas, they cannot survive. Technologically behind the other star-faring races, the Xanthons have little of worth to surrender to the Empire and thus are little involved in galactic politics.

Yesters. Home Planet: Cislon (211); Magro (112), Angoff (222), Churkan (233), Promox (233), and Tamet (312). This bird-like race thrives in the clouds and wind currents of any hydrogen-rich atmosphere. With their high intuitive intelligence and curious nature, they learned the secrets of spaceflight long ago from other races and have colonized the skies of many planets in their beautiful stellar-sail spacecraft.

Sovereigns

Ascella, a Rhone dictator, exercises tyrannical control over the inhabitants of the industrial megalopolis on the planet Pronox. Backed by powerful Imperial support, with which he squeezes profitable production rates out of his Rhone subjects, Ascella provides the Empire with numerous weapons and communication devices.

Balgar dove into politics on the planet Mrane at a young age and came up a winner, pushing a program of scientific development that saved the Suvans' home world from natural disaster. His department prevented the freezing of much of the planet's habitable water when their sun, Luine, cooled unexpectedly and—luckily—only temporarily. Leading a fleet of Mrane's militia, Balgar directed the artificial heating of critical hydro-areas on the planet and re-ignited the requisite combustion rate on Luine.

Treb Eyro is a charismatic politician, decorated extensively for his services as an Imperial star
soldier. After returning to his home planet, Etreg, he quickly captured the loyalty of the Ultracks, a highly advanced race living in the labyrinthine cities there. Commissioner Eyro handles the Ultracks' major industry, synthetic drugs; and controls all traffic, legal and illegal, of these substances. He receives considerable financial reward from the Emperor when the traffic flows toward Orlog.

Xela Grebb is the beloved king of the Calmas, a toad-like race that dwells in the dank, underground caverns of the planet Suti. He, and the Calmas in general, stay out of Imperial politics, content to pay occasional tribute in exchange for subterranean land rights. King Xela's son, however, Drakir Grebb, is not so easily appeased, and has run off to attempt to lead the Theshians to a totally self-sustained state, within the Imperial sphere of influence.

Characters

Barca. Like all Kayns, Barca has a fierce loyalty for his friends and little mercy toward his enemies. For 40 years, Barca has been the Grand Marshal of the Imperial Army, both on planet and in space. His remarkable military prowess and ability to handle tactical and strategic combat situations is at the disposal of the Empire, as Barca's loyalties remain fixed to the Imperial throne and whoever sits upon it.

Emperor Coreguya. Coreguya was chosen to be the next Emperor by Mazzistros II, who is believed in turn to have been influenced by Redjac, who wanted a weak Emperor on the Imperial throne. If so, Redjac could not have made a better choice. Despite the immense power wielded by one who sits on the throne at Orlog, Coreguya has remained content to indulge in the luxuries of the Imperial Palace while allowing all decisions to fall on Redjac's shoulders.

Senator Dermond. The Imperial Senate would be little more than a joke were it not for Dermond, the only Imperial politician to have any influence on the Emperor at all. Dermond is the only person in the Imperial government who listens to the voices of the peoples of the galaxy, and is very popular in consequence. But although he does not care for the current Imperial policies, he is in favor of slow change and is as anti-Rebel as any hardened Imperial commander.

Thysa Kymbo. Daughter of the current Emperor Coreguya, the princess has spent most of her adult life pampered in the Imperial Court, she is unaware that Redjac may have other plans for the throne that do not involve succession. The princess became the bitter enemy of Zina Adora when she learned that Rayner Derban was more attracted to Zina than to herself.

Redjac. By making charges that the former Most Senior of the Imperial Knights was guilty of treason, Redjac became the Leader of the Imperial Knights. From the time of his youth on the planet Magro, and his rise through the Imperial ranks on Diomas, Redjac's life has been one of ambition, plotting and taking. It is believed by many that Redjac's next conquest will be the Imperial throne itself.

Saytar. As a sub-commander of the Imperial armed forces, Saytar holds a rank just under Barca's in importance. Dedicated to the causes of battle and the Imperium (in that order) with a fervor beyond that which is normal for even a man in such a position, many believe Saytar will soon receive total control of the military, if he does not have it de facto already. Others feel his blind ambition will be his downfall.
The intricate sets of rules that have inundated the game market have, in many cases, rendered play-by-mail competition virtually impossible. While such has been the case with STARSHIP TROOPERS, a few innovations in technique make it possible to remedy this situation. And this can but be happy news to the aficionados of the book, and the game, of future tactical warfare. Mr. Lientz introduces his innovations below.

**A PLAY-BY-MAIL SYSTEM FOR STARSHIP TROOPERS**

By Doug Lientz

**STARSHIP TROOPERS** is a superb game, requiring careful planning as well as the flexibility to react to a rapid shift in the situation on the board. It is truly unfortunate that, all too often, one cannot find others who equally enjoy, and have the skill to play well, the give-and-take of this fast-paced game. Like so many of the games on my shelves, I cannot play STARSHIP TROOPERS by mail—nor savor the challenge such long-distance play brings. So, I sat down to overcome this lamentable state of affairs.

The continuous interaction required of the players is the major obstacle to a workable play-by-mail system. Demolition attacks during one's opponent's turn, use of inverted counters by the alien forces, and Terran searching for—and moving in—the Arachnid tunnel complexes demand the active participation of both players. It would prove difficult to accomplish these interactions without an interminable series of letters. However, two original techniques and use of standard play-by-mail methods can surmount this problem. The new methods institute a system of "action by doctrine" and an overlay format to resolve attacks during the movement phase. Use of an exchange of sealed envelopes committing players to the secret portion of play is necessitated to cover the unexpected, of their move completes the system. This method is therefore practical to plot the tracks of movement on a sheet from the Alien Control Pad. It is also relatively simple for the alien player to trace the locations of his demolition charges on one of the clear plastic composition covers which are readily available these days. When the map sheet containing the Terran move is placed under the resulting overlay, a rapid inspection by the Alien player can determine which units have entered a targeted hex.

The use of sealed envelopes for secret commitments is handled in a fairly straightforward manner. Each player prepares his move, keeps two sets of notes. One contains the information which his opponent will be permitted to read; the other is a listing of the various commitments which he may be required to make but is permitted to keep secret from his opponent until called for. This second list is sealed in an envelope upon completion of the move and forwarded to his opponent. The opponent marks the envelope for identification and returns it. Upon conclusion of the game, the accumulated envelopes are again sent to the opponent to be opened and inspected. This provides a check on the honesty of all involved.

Implementation of this system requires a fairly high degree of care on the part of the players, but this is true in the play-by-mail competition of much less complex games. Observations are included in the text which follows on those factors where care is essential to avoid ambiguity and confusion.

Prior to the beginning of the game, the Terran player is required to allocate his assorted special weapons and equipment to various units and set the time and intended landing location for all infantry initial drops and Retrieval Boat landings. A copy of this information would be sent to his opponent in a sealed envelope with the first mailing once sides are decided. This commitment is handled in the same manner as in face-to-face play.

The initial drop procedure can be rapidly completed using a map sheet and an arbitrary assignment of stocks to the landing units. The Terran player plots the intended drop hex for each unit on a sheet from the control pad. He sends this, with a single stock selection and closing transactions date, to his opponent. The other player uses the named stock to determine the direction of the drop. For the scattering of each individual unit, the first nine stocks beginning with the letters "A" through "E" are used. The first seven stocks in each group are applied to the marauders in the squad of that letter; the eighth is used for the scout and the ninth for the leader dropping with that squad. This method saves the time required to make up a list of fifty-four stocks for one player and the necessity of hunting for those specific stocks in the pages of the local newspaper for the other. When the Alien player has completed the "scatter procedure", he checks to see which units have landed on demo charges.

During his Special Functions Phase, the Terran player loads and unloads his air cars, conducts engineer demolition placement, swaps equipment between units and conducts searches using the listening devices and special talent units. The air car actions, the fact of demolition placement and the searches are noted on the open move sheet. The type of demolition used and the equipment swaps are noted for the sealed envelope.

The searches for tunnels are best announced at the end of the move before they occur. This permits the Arachnid player to send the results with his move, saving considerable time. In the case of the listening devices, however, this procedure may give an undue advantage to the Arachnid player. Therefore, the Terran player is allowed to send an extra mailing for his searches the first time a specific listening device is used. This may be done again if a subsequent possible swap and separation of units has rendered the location of the device uncertain. The Terran player may also elect to inquire on the turn the search takes place and allow the Arachnid player to reply with his next move as a means to save time.

**Illustration 1:** When the overlay on which the locations of the Arachnid demolition charges have been recorded is matched with the map sheet on which the tracks of Terran movement are plotted, the result is as appears below. From it, one rapidly sees that A5 passes over a demo charge on hex AA16, A2 passes over one in CC15 and the one at AA16 and yet a third in X15, A3 and A4 cross the one in BB17, and the platoon leader passes over charges X19 in Z13 and again in AA16. If these units moved in the order here listed, and if the Arachnid doctrine calls for attacking the first Terran unit to cross a charge: A1 would be stopped in AA16, A2 in CC15, A3 in BB17 and the platoon leader in Z13. A4 would come through unhurt because A3 set off the charge before he moved; the charges in X19 and X15 remain unexploded.

The overlay system is intended to reduce the tedium otherwise associated with checking the movement of the many Terran units hex by hex to determine which ones stepped on demolition charges. Working out the move of every unit from a written list could easily take hours, and such a detailed clerical chore is very boring. If not eliminated, playing the game by mail is tedious, if not totally impractical. The ranged weapon rules in STARSHIP TROOPERS hold the stacking of units around waiting for orders. Be warned; the assortments of alien forces, and Terran searching for-and moving in-the Arachnid tunnel complexes demand the active participation of both players. It would prove difficult to accomplish these interactions without an interminable series of letters. However, two original techniques and use of standard play-by-mail methods can surmount this problem. The new methods institute a system of "action by doctrine" and an overlay format to resolve attacks during the movement phase. Use of an exchange of sealed envelopes committing players to the secret portion of play is necessitated to cover the unexpected, of their move completes the system. This method is therefore practical to plot the tracks of movement on a sheet from the Alien Control Pad. It is also relatively simple for the alien player to trace the locations of his demolition charges on one of the clear plastic composition covers which are readily available these days. When the map sheet containing the Terran move is placed under the resulting overlay, a rapid inspection by the Alien player can determine which units have entered a targeted hex.

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**Illustration 1:** When the overlay on which the locations of the Arachnid demolition charges have been recorded is matched with the map sheet on which the tracks of Terran movement are plotted, the result is as appears below. From it, one rapidly sees that A5 passes over a demo charge on hex AA16, A2 passes over one in CC15 and the one at AA16 and yet a third in X15, A3 and A4 cross the one in BB17, and the platoon leader passes over charges in Z13 and again in AA16. If these units moved in the order here listed, and if the Arachnid doctrine calls for attacking the first Terran unit to cross a charge: A1 would be stopped in AA16, A2 in CC15, A3 in BB17 and the platoon leader in Z13. A4 would come through unhurt because A3 set off the charge before he moved; the charges in X19 and X15 remain unexploded.
In cases where the Arachnid player attacks a unit making a search, he should put the result of each possibly interrupted search in a separate, marked sealed envelope. The Terran player returns the envelopes for any prevented searches and opens those for which the search was successfully carried out. Of course, the movement restrictions on units making searches still apply.

Terran movement (as noted above) is plotted on a sheet from the Alien Control Pad. This should begin with a notation of the unit’s identification in the hex where it commences the turn. From this, a line is drawn hex by hex to the place it stops for the combat phases. In this hex, the line should continue to the final hex of movement for that turn, terminating with an arrowhead pointing at the repeated identification of the unit. Unit identification should be shown in the form “A3”, “PL1”, “PS’, “ASLI’, “CEng”, “Esct”, “FAC” or “ST”. Various colors could be used to plot the paths of units whose tracks intersect to avoid confusion.

The Arachnid player has constructed an overlay to match against the Terran plot map using a transparent plastic overlay on a sheet from the control pad itself. The locations of any demolition charges which may be exploded during the Terran Movement Phases are traced on the plastic using either a grease pencil or felt-tipped pen. While the quality of the control pads printed by Avalon Hill make it unnecessary, it is prudent to trace two separate terrain features from the control pad itself onto the clear overlay to use in ascertaining proper registration of the Terran map sheet. The sheet containing the Terran movements is put in the place of the one with the Arachnid complex each turn. From this, it is simple to determine which units passed over demolition charges.

The only additional information the Terran player must send is a list of the order in which the unit is to move, the name of a single stock and a closing transaction date. To resolve the move, the Arachnid player lists the Terran units passing over demolition charges. He then numbers them in the order in which they have moved on the basis of the list provided and ascertains the order in which units moved over separate charges. Starting with the first unit to both move and pass over a demo charge, he applies his prestated attack doctrine to determine if an attack occurs, and resolves the attack using the stock and date provided. If the resulting attack causes damage calling for a die roll to determine extent, the stock directly below the listed one is used. The Arachnid player continues checking through the list and resolving such attacks, using stocks in sequence in the published listing, until all attacks are resolved.

The requirement for the Arachnid player to have a prestated attack doctrine is necessitated by the unjustified advantage he otherwise accrues of being able to select the most valuable unit passing over a demo charge on a given turn. For example, if a scout with no special weapons goes over a charge followed by a leader with some of everything, the ability to wait for the leader is a distinct advantage. To prevent this, the Arachnid player is forced to state in advance which charges he will use during the movement phase and what units he would consider acceptable targets. This information is sent to the Terran player a turn in advance and may be changed as the game progresses. The only restriction on its formulation is that it must be unambiguously clear, such that a Terran unit passing over a demo charge will trigger an attack. While there are limits to the advantages complexity can bring, the player may make the doctrine as complex as he wishes so long as the intent is clear. (Illustration 1 incorporates the above points in an example of a single Terran Movement Phase.)

The Terran Attack Phase is complicated by the events of the Movement Phase. While many units may have been sent to attack a given hex, a lesser number may arrive due to demo charges. In addition, the alien units in hex may be inverted, making it impossible to allocate the exact attacks to be made in advance. To cope with this situation, the Terran player must formulate a doctrine for determining how the available factors will be assigned to the available targets. It is best planned in terms of priorities. For example, such a doctrine could call for attacking heavy weapons with up to 3-1 odds, followed by warriors at up to 3-1 odds. One distinction to make clear is whether all units of a type are to be hit by equal odds or whether some are to be hit by heavier fire before the attacks on the next turn. When several units of one type are in the same hex, attacks shall be in priority by the order the Arachnid player has listed them on his move. The Terran player should list one stock per unit in the target hex. If one attack hits two or more units when the attack doctrine is applied, the stock for the units having first priority should be used. Care should be taken to make the doctrine clear and definitive, as the Arachnid player is the one who will have to apply it. There are no other restrictions on the Terran player’s options.

Normal movement in the Extended Jump Phase has already been covered. The handling of the Terran Terran Boat landing has been passed over, however. On the appropriate turn, the Terran player need only list the intended landing hex and two stocks. The alien resolution of this action should present no undue problems.

Tunnel movement for the Terran player is another facet of the game for which “action by doctrine” would be required. When the Terran player enters a tunnel, he must list the priority of choice for the direction of tunnel movement. Provision must also be made for decision when intersections are encountered. If the Terran player has obtained some knowledge of the tunnel system, he might frame his doctrine in terms of going one direction for a given distance, then turning in another. The sole requirement is that the doctrine lead to a clear course of action. In cases where it does not, movement should be presumed to stop while the units involved disperse. (Illustration 2 shows how such a policy would be applied by the Arachnid player.)

Before leaving the Terran player’s turn, it should be noted that the demolition charge procedure lends itself to a quite natural expansion of the rules to “delayed-action” charges. The Terran, when placing them, could easily note the locations in the sealed envelope rather than on the open move sheet. Resolution of any resulting attacks would be handled in the same manner as the Arachnid demolition charges are handled. Such a variation would add interest to the game, and put a crimp in the standard Arachnid tactic of “pop up, shoot and scoot”. This addition should be regarded as an optional rule, however, to be implemented only by mutual consent.

The Alien player’s move presents less obstacles to play-by-mail implementation than does the Terran move; a brief review is necessary, however, of the detailed texture of the game. In the Special Functions Phase, breaches and movement to and from the surface should be noted. Where units would be inverted, only the number of counters should be given on the open sheet, while the unit identifications should be placed in the sealed envelope. Tunnel construction and repair, together with movement of engineer units should also be indicated in the sealed envelope. Any explosion of demolition charges during this phase can be simply handled, with stocks listed for each unit attacked, as in other pbm games. Ranged combat is also relatively straightforward.

In the Movement Phase, noting the exact path of movement would be necessary if the hidden “delayed-action” charge variation described above were used. The limited movement factor of Arachnid warriors makes the tunnel movement doctrine required of the Terran player unnecessary, unless road movement is used. In such cases, the Arachnid player should state a doctrine for movement as a precaution. If the variation is not used, the Arachnid player should send a copy each time he is foolish enough to move a unit onto a marked mine. For Remote Control charges, the Terran should prepare an attack doctrine as the Arachnid did.

The Humanoid units present no new problems for our play-by-mail methods. The system described above can be easily applied to their activities. It would be simple to allow them to conceal units stationed in strong points completely, however, and they need every break they can get. This should be treated as an optional rule by the players.

This system makes it possible to play STARSHIP TROOPERS by mail without undue paperwork or labor over the detailed texture of the game. The use of “action by doctrine” method pushes the decisions for some types of actions back to the preparation stage and introduces chances of unusual events, but this is logically in keeping with the idea that the player is a unit commander. He must establish his tactics in advance of the action and cope with the occurrences on the battlefield thus engendered.

I have skipped somewhat in my detailing of the various doctrines players could establish for certain actions. To go into greater detail on this would require even more print with slim chance of being definitive, while a less complete discussion would omit too much.
Praise of a Simple Game

By A. Haythornthwaite

Being a self-confessed addict of the sophisticated simulations such as THIRD REICH and SQUAD LEADER, I understand the reader's immediate reaction to this topic quite well. However, there are times (as I am sure there are for you) when my mind simply is not capable of recalling the close assault procedure or how many units the Axis can supply in Libya and I do not wish to thumb through a rulebook every five minutes. Then I reach for my copy of AMOEBA WARS, an anodyne to my aching brain. If my young son or wife wish to take part, there is no equal choice in the AH line; on many a rainy afternoon, the favorite activity for my family is a quick game or two of this favorite. Though simple enough to be grasped by a child, it has that rare and excellent mix of play balance and strategic options that make a challenging competition between adults. Any veteran gamer should relish its simplicity or rules and wide range of strategies.

The First Decision

The counters represent five classes of starships, space amoebas and superdreadnoughts; these are uniformly attractive and functional, all information necessary being found on each piece. Printed on each spaceship counter are two important facts—the ship's value and the ship's fighting strength in battles with enemy ships and the dreaded Doomsday Machine. The four section mapboard depicts a section of a galaxy, with each hex covering one of some 43 solar systems. Outermost are the six home systems—Saestor. The artwork is pleasant, and the color-coding of similar sized systems makes combat easy to resolve. The player aid cards supply quick reference to the Power Cards and resolution of the various types of combat.

By dice throw, the order of selection of home systems is decided—and the first critical decision faces the player. To evaluate the initial positions, it is helpful to consider each home system as a defensible "wedge", delivering twelve production points. Notice, however, that some of these production groups have more planets than others. All have four or five planet systems at the outermost corner; but some wedges have four or five planet inner systems while others have only three or four planet systems. Thus, the actual totals are not the same (note the illustration depicting distribution of planets in the possible wedges); these run from a high value of "27" to a low value of "24". The most desirable system wedges have only three and four planet systems in the inner rank and a one or two planet system adjacent to the home system. Understandably, it is also wise to be as far away from the other Lords as possible in order to avoid ship to ship clashes and concentrate on building strength and expansion. More on these wedges later.

In the early expansion to establish a viable production base in your wedge, the presence of the amoebas may be either a handicap or an advantage—depending on your ability and immediate goals. A die is rolled and each amoeba in a system with a number of planets equal to the number rolled will attack all adjacent systems not already containing amoeba. Four amoeba attacks at the beginning of the game assure a steady supply of amoebas throughout the next few turns—interfering with all players. Amoebas in planetless systems do not attack (note the location of the planetless systems in the illustration). In general, it makes fine sense to remove amoebas whenever the opportunity presents itself. However, there may well be instances where they provide a buffer between you and other Lords, or between a rival Space Lord and Saestor. At these moments, they may be your only allies in this game.

The Power Cards

A successful Space Lord must learn the skillful use of power cards in order to gain the upper hand. The tenets of good card play affect the flow of the game greatly—making each play of AMOEBA WARS unique. The cards have a double function, deciding the order of play in each game turn and causing different actions—from amoeba attacks to reinforcements. The high card player may play all cards on the table in order and then continue with the rest of his turn. He then discards his own card. The next highest player then plays all remaining cards, makes his move and discards his own card. And so forth. By playing a low card while holding a high card, it is possible for a player to run two turns in a row. This can allow a lightning campaign to seize the necessary inner systems, followed by reinforcement with the considerable production capacity just secured to face the inevitable counterattack by the other Lords. It is conceivable that one could storm Saestor in this method, winning the game before your antagonists can intervene.

And it pays to hold a high card to frustrate this attempt by another Space Lord. Cutting his lines of communication so that he cannot reinforce his newest gains is certainly the cheapest and easiest means to buy time and allow for the other Lords to gather their strength and halt his further progress. (As is noted later, the laser cards are excellent for disposing of his lone scouts in key communication hexes.) Adjacent garrisons of communication hexes are an important consolidation move by any competent commander.

There follows a review of these 45 cards, each critical and unique. Optimum play of these cards is the heart of strategy in AMOEBA WARS. Every card can be a dangerous double-edged sword that can cut both ways—particularly if an opponent should play a higher numbered card and turn your against you in his turn. It is a very good idea to keep a count of those cards which have been played (mentally, of course). The cards then:

#44 "Next Power Play, All Power Cards Must be Revealed Simultaneously PLUS Production Strike, You Lose All of Your Production Points for This Turn." One would have to be desperate indeed to go first to play this card, as well as having next to no production capacity in the upcoming turn. Under most circumstances, it is best to simply hold onto this card and refrain from implementing it. (This is a "Must Use" card once it has been played down—as are all cards numbered 38 through 44.)

#43 "Double Amoeba Attack." This card is useful if one wishes to go first and gain use of all lower cards; however, it is hazardous since it can so easily backfire on you, resulting in amoebas eating up your own forces and taking over the systems you've struggled to hold.

#42 "Berserk Doomsday Machine." Again, this may allow you to move first and is a fine play if you do not currently occupy any inner systems; other-
wise you are taking the same risk of damage that the other players face from the Doomsday.

"Amoeba Attack." This is the play that could lead to big trouble all over the board, especially if more than one player has played such a card—resulting in multiple amoeba attacks, and usually their proliferation into everyone's territory. Several turns may be spent recovering from such an outbreak.

"Provoke an Amoeba." These are excellent for disrupting your opponent without risk of combat. But keep in mind that, if he plays a higher card, he can negate the threat or even turn the Doomsday against your systems. These nasties move only by the instruction of the cards. They cannot coexist with space ships and, so, if moved into the same solar system with one or more will fight to the death.

"Successful Ambush by an Amoeba." It is best to use this card to disrupt an opponent's lines of communication, thus preventing forward reinforcement. To best protect yourself from this card, it is wise to have at least two ships in each hex.

"Zap an Amoeba (Outer System)." Playing this card generally makes everyone happy and is your momentary friend.

"Laser Beam Attack (+2 to Die Roll)." As with the amoeba ambush, these are used to disrupt communications and destroy production capacity where one enemy ship is on a lone patrol. Sometimes it is wise to pass this one once down to avoid unnecessary antagonism. Too, it can easily be turned back on you.

"Hyperjump 7 (6-5-4) Points Worth of Space Ships." These are all excellent to launch your fleets into a new system for extra production capacity in the upcoming turn or for raiding enemy communication lines.

"Acquire One Cruiser." These are safe cards to play when there is no pressure to go first. It is generally wise to play any "acquire a ship" when a "jammer" card has been placed down.

"Acquire One Dreadnought." As above.

"Acquire Two Cruisers." As above.

"Acquire Two Dreadnoughts." As above. If able to be implemented, this is an appreciable increase in your forces.

"Each Space Lord Uses Only the Card He Played PLUS Acquire One Battle Star and One Dreadnought or Acquire Two Dreadnoughts." Speaks for itself.

"Each Space Lord Uses Only the Card He Played PLUS Acquire Two Battle Stars." Paper.

"Each Space Lord Uses Only the Card He Played PLUS Acquire One Monitor Which May Be Placed in ANY Friendly Solar System." This card, as with the above two, provides powerful reinforcements if you don't mind going last. Collectively, these three cards are the "jammer" cards, allowing standard play by all.

There are eight special Power Cards which are optional for an even more free-wheeling game. Drawn at the beginning of the game and on display for all to take into account, these convey certain advantages to the bearer. By using these special cards judiciously, a clever player can make a strong power play or perhaps rescue himself from an untenable position.

"You May Place Reinforcements in Any Friendly Solar Systems." Normally, new ships must be placed in the home system. Now, you are freed from this restriction, allowing you to be less concerned with lines of communication and your rear areas. Too, since you will always be able to place new ships whether you control a home system or not, you can only be eliminated from the game only if all your space ships are cleared from the board.

"You Have Special Monitors Which Can Move and Attack Just Like Other Types of Space Ships." Your monitors, normally immobile, can now move and attack—the most powerful piece on the map-board. Any number of your monitors may occupy the same solar system. Shades of the "Death Star"! The die rolling edge this gives you can decimate an unsuspecting and unprepared neighbor if you engineer a double turn.

Production

The Space Lord tallies his current production points from the systems he controls and buys the ships of his choice (to the limit of his budget, usually). Early in the game, when conquering neighboring systems and coping with many amoebas, the player will find it wise to take mostly scout ships; this provides the maximum number of ships to engage in battle with and the minimum costs to bear as losses. However, later he will find himself engaged with other Space Lords, and therefore larger ships desirable for combat with them. But, when the final assault on Saestor is launched, you will find that scouts will be useful in order to best withstand a bad run of poor die rolls before the victorious final move.

A trap looms for the spendthrift in this game. Take, for example, the monitors. Once an inner system is taken, as soon as feasible, a suitably placed monitor can guarantee that you will not lose your extra Power Card (awarded to those who hold an inner system). The considerable expense of these monitors prohibits their deployment in many
systems. It would be unwise to tie up your entire production allowance in what are in reality only immobile, orbiting gun platforms. All purchases are a matter of carefully considered planning; as with any war, it is inadvisable to allow some of your fleet to languish as unsuitable for current aims, while you are short of the most useful ship classes.

**Attack Campaign**

Initial expansion must be largely aimed at increasing your production base as quickly as possible. It is a good policy to stop before you overextend your forces. Otherwise, a player will find himself spread over many systems and left with only one ship to occupy each, making him vulnerable to both other players and the amoebas. It is not impossible for a player in such straits to be virtually eliminated from the game in a single turn. Obviously, it is best to develop your capacity to consolidate systems in thrall in order to keep production high throughout the game.

A sensible first move might be to take one of the other nearby two production point systems (see Figure 2). Obviously, the system with the least number of planets is the easiest to gain. A cardinal rule is to avoid combat with other Lords unless absolutely necessary. The Lords that dissipate their forces in early fighting will inevitably lose. A second move might well take your forces into an inner system, thus giving you an extra Power Card. However, it is wise to consider eliminating all amoebas which currently threaten your planets—these players can destroy in one turn all you have worked and their completion in the yards (or wherever space ships are built). At the end of each turn the player must write and sign the list of ships he wishes to have built and the number of each. He bases his orders on the production points available to him at that time. In his next turn he must take the ships as written in the order they appear on the list, up to the actual production capacity. Of course, the production base may have shrunk due to combat losses. (Example—a player may have eight production points at the end of his turn. Based on this he makes his decision and orders four scouts and two cruisers. On his next turn he has lost one system to an opponent and therefore has only six points left. He must then take the items which appear first on his list up to six points namely the four scouts and one cruiser.) After each turn a new order can be devised and you need not return to past orders. Large ships can now be built over several turns in the home system. A record should be kept of the points spent; upon completion the ship is deployed in the normal manner. Ships that are half-complete (due to loss of production points) are also considered to be under construction in the home system. (For example—a player has written a production order for two battlegarths expecting eight points but loses two points in the interim. He will then take one battlegartha and record the other with two points spent against its completion in the home system. He can designate two more points necessary for its completion in a later turn.) If the home system is lost in combat all ships under construction are considered destroyed.

The only exception to the production planning is production capacity which is seized by hyperjump just prior to new construction. This can be immediately utilized in the present turn as war spoils without advance planning. It is obviously most wise to mark down your ship order carefully, placing the most important ships first in the event of losses which reduce your capacity. Do not get carried away constructing large ships in the home system; the ships you have on the board are still the most important ingredient for rapid expansion and victory. Do not bankrupt your treasury with grandiose schemes for a navy of giant ships.

**Industrial Development**

This aspect allows for the diversion of production points to the increasing of overall production capacity of friendly planetary systems up to the limit of the number of planets in a system. For any turn, two production points can be expended in order to increase the production of your system by one point in the following turns. However, if control of any of these systems is lost the excess capacity is also lost to all players. The player must realize that deferring points does mean less ships on the board in the short term to defend this new industrial might. Probably the home system is the only place where such expenditure is justified.

**Command Lag**

This third variant represents the problems of communications over vast interstellar distances. Command instructions cannot reach your forces more than two systems from home system. Beyond this, written commands must be carried by specially designated ships from two systems out to the frontier. It is advisable to use the free move to concentrate forces in a system for future use—guarding against possible attack or dispersing forces more evenly to maintain communication between the home system and the leading edge of conquest. You may even telegraph your intentions (or mislead the opposition) by massing for an offensive move next turn. The best redeployment varies with every situation—though when in doubt, consolidate. If reinforcements cannot reach a given system in the production turn it is of little use as a forward base.

To sum up, one must concentrate forces in one system during the attack campaign for a sustained campaign. Take the path of least resistance (least planets or few enemy ships) as well as allowing for maximum accumulation of production points. Avoid early and unnecessary combat with other Lords. Work towards consolidating a wedge before trying for the center (you need the solid production base to sustain your efforts). When on the march, remember to leave behind adequate reinforcements as you have only one free redeployment to stabilize your lines of communication each turn. If threatened...
Today’s postal hobby has been greatly enriched by neutral moderators (or “GameMasters”), which allow for the play of the proliferation of multiplayer games. Notable postal games with a GameMaster (GM for short) are found now for DIPLOMACY, KINGMAKER, WOODEN SHIPS & IRON MEN, CONQUISADOR, Roy Henriks, publisher of the well-respected amateur ’zine Envoy is currently running pbm games of RAIL BARON and MAGIC REALM, which serves to prove that anything is possible in the postal hobby. But, there seems to be little available to fans of SF. [Hopefully, this issue will set that aright.] Indeed, considering the trend toward sf/fantasy titles and the seeming popularity of DUNE, it is surprising that it has not been absorbed by the postal hobby. With this in mind, I offer rules for moderated postal play which maintain much of the game’s distinct flavor.

Pre-game Activities

Upon start of a game of postal DUNE, a neutral party must be chosen (or volunteer) to act as GameMaster. He will present final starting positions and faction assignments (taking the players’ preference lists into account), the board position, adjudicate all players’ orders, maintain the Spice and Treachery decks and record or disseminate any private information (for example, the cards held by each player, movement of storms, Bene Gesserit prediction, etc.). The GM will also act as final arbiter for all arguments and rules interpretations.

Players submit the following when starting the game: 1) a preference list (a listing of all factions in the order the player would prefer to play them), 2) initial placement positions for the Fremen and Bene Gesserit tokens (in case he is assigned either of these to play), 3) a prediction for the Bene Gesserit (in case called upon to take that role). After the GM has received all this information, he will issue the faction assignments along with the names and addresses of all players. Each should receive the following information:

1) Four leaders to choose among as traitors;
2) Starting locations for Bene Gesserit and Fremen tokens;
3) Storm location;
4) Spice locations;
5) Treachery cards dealt to the individual.

In addition, the Fremen player is secretly informed of the Turn 2 storm movement and the Atreides player is secretly informed of the types of Treachery cards up for bid (but not necessarily in the correct order) and the location of the Turn 2 spice blow.

With his first set of orders, each player must inform the GM which of the leaders he drew will be in his play. If any player should fail to do so, the GM will select one randomly amongst those leaders not in his faction and inform him of the fact.

The GM will also assign a deadline date by which time all players must have their orders for Turn 1 on file with the GM; failure to do so results in loss of a turn (all units of the offender remaining in place)—there are special rules for failure to submit a battleplan in the section on combat below. Between the time the players receive the notice from the GM and the deadline, they are free to negotiate with their fellows.

Orders

When movement orders are due, the players should send the GM the following information:

1) Treachery card bids;
2) Revival, shipping and movement orders; and
3) the play of non-combat Treachery cards.

Further, the Bene Gesserit player should specify where he is hostile and where willing to land advisors should the opportunity arise.

When combat orders are due, each involved player should submit a battleplan for each combat, and indicate whether he will call “treachery” should the opportunity arise.

Feedback from the GM

After receiving movement orders from the players, the GM should send out a report to the players, including the following:

1) Storm round results;
2) Spice blow results;
3) Bid round results;
4) Movement round results;
5) Combats to be resolved and order of battle resolution;
6) A listing of where the BG are hostile this turn; and
7) Next turn’s storm round and spice blow.

Should by accident members of the same alliance attempt moves which would result in joint occupation of a territory, the fraction moving in with the greatest number of tokens occupies it while the other player(s) are left back at the point immediately prior to entering the province. (For example: The Atreides and Guild players are allied. Atreides orders nine tokens to ship down to Carthage and moves these same tokens to the Imperial Basin. The Guild meanwhile moves ten tokens in the Polar Sink to the Imperial Basin. The GM would report that there are ten Guild tokens in the Imperial Basin and nine Atreides tokens in Carthage. If the Atreides attempted to ship troops directly to the Imperial Basin or if Carthage is occupied by Guild forces, the Atreides tokens would remain in reserve.) Should there be a tie for the greatest number of tokens, the faction with the greatest amount of spice moves in; if a tie still exists, the position goes to the faction with the strongest remaining leader. (Remaining ties are broken by a random number.)

So that the players and GM may make themselves as clear as possible on mapboard positions, the map’s sectors are labeled with a number. Starting with the “Start Storm” sector and proceeding in the direction of the storm, label the sectors “11” through “18”. Unless otherwise instructed, the GM will assume that any tokens moved are placed in the sector currently furthest from the storm.

X. Battles

If there are any combats, the GM will notify the players involved of the deadline by which battleplans are due. Players should list the number dialed, amount of spice payed, leader(s) and any attack/defense card(s). Players with “Karma” or “Truth trance” cards and/or special combat advantages must inform the GM of the actions or questions to be made, and how these will affect their battleplans. A player may automatically use any character advantages he enjoys, along with any gained through an alliance.

If there is more than one battle to be resolved, the GM will determine the order in which battles are to be fought by random number. This will resolve any difficulties arising from one player being involved in more than one combat in a turn.

For PBM DUNE, the aggressor is termed as the player who occupied the battle site first. Tokens present at the beginning of the turn are given first priority, and are always considered the aggressor if involved in combat. (Note that if the BG player comes out of a state of co-existence, the other player is the aggressor if the BG occupied the territory with that power and was previously in co-existence.) Tokens which were shipped to the battle site have second priority, followed by tokens which moved there by planetary movement. Ties in the lowest priority are resolved in favor of the faction.
and the Guild troops may "voice" their power, "treachery" will always be called when a
assumed to have dialed a number equal to his token
leader (or a cheap hero/heroine if available) and
aid positions or stop another faction. This restric-

XII. Alliances

Players may automatically utilize any advan-
tages gained from their ally (Exception: in a
B/Galliaindiance, BG troops ship at half rates, and
the unit's troops may "voice" their opponents). In the case of using the Harkonnen's
power, "treachery" will always be called when a
Harkonnen ally meets one of the Harkonnen's traitors in battle.

It is strongly suggested that alliances not be
allowed to win. It is the player's opinion that a
romantic relationship is against the spirit of the
game, although they can be formed temporarily to aid positions or stop another faction. This restriction
will also bring about the endgame advantages into play more often.

Should there be no combat to be resolved, play proceeds to the next turn's movement. If there are
combats to be resolved, the GM must set a short-
terms deadline by which players must submit
battleplans. After receiving these, he gives another
report to all players, including all the following:
1) Combat results;
2) Collection round results;
3) A listing of all player's current spice
holdings;
4) The number of cards up for bid next bid
round;
5) A listing of final board positions; and
6) Any secret information due the Atreides
and/or Fremen players.

Should there be no combat to be resolved, this report must be included along with his movement report to players.

Modifications for Postal Play

It is axiomatic that play by mail will require some slight adjustments to the game rules. These
have been kept to a minimum. The following are the comprehensive rules changes; unless otherwise
noted, all rules remain in force.

VII. Spice Blow

When a worm appears, any alliances must be declared by the next movement deadline. Players
may submit only one alliance choice; if players of a proposed alliance agree to an identical alliance choice, the
alliance is considered formally formed. (Example: Emperor proposes a E/BG alliance; Bene Gesserit propose a BG/E alliance. The GM would then notify the players that such an alliance does in fact exist. However, if the Emperor had proposed a

E/BG/H coalition, no alliance would have been formed since the Bene Gesserit did not list the
Harkonnen. Too, since the Harkonnen player did not list both the Emperor and Bene Gesserit as his
ally, the diplomacy of the Emperor would fail.)

When worms appear, if the Fremen are able to take an action as a result, the Fremen player must inform the GM of such actions in his next set of
movement orders.

VIII. Bidding Round

Bidding is done simultaneously. Players may make their bids conditional upon the results of
prior bids, but must try to be as clear as possible to
their intent. The GM is not responsible for problems
caused due to a set of ambiguous orders. Players may specify that they will attempt to outbid a specific faction's offer(s), where upon he will pay one
more spice than the highest bid. Should two or more
players attempt to outbid each other, the player with the most spice pays the amount necessary to
outbid everyone else trying to outbid him (ties broken by a random number). Each card goes to the
highest bidder; ties are passed to the faction with the most spice in hand (further ties are resolved by
random number).

Players normally bid on a card by its numeric
rank. For example, the Guild bids four Spice for the
first through third cards, two Spice for the fourth
and fifth cards, and attempts to outbid all other
players for the sixth card. The Atreides player must
bid normally or in the Atreides manner, if allowed.

Players normally bid on a card by its numeric
rank. For example, the Guild bids four Spice for the
first through third cards, two Spice for the fourth
and fifth cards, and attempts to outbid all other
players for the sixth card. The Atreides player must
bid normally or in the Atreides manner, if allowed.

Atreides: The player may make their battleplan conditional upon the results of prescience. He may
bestow his bidding advantage upon other players as
he chooses. This allows them to bid on cards by name as opposed to numeric rank. Other players
should submit orders conditional upon other
whether the Atreides allow them, at his whim, to bid in this manner or not. To do so, the Atreides player must inform his "ally" what the card is for bid. There are two possible outcomes. The Atreides player may
indeed allow him to bid on the card as is, or attempt to "trick" him. (As an example: The Atreides informs
player B that he can bid on the LASEGUN. The
Atreides then informs the GM, "I allow player B to bid on the LASEGUN." If player B states, however, that he will bid normally or in the Atreides manner, if allowed.

When players would like to make a spice deal,
no action occurs in

IX. Movement

Movement is considered simultaneous, in the
normal order listed in the rules: revival, shipment
and on planet movement.

Should movement result in the violation of Rule
12 (occupation of Strongholds), units arriv-
ing by shipment take priority over forces arriving
overland. If this method does not resolve the viola-
tion, the largest force (numerically) has priority
over smaller forces (ties are resolved by random
number).

XII. Bribery

When players would like to make a spice deal, all
involved parties must sign a contract (an index
card is recommended) with the terms of the deal
written on the card. The GM will make this deal
known to the public, and has the right to adjust a
player's orders by aborting certain moves if they
would break the terms of the spice deal. In the case
where the player agrees to make a certain move, the
GM may write or place a collect call to the player
concerned to receive a change in order to rectify
the problem. If this proves impossible, the GM will
change orders to meet the terms of the deal. A spice
deal should be closely monitored to insure that
players follow through on the deal. In the rare cases
where the GM can't do anything to rectify orders which break the spice deal, nothing happens; however, the player who did follow through with the deal and has an opponent who was not able to meet his end of the bargain may either declare the deal null and void, or force the player to meet the
terms of the deal as soon as possible.

Advanced and Optional Rules

The following rules may be used in PBM DUNE
with little change: Additional Character Advan-
tages, Additional Katalon Powers, Weather,
Increased Spice Flow, Spice Blow, and Advanced Combat. The GM should be able to implement
these without trouble by applying the precepts
displayed above.

Special Character Powers

Atreides: The player may make their battleplan conditional upon the results of prescience. He may
bestow his bidding advantage upon other players as
he chooses. This allows them to bid on cards by
name as opposed to numeric rank. Other players
should submit orders conditional upon other
whether the Atreides allow them, at his whim, to bid in this manner or not. To do so, the Atreides player must inform his "ally" what the card is for bid. There are two possible outcomes. The Atreides player may
indeed allow him to bid on the card as is, or attempt to "trick" him. (As an example: The Atreides informs
player B that he can bid on the LASEGUN. The
Atreides then informs the GM, "I allow player B to bid on the LASEGUN." However, if he
wishes to betray player B, he informs the GM that
"I am telling player B that BALISER is LASE-
GUN." Player B could state, however, that he will bid normally or in the Atreides manner, if allowed.

If player B made a bid on a card which Atreides were
allowing him to bid on, the bid is simply ignored.)

Bene Gesserit: The player must specify exactly
where he is hostile during the upcoming turn. Other
players should list alternative cards plays in case
of "voicing" actions, if they exist.

Emperor, Fremen: These players may denote their special tokens with an "*" when submitting
orders.

Guild: The player may, instead of moving simultaneously, move either before or after everybody else. If moved first, his forces always
arrive at their destination first and will always be considered the aggressor. Should he choose to move last, all of his orders may be made conditional upon the moves of any or all other players, but any
enemies faced will automatically gain the aggressor status.

Harkonnen: When submitting the battleplan,
the GM must give a list from the opposing faction's
leaders of which ones he wishes to hold should they
be captured, and which ones will be killed for the
two Spice bounty. If this is overlooked, the GM will
assume that all leaders captured are intended for execution for the bounty.

Miscellaneous

When it comes to playing cards and selecting
battleplan, players may choose to make their orders conditional upon the results of preeminent. Players are warned to make their orders crystal clear; should any doubt
arise in the mind of the GM as to intentions, his
rulings are final. It is suggested that no action occurs in cases of ambiguous orders.
The GM has final ruling on all rule interpretations and the manner in which the game is conducted. Should a player wish to make a complaint, he should notify the GM of the problem. But . . . the GM is final arbiter (although he may reconsider the problem to protect his integrity and the interests of all players).

Any questions about this pbm system will gladly be answered by the author, provided a SASE is enclosed. Available also, with a SASE, are adjudicating special cases. Send all comments or questions to: Tom Swider, 1183 Robinson Hill Road, Endwell, NY 13760.

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 name, site, and contact address of the convention. Additional information of interest to Avalon Hill ean enjoy tournaments or events utilizing AH games is solicited and will be printed if made available. Avalon Hill does not necessarily attend or endorse these gatherings, nor do we guarantee that events using AH games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

JANUARY 13-14-15
CRUSADER CON III, Denver, Colorado
Contact: Stephen Stein, Aurelia Gamers Club, Metropolitan State College, 1006 11th Street, Box #39, Denver, CO 80204
NOTE: Tournament events will include DIPLOMACY, KINGMAKER, SQUAD LEADER and CIVILIZATION among other Avalon Hill titles.

JANUARY 14-15
CHIWAUKEE CAMPAIGN ’84, Kenosha, Wisconsin
Contact: Thomas A. Beach, 1465A Sheridan Road, Kenosha, W1 53140
NOTE: Tournaments include WS&IM, SQUAD LEADER, GLADIATOR, STORM OVER ARNHEN and STARSHIP TROOPERS among many others.

JANUARY 15
PANDEMONIUM OF WINTER GAMES, Toronto, Ontario
Contact: Walter Hnatiw, P.O. Box 67, Stn. F, Toronto, Ontario, CANADA M2Y 2L4
(416) 924-1899
NOTE: Tournaments include WIZARD’S QUEST, SQUAD LEADER, PANZERLEADER, PANZERBLITZ, DIPLOMACY and TITAN.

MARCH 3-4
GOLD-CON II, Pompano Beach, Florida
Contact: John Dunn, Library, Broward Community College North, 1000 Coconut Creek Blvd., Pompano Beach, FL 33066
(305) 428-8832.

MARCH 16-18
TRI-CON II, Raleigh, North Carolina
Contact: James Moyland, North Carolina State Gaming Society, P.O. Box 37122, Raleigh, NC 27627

MARCH 17-18
CENTCON ’84, New Britain, Connecticut
Contact: Ronald Vincent, 471 Commonwealth Avenue, New Britain, CT 06053
(203) 225-0763.

Now, I know that there are a few of you readers out there who do not believe. Still, you cling to the notion that DIPLOMACY is NOT THE GAME. I know you’re out there . . . I’ve seen you with your duodecational dice, your six foot by eight foot boards, your hand-painted panzers, your callipers, sextants, micromanipulators, metric conversion tables, astrological forecasts, portable computers, and satchels full of little cardboard squares. I’ve seen you out in the gaming rooms at 6 AM, trying to get one of your games set up so that it will be ready to play at 3 PM. I’ve seen you arguing over the Volume III, Section 152, Paragraph 86, Subsection (12(m)(VII) exception to the rules. And I’ve seen you at auctions, trying to unload games which everybody was playing last year and nobody is playing this year.

“Sure,” people will say, “Diplomacy is simple, easy to learn, easy to set up, and likely to remain popular after twenty-five years. But look at this neat game of Tyrannosaurus Rex! It has EIGHT different scenarios! Wow ... eight ... twelve ... twenty ... fifty scenarios! It’s not the same game every time.” Well, that is an advantage, I’ll admit; and everybody knows that DIPLOMACY has only one, right?

DIPLOMACY has, in fact, over 700 known scenarios, and the number is rising every year. These scenarios are called “variants”, and they are all designed by fans of the game on an amateur basis. But don’t let that tag “amateur” fool you, gentle readers ... some of these people also design games professionally and many others are highly respected for their variant savvy within the hobby.

There are DIPLOMACY variants for almost every taste, interest, and number of players (from two to, theoretically, an infinite number). There are many variants which use the same playing board and pieces; these simply alter the rules, a little or a lot. Such games include economic factors, or new types of units (air power, for instance, or submarines), or perhaps only something as simple as negotiating initial placement of units before the game starts. Some variants make some changes in the mapboard (for which I recommend that the players could use a plastic overlay and grease pencil). A good variant is one in which the board itself changes randomly in various ways during the game (again, the plastic overlay).

Many other variants exist with totally new playboards (usually with many new rules to go with them). Whatever the reader is interested in, there is probably a variant that caters to it. There are numerous variants which add part or all of the rest of the world—the most popular of these being the “Youngstown” variant which adds China, India and Japan to the Great Powers and makes the mapboard a cylinder. Subvariants of the “Youngstown” also add Africa; and one, YV XII, even adds the New World. There are many, many other global variants.

If the reader doesn’t care for the period of 1901 ... what then? Well ... name the period. My own “2001” [$2.00 directly from Rod if you’re interested] is a global polar-projection variant, requiring three to ten players, with multiple subvariants of its own ranging from 1920 to the 21st Century. Games such as “Imperialism VII”, “1939” and “Zeus” take DIPLOMACY into the ever-popular Second World War. And there are Napoleon, Early Modern, and Medieval variants. The ancient world (both Roman and pre-Roman) is well represented. Too, one can find Colonial America, ancient India or China, feudal Japan, and numerous other eras and areas. Is KINGMAKER a bit complicated; try “Warwick”, a DIPLOMACY variant of the period. Do you find MACHIAVELLI a bit too long to play; try “City State”, Does A Mighty Fortress put you off; try “Excommunication”.

Nor are the science fiction or fantasy fans neglected. Many Middle-Earth variants exist, including two (“War of the Great Jewels” and “Belethron”) set in the First Age, Barsoom, Dalarun, Earthsea, the Hyborian Age, Witch World, the Young Kingdoms, Kregen, the Foundations, and the Federation are all represented ... not to mention many more generalized galactic and interstellar variants.

One can, literally, play DIPLOMACY set almost anywhere in the universe and in any age. The system is infinitely adaptable (one of the marks of a classic). All you need are the relevant rules and a map. Be warned however; amateur variants do not repeat the standard DIPLOMACY rules, nor do they reprint the standard mapboard (if that is what they utilize). Rules are written only as exceptions to the existing AH rulebook. Therefore, in order to play the variants, one must have the game.

But once you have that, what then? How does one have access to these wonderful variants? You could, of course, make up your own. That’s how these all got started. (And, if there is an expression of interest from you readers out there, we might print some simple variant rules in this column some day.) Beyond this, there is a repository for this type of material. It is known as the North American Variant Bank, and our files include over 500 of the known variants. The NAVB Catalogue is $1.00 (and is available from Rod Walker, 1273 Crest Drive, Encinitas CA 92024). The Catalogue will list the game variants available, indicate how many players are required, and list how much each costs to order. Furthermore, there are two fine booklets
on DIPLOMACY variants. One is professionally printed in England, DIPLOMACY Games and Variants by Lew Pulsipher. Mr. Pulsipher has also authored a semipro American collection—Science Fiction and Fantasy Variant Package. These are both excellent for those looking for a touch of something different.

Now, the next time you are tempted to think DIPLOMACY has only one scenario and you’re tempted to drag out that turkey, Battle of Dnepropavlovsk instead—stop. Think “variant”. And then find some friends. (And if you should design one of your own, would you let me know? The Variant Bank would like a copy for its files.)

Rod Walker is the editor of DIPLOMACY WORLD and author of Avalon Hill’s THE GAMER’S GUIDE TO DIPLOMACY. DIPLOMACY WORLD is a quarterly publication featuring articles on the game, hobby news, ratings, a demonstration game and numerous other tidbits. It has been the central DIPLOMACY hobby publication since its founding in 1974. Subscriptions are $8.00 per year; a sample issue, $2.50. Order by contacting Mr. Walker, 1273 Crest Drive, Encinitas, CA 92024. Rod also edits a monthly publication, PONTEVEDRIA, which lists past Gamemasters who have openings for play-by-mail DIPLOMACY. To obtain a copy at any time, merely dispatch a request to Mr. Walker along with a self-addressed and stamped envelope. THE GAMER’S GUIDE TO DIPLOMACY is available for $4.50 plus the usual handling fees from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.

THE WARGAMER’S GUIDE TO MIDWAY

Containing thirty-six pages of the best of THE GENERAL articles on the game plus previously unpublished material as well, this guide is a must for every fan of the game. Several official rules changes update the game and erase its few minor flaws. A tribute to one of the hobby’s eldest citizens that has never needed a major revision. A game which has grown old gracefully, maturing by getting better.

Almost all of the reprinted articles are from unavailable issues of THE GENERAL, many from volume 9 or earlier. Included is the first major variant, “Leyte Gulf”, and the most in-depth article on the game to date, “The MIDWAY Thesis” by two of the game’s experts, Harold Totten and Donald Greenwood. “The Pacific Theatre Via MIDWAY”, the other major variant that spawned the MIDWAY Variant Kit, has been expanded to include many more optional rules (some applicable to the MIDWAY game as well) and an additional scenario, “The Battle For Australia”, a previously unpublished article adds the ultimate with a hypothetical monster scenario using the components of both the game and the variant kit. Other articles deal with strategy, analysis, variants, and other hypothetical situations. The best of three Series Replays that have appeared in THE GENERAL is also reprinted, useful in itself as a fine example of the subtle strategies involved when experienced players meet.

THE WARGAMER’S GUIDE TO MIDWAY sells for $4.50 plus 10% postage and handling charges, and is available from our mail order dept. Maryland residents please add 5% sales tax.

CONTEST 116

It is Turn 12 of a very tough game of Scenario Three: Invasion of Skinny-5 in STARSHIP TROOPERS. The retrieval boat must lift off this turn. You, as the Terran commander, must think fast to secure a victory. Your forces have already suffered 20 points of casualties, but they have eliminated all Skinny units and installations not shown. All Terran units not shown are loaded aboard the boat (in hex HH-12). Only a few stalwart troopers remain on the ground—A/4 (KIA) in FF-10; PS (with one NUC), A/1 (with HVY damage), A/2 (with 1 DAR) and A/3 (WIA) in hex GG-10; and A/S (with three DAP and one NUC) in HH-3. Using all the rules through Scenario Seven (including the Scenario Addenda for Scenario Three), can you guarantee a win? On the entry form, record all actions taken—in order—by each of your troopers this turn. Remember, you must guarantee a victory; in the Mobile Infantry, bad luck is no excuse for failure to complete a mission!

The entry to this contest must be entered on the official entry form or a facsimile found on the insert of this issue. Ten winning entries will receive AH merchandise credits. To be valid, an entry must be received prior to the mailing of the next issue of THE GENERAL and include a numerical rating for this issue as a whole, as well as listing the three best articles. The solution to Contest #116 will appear in Vol. 20, No. 5 and a listing of winners in Vol. 20, No. 6 of THE GENERAL.

Group A—Hex GG10—P/S, A/1, A/2, A/3
Group B—Hex JJ11—1 Humanoid Worker, 1 Humanoid Warrior, 1 Humanoid Missile
Group C—Hex FF10—2 Humanoid Warriors
Battling the Bugs

1. The sequence of play is somewhat altered. Refer to the game tables for the revised Sequence of Play. The rules in this section generally follow that sequence. Steps one through four are ignored on the first game turn. In addition, note that there are no inverted alien counters in Solitaire SST.

2. The mapboard is divided into six sectors defined by the mapfold and the board partitions. Each of these sectors (except one in each game) will contain an Arachnid "hive" consisting of one, and only one, combat brain cell. There are no queens nor master brains here. These cells and their corresponding tunnel complexes are not drawn on the Alien Control Pad prior to play. They are simply assumed to be there, and their actual location must be discovered by the Terran using the following rules:

3. To begin each game, the Terrans must drop to the planet surface using the initial drop procedure, except that only one squad may initially be placed in each sector. After the initial drop, Terran troops are free to move out of their sector. When the drop has been made, five sectors are randomly chosen by assigning each an arbitrary number (1-6) and making die rolls. Each of these sectors contains an Arachnid one-cell "hive". Place a counter for each hive, labelled A through E, in these individual sectors as a reminder. Each hive begins with the usual compliment of units attacked (i.e., five warriors, five workers, one Beam Weapon).

4. At the beginning of each turn (except the first), the Terran must determine where new breaches will be created. A new breach will appear in each sector where a die roll yields a number equal to or less than the number of Arachnid warriors surviving in that sector. To find the location of the new breach, the player must randomly choose a vertical row in that sector, and then randomly choose an actual number hex within that row where the breach will be emplaced. This can conveniently be done with numbered chits (1-17) or with a twenty-sided die. When a breach is placed, a worker is also placed in the same hex. It is assumed to be underground. Workers never come to the surface nor are used in any way other than this in Solitaire SST. At the end of the next Terran player segment, all surviving workers are removed from the board and are available for subsequent breaching on the next game turn. There are no "engineers". Instead, the workers perform a semi-engineer function as described.

5. The Terran now rolls two dice for each sector containing a hive. If the roll is equal to or greater than the current turn number, an Arachnid demolition may explode in that sector. Roll two dice for each hex in that sector occupied by a functional Terran. On a roll of three or less, the hex will receive a demo attack. Roll one die on the Arachnid Demo Table to determine the exact demo type. The player must roll for possible demos as long as the combat brain in that sector is alive and on-planet (even if captured).

6. Surviving, underground Arachnid beam weapons will now move to the surface; and all beam weapons will attack if any targets are available. If more than one target is available, use the Beam Fire Priority Table. Beams will not fire at WIA Terran, unless the same hex contains another non-WIA Terran. After firing, beam weapons will move onto any WIA Terran (if one is available) and remain there until destroyed, firing normally in the meantime. Failing this, they will remain in their initial breach hex until no targets are available, at which time they will descend underground. The Terran must roll for beam weapon attacks as long as the combat brain in that sector is alive and on-planet (even if captured).

7. The player must now check for Arachnid warrior attacks in each sector. If a WIA unit or units on the surface can be reached and attacked by warriors during the current game turn, the warriors will attack on a die roll equal to or less than the surviving number of warriors in that sector. The same die roll is used to determine the actual number of warriors attacking. These warriors will issue from the nearest breach to the Terran target. Any warriors still underground will always attack underground targets (no die roll is necessary), unless the potential target hex contains heavy nerve gas.

8. The Terran player now conducts his player segment according to the rules. At the conclusion of this segment, the Terran must remove surviving Arachnid workers from the mapboard and record accumulated Arachnid defense points.

Terrans and Tunnels

1. In Solitaire STARSHIP TROOPERS, no one taught the Bugs how to dig straight tunnels. When Terrans descend below ground, roll one die for each tunnel hex entered (beginning with the first breach hex occupied) and consult the scatter diagram printed on the board. The tunnel will exit the currently occupied hex through the corresponding hexside. Use the Alien Control Pad to keep track of tunnels explored.

At first glance, STARSHIP TROOPERS may seem to be one of the least likely to lend itself to solitary play. The Arachnid hidden movement system looks to require a live opponent. It is this very hidden movement system, however, which makes a solitary system possible for it. In a two-player game, a good Arachnid will try to appear as random as possible to his Terran opponent. A predictable move is a dead Bug. Consequently, it is possible to design a system whereby the Arachnids really do move and fight semi-randomly, while the solitary player controls the Terrans.

In the following system, as it is assumed that since the Arachnids would have little knowledge of the Terran mission, they will react in basically the same manner to any Terran invasion. Thus, they will try to maintain access to the surface, protect their hive, and kill Terran troopers. Even though the Terran player may choose from three possible missions, only one set of rules is needed to control the Arachnids. They are, after all, alien and their thoughts beyond our ken. This results in a very playable system.

All regular rules for STARSHIP TROOPERS are in effect unless amended by the following:

Necessity, they say, is the mother of invention. It is simply not always possible to find an opponent to play a good competitive game whenever I desire. For this reason, I set about designing solitary systems for some of the games I own. With the expectation that other wargamers find themselves in a situation similar to mine, this article will attempt to share the results of my efforts to design a solitary system for Avalon Hill's STARSHIP TROOPERS. Using this system, the player as the future-equipped Terran may battle the subterranean Arachnids without making any decisions for the opposition. The system is competitive—it has beaten me more often than not.

Before this system is explained, perhaps a few words about STARSHIP TROOPERS and why it was chosen for solitary treatment would be in order. Gamers generally interested in historically based wargames often turn up their noses at starship wargames, regarding it as little more than a fantasy "trip" undeserving of a second look. Gamers generally interested in historically based wargames often turn up their noses at starship wargames, regarding it as little more than a fantasy "trip" undeserving of a second look. Gamers generally interested in historically based wargames often turn up their noses at starship wargames, regarding it as little more than a fantasy "trip" undeserving of a second look.
2. If the number rolled while mapping indicates the hexside last passed through, the hex currently occupied is the brain cell for this sector. After the brain cell is found in a sector, subsequent rolls of this result simply indicate a dead end.

3. If the Terran is searching for prisoners, he may roll one die for each tunnel hex entered. On a roll of six, a prisoner cell may be drawn in the appropriate adjacent hex.

4. If mapping die rolls would cause a tunnel to run off the mapboard, or to intersect a previously mapped non-breach tunnel hex, simply roll again.

5. When a Special Talent is activated use the same procedure described above for mapping any tunnels within range. Simply choose any breach and begin. A Special Talent may also map from more than one breach simultaneously.

6. Listening devices may be used to locate tunnel hexes (most likely for subsequent CE breaching or demolitions). When a LD is activated, roll on the scatter diagram. A tunnel will exist in the indicated direction at a range from the LD determined by a second die roll. If this second roll is five or six, however, no tunnel exists.

7. A Combat Engineer demo charge detonated in a non-breach tunnel hex will seal off the breach nearest the detonation hex, as well as any subsequent breaches which may be placed nearer (do not place these later breaches on the mapboard since no units can issue from them). Arachnids do not receive defense points for sealed-off breaches. Breaches may also be sealed off by using Heavy Nerve Gas or a CE demo in the actual breach hex, or by placing a radiation area there. DAP and DAR charges do not seal off breaches, but they can affect units underneath them (i.e.: workers).

Defense and Casualty Points

1. Defense points are tallied for the Arachnids for the following:
   a. 1 point per turn for each functional breach
   b. 3 points per turn for each functional warrior on the surface
   c. 6 points per turn for each functional beam on the surface

Victory points are no longer awarded for breaches when all warriors and beam weapons have been destroyed in a sector (although points accumulated by the Arachnid up to that point are valid). Bugs must be undisrupted to be considered functional. Defense points are awarded at the end of each Terran player segment and must be recorded.

2. Casualty points are tallied for the Terran for the following items used in accomplishment of his mission(s). Points for support weapons and equipment are only calculated if that item is either expended in combat or lost. Unretrieved non-KIA Terrans are worth three times their KIA point value listed below. Casualty points are not tallied until the end of the game.

   Each trooper H: 2  DAP: 2
   Each trooper W: 4  DAR: 3
   Each trooper KIA: 6  HNG: 4
   ST Lost: 50  HE Demo: 5
   HE Launcher: 2  Aircar Lost: 15
   NUC Rocket (each): 6  LD Lost: 1
   Boat Lost: 75

Help From the Humanoids

1. The Terran may use Humanoid allies, who revolt against the Bugs in conjunction with the Terran invasion, if he so desires. For each sector where they will be used, the Terran must choose the specific force before play starts and predesignate the turn of arrival. On that turn, the Humanoids may enter via any exterior board edge of their designated arrival sector. The Terran may cancel the entry of any group at any point prior to their arrival.

2. The Terran must add casualty points for any Humanoids concluding the game on the mapboard but outside of a strong point, unless their specific sector has been cleared of Arachnid warriors and beam weapons. Humanoids may not go underground, and may not be retrieved via landing boat. Casualty points are charged to the Terran for Humanoid losses:

   Worker Lost: 1
   Warrior Lost: 2
   Beam Weapon Lost: 6
   Missile Weapon Lost: 12

3. Strongpoints may be built as follows: two workers must commence their player turn in the construction hex; here they are inverted. On the next game turn, they are turned right-side up, and a strongpoint is placed over them. Terran units may not use Humanoid strongpoints.

The Missions

Solitaire STARSHIP TROOPERS is not meant to be used with the scenarios provided in the game. Instead, prior to play the player must choose from the three missions below for each sector; alternately, use a die roll to randomly determine which of the missions is to be attempted in each sector. These need not be identical; a different mission can be chosen for each sector landed in. Each game is twelve turns in length. At the end of the game, the missions are no longer awarded for breaches. Victory points are no longer awarded for breaches, but they can affect units underneath them (i.e.: workers).

Defense Points

4. Landing Boat
5. Scout
6. Commander
7. Mattrader
8. Empty Aircar
9. Humanoid Missle Launcher
10. Humanoid Beam Weapon
11. Humanoid Warrior
12. Humanoid Worker

Warrior Attack Priority

I. 3-6	Highest Possible Odds
II. 1-2	Largest Number of Targets

Concluding Remarks

Basically, the Terran must do what every good commander must: accomplish his mission with a minimum of loss—but against a strategy totally alien, and hence seemingly random. This fact will influence his choices from the outset. Heavily-armed Terrans will certainly kill Bugs, but they are also prone to higher casualty ratios. On the planet surface, the Terran is confronted with many major territorial conflicts in a short space of time. He must blast surface threats, chase down worker units, and invariably get underground in order to accomplish his objectives. He will find it difficult to do all of this, and retrieve his boys inside the twelve-turn limit. If he does go underground before the turn of arrival, he may find himself not only fighting a disadvantage in the tunnels, but will also watch helplessly as Arachnid breach points mount. If he goes underground too late, he may never get off the planet. All in all it is a tense contest. The solitaire trooper will not find it easy standing alone against the Bugs.

GAME TABLES

Sequence of Play

1. Check for and emplace new breaches and Arachnid workers.
2. Check for and resolve Arachnid demo attacks.
3. Check for and resolve Arachnid beam attacks.
4. Conduct Terran player segment.
5. Remove surviving, non-disrupted Arachnid workers.
6. Record Arachnid defense points accumulated during the turn.

Arachnid Demolitions

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<th>6</th>
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<td>Scale 3</td>
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Beam Fire Priority

1. Humanoid Installation
2. Special Talent
3. Combat Engineer
4. Landing Boat
5. Scout
6. Commander
7. Mattrader
8. Empty Aircar
9. Humanoid Missle Launcher
10. Humanoid Beam Weapon
11. Humanoid Warrior
12. Humanoid Worker

Warrior Attack Priority

I. 1-3	Highest Possible Odds
II. 4-6	Largest Number of Targets
GETTING IT ALL TOGETHER

Learning the Squad Leader System

By Bob Medrow

As I write this, it's been some six years since my involvement with SL began. Through revisions of the original rules and the introduction of the three expansion gamettes, the original system has been both modified and expanded until the whole business now occupies a unique position in board wargaming. What we now have is, without a doubt, the most comprehensive treatise on WWII tactical combat to ever appear in our hobby.

There's both good news and bad news inherent in that simple statement. The good news is that the system offers incredible variety; it's truly a lifetime game. Its systems work well together, and the maps, counters and scenarios provide what is clearly the most varied range of play opportunities to be found in a game today. The bad news is that there's a lot to learn and, what's worse, some things to unlearn as one progresses from gamette to gamette.

Many (but not all) of the practical difficulties with the system will be solved when the single, revised, rule book appears. Until then, however, the problem of knowing what constitutes the last word in a particular rules area remains. One of my objectives in writing this particular article is to try and provide a reasonably useful guide to just what the rules are and what they allow.

In the presentation of the rules, the "/" has been used to separate sections which did not appear sequentially in the original rules. For example, GI's 142.312 modifies SL's 12.3. Thus, my section 8.5 shows the following rules for morale: 12.1-12.3/142.312/12.4.

How to Use These Rules

As mentioned above, I don't expect you to get extensive copies of the rules booklets and start cutting things up. I do think, however, that you should be willing to do some writing in the ones you have. With respect to an example used earlier, GI's 142.312 modifies 12.3. So, after 12.3, draw an arrow and write 142.312. Where a section has been changed, the deleted one should be penciled out and reference made to the appropriate section. For example, under my 8.6 SL's 13.3 has been replaced by 142.5. Cross out 13.3 and write in 142.5. In some cases you'll find that entire major sections of the rules have either been completely rewritten or just dropped entirely. To illustrate, SL's 17. dealt with machine guns. All of this information that still applies, along with everything else you'll ever need to know about MGs, is given in 143.1 to 143.94. So, 17. is no longer needed. COI's rule on HE near misses (100.), on the other hand, has been dropped in its entirety.

Because of duplication or changes it was possible to delete some ten percent of the original rules. Be warned, however, that not all of the out-of-date material has been eliminated in my listing. In some sub-sections I found two important sentences that still applied interspersed among three or four others which represented ideas later dropped or altered. In such cases the entire sub-section was left in unless I could find a place where the two good sentences were later repeated. Where a sub-section containing some incorrect material had to be left in, I've tried to place the correct information as closely as possible. As you read through a rules section, particularly the ones like my 27.2, where there are a number of new rule insertions, be prepared to pencil out anything no longer valid.

Reprogramming the Programmed Instruction

The whole idea of programmed instruction has both friends and foes. Overall, I think it worked which did not appear until COD.

1. Unit Counters: 2.1-2.9
2. The Mapboard
  2.1 Basic: 3.1-3.8
  2.2 Overlays: 149.1-149.13
3. Sequence of Play: 4.1-4.9/142.2-142.22
4. Infantry Movement
  4.1 Basic: 5.1-5.32/5.34-5.6
  4.2 Assault: 142.71
4.3 Double Time: 73.1-73.4/73.6-73.9/142.9-142.93
4.4 Support Weapon Portage: 5.7/142.33-5.71-5.76/142.8-142.84
5. Stacking: 6.1-6.3
6. Deployment: 121.4-121.44/142.3-142.32
7. Line of Departure: 7.1-7.11
7.2 Advanced: 43.1-43.9/82.1-82.4/149.4-149.43
8. Infantry Fire Combat
  8.1 Principles: 8.1-8.9
  8.2 Fire Type Modifiers: 9.1-9.5
8.3 Resolution: 10.1-10.6/109.1-109.2/143.6-143.65/146.2/109.4-109.5/121.1-121.2/142.475/142.32/142.311
8.4 Terrain Effect Modifiers: 11.1-11.2/142.11/143.7/11.4-11.6/96.1-91.2/149.5
8.5 Morale: 12.1-12.3/142.312/12.4
10. Leadership: 15.1-15.8
12. Machine Guns: 143.1-143.94
15. Infantry Close Combat: 20.1-20.8/158.1-158.3/158.5-158.6
17. General Purpose Support Weapons
  17.1 Flamethrowers: 22.1-2.9
  17.2 Demolition Charges: 23.1-23.8/103.1-103.12
17.3 Captured: 90.1-90.14
20. Sewer Movement: 27.1-27.7
21. Armor
  21.1 Basic Counter Information: Introduction to 64/148.8
  21.2 Stacking and Placement: 29.1-29.4/64.1-64.123
  21.3 Combat Modifiers: 64.5-64.35/64.6
  21.4 Machine Guns: 64.6-64.43/144.5
Suggestions for the Beginner

For anyone who sees himself in such a situation, there is hope. Let's first consider the newcomer to the hobby, or, at least, to SL. Should you even get started with this? If you have no strong aversion to WWII games in general and tactical games in particular, I think it's worth it to you to play the war. Clearly, I'm not a disinterested observer with respect to SL. However, my general gaming interests do not center around WWII; and, in many ways, I prefer strategic level games to tactical level ones. What has caused me to stick with SL is that the system satisfies many of my gaming interests. However, at the same time, I've discovered that it is possible to enjoy SL just for the pure enjoyment of playing it. So, if you're interested in trying the game, I would recommend it to you. In order to get started, all you need to do is to get a copy of the rules. This is a good place to start, and then you can decide later on if you want to try more advanced play. The rules are well-written and easy to understand, and they cover a wide range of topics. They are an excellent example of what can be expected in terms of gameplay. I would recommend that you try the rules at least once before you decide to commit to SL. In my opinion, the rules are well worth the time and effort it takes to learn them. And that unlearning process is no fun at all. Realistically, it would require enormous effort to be able to play all of the SL scenarios using just SL rules, all of the COD scenarios using just the COD rules, and so forth. You'll be far better off working on the basis that “lastest is best.” True, the jolt to wallet or purse is not going to be small, but you have to balance that against the value of your own time. Overall, I think it best that, after Scenario 13, one go back to the first scenario and start working the later material in.

For the person who's already involved with SL, my suggestions are similar. If Scenario 13 feels good, the previous paragraph applies to you too.

The Reprogrammed Program

All of the major elements of the rules system, and most of the minor ones, can be learned with reasonable comfort in connection with just a dozen scenarios. The selection of these scenarios was made with several considerations in mind. I wanted, as much as possible, to provide chances for review of important sections from time to time. That, for example, is why both Scenarios 13 and 14 are included. Then, too, I felt that it would be best to be familiar with the COD constants at the outset. For that reason the first seven scenarios involve just the Russians and the GIs in major roles. Finally, I have tried to stay away from the more complicated-to-play scenarios. In general, this involved sticking with scenarios which cover less space and use fewer counters. The action is continuous and the rules are straightforward. The entire structure should, I hope, provide a solid basis for passing from these twelve scenarios to any of the others.

Each of the scenarios mentioned below lists the rules sections to be introduced. The section numbers used are those presented earlier in this article. Comments have been included as necessary to clarify my intentions.

Scenario 1—The Guards Counterattack
Rules Introduced: 1.1-1.16 (except for 2.2 and 7.2). Comments: Most all of a detailed infantry versus infantry game is contained within these sections. It would, therefore, be a good idea to play this scenario a few times using just the SL rules. Then, mark up the SL rules to indicate where, for the most part, the original rules have been expanded without undergoing significant change.

Scenario 2—The Tractor Works
Rules Introduced: 17.20 and 49.1. Comments: I suggest that you incorporate all of the rules listed at the outset. The introduction of support weapons other than machine guns expands the tactical options considerably.

Scenario 3, part A—The Streets of Stalingrad
Rules Introduced: 21.22.4 (except for 21.64, 21.65, 21.8, 22.135, 22.136, 22.137, and 22.3) and 22.9. Comments: In the first article I wrote about SL, I expressed the idea that perhaps the most complicated area of the game is centered about the interaction between armor and infantry. Because of the fact that I still believe that, and because of the elaboration of the pure armor rules, I suggest that you first play this scenario using just the AFVs. In that way you will be able to concentrate on the pure armor mechanics and the basic TO HIT and TO KILL mechanics. In general, I feel that the COD rules are more advanced and that the AFVs are more advanced, but the AFVs are mounted on the COD rules. The AFVs could be used in COD if you use 3 StuGIIIIs, 2 StuGIIIIs, and 10s and 4 T34/76As.

Scenario 3, part B—The Streets of Stalingrad again
Rules Introduced: 22.5-22.71. Comments: From the point of view of number of possible play options, this is one of the best scenarios to be found. The action is continuous when you include the infantry as well as the armor.

Scenario 4—The Hedgehog of Pieps
Rules Introduced: 7.2, 23., 24.1-24.21, 24.41, 24.42, and 25.1-25.3. Comments: After the hustle and bustle of the city it's nice to get out into the country. In looking at the off-board artillery rules, note that COD's T07.42 and 42.423 represent an alternative to SL's 5.45.2. When playing with the COD rule use a “normal” ammunition supply.

Scenario 5—The Capture of Galta
Rules Introduced: 22.52, 22.42, 27.1-27.4, 30.1, 31.1-33.4 (except for 33.2), 34., 36.11 and 36.13. Comments: Because the revised armor rules have been dealt with earlier, the scenario allows concentration on multi-level buildings. In particular, line-of-sight rules should be examined very carefully. On board ordnance also makes its appearance.

Scenario 6—The Paw of the Tiger
Rules Introduced: 21.65, 22.135, 22.136, 22.3, 24.23, 24.31 and 35. Comments: Being the armor-heavy scenario it is, this one should be a good review of that area. The weather rules are also introduced, and, from time to time, these rules will have a decisive effect upon play.

Scenario 16—Howchows 79
Rules Introduced: 21.8, 22.77, 26.1, 26.2 and 26.4. Comments: This is one of the larger map area scenarios in addition to having a considerable range of things to worry about. It was included because it did not require the introduction of many new ideas. After the somewhat more limited earlier scenarios this one shows part of the further potential of the system.

Scenario 21—Battle of the Warta Line
Rules Introduced: 29., 32., 36.25, 43. Comments: Bypass movement (43.) is something that many players whom I know do not like. From a realism point of view it belongs in the rules set, but it takes practice to get used to it. This scenario is the ideal place to experiment and form your own view on the matter.

Scenario 27—The Dinant Bridgehead
Rules Introduced: 36.23, 40.1, 42.1, 45.4-52. and 46.1. Comments: I still find myself returning more frequently to the scenarios of COD than to those of SL. One of the reasons certainly has to do with the introduction of rivers in COD. These waterways lead to a fascinating collection of tactical problems. As the rules listed indicate, I suggest that you include the optional reinforcements given in the scenario addenda in the COD rule booklet. You may, without destroying the balance of the scenario, introduce the French armor automatically on the second turn. This should lead to your having the closest thing to a land-sea-air battle that the SL system can provide at this time.

Scenario 31—Chateau de Queensoy
Rules Introduced: 24.43, 26.3, 30.2, 31. and 47. Comments: In connection with WWII, the French always seem to be taking their lumps. Here's a case where that won't necessarily happen. Also, given all those WWII movies I saw while growing up, what would war be without minefields and booby traps?

Scenario 34—Action at Komscheldt
Rules Introduced: 2.2, 21.72, 21.73, 24.24, 24.45, 26.27, 42.3, 42.4 and 46.3. Comments: By the time you get this far, this shouldn't be too large a chunk of the rules to bite off. The basic situation has enough similarities to what we've seen before that introduction of the peculiarities of the GIs should not prove too troublesome.
Scenario 46—Operation Varsity
Rules Introduced: 24.32, 27.5, 40.24 and 41.1
Comments: With the introduction of the paradrop rules, all of the major areas have been covered. It seems appropriate to end this collection of scenarios with one drawn from the last days of WWII, featuring the last airborne assault of the war.

The Rest of the Rules
Finally, let's take a moment or two to look at the rules not included in the above set of scenarios. In general, they involve new terrain features or are lengthy scenario special rules. A few are those which I, for one, find a pain. An example of the latter type is Excessive Speed Breakdown. The rule adds realism true, but is a pain in the neck by virtue of the drastic effect which it slows down play. In a scenario such as 14, the results of its inclusion are adds realism true, but is a pain in the neck by virtue of the lengthy scenario special rules. A few are those latter type is Excessive Speed Breakdown. The rule general, they involve new terrain features or are terrible to behold. As you play through the listed scenarios, look at the other rules from time to time. Many of them, such as those for wounded leaders, can be included at any point should you so desire.

Saestor... Cont'd from Page 16
ward areas detailing plans. There are two new classes of ship used for this purpose: a fast scout, which is capable of moving two systems in redeployment and costing two production points, and an "Imperial" monitor, which carries the Space Lord himself (all three command methods are illustrated in Figure 3). A maximum of two fast scouts are allowed and they can be indicated by carefully circling the "1" on a regular scout. Due to their speed, these scouts can decline combat by withdrawing to an adjacent friendly system. However, they cannot avoid amoebas in this manner. Unlike regular monitors, the Imperial monitor can move and should be designated in the same manner as the fast scout. With this ship the Space Lord can move up to direct the battle personally—like the home system, he has a range of two hexes. If it is lost in combat the Space Lord himself is considered killed. In the next turn, his heir starts afresh in the home system—with half the ships he held (fractions rounded down) at the end of the previous turn.

Whether to utilize fast scouts to shuttle orders or the Space Lord himself to personally command the advance is now a tough decision. Fast scouts are cheap but subject to loss. They cannot possibly pro—
duce combat capabilities that are worth the effort and having to begin anew. A nice new problem for

Conclusion
In summing up, I would like to make a final observation—if one player has seized the necessary inner systems to make a play for Saestor, the other players would be wise to join forces (for a short time

anyway) to frustrate the most successful opponent. A few turns of concentrated attention will cut down even the most powerful player, and possibly eliminate his advantage. If you find yourself ready to attempt capturing Saestor, skilful card play can give you two turns in a row so that no one can block your progress.

AH Philosophy... Cont'd from Page 2
Since The GENERAL is, in my own words, "the finest forum on the finest games", it is logical to assume that the games which appear in these pages are often among the most popular in the hobby. Any appearance of any game is seen and read by many fans—giving my look into the games dealt with in the pages of The GENERAL some purpose. Spurred by Mr. Kiczek's recent article (Vol. 20, No. 3), I utilized my own continually updated index of the magazine to devise a "survey" of our contents. Since a brief overview of these AH titles will perhaps answer many people's questions (or provide them with more reasons to write) as to the "fairness", logic or diversity of The GENERAL's coverage over the past four volumes, I present it here. Thus, here is the "GENERAL Contents Survey" drawn from the article coverage of this magazine between Vol. 17, No. 1 and Vol. 20, No. 3.

To produce this survey, I based my efforts on the total number of articles in which each game was dealt with during the survey period, not on the number of articles on each game. This was done to avoid the situation in which the number of articles on a game could skyrocket with just one appearance as the featured title, thereby throwing meaningful comparisons with other non-featured games askew. Credit was given to all titles in articles dealing with more than one specific game—with the exception of articles on the SL series. Due to confusion over which game of the series should receive credit for an article, I decided that articles specifically devoted to one gamete would be credited to that title; otherwise, the piece was given to SL. Hence, all "SL Clinics" were marked for SL itself (with the exception of the piece "Origins COD Scenarios"); all miscellaneous SL system pieces ("Blind SL"). "SL Survey", "Basic Arms and The Man", etc.) were likewise credited to SL.

With these allocations of GENERAL appearances for each game, the survey below is relatively simple. The "Number of Issues" is simply the total number of times a title has appeared in these pages since the first issue of Volume 17. The "Percent of Issues" is derived by dividing the number of times a game appeared by the total number of issues (21). Note that titles followed by an asterisk (*) received feature status during the period covered by the survey. The games are ranked by the "Number of Issues" category, with the titles with the greatest number of appearances listed in descending order. When a tie occurs, the titles are placed in alphabetical order.

A number of rather curious findings of this survey spring to the eye. Of the 79 fantasy and wargames currently in print by Avalon Hill in 1983, 57 of them (or 72.15%) have appeared in one or more issues of The GENERAL. The figure improves dramatically when we consider that, of these, 14 have been released since ORIGINS '82. An average of seven different games were considered in each issue of the magazine during this period. Only two Leisure Time titles have appeared in the last four volumes, due in part to the vocal nature of those few who write the editor immediately upon any appearance of such. There are five titles which have graced these pages in the past but have not been seen recently—CH, FR, JUT, OR and TAC. As to concentration upon a particular facet of our hobby, games devoted to WW2 (some 26) have appeared 84 times—in other terms, 100% of the issues. The next most represented era is comprised of our Napoleonic titles—42.8%. And, for the fantasy and science fiction games, our titles on these are found also in some 42.8% (9 issues). In conclusion, it is the humble opinion of this reader-cum-editor that The GENERAL has succeeded rather well in covering the wide variety of war and fantasy games while still giving the overwhelmingly popular WW2 games in the AH line their seemingly-justified proper extensive coverage.

The GENERAL Contents Survey

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* Featured Title in Issue
A NEW LOOK AT AN OLD FRIEND
A Commander's Notebook: BLITZKRIEG

By Robert D. Harmon

Mr. Harmon's piece has been languishing in our files for some time. It struck me as too comprehensive an analysis for long-time BL players, and too excellent an introduction for novices, to remain unseen.

BLITZKRIEG appeared in 1965, a time when the wargaming hobby was much smaller than today, when board wargames were few and D-elim still ruled the battlefield. Contemporary accounts hailed BLITZKRIEG as unsurpassed in realism—it did introduce partial elimination, one of many innovations. It opened the floodgates to a host of land wargames of increasing complexity and originality. Though many years and wargames separate then and now, BLITZKRIEG doesn't quite fade into the hobby's infancy, for BLITZKRIEG marked its end.

The game has appeal yet. This is partly nostalgia—BLITZKRIEG introduced many to wargaming, and for others—myself included—kindled a life-long interest. The game's abstract setting is appealing, for the map and orders of battle are hypothetical, and players can approach them without preconceptions. Indeed, BLITZKRIEG is the only current wargame (TACTICS II notwithstanding) still presenting a fictional scenario—and combining it with today's art of war. Even the science-fiction and fantasy games don't address that.

Finally, BLITZKRIEG '75 (as now revised) is still one of the best wargame experiences around. The fictional board showcases pure strategy and combined-arms tactics—a textbook presentation. BLITZKRIEG is still one of the few ground-wargame games that address air strategy. The elimination procedure is one of the least cumbersome (note that many later wargames returned to some form of total-elimination). All of the complexities of modern warfare—logistics, air-ground cooperation, amphibious operations, armored breakthrough, vertical envelopment, combined-arms tactics, etc.—are presented in a unified, manageable format. Thus, BLITZKRIEG is possibly the largest—or at least, the most comprehensive—of the non-monster wargames.

Finally, the wargamer has freedom of action over a continental area, with fewer restrictions than WAR AND PEACE or THIRD REICH. New fronts and new offensive operations can be opened with no restrictions—other than those posed by geography and the enemy.

This article will examine BLITZKRIEG '75, which many wargamers will find to be much more dynamic, and much different in play from the 1965 edition that many remember. The discussion is divided into various "Critical Issues"—continuing the "Commander's Notebook" approach. Each Critical Issue, addressing an important event or feature, will review particular considerations in theory and play in bite-size portions.

A note on terminology: Great Blue and Big Red share the Great Koufax Desert with White, to the east. White, to the west, shares the Green Desert with Black, to the south. The long, narrow country west of Black is Green, which is between the lake and the sea. The country in the center of the map is Brown. Finally, the peninsula containing the River Sparling is, of course, part of the Great Blue itself.

CRITICAL ISSUE #1: RULE CHANGES

This discussion both introduces BLITZKRIEG '75 to veteran wargamers and serves to spotlight key game procedures for all readers. Most of the rule changes are fundamental.

Attrition Tables: The Basic Game Attrition Table (BGAT) remains the same—using D-elim for novices' sake. The BGAT explanations, however, redefine exchanges as one-unit-per-side elimination. As in RUSSIAN CAMPAIGN, the defense no longer loses all units in an exchange, and terrain—especially doubled factoring—no longer applies here. Retreated units still observe stacking restrictions, and cannot retreat through fully-stacked hexes.

The Tournament Game Attrition Table (TGT) is much the same as in BLITZKRIEG '75. BGAT retreat restrictions are applied to the TGT. The owning player conducts unit advances and retreats, as usual. Also—a new clarification—advances and retreats must adhere to the movement rules, which define the new Zone of Control rules (see below) as well.

The terrain table on the BGAT/TGT card is considerably clarified, and movement effects are consequently introduced. Terrain effects—movement and combat—are much the same as in the old game, but armor and air assault units now have DOUBLE movement in desert hexes.

BASIC GAME

City Control: BLITZKRIEG '75 now requires that any city is unoccupied unless continuously occupied, except for those in the player's homeland. This is determined at the start of the player's turn, and enemy ZOC must not be present.

The supply rules in the Optional rules forbid supply lines through unfriendly cities, so occupation forces will demand consideration.

Movement: A major new twist is the introduction of inland movement. Any movement remains the same in theory, with dramatic changes in rates. One innovation: Doubled desert movement for armor and air assault units. Air transport rules are also changed; Airdropped units can only move one hex after landing (not at all if the drop zone was in desert hexes), instead of the full ground movement once allowed. Air transport of ground units is now restricted to these maximums: Four (division-size) units, 40 hexes' distance, and NO armor or artillery. Air transported units are now required to start the turn in a friendly city.

One critical ambiguity: Rule 9.4 begins, "When being air transported, airborne and air assault units may be airdropped within 20 hexes...instead of...40 hexes" (emphasis mine). This implies that this "air transport" must come out of the four-unit maximum, a question not addressed in any question box.

Another major clarification: ZOCs extend into all six surrounding hexes, to include sea hexes.

Stacking: Another major change multiplying the effect of the weakened ZOCs. The 12-factor maximum is gone; instead, the limit is three units (Tournament Game substitute units equaling one-half unit). The effect on tactics is considerable, as six- and eight-factor armored units may now outweigh defending infantry, which still stack as four-factor divisions. Given the poor ZOCs of non-armored (soft) units, attacking armor will face an enemy that will be spread thinly.

The concentrated firepower now allowed places great emphasis on the principle of mass. Further, unit quality—particularly that of elite units such as Marine or Guard divisions—can be fully expressed, now that the 12-factor ceiling is gone.

Finally, armored units now pose a triple threat—their strength, their mobility (enhanced by the ZOC rules), and their ability to tie up adjacent, soft units. Any retreat before armor will degenerate into a rout—unless armor covers the retreat.

Victory Conditions: Modified. The winner must still eliminate all enemy units, but now must have 14 units left; or, he or she may occupy the entire home hexes, but must now do so for two consecutive turns to win; or, the winner must hold 35 + city hexes on Turn 15, not 25 cities as before. Anything else is still a stalemate, redefined as a mutual loss comparable to 1918.

BASIC GAME OPTIONAL RULES

Sea Movement: Ground units continue moving at sea on a zone-to-zone basis. However, each side may now have ten units, not 40 factors, at sea. Landing at foreign ports costs one movement factor, but movement inland is otherwise unhindered.

A major new twist is the introduction of inland ports. These reintroduce four cities into the game—25 being particularly important as it gives Red access to Sea Zones A and B. Inland ports can, of course, be closed by unfriendly units or ZOCs on their estuaries—however, ANY port can be closed by sea-hex ZOCs as well. For instance, D4 could be closed by a unit on the peninsula to the west, or a unit at G13 or G15 could close the entire west estuary.

Invasions: Few changes. Rule 30.43 refers to elimination of all assaulting units attacking from sea hexes; presumably this means any unit unable to advance into a vacated beach hex, as rule 40.35 indicates. No movement bonus can be used on landing, a clarification but no real change.
**Automatic Victory:** AVs remain the same (5-1 surrounded or 7-1 outright) and continue to take effect during the movement phase. AVs increase four hexes each turn. The old rules apply.

**Strategic Movement:** An innovation in the '75 rules. A four-movement-factor bonus is allowed, for any units staying out of enemy ZOCs for a given turn. This compensates for armor and artillery units' lack of air transportability, and helps expedite the arrival of reinforcements.

**Combat Supply:** The BLITZKRIEG '75 supply rules are entirely new. The cumbersome 12-factor-hex rule is eliminated. Any home city can supply any number of units as long as the supply lines are unbroken. Occupied cities are conduits, not sources, and must be kept friendly or the roads will be cut.

As before, supply can be traced from the sea through friendly ports; and, in any event, supply routes may leave roads only in the last ten hexes overland. Beach supply is now limited to ten hexes inland, and to ten units maximum (not 40 factors). Beach hexes have to be kept occupied, like cities (unless, presumably, you invaded your own country for some reason).

This most serious change in the supply rules is regarding non-supply which no longer eliminates units. Unsupplied units do lose strategic movement and advance after combat; attack factors and movement capabilities are halved. Even then, isolated units have some consolation: the air transport capability can be diverted into supply aircraft, one factor to supply each unit (excluding artillery and armor, a plus for the lowly infantry). This can aid a breakout and certainly compel an enemy to reduce pockets—which still defend at full strength.

The new supply rules have an ultimate, strategic effect—since cities no longer have a cumulative effect on supply, wide conquest is no longer needed to support larger armies. Players' offensives can be initially narrow, and escalated at convenience. Further, the need for unbroken contact with the homeland is emphasized, and flanking drives become more important.

**NOTE:** Most of the Basic-Optional Rules were moved from the '65 Tournament Level. A new level of rules is thus added, for ease of transition by new players. The progression to the Tournament Game is less difficult.

**TOURNAMENT GAME**

**Combat:** As in BLITZKRIEG '65, the TGAT is introduced. However, the TGAT is accompanied by a new and bloody Barrage and Bombardment Table (BBT). The BBT itself is nasty—three artillery divisions (24 factors) could kill from two to ten factors without direct loss to themselves, as there are no attacker losses. Artillery may use the BBT at two hexes' distance—greatly enhancing this combat arm.

The BBT can be used, once per turn, prior to a TGAT attack. The possible advance is limited to one hex beyond the BBT result; and increased stacking is heavy defense losses and a way of breaking bottlenecks like the BB31-EE34 isthmus. This is another lesson in the need for combined arms.

Two further BBT constraints: First, ground units also can be attacked by artillery on the BBT prior to ground units in the hex; second, and more important, the BBT can't be over-curbed.

*Net result:* A new mode of attack is provided, an alternative to an armored blitz—less speedy, but not less bloody. This sort of offensive, marked by intense artillery preparation, was and is prominent in Soviet doctrine.

**Substitute Units:** As in the '65 rules, units are reduced by factor by factor, and surviving factors are replaced by same-type brigades (or air squadrons). A major limitation, newly introduced, allows substitutes to recombine into larger units only at the end of the movement factor limit, and may land anywhere regardless of concurrent amphibious or (other) Ranger landings. Rangers can, of course, land in any coastal hex, and may also move to sea from any coastal hex (though not in the same turn), provided enemy ZOCs don't interfere.

The Rangers have been considerably augmented in the '75 rules, with new capabilities. Rangers may invade any lake hexes, if they start in a lake port. Better yet, Rangers are air-droppable, and can serve as airborne troops.

**Replacements:** Now pegged at six substitute counters per turn, depending on availability. This is a great improvement over the four-factor rate in the '65 version, and the restrictions have changed considerably. Half the reinforcements on a given turn must be ground troops—not less than one infantry, not more than one airborne or ranger ("elite") substitute. The other half must be air units—though selection is left up to the player. One of these air units may now have an infantry-type ZOC; ZOCs, and air transport by one-half-unit capacity, permanently.

**Air Combat:** Bombers are considerably enhanced, a great improvement over the old rules. Bombers' greatly enhanced power (courtesy of the BBT), and increased tactical air losses, stand out in the new rules. This helps bring BLITZKRIEG forward into the Eighties, from the World War II version seen in the '65 rules. Modern aviation has become more effective, particularly against ground units; lighter, close-support aircraft face greater hazards in turn, due to divisional air-defense artillery and even hand-held missiles.

**Critical Resources Rules**

**Nuclear Capacity:** Omitted in BLITZKRIEG '75.

**Weather:** Considerably improved and explained. The rules have been covered: The three-unit maximum allows more use of TGAT at the front. As TGAT can also perform airfield-bombing and interdiction missions, besides ground support, it is much more useful from land or sea bases.

**Naval Ascendancy:** A new and brilliant innovation. The ability to invade, or trace supplies through sea zones, is now affected by ground forces (and inherent escorts, obviously) at sea, as well as port control, presence of land- and carrier-based air, previous-turn invasions. Thus, the mutual effect is seen in naval ports (and the patrol units they would harbor), and amphibious task forces are represented in a neat, abstract format. Further, invasions far from base—are particularly in the enemy homeland—are mitigated by control of intervening sea zones. Blue, for instance, would find invasion of Red's coast to be highly difficult.

**Ground Attack after Strategic (BBT) bombardment is, under rule 25.3. Tactical bombing is done as before, except that half or T2GAT attacker losses are non-interchangeable. Tactical bombers must now match defender factoring, or river defenses will not be undoubled.

Finally, the new rules omit mention of city-bombing—these missions appear later in the Tournament-Optional Rules. The missions shown in the standard Tournament Game—strategic and tactical—are now designated as bomber only to ground units.

**Bombers'** greatly enhanced power (courtesy of the BBT), and increased tactical air losses, stand out in the new rules. This helps bring BLITZKRIEG forward into the Eighties, from the World War II version seen in the '65 rules. Modern aviation has become more effective, particularly against ground units; lighter, close-support aircraft face greater hazards in turn, due to divisional air-defense artillery and even hand-held missiles.
CRITICAL ISSUE #2: THE TACTICS OF RETREAT

The new rules have greatly increased BLITZKRIEG attrition. Artillery, aircraft, armor, and even minor countries are more deadly, with the Barrage and Bombardment Table contributing to much of the carnage.

The Tournament Game Attrition Table still offers the most potential for bloodshed. To be sure, direct losses on the TGA still remain light (attackers lose two factors maximum even at 1-6, as against four defending factors max at 6-1). Also, AVs aren't likely against large stacks. But, retreating units are still TOTALLY ELIMINATED if retreat is impossible. This was, and remains the deadliest aspect of BLITZKRIEG.

Five factors contribute to this:
- First, and newest, factor in retreat tactics is armored immunity to soft-unit ZOCs. Armor can potentially advance through the smallest gaps.
- Second, units can advance over AVs, directly into the rear of other enemy units.
- Third, units can advance after combat and surround units still to be fought. This can also ruin engaged units.
- Fourth, "elite" units (airborne, air assault, Ranger) or a landing force could outflank an enemy by sea and air.
- Fifth, air interdiction could also provide vertical envelopment.

ILLUSTRATION 1: An example of the first factor is shown above. The 13th Infantry has been bypassed, and can't retreat. Should the 13th Armored be attacked in turn, it could retreat past the 15th even if the Guards Division counterattacks from the other side.

ILLUSTRATION 2: An example of the second possibility—AV in action. A gap has been torn where a solid line once existed, and the defenders are in trouble.

ILLUSTRATION 3: Advance after combat is quite effective with armor, given ZOC considerations, and is at its best if the four hex advance shown took place FIRST. Subsequent battles would now involve surrounded defenders.

ILLUSTRATION 4: Elite forces demonstrate vertical envelopment, combined with an AV. The enemy security screen is AV'd, allowing the 1st Airborne to drop in its drop zone untroubled by enemy ZOCs. The defending 20th Light Tank Division could retreat, airborne units have a "soft" ZOC, but any infantry with the 20th must stand or die. Note the landing by the Rangers.

A final note: The AVing units must delay their after-combat advance until the other battles are finished. Though they can't help eliminate the defenders, this turn, they can still redeploy against counterattack, or advance next to the survivors and make them uncomfortable.

ILLUSTRATION 5: Amphibious forces demonstrate another way of outflanking an enemy. This invasion was not anticipated. Note the AV by air-dropped Air Assault and Ranger units, clearing the way for the landing.

ILLUSTRATION 6: Interdiction is shown to advantage here. For some reason, the enemy didn't intercept, so the Blue 1st Armored is surrounded. The FTR unit does NOT have a ground ZOC—four factors or more are needed—but it still provides an aerial ZOC and can intercept enemy fighters as a patroller.

CRITICAL ISSUE #3: TURN ONE—BLUE

GREAT BLUE, Imperial Federation of. One of two Great Powers on its continent, Blue is primarily bounded by West and South Gulfs, with a separate province on the Northwest Peninsula. Blue possesses a large coastline and a maritime-based economy, and is equal to Big Red in population, despite its smaller land area. Blue now has a marginal lead in the recent arms race, prompted by the rise of popular, revanchist sentiment and a military-backed Regency...

—Domesday Encyclopedia, v. 5

Blue's options on the first turn are somewhat limited, due solely to geography. Yellow is the only minor country that borders Blue; further, Yellow is the largest of the minors, with some cities barely accessible. Green is the only other country, after Yellow, with invasion beaches on minor-country
soil—putting all other minor countries out of Blue's reach.

Blue has an additional problem in that it is a non-contiguous, i.e., two-part, state—like pre-1939 Germany or pre-1971 Pakistan, or the continental U.S., with Alaska. The province containing the River Stansb becomes vulnerable if Yellow isn't annexed, for Red could get access to that sea zone through VV25. So, an invasion of Yellow is almost inevitable.

Further, Yellow is vital to Blue offensively, as well as defensively. From the pivotal city of EE25, Blue can directly threaten Green, Brown, and the desert.

With this in mind, five strategies become apparent. First, a word on air force deployment—without Yellow, Great Blue has only two airbases close to the critical theaters around the lake. Of the two—S25 and V33, only the latter is convenient to Green and, as a port, provides clout under the Naval Ascendancy rule. Putting three wings of FTR into V33 (and a fourth in Sea Zone C) will cover the area under the Naval Ascendancy and Air Combat rules—but air units in S25 and the capital would see little action in most cases. Thus, the deployment shown in many of the strategies below. Diversion of MDM and TAC to Q16 is a way of providing Turn One action for the bomber forces and, coincidentally, ties up Sea Zone B under the Naval Ascendancy rule. These units can, of course, stage into Yellow on Turn Two well in time for combat with the Red Air Force.

Five strategic options are apparent to Blue, as italicized. I provide setups for most of them, to illustrate their potential and limitations. The options are:

1. **Invade Yellow.** This is a standard Blue opening. Chart 1 illustrates one method of subduing Yellow in one turn. Since armored units can ignore ZOCs, and stacks of three units per hex are allowed, capture of EE25 is easier than in BLITZKRIEG '65. Blue will have units left over, after the needed factors are allotted to each city, so as much armor as possible should deploy forward to EE25. Such a mass, backed by infantry at V20, would permit a second-turn offensive in Green or Brown. This would catch Red off-balance, especially if Red invaded Green on Turn One.

2. **Invade Yellow and Green.** Chart 2 shows a way. Other than an extreme-range armored drive past X27, the invasion of Green will require sea and air landings. This will require all ten amphibious divisions and every jump-trained soldier in Great Blue, including the Rangers, who take up room for the V33 garrison. The invasion had better succeed. The limited reach into the Green interior leaves the entire Blue bridgehead open to counterattack, no matter how well set up. Attacks on ten cities will entail large losses, of course. Finally, Red can counterattack directly—across the South Lawrence—or indirectly, through Brown to the desert, through Blue off-balance. This option has slight advantages—Red will be surprised, and may not be able to retaliate effectively unless he is massed in force around NN48. Further, NN48 itself could be bombed by Blue SAC units from V33, without violating Black neutrality; the raid need not be a night mission, either, if Red fighters aren't at NN48 by some fluke. Finally, Blue can confront Red on the S. Lawrence, not the isthmus, and can eventually enter Black. Finally, successful invasion of Green will help secure Sea Zone C, which would screen the Blue homeland from amphibious assault. All this, of course, is contingent on the survival of the Blue forces in Green.

3. **Invade Green.** Refer to Chart 2, the invasion force will be the same as with the Yellow-Green opt-
### Chart 3: Big Red: The Black & Green Option

<table>
<thead>
<tr>
<th>Division Type</th>
<th>Start Hex</th>
<th>End Hex</th>
<th>Mission</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 Marine</td>
<td>BB32</td>
<td>BB32</td>
<td>Attack BB31***</td>
</tr>
<tr>
<td>2 Inf</td>
<td>AA33**</td>
<td>DD33</td>
<td>Attack EE34***</td>
</tr>
<tr>
<td>1 Marine</td>
<td>AA33**</td>
<td>CC32</td>
<td>Attack BB31</td>
</tr>
<tr>
<td>1 Inf</td>
<td>Z33**</td>
<td>BS34</td>
<td>Security</td>
</tr>
<tr>
<td>1 Inf</td>
<td>AA37**</td>
<td>BS38</td>
<td>Attack CC39</td>
</tr>
<tr>
<td>2 Airborne</td>
<td>YY43</td>
<td>EE33</td>
<td>Attack EE34*</td>
</tr>
<tr>
<td>1 Air Assault</td>
<td>YY43</td>
<td>EE35</td>
<td>Attack EE34</td>
</tr>
<tr>
<td>1 Airborne</td>
<td>NN48</td>
<td>AA43</td>
<td>Attack AA42*</td>
</tr>
<tr>
<td>3 BA</td>
<td>SS45</td>
<td>OO41</td>
<td>Attack OO40*</td>
</tr>
<tr>
<td>1 Inf</td>
<td>TT45</td>
<td>PP41</td>
<td>Attack OO40*</td>
</tr>
<tr>
<td>1 BA, 2 Inf</td>
<td>ZZ48</td>
<td>WV42</td>
<td>Attack WV42*</td>
</tr>
<tr>
<td>1 Tank, 2 Inf</td>
<td>QQ50</td>
<td>JJ45</td>
<td>Attack JJ46**</td>
</tr>
<tr>
<td>2 Hvy Arm</td>
<td>NN49</td>
<td>BB42</td>
<td>Attack AA42</td>
</tr>
<tr>
<td>1 Armored</td>
<td>OO50</td>
<td>JJ38</td>
<td>Attack JJ38*</td>
</tr>
<tr>
<td>3 Armored</td>
<td>PP50</td>
<td>DD40</td>
<td>Attack CC39*</td>
</tr>
<tr>
<td>1 Inf</td>
<td>Four 1-factor garrisons: RRK39/RRS54/JJS36/BB54</td>
<td></td>
<td></td>
</tr>
<tr>
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<td>RR50</td>
<td>NN48</td>
<td>Garrison</td>
</tr>
<tr>
<td>1 Inf</td>
<td>RR50</td>
<td>NN49</td>
<td>Garrison</td>
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<td>2 TAC</td>
<td>YY43</td>
<td>YY43</td>
<td>Attack WV42</td>
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<tr>
<td>2 MDM</td>
<td>NN48</td>
<td>NN48</td>
<td>Attack JJ46</td>
</tr>
<tr>
<td>1 SAC</td>
<td>YY43</td>
<td>YY43</td>
<td>Standby</td>
</tr>
<tr>
<td>1 SAC</td>
<td>YY43</td>
<td>YY43</td>
<td>Standby/Patrol</td>
</tr>
<tr>
<td>1 FTR</td>
<td>NN49</td>
<td>NN49</td>
<td>Intercep/Patrol</td>
</tr>
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<td>Sea Zone C</td>
<td>Intercep</td>
</tr>
<tr>
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<td>YY43</td>
<td>Garrison</td>
</tr>
<tr>
<td>4 Rgr Bn</td>
<td>BB54</td>
<td>Sea Zone D</td>
<td>Reserve</td>
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<tr>
<td>2 Inf</td>
<td>BB54</td>
<td>Sea Zone D</td>
<td>Reserve</td>
</tr>
</tbody>
</table>

---Advance after combat.  
**- Invasion; starts in Sea Zone C.  
***- Advance one unit.

### Chart 4: Big Red: Plan White Option

<table>
<thead>
<tr>
<th>Division Type</th>
<th>Start Hex</th>
<th>End Hex</th>
<th>Mission</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 Marine</td>
<td>Sea Zone A</td>
<td>Sea Zone A</td>
<td>Standby or</td>
</tr>
<tr>
<td>4 Ranger Bn</td>
<td>Sea Zone A</td>
<td>Sea Zone A</td>
<td>Invasión</td>
</tr>
<tr>
<td>4 Infantry</td>
<td>Sea Zone A</td>
<td>Sea Zone A</td>
<td>CC15, G4</td>
</tr>
<tr>
<td>2 Hvy Arm.</td>
<td>CCC29</td>
<td>OO23</td>
<td>Invade Yellow</td>
</tr>
<tr>
<td>1 Armored</td>
<td>DD29</td>
<td>PP24</td>
<td>Invade Yellow</td>
</tr>
<tr>
<td>2 Armored</td>
<td>EE39</td>
<td>QQ24</td>
<td>Invade Yellow</td>
</tr>
<tr>
<td>1 Armored</td>
<td>BB33</td>
<td>PP26 via ZZ30</td>
<td>Security</td>
</tr>
<tr>
<td>1 Tank</td>
<td>BB33</td>
<td>PP27</td>
<td>Security</td>
</tr>
<tr>
<td>2 Airborne</td>
<td>FF30</td>
<td>UU24</td>
<td>Attack WV52*</td>
</tr>
<tr>
<td>1 BA, 1 Inf</td>
<td>GG31</td>
<td>WW36</td>
<td>Attack WV52*</td>
</tr>
<tr>
<td>1 BA, 1 Inf</td>
<td>CC34</td>
<td>XX32</td>
<td>Attack WW32*</td>
</tr>
<tr>
<td>1 Air Atlt.</td>
<td>ZZ48</td>
<td>YY23</td>
<td>Attack WW32*</td>
</tr>
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<td>RRR45</td>
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</tr>
<tr>
<td>1 Inf</td>
<td>RRR45</td>
<td>RRR45</td>
<td>Garrison</td>
</tr>
</tbody>
</table>
| 2 Inf (detached): 6 factors—ZZ48  
1 factor—JJ56  
1 factor—YY43 |
| 2 MDM         | YY43      | YY43    | Attack UU37 |
| 2 SAC, 1 Inf  | FF30      | FF30/BBB33 | Standby |
| 2 TAC         | BB33      | BB33    | Attack WW32 |
| 3 FTR         | NN48/49   | NN48/49 | Secure Zone/Intercept |
| 1 FTR         | Sea Zone A | Sea Zone A | Intercep/Interdict |

---Advance one unit.
CRITICAL ISSUE #4: TURN ONE—RED

RED, Corporate State of, usually referred to as "Big Red." Largest Continental nation, with several western cities, acquired during the First War, bordering directly on its neighbors. Increasingly hostile to all Continental governments since the advent of the Monolithic Party—with the possible exception of the military junta in Yellow...

Red has six options, and many involve possible counterstrokes to radical Blue openings. Since White and Black cities are within an easy march of Red frontiers, many options can be explained without charts, bearing in mind that 24 factors should be assigned to each minor city. Any minor country should be subdued on the turn of invasion, of course.

The options:

1. Invaide Black. A safe, conservative option. Mass at NN48 and YY43, especially the former; attack all four cities with 24+ factors each, massing the (armored) excess around JJ38; have eight infantry divisions and four Ranger battalions in Sea Zone C, with airborne reserves well in hand at NN48; and, leave White neutral as a buffer, Blue will find it nearly impossible to conquer.

2. Invade Black and Green. A daring option, which can easily shift to a counteroffensive if Blue invades Green first. Chart 3 illustrates a means of taking both countries, assuming a Blue invasion of Yellow only, first turn.

Unlike Blue attempts at Green, Red can introduce large armored forces from the NN48 area, able to reach CC39 and AA42. This means that am-
Phibious forces are impeded only by geography. Of these, six units can reach BB31 and/or EE34 from the beaches. The remaining four amphibious divisions (the Rangers went airborne), though barred from the isthmus by rough terrain and the beach stacking problem, can still assist the overland offensive at CC39, and help screen the isthmus from Blue paratroops (hex BB34).

Still, Red will need to commit the airborne forces, if only to ensure a secure line from BB31 to EE34. Ranger battalions should drop with them, if the air transport rules allow (Red already has four divisions).

Blue may be caught off-balance by this offensive, but can be expected to strike from X27, V20, and EE25 with any forces at hand, and land at BB31 as well. At the very least, Blue will close off the isthmus at the north end. This bottleneck can be stopped easily.

The Black-and-Green option has much potential. Certainly, it might catch Blue off-balance and unable to retaliate. Further, Green will provide two ports on Sea Zone C, many industrial centers, and airbases within range of the Blue homeland itself.

Still, Red players should realize that a) their army will wind up facing north, not west, b) Blue could launch a counterinvasion two or more turns later, c) even a Blue defensive effort could make lavish use of artillery and air power on the BBT. Finally, the Green isthmus, being easily stoppered, will require expansion of the war into Brown, and the war will be won or lost there—not in Green.

3. **Invade Black and White.** Easily accomplished, as all cities are vulnerable to ground attack. However, the setup should be based on Blue intentions, and weighted in one of three ways: a) make the Black invasion armor-heavy, and plan on fighting in Brown and/or Green with only a garrison in White; b) make the White invasion armor-heavy, with ten units in Sea Zone A, with a desert war in mind; or c) spread evenly across both countries—not a viable choice.

The 1975 change in supply rules no longer encourages city-grabbing. Such a wide advance by Red could easily dissipate the effort, and certainly leave one country or the other open to Blue liberation. Red may prefer to invade one country or the other (see Options 1 and 4), and escalate the war.
somehow independent, so SIX units (each Ranger battalion equalling one-half unit) drop into Brown. Even so, the attack will entail high losses to minor country resistance, particularly in the low-odds attacks in Brown. Airborne losses will be particularly bad, even if Blue doesn’t counterattack for some reason.

Red will be scattered badly, and will spend the second turn consolidating and reorganizing. The second turn will also be for staging aircraft—preferably forward into Brown. A third-turn offensive to the west will preclude an invasion of Green or occupied White.

The advantage of this option is that Red is into Brown on the first turn, right in Blue’s lap. Furthermore, the attack on Brown can be called off, and it had better be if Blue invades Green first. Red’s forfeiture of the initiative is offset by the fact that a second-turn invasion of Brown would be considered anyway.

Unfortunately, Blue would get away with a second-turn invasion of Green, with Red off-balance. Further, Blue has the option of closing off western Brown, between the mountains and the lake. This done, Blue could then escalate the war into Green or the desert.

This option is possible, even plausible, but not recommended.

6. Other Options. A Black-Brown or Brown-White invasion were already ruled out, as direct supply and reinforcement would be difficult because of the peculiar road-net in southern White and northeast Black. Further, a Brown-White invasion would make Brown a sideshow to the desert war, with Blue able to undermine it all with a drive through Brown into southern White.

Finally, a Green-only or Blue-only invasion, on the first turn, would be patently absurd. Other options are too fantastic even to consider; thus, Red’s many options have been described. Red is fortunate in that setup and movement are performed after Blue’s. Further, Red is more flexible than Blue on the first turn, if only because of Red’s longer land frontiers.

CRITICAL ISSUE #5: TURN TWO

“If he be now, ‘tis not to come; if it be not to come, it will be now; if it be not now, yet it will come. The readiness is all.”

—Hamlet, Act V, Scene I

The second turn, although largely guided by the first turn’s offensives, is critical in its own right. This is the turn that Red and Blue will confront each other directly, and the first meeting engagements will often occur then.

Continental geography will determine much of the planning at the first turn’s end. Unless Blue is already committed to Green, that player will see three avenues from EE25; south into Green, southeast into Brown, and northeast into the Great Koufax Desert. A fourth option, a massing at EE25 for a crushing third-turn counteroffensive, would trade the initiative for a tactical advantage over the Red vanguard.

Red will be more constrained, as Red forces will already have been deployed in the north or south. Red’s sphere of interest is split by a great range of forests and mountains running from EE25 to Lake Frederick—a divide that Blue will not yet have reached. Red has been committed north or south of the Divide on Turn One. Few players would, or should, fight a three-front war.

If Red is committed to the desert, as Critical Issue #4 showed, the war will be largely fought there. Strategy will narrow to the desert’s confines, and is dealt with in Critical Issue #6.
A Red drive in the traditional area, south of the Divide, will pose two choices on the second turn: Attack north or south of Lake Pinsky. Waiting at J138 is not a realistic choice, for Red should not allow Blue the Initiative, or access to the Zocchi-South Lawrence line.

Much of the preplanning for Turn Two is described in Critical Issues #3 and #4. Players will find that a follow-through strategy is best, if only to be prepared for the Turn Two challenge. A week of preparations on that turn, due to poor planning or weak forces, will be crushed before reinforcements can arrive.

The actual theaters of battle, and the tactics used once a player enters them, are addressed, one by one, in Critical Issue #6.

Chart 6 shows the balance of forces during the reinforcement phase, when the players fall back on replacements. Blue starts the game with a slight advantage in numbers, but this will peak by Turn Three.

Red's parity will improve on the fourth and fifth turns, though the all-armed Turn Three reinforcements puts them ahead of Blue in that category. Blue reinforcements enjoy a surge in the sixth and eighth turns leaving both forces roughly equal in armor and infantry units. A critical problem is Red's advantage in "elite" formations—one additional airborne division for the first two turns, and one additional Marine division for the course of the game.

Still, this picture is an abstract. The actual balance of forces will be determined by the carnage the players will inflict on one another—which will begin in earnest after Turn Two.

CRITICAL ISSUE #6: PRIMARY THEATERS

Two massive terrain features, in the center of the BLITZKRIEG board, split the battlefields as dramatically as the Pripet Marsh or the Thuringerwald (between the Hof and Fulda gaps). The BLITZKRIEG features, Lake Pinsky and the Divide (particularly the Koufax Mountains in Brown and west-central White), effectively create three avenues, theaters where Red and Blue will meet in decisive battle.

GREAT KOUFAQ DESERT. Arid region north of the Koufax Mountains characterized by barren tracts and low winter temperatures. Scenic of some First War actions, and the subsequent (and bloody) Great Koufax War between Yellow and White. The Koufax has proven to have large oil deposits—the sole industry and export of both countries. The Koufax is thought to be suitable for armored warfare, though maintenance will be a problem in a protracted war

—Domesday Encyclopedia, v. 8

BLITZKRIEG '75 introduces players to a dramatic new field of battle: the Koufax. Supply constraints, other than line of supply, have been removed, and armored movement is now doubled. The result is an area where any breakthrough will have major consequences.

The Koufax is easily the widest front. The doubled armor movement, the enhanced armor ZOCs and stacking, and the exposed supply line will allow turbulent, game-winning offensives. Finesse will be well-rewarded; casualties will be large because the featureless terrain affords no refuge. Obviously the only possible defense will be the counterattack.

Oddly, terrain isn't a tactical factor. The desert has no forests, rivers, mountains, or cities to break it up and impede movement (except at the edges). Pure, abstract tactics can be utilized, as illustrated in Critical Issue #2. Thus, the desert is a clear, sanded arena for the protagonists.

Some unique disadvantages persist, however. Both sides will find the lack of airbases a problem. Only four cities lie at either end: CC15 and EE25 in the west; VV25 and WW32 in the east. However, any player possessing Brown will find an ideal site for airbases—particularly O030, three hexes from the Koufax, and shielded by mountains. Thus, escalation into Brown will be tempting if the desert war is protracted.

Another disadvantage is the supply line. An army proceeding past the halfway point will find that supplies must follow the coast road—an umbilical cord easily cut by sea or air landings. Strategic bombing of CC15 or VV25 will also cut the road, and fighter deployment at either end is crucial if for no other reason.

The Koufax has three primary exits: West past CC15, southwest toward EE25, and east into White. Two minor exits should not be overlooked: Southeast past WW32, and south through hex NN28. The latter is particularly valuable as it provides access to Brown, at the cost of only a slight delay—the mountains narrow to only one hex there. Armies emerging from any exit will find enemy airbases more numerous, with friendly air support initially lacking.

The secondary exits are of local interest; the primary exits are critical, and the objects of the desert war. Red forces emerging from the west end of the Koufax will be in a position to liberate Yellow and divide Blue in two pieces at the Adams River.

Red forces moving southwest through EE25 can easily cut off Blue armies in Brown and Green. Blue forces, on their part, emerge from the eastern Koufax directly into the Red heartland.

In summary: Neither army, once committed to the Koufax, dares falter. Defeat on this one front will lead directly to final blackout.

BROWN, Kingdom of. As small as White in population (though not quite as poor), smallest minority in size. Brown has the fortune of natural obstacles on virtually all sides—the Koufax Mountains, Lake Pinsky, and two rivers. The capital is deep in rough country; fortunate, as Brown has had to rely on its traditional neutrality, as its days of feudal power have long since expired.

—Domesday Encyclopedia, v. 3

Brown is analogous to real-life Belgium—the opposing forces will find it a useful stepping-stone to outflank the other fronts, especially Green. Further, Brown narrows at its east and west ends, and an invader will easily defend it against counter-attack, especially if Green, White, or Black are neutral. West Brown can be defended along a line from the mountains to the lake (five hexes, or four if Green is neutral). Blue can hold east Brown along the River Zocchi—half its length will suffice if either White or Black are neutral.

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CHART 6.
THE BALANCE OF FORCES

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Air Assault Divisions remain in the same at each echelon. Aviation Wings remain equal at six bomber and four fighter wings each.

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CHART 8. BOMBER UTILITY CHART

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<th>TAC</th>
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<td>X</td>
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Air Assault Wings remain in the same at each echelon. Aviation Wings remain equal at six bomber and four fighter wings each.
The advantages of seizing Brown first are manifest: Airbases convenient to both the desert and the Green isthmus, a means of cutting off enemies in Green, direct access to the enemy's front yard, and, for Red, a chance to turn the flank of armies in the western desert. Defensive advantages are enhanced by Brown's lack of seacoast, negating all but the occasional Ranger raid.

An invasion of Brown usually occurs on the third or fourth turn, to outflank an adjoining theater. Brown can be invaded first, i.e., on Turn Two, but the enemy can defend at the far end of this one front, and both players will face a critical decision: Where to escalate next, and when?

Green, Mercantile League of. Long, narrow country bordering much of South Gulf, with two major ports. Topography—particularly the lake, the border rivers, and the rough country in the north and south—serve to protect Green somewhat. Green's independence is primarily due to the lack of land borders with any Great Power. Great Blue's air force and Red naval presence in the Gulf continue to threaten Green's pursuit of prosperity. Green is the most industrialized minor nation, with a GNP of...

—Domestay Encyclopedia, v. 7

Green is the most tactically dangerous theater. Two beaches pose a continual threat from seaward. Great Blue airbases are close by; conversely, Red air forces in Green can threaten Blue cities in turn. The two northern cities are astride an isthmus that can easily be blocked, which will end the armored threat—but instead start a round of artillery and air bombardment that will make Verdun look like a musical comedy.

Green is difficult to pass by, however. Three of its four cities have critical industries. Further, one-turn conquest will put an army deep in enemy territory. Blue invaders will reach a (risky) springboard into Black at the South Lawrence. Red, if first in, will have two ports on Sea Zone C, air bases for raids into Blue, and a possible threat to southern Yellow and western Brown. However, Blue can usually counter a Red invasion by closing off the isthmus at the north end, making Red's advantages on this front more subtle than direct.

The rough country in central Green is critical during invasions. Of the beach hexes, BB32 is only useful for attacking Township BB31; AA32 is mountainous and prevents further movement. The forest to the south will limit access to Township EE34—only beach hex AA33 is within four hexes of the city, so only three seaborne units can reach. The remainder of the southern beach is useful only for attacking CC39 and establishing defenses in the mountain and forest hexes. Blue may not be able to establish a line on the South Lawrence unless paratroops are diverted, and AA42 will still have to be taken. Overland access to Green, of course, is from far to the north, from occupied Yellow.

The result of a Blue seizure of a Blue invasion of Green, on Turn One or whenever, is one of two evils—seizure of only the northern two cities, with the partisan activity that will result; or, an attempt to take the whole country, with the inherent risks, as discussed in Critical Issue #3. Any Blue invasion from the north and/or west will have, at best, weak screening forces along the South Lawrence, and Red armored forces could retake central and southern Green in short order. So, Blue may not find aggression worthwhile in Green, if Blue still has the initiative at that time.

Green will benefit Red mostly. Blue should figure on winning there only with a counterinvasion.
CRITICAL ISSUE #7: SECONDARY THEATERS

Some examination of the remaining minor countries in order partly due to first-turn problems of conquest, partly due to possible action later. Major nations' topography will not be discussed—by the time the war reaches into a player's home country, a defeat is near.

YELLOW, Republic of. Reconstructed at end of First Continental War, largely out of Green and Great Blue territory; annexed desert province from White later. Largely rural economy; unable to compete with Great Blue rearmament. Yellow is the largest minor country, much of its unique political geography is separist movements on both sides of the Yellow-Blue frontier continue to threaten Continental peace...

—Domesday Encyclopedia, v. 23

Eastern Yellow, the desert, has already been mentioned. The remainder of Yellow bears discussion. Yellow is squarely in Blue's way, and separates the two halves of Great Blue, leaving that player with little alternative to immediate invasion. Yellow is not only the largest minor country in size, but in cities as well—six of them, far more than the three-to-four-city norm. The eastern-most cities are difficult for Blue to reach. Still, three armored divisions can reach CC15 along the coast road, going from hex L6 to BB15. Other armored units can reach E225, V20, CC15 along the way, Blue's Option 1, as discussed in Critical Issue #1, concentrates armor at EE25—leaving CC15 to airborne and amphibious assault; the result is a large armored concentration on the Brown frontier at the end of Turn One, poised and ready. Thus, Township EE25 is the fulcrum with which Blue can move the game. EE25 can serve as a springboard into Brown, as infantry can airlift into the city and follow the armored forces. EE25 can also serve as a doorway into Green. Other Blue forces could massed at V20 during the first turn, ready to assist. Finally, EE25 is a convenient base for deployment into the Koufax, given the desert movement bonus.

First-turn seizure of Yellow will require 24 factors against each city, if losses are to be minimized, and capture guaranteed. To keep Blue forces forward for the second turn, the remote cities (M14, U11, X27) can be taken with the aid of tactical air and artillery.

Blue air units will find few eastern bases initially, for V33 is the only base forward in east Blue, S25 is in an awkward spot, and X27 should elicit concern in this regard, if only because of the reason discussed above.

Finally, Yellow has 23 mountain hexes, more than any other minor country. These are well-scattered throughout Yellow, and make excellent strongpoints.

WHITE, Free State of. Northern half desert; southern half mountains through terrain, the whole undesirable to conquerors historically. The new port and refinery complex on the River Szekely has provided White with an improved economy, although the land is still too impoverished to compete in the arms race. Competition with Red refines upgrader, and controversy over North Sea container trade, has been a source of some Red-White discord...

—Domesday Encyclopedia, v. 20

The entire northern half of White, being desert, was addressed in the preceding Critical Issue. With two Red cities on or near the border, any Blue invasion from the desert would threaten Red's very survival.

A key geographic factor is that White is split across the middle by considerable mountain and forest terrain, making access from Brown difficult. Movement from the north is west-north-west impossible if the central pass is defended. Thus, a guarantor of White neutrality, at least from Blue's standpoint.

For this reason, Red has a compelling reason to keep White neutral, if a desert campaign is declined. A Blue invasion, even if launched from the Yellow border, will not reach UU37 unless Blue already possesses Brown. In the event, Red could enter White as a liberator, and Blue will lose four factors per turn, guaranteed.

A neutral White will also allow Red to have a secure right flank, as the Red Army drives through Black and Brown. Escalation of the fighting into White can come at Red's leisure. If Brown fails to Blue, Red can defend the lower Zocihe and invade White later, using it to turn Blue's flank.

BLACK, Democratic People's Republic of. Comparable to Green in population and urban development, but without any major industry. Largely flat, with a transverse belt of forests and hills, Black is the most heavily forested of the minor powers. Black shares a long border with Big Red, a disadvantage since the recent ideological rift, The White River is still regarded as a protection against Red, though not tested during this century...

—Domesday Encyclopedia, v. 2

Black is usually fated to be Big Red's doormat. Red forces can reach all cities without resorting to airborne or sea forces—even infantry can get from NN48 to the lake port at J338, providing an alternative to armor losses. The lake port provides an outstanding air base, and is convenient to invasion of either Green or Brown. The other three cities are also useful as army bases to a varying degree; J446 can additionally serve as a port. Ranger operations can be mounted from J338.

All cities in Green and Brown are one turn's march away. J338, NN48, and V33 are the only forward bases in east Blue, S25 is quite isolated, any Blue invasion of the lakeshore area. A Red concentration at NN48 can easily proceed on into Green, especially as a means of counterinvasion.

Blue will find access to Black to be difficult. Overland approaches to Black must cross one of two major rivers. Black has no beach anywhere nearby. Blue will have no port in that sea zone until most of Black has fallen. Further, Red can use the curve of cities, forest, and hills from J446 to UU37 as a defensive line.

CRITICAL ISSUE #8: AVIATION

The Tournament Game adds a new dimension to the game—players will have to use air power, and not merely exploit an abstract, as in RUSSIAN CAMPAIGN. Actual air strategy and tactics will come into play, particularly on the interaction of various air and ground units.

Players who remember BLITZKRIEG '65 should study the air rules with particular care. Little of the old game is recognizable. Bombardment of cities is less effective than before; all other aviation capabilities have been amplified and diversified. Ground troops and supply lines suffer particular damage, a trend in real life as well as in revised BLITZKRIEG.

Abstracts of air unit capabilities are found in Charts 7 and 8. SAC and MDM units are particularly effective against ground units; TAC and FTR units excel at interception and anti-air missions. Interdiction is particularly disruptive to the ground war.

Bombing of cities should be selective, as the effects are of short duration. The proximity of NN48 and V33 to the fighting fronts means that Red naval and Blue air industries are vulnerable to harassment, especially as no minor country has aircraft plants. The best means of attack is against the city road net, as this would have the most dramatic effect. The war, after all, will have to be won on the ground.

Fighters will find two missions possible, with Patrol or Interdiction missions being the only ones carried over into an enemy turn. The Patrol missions are critical to interception, as the rules require some sort of early warning if interception is to occur. In short, the radius of action of interceptors is limited to how far the enemy flew after passing friendly air or ground ZOCs (electronic countermeasures must be neutralizing ground radar under these rules—not implausible these days).

Escort missions will be of some importance. Even a token escort will mean that all units therein can return fire, and the intercepting force is doubled, not tripled, in firepower. Besides, bombers intercepted without escort will bomb at half-effectiveness.

Even a token escort can be backed by a Hunt mission, which is more potent. If more than one bombing mission can be arranged adjacent to a hunt mission, the hunt is that much more effective. Players will find that the subtleties of hunt, escort,
and patrol missions will be as attractive as the more dramatic interception and patrol sorties. Indeed, a balance of all five missions is best.

Finally, a note on bases. Fighters should be further forward, for ease of deployment, and the fact that “interceptors” can avoid any pre-emptive attacks, V33 and the three lake ports are particularly well-sited fighter bases, as is OO40 for central and desert operations.

**CRITICAL ISSUE #9: THE HOME FRONT**

Some economic statistics may be useful, as illustrated by Chart 10. Blue and Red start the game with the minimum number of each industry, be it aircraft, petrochemical, or whatever. The navai-stores and basic-industry cities are particularly resistant to bombing, so that they possess two and three hexes each, not one. However, acquisition of minor-country industries will be necessary to provide a cushion.

Minor countries possess six critical-resource cities. Of these, three are in Green; the remainder are divided among Yellow, White, and Brown; Black has no critical resources. The remaining 14 minor-country cities are useful mainly for transport of minor-country industries will be necessary to provide a cushion.

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**PORT FACILITIES**

Port facilities are of passing interest; Chart 10 clarifies the picture. Red is distinguished by fewer ports, a factor pertinent mainly to naval ascendancy. Of the minor-country ports, Green provides Red with access to Sea Zone A and can be used by Blue for seaborne reinforcements, slightly faster than overland. The port at VV25 serves as an alternate, seaborne supply link to the desert front, distinct from the road net.

As noted, a player can be damaged by loss of critical-resource cities which make up all of the home-country cities. A direct invasion of a player’s homeland, fortunately, must maintain supply lines through intervening sea zones, (players are urged to use the Naval Ascendancy rules). Indeed, the first countermeasure to such an invasion should be to introduce an aircraft to an intervening sea zone. Thus, a large air presence in, say, V33 or J4J6 will both aid the main effort and defend the homeland, indirectly. This is just as well, for a city such as G4 could be hit by as many as nine units (44 factors), ignoring Rangers, from three beach hexes. Marine divisions are particularly potent in stacks of three, and are the largest amphibious units available. So, a city close to a beach in Sea Zone C, the likeliest invasion site, should have not less than an eight-factor garrison if it (and its aircraft) is to avoid destruction.

Other coastal cities, those not directly threatened, should not be well-garrisoned as a rule, as there would be few troops left for the front. Since invasions out-of-zone are unlikely, given the Naval Ascendancy requirements, coastal defenses should be moved to face enemy task forces, as they move from zone to zone.

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**WARGAMER’S GUIDE TO PANZERBLITZ**

In print since 1980, the WARGAMER’S GUIDE TO PANZERBLITZ is a compilation of the best of PANZERBLITZ’s many fine articles on the first tactical wargame. The 36-page booklet resembles an issue of The GENERAL, except that it is devoted 100% to PANZERBLITZ. The articles are taken almost exclusively from back issues (many of them out of print now), dating from April 1973. In addition, two articles never before published appear: Robert Harmon’s “Commander’s Notebook” which analyzes the original twelve scenarios, and Paul Kosnett’s “Counterforce”—hypothetical WW2 variant utilizing hercules with six new scenarios.

Reprinted material includes Larry McNamara’s “The Pieces of PANZERBLITZ” and,voted the best article ever to appear in these pages; “Beyond Situation 13”, two additional scenarios by Robert Harmon: “Parblitz”, “Panznacht”, “Blind PANZERBLITZ”, “Situation 13”, “Champion Ship Scenario”, “PANZERBLITZ Scenario”, and “In- clement PANZERBLITZ”. Topping the special issue off is a complete listing of all errata and questions/answers published to date. The WARGAMER’S GUIDE TO PANZERBLITZ is a must for all devotees of the now-classic design and contested battles.

The WARGAMER’S GUIDE TO PANZERBLITZ is available exclusively from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Price is $4.00 per copy. Please add 10% shipping and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.
My concentration on concentration deals with two distinct issues. The first is the relatively simple matter of localizing your power in one geographic area. The second is the principle of placing the greatest portion of your strength against the weakest fraction of your opponent’s. As such, the tactical concept of concentration is one of relative strength. Gathering all your troops in one small area is surely concentration of your force. However, if in doing so you allow the enemy to exert his full strength against you, then the spirit of the law is broken. A good example of this on a strategic scale would be the invasions of Sicily and Italy. The attack on Sicily drew Axis forces to the “underbelly” of Europe, displaced Mussolini, and created a grave threat to Italy’s continuation. But the actual invasion of Italy drew far more heavily on Allied resources than German while creating no new threats. Thus, the Sicilian invasion was a good example of relative concentration of force; the invasion of Italy was not.

In SQUAD LEADER concentrating your strength against a diffused antagonist is important because the potency of a given unit changes synergistically with its support. This is true for two reasons. First, any given unit may break its opposing equivalent. However, if one force had a preponderance of local strength, its broken unit will be given time to rally while the enemy’s broken unit may be repeatedly broken—and thus eliminated. Second, larger firegroups have a greater chance of obtaining a KIA. Therefore, the reasoning behind an attempt to gain concentration advantage is to give your locally superior forces greater chances of killing the enemy and improve the potential for rallying after they themselves break.

When should a player consider attempting to gain concentration of force benefits? Generally speaking, this is best done when your opponent has a wide zone of responsibility. This might be multiple buildings in a town to defend or guarding an entire board edge. When there is only one key position to victory—for example killing units or holding a bridge—any attempts to “go round” will in all likelihood hurt your cause more than aid it.

The mechanisms for attaining relative concentration of force all revolve around threats to do something terrible. The actual presence of any strength is unimportant. Offboard pieces whose point or turn of entry may be unknown, units moving toward a flank, and even a shift in the location of a key leader all place burdens on your opponent. How much strength should he transfer and where must it be placed? The very potency of these moves creates the gravest danger to those seeking relative advantage in concentration of force. It becomes all too easy to squander one’s own power by sending little “penny packets” to one place or another as you attempt to draw your enemy further and further apart. Mastery of the principle of concentration revolves around forcing your enemy to spread further afield than you.

The foundations of successful implementation of tactical concentration are initiative and mobility. Initiative need not be solely the province of the attacker. If your movement forces a countermove then you have the initiative. The initiative aids your concentration in two ways. First it allows you to move “before” the enemy (no matter who moves first in the turn) and thus he must cover a variety of potential next moves by your units. Second, if your opponent misjudges the threat either by swinging too much power to bear (aiding your concentration advantage elsewhere) or too little (thus allowing the threat to develop into a reality), it is the player with the initiative who decides how to followup. Mobility aids your ability to concentrate by making the potential placement of your force the next turn that much tougher to guess. If you consider your unit to be at the center of a circle with the radius being the potential movement of the unit, it is worthwhile to recall that the area of the circle (representing the potential next turn positions) increases by the square of the radius. Rather impressive. Both initiative and mobility work towards increasing your concentration of force by posing the largest possible number of “next turn” threats to your foe.

The final key to ascendancy in concentration of force is the player’s ability to assess terrain in the context of the given tactical problem. Concentration, with its attendant advantages in combat, does no good if the ground for which you fight is not crucial to the outcome of the scenario. Concentration of force wins battles only in so far as it insures dominance at the key point of the terrain. [Terrain evaluation is, however, to be discussed in a later S.L. Clinic.]

Let us turn to a review of the use of concentration of force in a few existing scenarios:

In Scenario 4 (assuming that players agree that the German setup must be hidden), committing between one to three Russians squads to advance along the road of Board 2 and Hill 621 may induce the German player to place one of his squads in a blocking position on Board 2. Even if the Russian squads do nothing else but keep that German squad on guard duty on Board 2, this is a significant suc-
cess. The threat of 9% of the Russian force has occupied 12% of the German troops. Without a Russian leader, combat against a hidden opponent who might have automatic weapons is risky. Combat is, in fact, unnecessary. Note here it is the threat that counts.

Scenario 11 provides the American with a host of possibilities. I feel the strongest attack can be generated by first assaulting Board 1. Then, once the Americans have established good initial positions for their 50 cannons, make a smaller secondary landing at either the junction of Boards 1 and 2 or of Boards 3 and 4. Lastly I like to hold off landing three squads, one MMG and a leader till Turn 5 or 6. The threat that the US player will use landed troops to isolate, by fire, one board the German tanks can place until they can be annihilated while the last landing group can be thrust in at any critical point.

A variant approach to Scenario 21 has possibilities for increased German concentration. Consider using the crew to manhandle the 75* Inf gun onto the board. If the halftrack, carrying a squad with LMG and PF '43 in Y10; another squad with LMG and PF in hex V7; a squad with PF in U6; the 9-1, squad, LMG and PF in hex U3; squad and PF in U1. The JagdPz IV goes in either U7 or U4 depending on the roadblocks produced by rubble. IRISH: Enter infantry in single column on hex L10. Move the tanks in on either K10 or J10.

ATTACKER’S TACTICS: Move the infantry rapidly to the R6, R7, Q7 building group. There establish a fire base to open holes in the German infantry screen. Drive the Valentines through the hole into the rear of the German infantry. Try to resist the temptation to go for the JagdPz. If you cutoff the German infantry retreat routes either the JagdPz will fall to infantry assault or the assault gun will be forced to try and attack the tanks. Play this scenario as an infantry game with armor support.

DEFENDER’S TACTICS: Use infantry as a screen to hold back the Irish. Rarely fire in the Pre Fire Phase; rather, move out of buildings in movement and then back in in the Advance Phase. As the screen weakens, pull back the surviving squads and the JagdPz to hex row W and repeat the process. Always screen the flank of the JagdPz with at least one squad with a PF. Whenever possible, try to draw the attacker onto the assault gun’s covered arc; both infantry and the British AFVs are vulnerable to the lethal gun/MG combination.

The SQUAD LEADER system faithfully reproduces all the pitfalls of attacking or defending in a piecemeal fashion. A new scenario is found on the insert of this issue to permit players to experiment with the ideas discussed.

After Action Report—Faugh a’Ballagh

This note continues the series of commentaries in the Clinic pertaining to the scenario published in a previous GENERAL (Vol. 19, No. 6). The intent of these reports is to provide the player with one of numerous possibilities for defensive setup, attacker initial position and basic tactical approach. Having had several months to examine your own approaches to our Clinic we feel the reader can now compare his findings with our summation.

GERMAN: Place the 8-1 leader and a squad with LMG and PF '43 in Y10; another squad with LMG and PF in hex V7; a squad with PF in U6; the 9-1, squad, LMG and PF in hex U3; squad and PF in U1. The JagdPz IV goes in either U7 or U4 depending on the roadblocks produced by rubble. IRISH: Enter infantry in single column on hex L10. Move the tanks in on either K10 or J10.

ATTACKER’S TACTICS: Move the infantry rapidly to the R6, R7, Q7 building group. There establish a fire base to open holes in the German infantry screen. Drive the Valentines through the hole into the rear of the German infantry. Try to resist the temptation to go for the JagdPz. If you catch the German infantry retreat routes either the JagdPz will fall to infantry assault or the assault gun will be forced to try and attack the tanks. Play this scenario as an infantry game with armor support.

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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 Hartford Rd., Baltimore, MD 21214. Maryland residents please add 5% state sales tax.

SO THAT’S WHAT YOU’VE BEEN PLAYING

<table>
<thead>
<tr>
<th>Title List</th>
<th>Total Responses: 473</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank</td>
<td>Title</td>
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<td>---</td>
</tr>
<tr>
<td>1</td>
<td>Titan</td>
</tr>
<tr>
<td>2</td>
<td>Squad Leader</td>
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<tr>
<td>3</td>
<td>Third Reich</td>
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<tr>
<td>4</td>
<td>Gunslinger</td>
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<td>5</td>
<td>COD</td>
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<td>6</td>
<td>Panzer Leader</td>
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<td>7</td>
<td>Kriegsmaker</td>
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<tr>
<td>8</td>
<td>Magic Realm</td>
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<tr>
<td>9</td>
<td>W&amp;A</td>
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<tr>
<td>10</td>
<td>Afrika Korps</td>
</tr>
<tr>
<td>11</td>
<td>Storin Over Arnhem</td>
</tr>
<tr>
<td>12</td>
<td>War &amp; Peace</td>
</tr>
</tbody>
</table>

Once again, some dramatic reshuffling. Bolstered by its handling in Vol. 20, No. 2 of THE GENERAL, TITAN surges to the top of the listing of player preferences. Indeed, among the top ten are four favorites released in 1982—CIVILIZATION and GUNSLENDER and G.I.—as well as TITAN—and one released in 1983, UP FRONT. This would indicate an interest and satisfaction with our newer releases. Meanwhile, our attention is directed to some neglected earlier titles—KINGMAKER, MAGIC REALM and AFRIKA KORPS. A number of titles barely missed being on the list, including STRUGGLE OF NATIONS, BULGE ’44, Dungeons & Dragons, PIRATE 1715 and TROOPING THE COLOUR—all of which appeared on the last list. Curiously, as an item of passing interest, eight of the titles on this seventeenth list are concerned with non-WW2 topics.
THE HAZARD OF THE DRAW

New Options and Events for KINGMAKER

By Tim Williams

We play quite a few wargames here in the rural vales of Northwest Arkansas. Considering that our only other source of evening entertainment is to sit out on the patio and watch the automatic backyard security light come on, this is not difficult to understand. And of all the 200 or so choices we have available to us now, we return more often to KINGMAKER than to any of the others. KINGMAKER probably embodies more than any other wargame the spirit of its age; for excitement, color, and pure enjoyment, it has no peer among board games.

It doesn't take many such knavery-sessions aeons to wear thin the usual map of any wargame. Random Heir Placement Table

<table>
<thead>
<tr>
<th>Heir</th>
<th>Die Range = Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>King Henry VI</td>
<td>1-3 = London, 4-5 = Windsor, 6 = Bristol</td>
</tr>
<tr>
<td>Margaret of Anjou</td>
<td>1-2 = Coventry, 3-4 = Newark, 5-6 = Conway</td>
</tr>
<tr>
<td>Edward of Lancaster</td>
<td>1-2 = Kenilworth, 3-4 = Lancaster, 5-6 = Bamburgh</td>
</tr>
<tr>
<td>Richard of York</td>
<td>1-3 = York, 4-5 = Fotheringhay, 6 = Shrewsbury</td>
</tr>
<tr>
<td>Edward of March</td>
<td>1-2 = Harlech, 3-4 = Plymouth, 5-6 = Carisbrooke</td>
</tr>
<tr>
<td>Edmund of Rutland</td>
<td>1-2 = Ireland, 3 = Baums, 4-6 = Dover</td>
</tr>
<tr>
<td>George of Clarence</td>
<td>1-2 = Cardigan, 3-4 = Norwich, 5-6 = Newcastle (town)</td>
</tr>
<tr>
<td>Richard of Gloucester</td>
<td>1-2 = Calais, 3-4 = Carlisle, 5-6 = Swansea</td>
</tr>
</tbody>
</table>

A. The Events Deck: The variant rules provided in The GENERAL (Vol. 14, No. 2) suggest that each time an "Embassy" event card is drawn, the Crown deck should be reshuffled. A very good idea, which should also be extended to the Events deck. I am fervently opposed to "card counting" as an idea, which should also be extended to the Events deck. I am fervently opposed to "card counting" as a method of strategy. This will discourage the practice of skulking around inside nearby castles while waiting for the larger cities' "Plague" cards to pass, and then flying into those fastnesses for what are often very long periods of relative safety.

B. Initial Placement of Royal Heirs: Personally, I get extremely weary of seeing the faction lucky enough to be initially dealt the Constable of the Tower and/or the Archbishop of York walk away with the senior heirs on the first turn of every game. The fixed initial placement of these all-important pieces probably contributes more to game stereotyping than any other factor, and the Lancastrian heirs are much too close together, in any event. Players wishing to eliminate this situation may use the following placement system. After the initial set-up of the factions' nobles, roll one die for each heir and consult the following table:

New Event Cards

The best (and mechanically safest) means of broadening KINGMAKER's horizons is through the introduction of new event cards. The blank cards provided in both the game itself and the variant deck available from Avalon Hill encourage players to "roll their own." The non-historical premise of the game allows a certain amount of flexibility in this; but while Turkish invasions of Ireland and Embassies from Venus are intriguing ideas, neither falls into the realm of historical credibility. Any new events added should be relevant to late-15th Century England (or to Western European society at the broadest). Any or all of the 17 following suggested events may be used; none depends upon another for its application. The suggested number of each card to be inserted into the Events Deck is listed in parentheses.

The first two cards are functional cards to be added to the others of their particular type already present in the deck:

PLAGUE

PLAGUE IN DUBLIN (I): This card is only necessary if the above optional rules adding that city are used.

MERCENARIES GO HOME

MERCENARIES GO HOME—SAXONS (I): I still haven't figured out why one of these wasn't included in the game originally. Surely Saxons got just as bored chasing around the English countryside as did any of their peers from Burgundy, Flanders or Scotland. If the other "Go Home" cards are used, so too should this one.

Considering the importance of religion in medieval times, it is a little odd that religious offices have no more responsibilities in the game than they do (coronations, answering revolts, extra troop strength). The following four cards abstractly represent the importance of religious matters in English society of the day:
EXCOMMUNICATION (I): The faction drawing the card has run afoul of His Eminence, and is declared Excommunicate and Damned. All religious offices and town cards held by that faction are removed and returned to the Crown Deck. As long as the faction remains Excommunicate, any religious offices or town cards normally gained through combat are immediately returned to the Crown Deck. No noble of that faction may enter a city or town containing a cathedral or be considered "in town" in the squares containing Salisbury, Wells, or St. David's. Excommunication is considered lifted as soon as a new religious office or town card is drawn by the Excommunicate faction during the Chance Phase.

Of all the events currently in use, only the Embassies provide for any independent movement on the part of any of the historically capricious Royal Heirs. The following four cards would inject a greater degree of mobility for certain of these pieces:

TREATY WITH FRANCE (I): The sole King is moved immediately to the Continent. As soon as this is done, a treaty with France is in effect. The card is laid aside in plain view to indicate this. As long as the treaty is in effect, Calais as an English city is inviolable by the "French Siege" card, and this card is ignored if subsequently drawn. The city is under English sovereignty—under control of the faction in possession of the sole King (Calais becomes neutral, if no one controls the King when it is restored to England). The treaty with France lasts until one of the following events occurs: A) the King who signed the treaty dies in any manner, B) a "French Raid" event is drawn, C) a "War in Europe" (see below) event is drawn, or D) a "Scott Invasion" (see below) event is drawn. Following any one of these events the treaty is considered broken, and the treaty card is returned to the discard pile. Subsequent treaties are possible.

The rest of the new cards suggested here merely represent miscellaneous disasters designed to further aid and/or frustrate even the best-laid plans of potential Warwicks:

MUTINY
Le Rose

ROYAL HEIR ESCAPES (2): The lowest-ranking Royal Heir by the drawing faction escapes to the nearest neutral town, city or Royal Castle. This may be on an island. The heir will not escape if A) he is already King, or B) he is the senior surviving heir of his house. This event postulates that the less likely the chances are of coronation, the more chance an heir will weary of endless years of following a faction around England.

TREATY WITH FRANCE
KING to Continent
KILLED: BEAUFORT CROMWELL BOUCHIER

VICTORY
3-1

ROYAL VISIT
KING to Ireland
KILLED: NEVILLE

5-4

VICTORY

ROYAL HUNT
1-2 = Lancaster
3-4 = York
5 = Both
6 = Neither

KILLED: HOLLAND GREY SCROPE

3-2

VICTORY

ROYAL DIET
1-6 = Salisbury
3-4 = Wells
5-6 = St. David's

KILLED: ROOS PERCY

2-1

VICTORY

HERESY
KILLED: BEOUChIER HASTINGS

5-4

VICTORY

EXCOMMUNICATION
KILLED: STANLEY STAFFORD

4-1

VICTORY

PAPAL DIET
KILLED: GREYSTOKE GREY

2-1

VICTORY

EXCOMMUNICATION
BAD WEATHER DELAYS ATTACK

PAPAL DIET (I): The Pope convenes a general diet of the European clergy. All extant religious offices must be moved to the Continent. No ships are necessary to get to the diet, but will be necessary to get back. Even religious offices normally unable to respond must immediately be placed in the open outside the town.

HERESY (I): The first phantoms of the coming Reformation begin to manifest themselves. All extant religious offices normally able to respond must immediately be moved to their home dioceses. If a rival faction controls the office's home town, the noble holding the office need only be placed in the square of the location for one full turn after the diet is convened.

ROYAL VISIT (I): The sole King is moved immediately to Ireland. Any nobles stacked with him may accompany. If the optional Dublin rules set forth earlier in this article are in force, the King must go into that city if possible.

ROYAL HUNT (I): The King is seized with the desire to go a'hunting and is immediately moved to the forest square containing half of the small town of Rotherham (one square west of Audley's Tickhill Castle). If there are two Kings in play, roll one die: 1-2 = Lancastrian King goes, 3-4 = Yorkist King goes, 5 = both Kings go, 6 = it rains, and nobody goes. Combat is allowed in the square.

RELIGIOUS DIET (I): A meeting of the English clergy is convened. All extant religious offices normally able to respond must immediately be placed at the appointed location. Roll one die to determine the site of the Diet: 1-2 = Salisbury, 3-4 = Wells, 5-6 = St. David's. No combat is allowed in the square of the location for one full turn after the diet is convened.

TREATY WITH FRANCE
KING to Continent
KILLED: BEAUFORT CROMWELL BOUCHIER

VICTORY
3-1

ROYAL VISIT
KING to Ireland
KILLED: NEVILLE

5-4

VICTORY

ROYAL HUNT
1-2 = Lancaster
3-4 = York
5 = Both
6 = Neither

KILLED: HOLLAND GREY SCROPE

3-2

VICTORY

ROYAL DIET
1-6 = Salisbury
3-4 = Wells
5-6 = St. David's

KILLED: ROOS PERCY

2-1

VICTORY

HERESY
KILLED: BEOUChIER HASTINGS

5-4

VICTORY

EXCOMMUNICATION
KILLED: STANLEY STAFFORD

4-1

VICTORY

PAPAL DIET
KILLED: GREYSTOKE GREY

2-1

VICTORY

EXCOMMUNICATION
BAD WEATHER DELAYS ATTACK

PAPAL DIET (I): The Pope convenes a general diet of the European clergy. All extant religious offices normally able to respond must immediately be placed in the open outside the town. No noble holding the office need only be placed in the square of the location for one full turn after the diet is convened.

HERESY (I): The first phantoms of the coming Reformation begin to manifest themselves. All extant religious offices normally able to respond must immediately be moved to their home dioceses. If a rival faction controls the office's home town, the noble holding the office need only be placed in the open outside the town.

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RELIGIOUS DIET
1-6 = Salisbury
3-4 = Wells
5-6 = St. David's

KILLED: ROOS PERCY

2-1

VICTORY

HERESY
KILLED: BEOUChIER HASTINGS

5-4

VICTORY

EXCOMMUNICATION
BAD WEATHER DELAYS ATTACK

RELIGIOUS DIET
1-2 = Salisbury
3-4 = Wells
5-6 = St. David's

KILLED: ROOS PERCY

2-1

VICTORY

HERESY
KILLED: BEOUChIER HASTINGS

5-4

VICTORY

EXCOMMUNICATION
BAD WEATHER DELAYS ATTACK

RELIGIOUS DIET
1-2 = Salisbury
3-4 = Wells
5-6 = St. David's

KILLED: ROOS PERCY

2-1

VICTORY

HERESY
KILLED: BEOUChIER HASTINGS

5-4

VICTORY

EXCOMMUNICATION
BAD WEATHER DELAYS ATTACK

RELIGIOUS DIET
1-2 = Salisbury
3-4 = Wells
5-6 = St. David's

KILLED: ROOS PERCY

2-1

VICTORY

HERESY
KILLED: BEOUChIER HASTINGS

5-4

VICTORY

EXCOMMUNICATION
BAD WEATHER DELAYS ATTACK

RELIGIOUS DIET
1-2 = Salisbury
3-4 = Wells
5-6 = St. David's

KILLED: ROOS PERCY

2-1

VICTORY

HERESY
KILLED: BEOUChIER HASTINGS

5-4

VICTORY

EXCOMMUNICATION
BAD WEATHER DELAYS ATTACK
MUTINY (5): One of these cards should be available for each of the "100-class" ships (Le Nicholas, Le Swan, Le Michael, Le Rose, and Le Lucas). When a ship's mutiny card is drawn, it is immediately removed from the board and its card returned to the Crown Deck. If at sea with passengers at the time of the mutiny, the nobles are put ashore immediately at the nearest open port (Scotland, Ireland, or the Continent if at all possible). The ships belonging to the Admiral of England and the Warden of the Cinque Ports never mutiny, due to the greater naval authority of these offices.

controlling faction may not call parliament, attend parliament (no noble of this faction may be "sum­moned") or coronate a new King. While any fac­tion may attempt to destroy the French, the ex­

DEFEATISM RIFE: A pall of doom hangs over the drawing faction in spite of all its strength (or due to the lack of it). Roll one die to determine the length of the period of defeatism: 1-2 = one turn, 3-4 = two turns, 5-6 = three turns. During this gloomy period, movement is the only action available to that faction. It may not attack, am­
bush, besiege (any sieges currently in progress must be lifted), call parliament, or coronate a new King. If attacked, the faction defends normally.

WAR IN EUROPE (1): A general European war involving England erupts. The Marshal of England is immediately placed on the Continent. The Admiral of England is placed on the Continent with two ships. The Captain of Calais is placed in Calais. All mercenary cards currently in play are returned to the Crown Deck, except the French, if sacking an English town or city (see above), and the Irish, who are not considered mercenaries for the purposes of this rule. The mercenaries "go home" because they would naturally assume that they could profit far more from a larger-scale European war than from petty dynastic squabbles in England. A War in Europe will immediately cancel an earlier French Treaty result (see above).

WAR IN EUROPE

Marshal to Continent
Captains of Calais to Calais
Admiral to Continent
with 2 Ships

KILLED: COURTNEY HOWARD FITZALAN POLE HERBERT

ASSASSINATION

Last Noble, Next Card

ASSASSINATION (2): Draw another event card. If in play, the noble listed on the bottom line of the "killed" section is immediately removed with all his holdings, the victim of assassins. This is considered a non-political assassination, perpetrated by in­
jured Britons, angry creditors, or possibly an irate husband.

As an excellent adjunct to an already excellent game, these variations increase KINGMAKER'S un­
predictability, and consequently its enjoyment. But don't take my word for it, try them out yourself. I

hope the final words of Lord Hastings: "They smile

at me who shortly shall be dead." (Richard III, Act

III, Scene IV).

TRADE CARDS

for CIVILIZATION

TRADE CARDS

for CIVILIZATION

Introduced by Mick Uhl in his article on ex­

panding the popular multi-player game CIVILIZATION (The GENERAL, Vol. 19, No. 4), these cards are now available from Avalon Hill. The deck of 50 cards, readily incorporated into the Trade Deck in the game without cumbersome variant rules, include new commodities: Timber, Oil, Wine, Silver, Resin, Dye and Ivory. These do affect the fine game in three fundamental ways. First, because of the increased number of cards, calamities will occur with lesser frequency. Second, the increased number of cards in play will mean that empty stacks will occur far less often; players with a large number of cities will not be inadvertently penalized by the exhaustion of the lower value stacks as the other players draw first. Third, it will be more difficult to build up sets of the same card type. For both veterans and novices of this exciting game, the new Trade Cards are an in­

triguing addition. These may be ordered from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214) for $4.00 plus the usual 10% shipping and handling (20% Cana­
dian, 30% overseas). Maryland residents please add 5% state sales tax.
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Enter the world of bomb disposal with LONDON BLITZ. This thinking man's game sets new standards for VCS game logic and graphics.

Put away all those old flat bouncing ball games. A new dimension is here! WALL BALL . . . in 3D.

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The most respected name in bookshelf games explodes into the video game market with 3 hot new titles . . . and more on the way. All compatible with Atari and Sears systems. Unique challenges and strategies that defy boredom. Avalon Hill Video Games. Worth the wait. Worth getting excited about.

At finer video, toy & hobby stores everywhere!

The AVALON HILL Video Game Company
4517 HARFORD ROAD, BALTIMORE, MARYLAND 21214 (301) 254-5300
Dear Mr. Martin:

The purpose of this letter is to express my regrets that Alan R. Moon has parted company with Avalon Hill. I was not especially surprised by this decision, but I, for one, will miss his lightened and sometimes controversial perspective and philosophy. It would appear that Alan became disillusioned with Avalon Hill after being "passed over" for the position of Manager of Editing. I refer to the readers of Vol. 18, No. 4, "The Asylum, No. 2," on page 4. In the very next paragraph the credits on page 2 list Rex A. Martin as Assistant Editor (Whatever the rationale for) his departure, I am sure that the majority of the readership will acknowledge our loss and, indeed, I am expressing our best wishes to him.

Dave Sandel
Savannah, Georgia

I am aware Alan's peculiar brand of insanity (I'm just glad it wasn't contagious), Note however, that Alan Moon was "not passed over" for the position of editor. He was offered the post of game design and development, which in turn led to his recent resignation.

Rex A. Martin

Dear Editor:

In response to John Alsen's attack on the "Square Leader" system in Vol. 19, No. 4, page 40070, it seems to have fallen from the hands ofeditors and writers to the hands of military historians, of which training, soldiers and soldiers of the Wehrmacht were taught solutions to "classical" combat problems. The reader can find many examples of this in his manual. In order to prevent any further confusion, I would like to state that the "gamelite" techniques indicated in the game indicate the priority of the design team with regard to the future direction of SQUARE LEADER. Nevertheless, I fear Mr. Collier makes his case with too much of a personal attack on the powers that be. Further evidence of this attitude exists in his comments on "The Design Solution of Two". Despite the "gamelite" techniques it is not to be so critically spoken, the need for such tactics to make his point more reasonable. In the end, it's only a game.

Alan Lipka
Prospect, New York

Dear Mr. Martin:

I am writing to offer both praise and a plea concerning SQUARE LEADER. UP FRONT, as I recall, is truly remarkable in many ways. However, it has a tendency to make one feel as though one is fighting a war. This can be both overwhelming and tedious. I would like to see a more balanced approach to the game, one that includes some form of recreation or relaxation. Perhaps, a place where one can simply "relax" while playing. This might involve adding more rules for the sake of realism, but not necessarily at the expense of gameplay. I believe that a balance can be struck between realism and enjoyment. I hope you will consider this suggestion.

Dear Martin:

I am writing to express my concern regarding the "Square Leader" system used in SQUARE LEADER. It seems to me that this system is too complex and difficult for most players to understand and use. In order to make the game more accessible, I would like to suggest the following changes:

1. Simplify the rules and make them more intuitive.
2. Provide clearer explanations of the game mechanics.
3. Introduce a tutorial mode for new players to get familiar with the basics.

I believe these changes would make SQUARE LEADER more enjoyable and accessible to a wider audience. Thank you for your consideration.

From Jon Mishcon:

Our response to Mr. Andrews' letter: On our own several copies of the entire SQUARE LEADER system and become a complicated monster. Though I and my fellow gamers own a number of the entire SQUARE LEADER system, we find no particular scenario beyond CROSS OF IRON, simply because we can't find them anywhere. Furthermore, we play even those less often because we are not sure which rules are used in the game. The complexity of the later gamelites added confusion to the straightforward playability of the original, and the final result is that even basic components, 1 for one would request no proportion of rule changes. Congratulations again on UP FRONT. If you expect, I hope you will keep it simple.

Rich Mathews
Lakewood, Oregon

Dear Mr. Martin:

I was surprised and pleased to see my PANZER LEADER variant ("Para-Leader") in between two articles of the GENERAL (Vol. 20, No. 2). I would like to take this opportunity to thank you and your staff for the time and effort put into editing and preparing my ideas for print. The support given to this variant and its development has been outstanding.

Dear Mr. Martin:

The degree of emotion attributed to me seems to have been exaggerated. This is supposed to be a debate, not a feud. Vituperation is certain to change the attitudes of many. From this I conclude that the war games I have encountered have had a strong probity for authoritarianism and tend to regard game rules as sacrosanct. Those challenging the "rules" are heretics. My article was written, rebrated and published as an in terpretation of a complex analysis as opposed to the purely analytical discussions of Mr. Medrow or Mr. Nixson. The whole enterprise was intended to present the complexity of military decision making as a target for condemnation. It was a publishing adventure similar to printing an article on OH­MANN's "Guts Culture" or publishing the critique of the GENERAL. In its attempt to prove some fundamental reassessment and reflection on the existing systems, it did not take into account the variety of game systems, including those which are not "classical". The only variety of game systems is difficult for me to understand.

Oscar Diaz
Weslaco, Texas

I'm still not sure what we have managed to get one batch of reinforcements and one green-blue, but can claim full blame for misplacing the other. However, whether or not potentially more serious mistakes are found in Situation 36 (Gala Sisily) there should be 15 gilts already alphabetized. A force, Airborne force, we overlooked the 6 MG units (a last minute addition).

Dear Sir:

This letter is to inform you of the results of the court-martial of Sgt. Thornton, USA. This court found the defendant guilty of negligence and misconduct, with the brief summary of our findings included here for your review.

On or about May-June of content #13, Sgt. Thornton was shot by two squad members located near the town of Insert. His objective, the control of two enemy held buildings, was difficult but not impossible. Rather than send the squad in building 3Y3 through hole 34 to 34A, he sent one squad through the open of 3Y3 in the clear sight of a German machinegun. The machinegun fire was accurate and deadly. Thornton was shot and killed in the attempt. The resulting fire broke up the attack, allowing the Germans to continue holding one vital building.

For his failure to remember rules #7, #4, and the last six words of #54, #4, we recommend the defendant's temporary assignment to the Russian force of Scenario #32.

Ray Andrews
Kent, Washington

From Jon Mishcon:

Our response to Mr. Andrews' letter: On our board the LOS from 3Y3 to 3Y2 is clearly, albeit slightly, blocked. We own a total of four complete sets of boards and are aware that board "registration" is not identical on all copies of the "same" terrain. When Mr. Andrews starts to discuss LOS open or closed based on differing sighting techniques I tend to recoil. Lastly, all faces puzzles we endeavor to insure all LOS’s that are blocked are clearly blocked. BUT we reserve the right to say that our one set of faces is the final answer. We emphasize for the application of all variations that are under one run in width.
FREEDOM IN THE GALAXY

11.2 When a search is conducted, is it necessary to search for characters with (and therefore reveal) all the military units in the province, or can the Imperial player search with only a few and keep the identity of the remaining units (particularly any suicide squads) secret?

A. All must be used if a military search is conducted.

12.4 Can an aborted Diplomacy or Coup mission put a planet into rebellion?

A. No.

14.12 Can possessions be reassigned ONLY at the beginning of the Rebel Mission Phase?

A. Yes.

14.3 Do companions count as characters when determining hiding value?

A. No, only on spaceships.

14.51 Can anyone other than the owner pilot a spaceship?

A. No, the owner insists on nying it (insurance source showed that the Adv. Detachment had no Churchill, only Sherman. The scenario OB and most references were changed; two ships slipped through. There are no Churchill in Scenario 1000.)

15.21 Can Professor Marec or the Advisor Android move into an orbit box, detect the planetary secret, and then decide whether or not to land on the planet or send down other ships in the same turn, or is the planetary secret revealed only after all movement is finished?

A. Only after movement is complete.

33.34 Can the Imperial player put "up" or "down" PDB on a planet in a province where the capital planet is lost?

A. No.

33.41 If the Imperial player cannot pay maintenance for some of his Elite units, but already has all of his Veteran units in play, are the Elite units replaced with lower value units or are they simply removed?

A. Removed! Ex-elite units are much too proud to be anything but veterans.

37.1 Can prisoners heal (allowing them to be tortured repeatedly)? If so, can they be questioned normally while healing or must they be left alone?

A. Prisoners can heal, but it requires peace from questioning (they cannot be on missions... even the opponent's missions). IV Can an encounter with the creature "Vilaha" occur after he has been killed in combat?

A. No.

VI Does the "Scrambler" add four to the owner's hiding value when hiding from several characters?

A. Yes.

VI What does the "Scanner" do against a level 0 PDB? Does a level reduction make the PDB effectively "down" for that evasion attempt?

A. Yes; if the PDB is level 0 Down, then the "Scanner" makes it "doubly down" (i.e., ten enemy space strength points are needed to simulate a level 0 Up PDB). If it is level 0 Up, the "Scanner" makes it effectively down.

VI If the only character on a side of a combat is disabled by the "Cervac MK V"; how are the battle odds determined and the combat resolved?

A. Automatic capture or death (victor's choice).

VII Must the "Trip" secret be completely removed if it is discovered through the Imperial Archives or can it be used as a prison to hold prisoners without requiring a guard?

A. Completely removed, no further effect.

Q. Musk units which have just been bought deployed in orbit, or may they start in orbit?

A. They start in orbit.

The following Avalon Hill games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of "18" equates to three hours).

**MYSTIC WOOD**

Avalon Hill's Fantasy Game of Romantic Adventure

$11.00

It would appear that MYSTIC WOOD, inspired by Aristotle's Orphic Visions and Spenser's The Faerie Queen, is a touch too esoteric for the taste of our readership. Only 27 responded to our rating survey of this latest fantasy title from Avalon Hill, too few to warrant its inclusion on our ongoing Adventure Game RBG. However, some interesting highlights are throwed on the design by their respondents.

A. Yes.

B. No.

C. Yes, characters may move with any military unit with whom they start the turn stacked.

D. Our number fell off on the way to the presses; one rolls a "4" or "5", must he choose the other of the two cards selected at per the Special Rules?

E. For each unrubbled number.

F. Yes, at the beginning of the Battle Card Integrity, what point value does the Imperial player put into the interception stack to improve the odds in that combat? If so, who decides how many forces to commit first?

G. An Object.

**COMING UP NEXT TIME**

The complete ratings for MYSTIC WOOD are as follows:

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<tr>
<th>Overall Value</th>
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**ADVENTURE GAME RBG**

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In the near future, Avalon Hill will be publishing the science fiction classic, STELLAR CONQUEST. Mick Uhl needs your help; he has asked that any "conquerors" among our readership that would like to use major units with special characteristics, corrections or play balance contact him. Note, this is not a test play list. Rather, this is a chance to see the ideas and expertise of long-time players of an established title utilized by a developer for a change.

From Mr. Gutenkunst comes his offer (no surprise that) of mounted counters for our recent PL variant – "Para-Leader". The largest counter set he has produced to date, it is available for $2.60 plus stamped, self-addressed business envelope. These may be ordered from him at his Box 3301, Traffic Station, Minneapolis, MN 55403 address.

A less-than-overwhelming accolade greeted Vol. 20, No. 2 of The GENERAL, indicative again of this reader's response to any subject other than traditional historical conflict simulation. Despite high ratings (as follows) for the individual fantasy-oriented articles, the overall ratings for the issue (3.64) is mediocre—a most curious state of affairs.

AVALON HILL'S COMPUTER DIVISION, now in its third year of publication, has presented a list of their 100 favorite games. No less than 14 Avalon Hill titles were selected. Feeling a justifiable pride at recognition by such a discriminating group, Mr. Ralph Street offers mounted counters for some of the older variants in The GENERAL. He has encouraged readers to contact him with suggestions for future projects. The CretelMalta scenarios by Vance Von Borries (Vol. 15, No. 3). His offer is for $2.00 plus a stamped, self-addressed envelope.

And another "counter cutter" makes his debut Mr. Gutenkunst may have spawned a new pastime. Mr. Ralph Street offers mounted counters for the CREMA/Malta Scenarios by Vance Von Borries (Vol. 15, No. 3). His offer is for $2.00 plus a stamped, self-addressed envelope.

The solution to Contest 114 is for our team of experts did, each solution offered a good argument. The second minor argument being for the greater risks. But several did, in the judgment of our experts, warrant a winner's certificate: Gilbert Benoit, Ottowa, ON; Michael Brophy, State College, PA; Michael Gilbert, York, PA; Sam Gordon, Baltimore, MD; Gerald Lientz, Charlottesville, VA; Philip Spanns, R. Feithlaan 167, 2533 Gd Den Haag, Netherlands (070-295545). Subscriptions are available for 30 cents per year.

There are many fine amateur publications in this broad-ranging hobby of ours. Now, Mr. Henricks brings us The Zone Register, a comprehensive listing of all the multifarious "zines" from Appalling Grend to Zonogok. Here found too are listings for all the foreign gaming "zines", a useful and important source for both hobbyists and professionals. Each listing in the Register contains subscription information. And the editor's "Games Clock Reference" should lead to interesting among the 'zines which consider each game, is an invaluable service. Copies can be obtained for $2.00 from Mr. Roy Henricks, 128 Deerfield Drive, Pittsburgh, PA 15235.

From the Netherlands comes a very worthwhile effort, Conflict Gazet, devoted to boardgames of all types in vogue in that country. Recent issues have included pieces on DIPLOMACY, reviews of new AH releases, insightful analytic and strategic articles on a broad variety of games. European readers who may be interested in Ducos's periodical are urged to contact its editor: Teun Spanns, R. Feithlaan 167, 2533 Gd Den Haag, Netherlands (070-295545). Subscriptions are available for 30 cents per year.

From Minneapolis comes news of a fledgling organization, the First Minnesota Volunteers, for games of the region. News of the organization is distributed in a new periodical, which also carries product reviews and game analyses. Although the club seems to be experiencing "growing pains", it carries the potential for being more than the usual players "get-together". For those readers in the region interested in contacting the First Minnesota, write Mr. Jerry Corrall, 3430 St. Paul Avenue, Minneapolis, MN 55418.

No one arrived at the same answer for Contest 114 as our team of experts did, each solution offered a good argument. The second minor argument being for the greater risks. But several did, in the judgment of our experts, warrant a winner's certificate: Gilbert Benoit, Ottowa, ON; Michael Brophy, State College, PA; Michael Gilbert, York, PA; Sam Gordon, Baltimore, MD; Gerald Lientz, Charlottesville, VA; Philip Spanns, R. Feithlaan 167, 2533 Gd Den Haag, Netherlands (070-295545). Subscriptions are available for 30 cents per year.

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The Huntsville Gaming Club is looking for gamers in the Huntsville, Madison, and surrounding areas. Please contact any of the listed individuals for more information.

Wanted: Opponents for TRC, PL, and WSIM. Will trade for BD, DIP, AK. Will pay for all. Please contact Bill Nixon, P.O. Box 5643, State College, PA 16801, (814) 238-5259.

Wanted: Opponents for TRC, PL, LS, and WSIM. Will trade for BD, DIP, AK. Will pay for all. Please contact John Braden, 120 Bloor St. W, 1312, Toronto, Ont.

Wanted: Opponents for TRC, PL, and WSIM. Will trade for BD, DIP, AK. Will pay for all. Please contact Steve Ferraro, 36 Old Lane, Northglenn, Colorado 80233. (303) 411-2359.

Wanted: Opponents for TRC, PL, and WSIM. Will trade for BD, DIP, AK. Will pay for all. Please contact Don Carlin, 511 E. Marion, South Bend, Ind.

Wanted: Opponents for TRC, PL, and WSIM. Will trade for BD, DIP, AK. Will pay for all. Please contact Mari T. L. S., 234 Lake Dr., Huntsville, Al, 35801, (205) 267-8985.

Wanted: Opponents for TRC, PL, and WSIM. Will trade for BD, DIP, AK. Will pay for all. Please contact Mike Forrester, 357-A752, Mesa, Az.

Wanted: Opponents for TRC, PL, and WSIM. Will trade for BD, DIP, AK. Will pay for all. Please contact Kevin T. J., 2840 Bloor St. W, 1312, Toronto, Ont.

Opponents WANTED insert in this issue and article types

The “Opponents WANTED" advertisements appearing on this page are intended as a service to the readership of this periodical. This service will continue as long as certain editorial regulations are adhered to strictly. The editors of The GENERAL reserve the right to excise any part or all of an advertisement should they not be followed.

Wants will be accepted only when printed on the appropriate form or a reasonable facsimile. Must be accompanied by the appropriate payment. No cancellations will be accepted since it is not possible to return the insert to the printer. All payments must be made prior to publication. The editors reserve the right to refuse any advertisement. No notices of intent to sell or destroy the insert will be accepted.

All material in The GENERAL is protected by copyright. The material is intended for personal use only and is strictly limited to strictly personal use. No passes will be issued. The Editors and the Publishers of The GENERAL reserve the right to refuse any advertisement that is contrary to their policies. The Editors and the Publishers of The GENERAL reserve the right to refuse any advertisement that is contrary to the policies of the United States.

For services rendered, please be sure to insert the number of times the ad is to be transmitted—although only one total payment need be included to cover the printing costs.

The only exception to the above rule is when submitting an advertisement for use in a publication that is located in the United States. In such cases, the number of times the ad is to be transmitted must be included in the submission. This includes all advertising in publications located in the United States.
WHAT HAVE YOU BEEN PLAYING?

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

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with. Feel free to list any game regardless of manufacturer. There will be a $16.00 award only for complete games (as defined by Avalon Hill) played during the past two months. The solution will be announced in the next issue.

In lieu of our usual contest, we ask that you list the three (or less) games which you've spent the most time with. Feel free to list any game regardless of manufacturer. There will be a $16.00 award only for complete games (as defined by Avalon Hill) played during the past two months. The solution will be announced in the next issue.

Opponent Wanted

50c

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a $1.00 token fee. No refunds.
3. Insert copy on provided lines (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.


NAME __________________________ PHONE __________________________
ADDRESS __________________________
CITY ______ STATE ______ ZIP ______

CONTEST NO. 116

Indicate, in order, the actions of each remaining trooper in Scenario Three. The outcome of attacks needs not be listed, but the target must be specified.

CONTEST NO. 116

PS:

A/S:

A/1:

A/3:

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next GENERAL and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.

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

Best 3 Articles

1. __________________________
2. __________________________
3. __________________________

NAME __________________________ PHONE __________________________
ADDRESS __________________________
CITY ______ STATE ______ ZIP ______

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A/1:

A/3:

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next GENERAL and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.
STRAYER'S STRAYS

Scenario 0

NORMANDY FRANCE, June 6, 1944: By dawn, Lt. Colonel R.L. Strayer had pieced together a unit composed of men of the 502nd, 506th and 508th Parachute Regiments. Front lines and flanks were meaningless. The officers and men didn’t know one another. Radio contact with HQ didn’t exist. All Strayer knew was that his objective was the southern causeways. As the sun rose, he drove his patchwork team towards the lower causeways. Almost at once they encountered scattered German resistance.

VICTORY CONDITIONS
To win the US player must exit five squads off the southern edge of the map. The German player wins by avoiding the US victory conditions.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>+ German sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>END</th>
</tr>
</thead>
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<tr>
<td>★ U.S. moves first</td>
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Board Configuration

![Board Configuration Diagram]

SPECIAL RULES

None

AFTERMATH The initially scattered German defenders responded quickly to the presence of the advancing Americans. The paratroopers were able to press through the first line of defenders, but were so delayed that by 1100 they were still north of Causeway 4. In the larger scope, the US troops had already achieved a victory by pulling the German troops away from the beach and forcing them to fight a piecemeal battle for the bridgehead.
THE GENERAL

Sarge sez...
I remember the day we rode into this mess—11 September 1944, outside a little place called Amanvillers—and if you think what's in front of us looks grim, you should've seen what was chasing us! We got through it, though, somehow. We got through all of them, or at least most of us made it. But it isn't over yet. We're about ready to try our luck again today. So get your gear, and let's move it!

Solitaire wargaming was never like this!

New Missions Available Soon!

AMBUSH: $24.00
This is solitaire wargaming with guts! It's just you and your squad—against a hidden, unpredictable, and dangerously crafty foe. It's France, 1944, and this is Ambush!

Using a revolutionary development of the programmed paragraph solitaire system, Ambush! confronts you with unexpected events, innumerable tactical options, and lots of opportunities to win medals. After generating your squad, selecting one of the eight missions provided, you send your men onto the map to conduct operations called for in the mission briefing. Soldiers move freely, as far as you want, checking for events each time they move... until the sequenced action rounds are triggered by the whine of German bullets! Then it's time to learn what combat is all about!

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Correspondence should be sent to the USA address. Present members may renew by sending their check with this ballot. Canadians may send $2 Canadian, payable to Mike Girard. UK and European members may send 1 pound sterling payable to Ian Livingstone. US and all others may send US $2 payable to Bill Somers. Appropriate addresses are listed below. Do not send money unless you are already an Academy member.

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7. Best Professional Miniatures Magazine, 1983:

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9. Best Pre-20th Century Boardgame, 1983:

10. Best 20th Century Boardgame, 1983:

11. Best Science Fiction Boardgame, 1983:

12. Best Fantasy Boardgame, 1983:

13. Best Professional Boardgaming Magazine, 1983:

14. Best Adventure Game for Home Computer, 1983:

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Name: ________________________ Signature: ________________________

Address: ______________________

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Send your ballot by March 31, 1984 to only one of the following addresses:

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