One of many letters framed above a desk at The Avalon Hill Game Company’s Research and Design Center in Baltimore, Maryland . . .

Dear Mr. Greenwood,

I just had to write to tell you what a terrific game you have in SQUAD LEADER. In fact, the entire series is beyond compare. It is without a doubt the best game I’ve ever played. I anxiously wait the ADVANCED SQUAD LEADER combined rulebook. When can I send my money?

Joe Beckworth
Kansas City, MO

And one of several letters lining the bottom of a waste basket at the same address ...  

Continued on Page 12, Column 1

A WESTERNER’S VIEW
German Strategy for HITLER’S WAR
By Michael Palmer

HITLER’S ALTERNATIVES
Variants for HITLER’S WAR
By James E. Meldrum

DESIGN ANALYSIS
Errata for HITLER’S WAR
By Mick Uhl

WHICH WAY THE WITCH KING
A MAGIC REALM Seminar
By Paul R. Bolduc

TOURNAMENT ORIGINS
A Truly Diplomatic System
By Dave Slick

THE COMPLEAT DIPLOMAT
Give Till It Hurts!
By Rod Walker

THE LUCK OF THE DRAW
THIRD REICH Variants
By James C. Gordon

MOVIN’ ON
Strategies & Tactics for RAIL BARON
By Bertrand Bauer

FUR TRADERS AND BUCCANEERS
Historical Variant for CONQUISTADOR
By Glenn Rahman

QUO VADIS?
Choosing A Nation in CIVILIZATION
By Daniel Ferens

SQUAD LEADER CLINIC
View From the Trench
By Jon Mischeon

Dear Mr. Greenwood,

The purpose of this letter is to both praise and admonish the efforts of you and TAHGC. I wish to praise The GENERAL for its varied contents. I support the decision to have a wide range of games covered in its pages. As a result of articles therein, I have become interested in some of your other products, although remaining primarily a SQUAD LEADER player. It is when SQUAD LEADER comes to mind that negative feelings take over.

While understanding your Company’s legal obligation to defend its copyrights, I feel you have a duty to your loyal SQUAD LEADER customers.
FIREPOWER is a detailed look at the organization, weapons and equipment and tactics of many of the world’s nations since 1965. During the long “peace” since the end of World War II, there have been innumerable wars and threats of wars. New weapons have entered inventories in the more advanced nations, then been replaced in turn by still newer weapons, while the older equipment filtered down to the armies of the “third world”. Unit organizations have been shuffled and new tactics devised and tested in attempts to integrate the new weapons for maximum flexibility and effect. FIREPOWER gives players the opportunity to command squad units in recent or current wars, and to experiment with their own squad organizations. The destructive capabilities are massive, and the problems of command and control in devising effective tactics are a real challenge for any gamer.

*Endless Scenario Variations: Use any of the given scenarios or devise your own.
*Hundreds of Differentiated Weapons and Vehicles: We won’t say that it is all here, but just about every important piece of equipment from the M1911A1 pistol to the M1 “Abrams” tank is covered.
*Flexible Mapboards: The mapboard panels may be arranged in numerous configurations and their terrain varied for situations varying from deserts to jungles to city blocks.
*Organizational Data: Squad organizations from over 50 different nations.
*Solitaire Playability: Can’t find an opponent? The solitaire scenarios provide a real challenge.
*Basic, Advanced, and Optional Rules: Choose the levels of complexity and detail that YOU enjoy.

FIREPOWER is now available for $22.00 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% shipping and handling to all orders (Canadian orders, add 20%; overseas, 30%). Maryland residents please add 5% state sales tax.
THE HEAVENS—A home to the ancient gods, an infallible guide to the traveller, inspiration to the poet, the ultimate enigma to the scientist, a wonderful and beautiful mystery to us all—now becomes the battlefield of the future.

STELLAR CONQUEST presents the heavens to explore and develop. In the beginning the galaxy is completely unknown to you and your rivals. Each of you command a space fleet consisting primarily of colony transports protected by a small number of warships. In advance are the scout ships to lead the way. They must quickly search and locate planets suitable for habitation. It is important to settle your people as soon as possible since they will form the basis of your industrial power. Once established, you can begin producing weapons and researching new technologies to support further exploration and migration. Inevitably, you will collide with other civilizations intent upon their own expansion and then, you must be prepared to fight. In STELLAR CONQUEST, strength begets strength, and only by a careful policy of production and expansion can you hope to gain enough planets to ensure the survival of your civilization.

Here are just a few of the many decisions you must be prepared to make:

You must decide very early on whether to concentrate on developing the planets you already have discovered or to continue exploring the galaxy for better homesteads. There are some valuable planets to be found and it is always preferable for you to be the one to find them. However, too much effort in exploration could put you behind the pack in the productions race.

Certain planets support high numbers of people but little resource. While others are mineral-rich but virtually uninhabitable. Occupying the former will ensure slow but steady growth. Colonizing the latter can yield quick dividends but at the expense of growth. Which is better? It will be up to you to decide.

Heavy investment into research once achieved can lead to many advantages but leave you vulnerable during the process. Yet if you can survive until their fruition, double salvos, faster speed, wider ranging and more powerful warships can turn the tide to your favor.

If you are able to amass a large empire early, a defensive posture might be the best strategy. Research and construct missile bases and planet shields to protect your holdings. However, if you have fallen behind, you can always build war fleets to win by force the industrial planets you were unable to develop yourself.

STELLAR CONQUEST is now available for $24.00 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% shipping and handling to all orders (Canadian orders, add 20%; overseas, 30%). Maryland residents please add 5% state sales tax.
A WESTERNER'S VIEW

German Strategy for HITLER'S WAR

By Michael Palmer

Have you grown tired of the complexities of THIRD REICH with its endless questions? Have trouble devoting a day to its play, or lining up five fairly competent folk to play it? Maybe the colorless map and oodles of counters put you off. Now comes liberation from this demon that demands so much of our bodies and souls. HITLER'S WAR spells relief.

The latest edition of HITLER'S WAR is a revision of a game of the same name first published by the now-defunct Metagaming in 1981. This new version contains superior components, a mounted map, and a much cleaned-up design. The sequence of play has been changed (with strategic warfare now following, rather than proceeding movement and combat). Rules for strategic submarine warfare have been drastically altered (about which more in due course). Naval warfare has been refined and greatly expanded. The player aid charts are significantly improved, as are the research and development rules. The physical improvements alone make The Avalon Hill Game Company's edition worth the price.

The Game

HITLER'S WAR is a grand strategic simulation of the Second World War, European Theater of Operations. The board is small, 16" x 22", and the actual playing area only about 13" x 16". The very colorful map covers Europe and the Middle East from the Atlantic Ocean to the Ural Mountains, from northern Scandanavia to North Africa. Each hex represents an area about 80 miles across. Do not be put off by the scale; it is only four hexes from Normandy to Berlin, and seven from Moscow to Berlin, but the system makes each of thesehexes critical and the battles raging over them exciting. Also on the mapboard are the Production Points, the total of which held by each player gives him his base of construction (in much the same manner as the BRPs of THIRD REICH, but with more realism). And all important sea routes to the rest of the world (the important parts of which depicted by colored boxes) are shown. On the map, a nice touch from some recent games, are all the tables you'll need in the play.

Land counters represent Army and Army Group headquarters to which the players—Axis, Allied, and Soviet—can assign infantry, mechanized, tactical air, paratroop, and amphibious points. Under the optional rules, these headquarters may be assigned leaders as well. Individual charts (one each for the Western Allies, Axis and Soviet players) track the actual strength of the Armies/Army Groups. Obviously, some of the counters on the board will be built up, others only "paper tigers". An element of "fog of war" enters play. There are also naval and strategic warfare markers representing capital ships and carriers, submarines, anti-submarine warfare units, strategic bombers, escorts, interceptors, and surface-to-surface missiles. All players have the potential to build an atomic bomb. The possibilities and options are endless. Each turn represents four months. A complete campaign game consists of eighteen turns.

The combat systems are unique. Armies may move only within controlled areas. Once at the "front", they may be launched into enemy territory. All initial attacks are declared, the units may advance entailing no casualties but capturing territory. Of the advance devastates any production points in that hex. (But these can be repaired; it just costs a bit.) Special rules handle mountain, invasion, winter and "Off-Map" (those important other areas of the world mentioned above) combat.

There are many subtle methods and strategies to all this, which I'm certain will be explored in detail in later articles. Suffice to say, that the combat system is intriguing enough to warrant extended study and is much superior to the traditional system found in THIRD REICH.

As but a single example of this study, consider the following. In an advance, the mechanized points of the Army/Army Group are compared to all the combat points in the opposing army (or the inherent garrison if unoccupied). The difference between the two is the range of die rolls needed to succeed. If the number rolled is within the range, the attacking Army/Army Group advances into the enemy hex and the defending Army/Army Group is forced to retreat into an adjacent friendly hex. (It is possible for a force containing no mechanized points to attempt an advance, but only against either unoccupied or ungarrisoned enemy hexes.) A successful advancing Army may continue its drive by attempting an advance against the next enemy hex, but its chance of doing so is reduced. The attacker must add one to its die roll for each hex it has already advanced that turn.

It would seem that one wants to maintain large purely-mechanized armies, right? Wrong! Any Army with armor will certainly drive far, but will let the enemy player in his following turn assault (a much bloodier proposition for the defender) and simply wear away the armored force. Since mechanized points are considerably more expensive than infantry, the morale is obvious. And, if the mechanized behemoth has advanced too far unsupported, the enemy may simply cut its supply line.
The Problem

The second option open to the Axis player is a Western strategy. It is by nature a strategy of exhaustion and attrition which seeks to best the Soviet Union in terms of early initiative and superiority by striking hard and fast in the West. Rather than attacking the Soviet Union on the first turn, the Germans should conquer the Low Countries, setting up a two-hex line of attack. Little production will be available. This makes an Allied buildup in England near impossible, and the German advance into the Soviet Union will not be halted. And even if Operation Barbarossa succeeds, the German player, by falling behind in the strategic war and the research and development race, runs the risk of defeat.

To win, then, the Axis player need not conquer the Soviet Union nor overrun Great Britain. Germany must simply retain its early position and fight to stave off defeat. To accomplish this end, there are two basic options available. The Axis player should choose one before play even begins. If the German finds himself debating strategy in the late 1940s, as did Adolf Hitler, he has missed his chance for victory.

The first strategy can be termed a traditional one. At the beginning of the game, the player is given a strategy aimed at annihilating the major land threat to the Axis position—the Soviet Union. The German player should essentially follow the historic course of events. He must clear his rear, conquering Denmark, the Low Countries and France. He should send some forces to North Africa to keep the Americans and British tied down. The latter can be channelled into research and the building of air, paratroop and amphibious combat points. These too have their tricks and techniques.

I must mention the economic aspects of all this, for HITLER'S WAR is much more than merely showing pieces around. Like any excellent strategic game these days, it demands a great deal of forethought from the players controlling the destinies of the three powers. During each Production Phase, the players expend their accumulated budget (the production points of the areas they control) on building new combat points—with the “quality” stuff more expensive of course—or on repairing devastated territory to increase its production, or research and technology. The latter can reduce the expense of building combat unit types or research, or bring on some new “super weapons.” Here we have such “goodies” as carriers, bombers, missiles and the dreaded atomic bomb. As is usual, once a player has launched himself on such a path, the others must follow simply to maintain the balance of terror. Very careful planning to create the balance and the mechanics elegant. The systems really are the cleverest on the market, and The Avalon Hill Game Company’s handling has put the icing on the cake. It is a fine piece of design, and of development. The scale is admittedly large, but in all honesty, it is a necessity (or at least I prefer) to THIRD REICH. Certainly if you’ve one, you should have the other. And you can play HITLER’S WAR to completion in an evening.

The Western Approach

The rest of this article will deal specifically with the Campaign Game II (“The War for Europe”) with the use of all rules, including those optional. In this version, the board game is a three-dimensional affair. The player is set to invaded by the enemy in three distinct, but interrelated, struggles. First, he must decide which types of units he wishes to possess, and he must channel production points into their research and development. Secondly, he must carry out a strategic war against his enemies, inventing new weapons against these against their efforts. Third, he must follow the ground war and occupy key centers with his armies. If a player is to make any coherent effort to win the game, he must decide upon a strategy for the prosecution of the war as early as possible. The game system punishes those who try to reshape their plans in mid-game. So does war.

The Axis player, holding the initiative early in the game, of necessity will be the first to decide upon his strategic approach for the war. His decisions, in turn, will determine the options available to his Allied and Soviet opponents.

To show an effective strategy, the Axis player (all the players) must keep their eyes firmly on the victory conditions. In the two-player version, the Axis wins if at game’s end (Summer 1945) Berlin is still German. In the three-player game, victory is determined by control of Berlin (for the Axis player) and possession of production points on the board. The Mediterranean is a factor, but one which, though not necessarily as important, must be in play. The scenario victory conditions for winning, if the Axis player can hold onto more than thirty points, he will probably win at least a Marginal Victory. Possession of the central core of Europe—Denmark (one production point), the Low Countries (two), Germany (sixteen), Italy (seven), Yugoslavia (two), Greece (one), Poland (two) and Rumania (one)—will yield 32 points.

To force a German surrender and then turn on the Soviet Union. Alternately, he can leave British morale near zero, switch his bombers to attacks on the United States, and thus delay the day when Allied forces and the Allies one and half production points per turn. Six U-boats will, on average, cost the Allies one and a half production points per turn. It will therefore take 12 or 13 turns (four years) for the Allies to produce six U-boats. Bombers on the other hand, are more cost effective. Every hit scored actually costs an opponent four production points—the one lost in knocking out the center, and the three that will have to be spent to rebuild it. To construct six bomber points early in the game costs about 40 production points. While this is more than the cost of six U-boats, it is far less than the effectiveness of the bombers can be considered four times that of the submarines.

Bombers are therefore extremely powerful. A force of twenty bombers, scoring on average six hits per turn, will cost an enemy 24 production points per turn. Such a force can all but neutralize the Soviet Union (which has a maximum production capability of 28 with the Baltic States). Against Britain before American entry, four hits per turn would inflict more damage that could be repaired and will shortly lead to the collapse of the British economy.

Morale is another consideration. These rules were point of little note (and widely ignored by my friends). I was surprised to see the morale rules survive in The Avalon Hill Game Company’s version. Their inclusion, however, makes a Western strategy by the Axis very inviting. The Germans cannot allow the British to gain the upper hand in strategic war early in the game, as this will stall their progress and stop them from gaining this upper hand, and in fact may win it himself. With the United States enters the war too, total anti-Axis forces will total only 16 (13 after Suez falls). Axis production is insufficient both for victory.

It will therefore take 12 or 13 turns (four years) for the Axis to produce six U-boats. Bombers on the other hand, are more cost effective. Every hit scored actually costs an opponent four production points—the one lost in knocking out the center, and the three that will have to be spent to rebuild it. To construct six bomber points early in the game costs about 40 production points. While this is more than the cost of six U-boats, it is far less than the effectiveness of the bombers can be considered four times that of the submarines.
I must say that I am somewhat surprised by at least one of the assumptions made by this author in his zeal to spread the air bombing gospel to all Axis players. I never attempt to repair destroyed production areas within range of a healthy enemy bomber fleet. I accept their loss for the moment and direct my remaining strength into more fruitful channels. Since an already devastated production point cannot be re-destroyed, his planes become useless after a few turns for want of targets.

Anyway, if I were the Allied player, I would never permit the Axis to build such a bomber fleet in the first place without some attempt to respond. I would try to match his research and production expenses toward bombers with payments of my own towards air defense. By the time the Axis player is ready to fly, I should have an air defense equal in strength to receive him. He would cause some destruction to my production centers, certainly, but I should cause an equivalent number of casualties to his bomber force unless tagged with some extremely bad luck. Now, here's the rub (to the Axis player, that is). It costs the Allies four points to repair one production point, as the author has so clearly stated. It will cost the Axis player seven points, on average, to repair one bomber point. I'll fight this kind of a war of attrition anytime.

As another defensive strategy, the Allied player could consider building a similar bomber fleet of his own. He begins the game at a one step advantage in bomber technology over the Axis and has available a greater number of production sites to destroy. From the continent, Axis bombers can reach eight production points in Great Britain. Allied bombers, meanwhile, can reach up to twenty-four production points on the continent. If the Allies can average just two points of production damage per turn, it will cost the Axis player eight per turn simply to keep them in repair. This is the same loss the Allies are forced to accept if they don't bother to repair their production. If the Axis player chooses not to repair, the Allies can eventually destroy all enemy production points. The potential for air bombing is just much greater for the Allied player than for the Axis player.

In the case of terror bombing, assuming the very worst, the Allied player isn't completely crippled by the loss of Britain. He makes sure that there are no forces in the islands at the time of her surrender, and he is no more hurt than if all her production had been lost to conventional bombing. He just revives immediately afterwards and can continue the fight as before. The Axis player is helpless to stop the invasion since he doesn't have enough naval strength to contest it.

In reference to the author's comments on the inefficiency of U-boats, I would tend to agree with him—so far as his argument goes. I only wish that
he had considered a little more carefully the impact of research on cost reduction in his calculations. Granted, if the price of a U-boat remains at six points or drops only to four points, then the expense may not justify the purchase. However, a concentrated and successful effort to reduce the price of U-boats even one more step makes their use a good strategy—one threatening to the Allies. In our play-test games the Axis players always, as a matter of course, attempted to reduce the cost of his U-boats as quickly as possible; when successful, he would then, with all speed, build up his U-boat strength to a fleet of twenty or more. At this stage, they would paralyze a good portion of the Allied economy. And U-boats cut into American production as well, whereas Axis bombers can’t. The obvious strategy, then, would be to hold back from buying U-boats in any quantity until their price can be lowered to under four points.

I haven’t intended my comments to be a criticism of the author’s strategies. In fairness, only a rigorous testing at the gaming table can decide the issues. My intention is simply to point out several alternatives as possible defenses to the Western strategy as propounded by the author. At the very least, I hope it stimulates some thought and discussion. Isn’t this just what the more interesting games tend to do?

Contest #123

This test of the readership’s savvy with regard to HITLER’S WAR presents a hypothetical situation using only the Barbarossa Scenario rules. You are the Soviet Player getting ready to take your Summer turn. The Axis forces (depicted below) are obviously arranged to launch a massive invasion of the Soviet homeland in their next turn. Your assignment is to protect your three capitals from capture. Position your available forces (indicating any attacks you may wish to make) and decide your production builds in such a way that you have the best chance of keeping your capitals friendly. Assume that it is more important to guard Moscow (hex Q17) than Leningrad (T15), and more important to guard Leningrad than Stalingrad (M19). The Soviet forces available at the start of the turn are 10 mechanized and 25 infantry combat points. The Soviet Union also has 23 Production Points to use.

The Axis forces shown on the map below contain the following:

<table>
<thead>
<tr>
<th>Army Group</th>
<th>Hex</th>
<th>Infantry</th>
<th>Mechanized</th>
</tr>
</thead>
<tbody>
<tr>
<td>North</td>
<td>Q13</td>
<td>—</td>
<td>7</td>
</tr>
<tr>
<td>Center</td>
<td>P15</td>
<td>—</td>
<td>10</td>
</tr>
<tr>
<td>C</td>
<td>O14</td>
<td>—</td>
<td>10</td>
</tr>
<tr>
<td>South</td>
<td>N14</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>Rumania</td>
<td>L15</td>
<td>6</td>
<td>—</td>
</tr>
<tr>
<td>Italy</td>
<td>N13</td>
<td>—</td>
<td>2</td>
</tr>
<tr>
<td>OKW</td>
<td>P10</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

OKW (and a "1" devastated marker)

Readers should take into account that the Axis player can rearrange the Axis forces as he likes in his own turn before combat on an Army-by-Army basis.

To enter Contest #123, simply list each Army/Army Group, its hex of placement, its composition. In addition, list any attacks or advances (and the target hexes) for each Soviet unit on the following line. Finally, indicate any Soviet builds and the Army assigned to. Your entry must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive merchandise credits from The Avalon Hill Game Company. To be valid, an entry must be received prior to the mailing of the next issue and include a numerical rating for this issue as a whole, as well as listing the three best articles. The solution to Contest 123 will appear in Vol. 21, No. 6 and the list of winners in Vol. 22, No. 1 of The GENERAL.
Finally there is a playable simulation of World War II in Europe which can be completed in just an afternoon or evening. HITLER’S WAR is The Avalon Hill Game Company’s newest simulation of the European Theater of the Second World War. It is, among other things, a game of almost unlimited possibilities. The game allows the player to use it as an experimental vehicle to readily answer many ‘what-if?’ questions dealing with the Second World War in Europe, together with many other chances for exploring historical alternatives in World War II. The variant situations presented in this article may be used either with the individual scenarios or with the Campaign Game to simulate the effects of hypothetical events that may have altered the outcome of the war that was, truly, Hitler’s war.

While HITLER’S WAR provides for a number of historical alternatives, there are so many more chances for alternative situations to happen that the potential for exploring these has barely been exploited. As mentioned earlier, all variant rules may be used with any scenario in this game; the specific variant to be used should be selected by the mutual consent of both players and at the most each player should use only one variant rule. In any instance where a conflict between the variant rules and the original game rules develops, the original game rules take priority in resolving the dispute.

Most of the variant situations may be simulated quite easily using the existing game mechanics and equipment. However, it may be necessary for players to make extra unit counters. This may be done by using any of the unprinted units in the boxed game; unit symbols may be drawn on the backs of these counters using felt-tipped pens following the format of other units included in the game. The extra units are added to the game as called for by the variant rules. To inject an element of the unknown into play, players could select one or more variants randomly, either by chute draw or die roll.

THE VARIANTS: (Allied)

1) The Low Countries become Allies: On Game Turn 1 the Low Countries are considered Allied powers, may be entered by the British and French armies, and have their infantry and production strengths added to those of the Allies. Use this in the Campaign Game.

2) Spain Joins the Allies: As soon as Germany invades France, Spain ceases to be non-aligned and joins the Allied Powers. Use in the Campaign Game.

3) United States Enters the War Earlier: Because of German submarine activity, the US enters the war. The US becomes one of the Allied powers at the start of the Summer 1940 game turn. Use in the Campaign and Barbarossa games.

4) Strategic Bombing Concentrates on Crucial German War Industries: Starting in 1943, all Allied strategic bombing die rolls are reduced by one. Use in the Campaign Game.

5) Assassination of Hitler: Hitler is considered to be assassinated at the start of the Summer 1944 game turn. During this game turn only, no German production points may be expended. Use in the Campaign and Fall of Germany games.

6) US Concentrates its Fleet in the Atlantic: The US Navy is assumed to have concentrated its fleet in the Atlantic. When playing the Campaign II Game, change the allied fleet in port strength to 12 points.

7) Russian Deploy in Depth: The Russians are assumed to deploy their armies in depth rather than manning their borders. With the exception of the armies placed in hexes R13, T15, Q17 and Siberia, all other Russian armies may be placed anywhere in Russian territory. Use in the Campaign and Barbarossa games.

8) More Shipping in the Atlantic: The Allies send more merchant shipping into the Atlantic and may now transport up to six strength points between the US, Canada, Europe, and North Africa. Use in the Fall of Germany and Campaign games.

9) Increased Commitments from the Colonies and Dominions: This variant assumes that the British Dominions and French colonies increase their commitments to the defense of their home countries. Double the portion values of all British and French overseas possessions. Applicable to the Barbarossa and Campaign games.

10) France Extends the Maginot Line: In this variant France is assumed to have extended the Maginot Line fortifications to the English Channel. In the Campaign games deploy one extra French fortification in hex O8.

11) French does not build the Maginot Line: This variant assumes that France elects to build extra armored strength points for its army rather than the Maginot Line fortifications. In the Campaign Game, no French fortifications are deployed and France receives 10 extra mechanized strength points.

12) Italian Hesitation: When this variant is used, the Italians are assumed to be pro-Axis but do not actually join the fighting because of the vacillating foreign policy. Starting on Game Turn 2 the Axis player rolls one die; if the die roll is 5 or 6 Italy joins the Axis; if not, then continue to roll a dice once per game turn until Italy joins the game.

13) Fortified Russian Frontier: Prior to the start of the war Stavka orders the Russians to fortify their frontier. At the start of both the Barbarossa and Campaign games one fort each is deployed in hexes T15, Q14, P14, Q15, N14, M15, and L15 free of cost.

14) Stalin Removed from Power: If the Stalinist Purges of the late 1930’s had never taken place, historians assume that the Red Army would have been led much more competently. When using the optional leader rules, allow the Soviets to use two leaders. Use in the Barbarossa or Campaign games.

15) French Evacuation to North Africa: When this variant is used, it assumes that the French Army evacuates to North Africa in the event of a French defeat. Should France surrender, place the French 1st Army Grp. in hex G6. Roll one die for each type of strength point contained by this unit except mechanized; this corresponds to the number of each type of strength point that successfully completes the evacuation to North Africa.

The French fleet may also evacuate to North Africa, England, or any French overseas possession. Roll one die for the French fleet; on a roll of 5 or 6 the fleet goes over to the Allies; on 2-4 the fleet is destroyed, scuttled, or interned and is returned from play; on 1 the French naval strength points are transferred to the German fleet.

THE VARIANTS (Axis)

1) The Z-Plan: The Z-Plan was a naval construction plan that provided for the reconstruction of the German surface fleet along the seizure and scuttling of the German High Seas Fleet at the end of World War I. This variant assumes that the Z-Plan was fully implemented by the German Kriegsmarine. In the Campaign Game, the German fleet in port is composed of six strength points and may contain up to two aircraft carriers.

2) Separate Russian Peace: Beginning with the Summer 1944 game turn, the Germans may conclude a separate peace with the Soviets because of a refusal by the Western Allies to make political concessions to the Soviets. As soon as Russia has occupied all of Poland and captured hex Q13 (East Prussia), all Russian units are frozen in place and may neither move nor attack. The German player must keep at least one German army in place on the Eastern Front but all others may move as the German player desires. With the exception of the occupation of Q13, no Russian army may be inside German borders. Use in the Campaign games.

3) No Lend-Lease: For political reasons the US and Great Britain do not send Lend-Lease supplies to Russia. As a result, the Lend-Lease rules are not used in the Barbarossa or Campaign games.

4) Poland Backs Down: Poland is assumed to have backed down from war and yields the Polish Corridor. Consequently, hex Q12 is considered to be part of Germany on Game Turn 1, and may be used in all scenarios.

5) Spain Joins the Axis: As soon as Germany attacks Russia in any scenario, Spain becomes an Axis Ally. This variant may not take effect before Summer 1941.

6) Turkey Joins Axis: As soon as Germany captures Stalingrad in any scenario, Turkey becomes a German Ally.

7) Vichy France Joins Axis: If the Allies enter overseas French possession before the start of 1943, the Axis player rolls one die; on a roll of 1 or 2, Vichy France becomes a German Ally.

8) Japan attacks Russia: On the Winter 1941 game turn Russia is attacked by Japan. Russia does not receive the Siberian Army and Siberian production is frozen at 8 points for the remainder of the game. For use in Barbarossa and Campaign scenarios.

9) The Balkans join the Axis sooner: In the Barbarossa and Campaign games Hungary, Rumania and Bulgaria join the Axis at the start of the Winter 1940 game turn.

10) Earlier German switch to a War Economy: This variant assumes that the German economy was shifted to the war economy sooner. At the start of the Spring 1941 game turn at least one German production hexes with a value of 1 become 2. Use with any scenario.

11) No Axis Coup in Yugoslavia: Yugoslavia becomes a German Ally on the Spring 1941 game turn.
12) Bavarian Redoubt: 
At the end of World War II there was a rumor to the effect that the Germans had secret fortifications in southern Germany where they would make a last stand. In the Barbarossa and Campaign scenarios a fortification marker is placed in hex M11. This fort may contain a missile unit. Germany is not considered to surrender unless both Berlin and the fort are captured and eliminated, respectively.

13) Improved German Winter Operations: 
Starting in the Winter 1941 game turn, the German player does not have to modify this die roll, thus reflecting improved German preparedness for winter warfare. Use in the Barbarossa and Campaign games.

14) More effective German Submarines: 
Commencing with the Summer 1942 game turn, subtract one from all die rolls for German submarine attacks. Use with any scenario.

15) German Gas Warfare: 
In 1944 the German Army had stocks of nerve gas that could have been used in combat. The Allies also had stocks of poison gas that could have been used in retaliation. Beginning with the Summer 1944 game turn the Axis may make one nerve gas attack per game turn at a cost of three production points per attack. All adjacent Allied units must be attacked; all Soviet units under attack must also retreat one hex. May be used in any scenarios.

16) Stronger Italian War Industry: 
This variant assumes that hexes L10 and J11 assume production point values of 2, and hex K10 assumes a production point value of 3 on the game turn immediately after Italy becomes a German Ally. 

17) Pro-Axis Coup in Iraq: 
This variant assumes that the pro-Axis coup in Iraq succeeded in the Spring 1941 game turn. When this variant is used, Iraq is considered to be an Axis Ally having an army composed of two infantry strength points. Russia may not receive Lend-Lease production points in hex M20 until Iraq is re-conquered by the Western Allies. Use in the Barbarossa or Campaign games.

18) Finnish Neutrality: 
Assume that the Finns remain neutral in all scenarios unless invaded by Russia, in which case they become a German ally.

19) Rumanian Neutrality: 
Assume that the Hungarians remain neutral in all scenarios unless invaded by Russia, in which case they become a German ally.

20) Bulgarian Neutrality: 
Assume that the Bulgarians remain neutral in all scenarios unless invaded by Russia, in which case they become a German ally.

21) A Completely Mechanized German Army: 
When using this variant, assume that the Germans make a greater use of captured trucks and increase their domestic truck and military vehicle production. As a result, treat all infantry units as though they were mechanized units for advance purposes.

THE REPRIEVE OF GERMANY—SET-UP AND SPECIAL RULES

<table>
<thead>
<tr>
<th>Axis Forces in Play</th>
<th>Soviet Forces in Play</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Army</strong></td>
<td><strong>Infantry</strong></td>
</tr>
<tr>
<td><strong>Fort Location</strong></td>
<td><strong>Fort Strength</strong></td>
</tr>
<tr>
<td>No. 1</td>
<td>N9</td>
</tr>
<tr>
<td>No. 2</td>
<td>O10</td>
</tr>
<tr>
<td>No. 4</td>
<td>P8</td>
</tr>
<tr>
<td>No. 6</td>
<td>Q10</td>
</tr>
</tbody>
</table>

**Axis-Friendly Areas at Start**
- Germany (except hex Q12)
- Italy (hexes L9, L10, K10, K11)
- Norway
- Denmark
- Hungary
- Low Countries
- France (hex O8)
- Yugoslavia (hexes L11 and L12)
- Devastated production hexes: L11 and L12 only. All production hexes in Germany are at full strength.

**Axis Production at Start**
25 points

**Soviet-Friendly Areas at Start**
- Soviet Union
- Germany (hex Q13)
- Baltic States
- Poland
- Rumania
- Bulgaria
- Albania
- Yugoslavia (hexes K12 and K13)
- Devastated production hexes: O13 and N13 only. All production hexes in Soviet Union are at full strength.

**Soviet Production at Start**
29 points

**Victory Conditions**
1. The game ends immediately upon Soviet capture of Berlin (hex P10); or, if Axis forces capture Moscow (hex Q17). Should these fail to occur, the game ends at the conclusion of the Summer 1946 turn.
2. The Axis player wins if, at the end of the game, Berlin is still friendly.

**Special Rules for the Reprieve of Germany**
1. The following countries are neutral and may not be attacked nor entered by either player: Finland, Sweden, Greece, Turkey, Iraq, Iran, all French and British territories (except hexes B1, B10, Spain, Portugal, Eire, all Italian territories (except Albania and hexes F9, L10, K10 and K11).
2. All capitals other than Berlin (hex P10) and Moscow (hex Q17) are ignored.
3. An out-of-supply hex becomes friendly to the opposing player.
The following are the changes, correcting oversights and errors, that should be made in the published version of HITLER'S WAR. Owners of this first edition should note these in their rulebooks.

**Components** (page 2). An important clarification needs to be made to correct a great misunderstanding. The number of counter sheets included in the game is 520 and not 100. The exact, copy of HITLER'S WAR should include 520 counters and markers on two counter sheets.

**Unsupplied Hexes** (page 6, rule 3). The wording was found to be confusing to some gamers who correctly pointed out that supply considerations are made only during an army's turn of attack and not while on defense. Expand the final sentence in rule 3 as shown: "It may defensively assault even though currently cut off from supply due to the opponent's advance."

**Repairing Devastated Production** (page 7, rule 4). Delete rule 4. The situation described therein cannot possibly occur. An axis has been given the ability to supply all of its production Phase that would already have reverted to another's control at the end of the previous Combat Phase (see Unsupplied Hexes, rule 2).

**Barbarossa Scenario Set-Up and Special Rules** (page 7). Add the Baltic States to Soviet-Friendly Areas At Start.

**Supply Route** (page 8, rule 1). The sea supply rules need to be clarified to reflect the impact of the future scenarios upon it:

1. A hex or army tracing a supply route may include sea routes through any number of friendly seas to its production point. A sea is friendly to a player if he can transport at least one strength point through it. Note that the transport status of seas can change from scenario to scenario. Always be guided by the sea transport rules presented in the scenario being played.

**Effects of Forts on Combat** (page 9, rule 5). Add a new rule to cover the fate of forts when out of supply. "A player's forts are eliminated along with his armies if found to be unsupplied at the end of his Combat Phase."

**Lend-Lease** (page 9, rule 1). This rule needs to be rewritten in order to specify when Lend-Lease may begin. "As soon as an Axis army enters a Soviet-friendly hex, the Allied player may begin lend-lease to the Soviets. The Allied player may choose to give up to four production points from his budget each turn to the Soviet player. This can be done only in the Allied Production Phase."

**Naval Fire** (page 14, rule 5). Add the following new rule: "While an Axis fleet is at sea, the player may transport one strength point for every fleet strength point through the Atlantic."

**Tac Air Abilities** (page 14, rule 4). In the original version of HITLER'S WAR, tactical air, because of its unlimited stacking ability, could be virtually undiscoverable on defense. This was due to the fact that the defender was allowed to deduct assault losses from his air strength as well as from his land strength points. Our playtests showed that when this was applied by the Soviet player, he could delay the total conquest of Russia almost indefinitely by placing an army of at least ten strength points in one capital and then feeding in enough tac air to absorb the Axis' assault losses. As long as the ground strength stayed at ten, the army could not be forced out by the enemy. Our solution was to make the tac air at sea loss from the assault losses, thereby letting the attacker get directly at the ground forces. We tried, instead, to give tactical air a different but still important role in the battle through devising the system of air atack. On reflection, we believe that in our zeal to enervate tact air in assault, we have perhaps made this important arm of military armament ineffectual. The following change to rule 4 will redress the imbalance:

4. The normal assault is now resolved. Tactical air strength points not used in the air attack can be added into the assault resolution. Losses from the assault cannot be taken from tactical air strength.
Barring a major catastrophe, ASL will make its debut in Baltimore at ORIGINS XI on June 27-30, and will be made available for mail order and wholesale shipments shortly thereafter. Please do not place orders for it until you’ve been informed of its definite availability, because as of yet a fifth question—HOW MUCH—has not been answered.

WHY? If, like Mr. Christie, you’re predisposed to think the worst, this may take a while. Before launching into my sales pitch, let’s try to answer Mr. Christie’s points one at a time.

I agree we have an obligation to our loyal SQUAD LEADER customers. However, I am of the opinion that we are fulfilling that duty to our utmost by publishing ASL rather than sweeping the game under the rug. Never before in its 26+ years has TACP committed so many resources to a single game system. Accessories? At present there are 24 mapboards for use with this system, plus a deluxe version with enlarged hexes aimed to make its debut. By way of comparison, PANZERBLITZ—a not dissimilar game system which was once every bit as widely acclaimed has 40+ accessory items in the various gamettes, we have published an additional 40 for separate sale as well as dozens more as free inserts in The GENERAL. I submit to you that if you have played each of those (100+) scenarios that you are: 1) in the minority and 2) a recipient of more hours of pure unbridled, all-night gameplay than the average game purchaser in our hobby.

As regards to a newsletter just for SL players, please keep in mind that SL is just one of nearly 200 games published by TACP—each of which has some following, no matter how small, that would like to see their favorite given equal time. Surely, you’ve noted the letters from other GENERAL readers who do not share your interest in SL and who complain of its dominance in these pages. You’ve no doubt observed our problems with publishing The GENERAL in a timely fashion and witnessed the demise of ALL STAR REPLA due to a lack of adequate circulation, despite being three. Besides the 40+ scenarios found in the various gamettes, we have published an additional 40 for separate sale as well as dozens more as free inserts in The GENERAL. I submit to you that if you have played each of those (100+) scenarios that you are: 1) in the minority and 2) a recipient of more hours of pure unbridled, all-night gameplay than the average game purchaser in our hobby.

As regards to a newsletter just for SL players, please keep in mind that SL is just one of nearly 200 games published by TACP—each of which has some following, no matter how small, that would like to see their favorite given equal time. Surely, you’ve noted the letters from other GENERAL readers who do not share your interest in SL and who complain of its dominance in these pages. You’ve no doubt observed our problems with publishing The GENERAL in a timely fashion and witnessed the demise of ALL STAR REPLA due to a lack of adequate circulation, despite being three. Besides the 40+ scenarios found in the various gamettes, we have published an additional 40 for separate sale as well as dozens more as free inserts in The GENERAL. I submit to you that if you have played each of those (100+) scenarios that you are: 1) in the minority and 2) a recipient of more hours of pure unbridled, all-night gameplay than the average game purchaser in our hobby.

As regards to a newsletter just for SL players, please keep in mind that SL is just one of nearly 200 games published by TACP—each of which has some following, no matter how small, that would like to see their favorite given equal time. Surely, you’ve noted the letters from other GENERAL readers who do not share your interest in SL and who complain of its dominance in these pages. You’ve no doubt observed our problems with publishing The GENERAL in a timely fashion and witnessed the demise of ALL STAR REPLA due to a lack of adequate circulation, despite being three. Besides the 40+ scenarios found in the various gamettes, we have published an additional 40 for separate sale as well as dozens more as free inserts in The GENERAL. I submit to you that if you have played each of those (100+) scenarios that you are: 1) in the minority and 2) a recipient of more hours of pure unbridled, all-night gameplay than the average game purchaser in our hobby.

As regards to a newsletter just for SL players, please keep in mind that SL is just one of nearly 200 games published by TACP—each of which has some following, no matter how small, that would like to see their favorite given equal time. Surely, you’ve noted the letters from other GENERAL readers who do not share your interest in SL and who complain of its dominance in these pages. You’ve no doubt observed our problems with publishing The GENERAL in a timely fashion and witnessed the demise of ALL STAR REPLA due to a lack of adequate circulation, despite being three. Besides the 40+ scenarios found in the various gamettes, we have published an additional 40 for separate sale as well as dozens more as free inserts in The GENERAL. I submit to you that if you have played each of those (100+) scenarios that you are: 1) in the minority and 2) a recipient of more hours of pure unbridled, all-night gameplay than the average game purchaser in our hobby.

As regards to a newsletter just for SL players, please keep in mind that SL is just one of nearly 200 games published by TACP—each of which has some following, no matter how small, that would like to see their favorite given equal time. Surely, you’ve noted the letters from other GENERAL readers who do not share your interest in SL and who complain of its dominance in these pages. You’ve no doubt observed our problems with publishing The GENERAL in a timely fashion and witnessed the demise of ALL STAR REPLA due to a lack of adequate circulation, despite being three. Besides the 40+ scenarios found in the various gamettes, we have published an additional 40 for separate sale as well as dozens more as free inserts in The GENERAL. I submit to you that if you have played each of those (100+) scenarios that you are: 1) in the minority and 2) a recipient of more hours of pure unbridled, all-night gameplay than the average game purchaser in our hobby.

As regards to a newsletter just for SL players, please keep in mind that SL is just one of nearly 200 games published by TACP—each of which has some following, no matter how small, that would like to see their favorite given equal time. Surely, you’ve noted the letters from other GENERAL readers who do not share your interest in SL and who complain of its dominance in these pages. You’ve no doubt observed our problems with publishing The GENERAL in a timely fashion and witnessed the demise of ALL STAR REPLA due to a lack of adequate circulation, despite being three. Besides the 40+ scenarios found in the various gamettes, we have published an additional 40 for separate sale as well as dozens more as free inserts in The GENERAL. I submit to you that if you have played each of those (100+) scenarios that you are: 1) in the minority and 2) a recipient of more hours of pure unbridled, all-night gameplay than the average game purchaser in our hobby.

As regards to a newsletter just for SL players, please keep in mind that SL is just one of nearly 200 games published by TACP—each of which has some following, no matter how small, that would like to see their favorite given equal time. Surely, you’ve noted the letters from other GENERAL readers who do not share your interest in SL and who complain of its dominance in these pages. You’ve no doubt observed our problems with publishing The GENERAL in a timely fashion and witnessed the demise of ALL STAR REPLA due to a lack of adequate circulation, despite being three. Besides the 40+ scenarios found in the various gamettes, we have published an additional 40 for separate sale as well as dozens more as free inserts in The GENERAL. I submit to you that if you have played each of those (100+) scenarios that you are: 1) in the minority and 2) a recipient of more hours of pure unbridled, all-night gameplay than the average game purchaser in our hobby.

As regards to a newsletter just for SL players, please keep in mind that SL is just one of nearly 200 games published by TACP—each of which has some following, no matter how small, that would like to see their favorite given equal time. Surely, you’ve noted the letters from other GENERAL readers who do not share your interest in SL and who complain of its dominance in these pages. You’ve no doubt observed our problems with publishing The GENERAL in a timely fashion and witnessed the demise of ALL STAR REPLA due to a lack of adequate circulation, despite being three. Besides the 40+ scenarios found in the various gamettes, we have published an additional 40 for separate sale as well as dozens more as free inserts in The GENERAL. I submit to you that if you have played each of those (100+) scenarios that you are: 1) in the minority and 2) a recipient of more hours of pure unbridled, all-night gameplay than the average game purchaser in our hobby.

As regards to a newsletter just for SL players, please keep in mind that SL is just one of nearly 200 games published by TACP—each of which has some following, no matter how small, that would like to see their favorite given equal time. Surely, you’ve noted the letters from other GENERAL readers who do not share your interest in SL and who complain of its dominance in these pages. You’ve no doubt observed our problems with publishing The GENERAL in a timely fashion and witnessed the demise of ALL STAR REPLA due to a lack of adequate circulation, despite being three. Besides the 40+ scenarios found in the various gamettes, we have published an additional 40 for separate sale as well as dozens more as free inserts in The GENERAL. I submit to you that if you have played each of those (100+) scenarios that you are: 1) in the minority and 2) a recipient of more hours of pure unbridled, all-night gameplay than the average game purchaser in our hobby.
For me the answer lies in striving for perfection. Maybe some of you will find your answer in the ongoing demonstrations of Deluxe ASL at Origins this June. For others, such as Mr. Christie, I hope the answer will be provided by word of mouth from fellow gamers who have given ASL a try and found it a good buy. I do not believe ASL is for every gamer—not even for every WW2 wargame. Despite great strides in playability, it remains a comprehensive game system—which means that it is very involved and not really a wise undertaking for the casual player. SL players tend to play it to the exclusion of most other games because they have so much time invested in the learning the system. If, like Mr. Christie, you've gone the gamette route all the way through GI, I feel confident you'll eventually embrace ASL because it is a quality product and the culmination of everything you've experienced up to this point. Oh, it may play slower until you've forgotten the old rules and the new ones become second-nature, and you may gripe about a favorite rule or two which has been excorized, but eventually you'll concede that the game is more realistic and playable and—most important—more fun than it ever was. If you're one of those who enjoyed SQUAD LEADER but dropped out somewhere along the way because the game was becoming too convoluted—well, ASL was designed with you in mind. On the other hand, if you've really cared for it in the first place, you probably won't like ASL any better because the flavor remains much the same. It's still primarily the same game system—just much more finely polished. And if you're that rare gamer who has never given the original SQUAD LEADER a try—well, maybe you should before you purchase ASL because the one thing the latter doesn't have, which basic SQUAD LEADER does, is Programmed Instruction. Learning ASL without benefit of playing SQUAD LEADER itself, while impossible, may still be difficult for those who wrestle with simulation rulesbook just hard to have taken.

Two years later they were selling models for half the price with twice the features which mine had. Sometimes I regret buying that VCR so soon, but then I recall all the fun I had with it when it was new and eventually concluded that my money was well spent after all. It basically amounts to saying, “You can have your cake and eat it too!” There never was a product of any type which didn’t improve the next time around. I believe that is called progress, or evolution, or whatever it is that keeps human beings forever striving for something better. The question seems to be whether your efforts are worth perfecting; or should we simply be content with more and more initial models?

For the me the answer lies in striving for perfection. Maybe some of you will find your answer in the ongoing demonstrations of Deluxe ASL at Origins this June. For others, such as Mr. Christie, I hope the answer will be provided by word of mouth from fellow gamers who have given ASL a try and found it a good buy. I do not believe ASL is for every gamer—not even for every WW2 wargame. Despite great strides in playability, it remains a comprehensive game system—which means that it is very involved and not really a wise undertaking for the casual player. SL players tend to play it to the exclusion of most other games because they have so much time invested in the learning the system. If, like Mr. Christie, you've gone the gamette route all the way through GI, I feel confident you'll eventually embrace ASL because it is a quality product and the culmination of everything you've experienced up to this point. Oh, it may play slower until you've forgotten the old rules and the new ones become second-nature, and you may gripe about a favorite rule or two which has been excorized, but eventually you'll concede that the game is more realistic and playable and—most important—more fun than it ever was. If you're one of those who enjoyed SQUAD LEADER but dropped out somewhere along the way because the game was becoming too convoluted—well, ASL was designed with you in mind. On the other hand, if you've really cared for it in the first place, you probably won't like ASL any better because the flavor remains much the same. It's still primarily the same game system—just much more finely polished. And if you're that rare gamer who has never given the original SQUAD LEADER a try—well, maybe you should before you purchase ASL because the one thing the latter doesn't have, which basic SQUAD LEADER does, is Programmed Instruction. Learning ASL without benefit of playing SQUAD LEADER itself, while impossible, may still be difficult for those who wrestle with simulation rulesbook just hard to have taken.

Two years later they were selling models for half the price with twice the features which mine had. Sometimes I regret buying that VCR so soon, but then I recall all the fun I had with it when it was new and eventually concluded that my money was well spent after all. It basically amounts to saying, “You can have your cake and eat it too!” There never was a product of any type which didn’t improve the next time around. I believe that is called progress, or evolution, or whatever it is that keeps human beings forever striving for something better. The question seems to be whether your efforts are worth perfecting; or should we simply be content with more and more initial models?

For the me the answer lies in striving for perfection. Maybe some of you will find your answer in the ongoing demonstrations of Deluxe ASL at Origins this June. For others, such as Mr. Christie, I hope the answer will be provided by word of mouth from fellow gamers who have given ASL a try and found it a good buy. I do not believe ASL is for every gamer—not even for every WW2 wargame. Despite great strides in playability, it remains a comprehensive game system—which means that it is very involved and not really a wise undertaking for the casual player. SL players tend to play it to the exclusion of most other games because they have so much time invested in the learning the system. If, like Mr. Christie, you've gone the gamette route all the way through GI, I feel confident you'll eventually embrace ASL because it is a quality product and the culmination of everything you've experienced up to this point. Oh, it may play slower until you've forgotten the old rules and the new ones become second-nature, and you may gripe about a favorite rule or two which has been excorized, but eventually you'll concede that the game is more realistic and playable and—most important—more fun than it ever was. If you're one of those who enjoyed SQUAD LEADER but dropped out somewhere along the way because the game was becoming too convoluted—well, ASL was designed with you in mind. On the other hand, if you've really cared for it in the first place, you probably won't like ASL any better because the flavor remains much the same. It's still primarily the same game system—just much more finely polished. And if you're that rare gamer who has never given the original SQUAD LEADER a try—well, maybe you should before you purchase ASL because the one thing the latter doesn't have, which basic SQUAD LEADER does, is Programmed Instruction. Learning ASL without benefit of playing SQUAD LEADER itself, while impossible, may still be difficult for those who wrestle with simulation rulesbook just hard to have taken.

Two years later they were selling models for half the price with twice the features which mine had. Sometimes I regret buying that VCR so soon, but then I recall all the fun I had with it when it was new and eventually concluded that my money was well spent after all. It basically amounts to saying, “You can have your cake and eat it too!” There never was a product of any type which didn’t improve the next time around. I believe that is called progress, or evolution, or whatever it is that keeps human beings forever striving for something better. The question seems to be whether your efforts are worth perfecting; or should we simply be content with more and more initial models?

For the me the answer lies in striving for perfection. Maybe some of you will find your answer in the ongoing demonstrations of Deluxe ASL at Origins this June. For others, such as Mr. Christie, I hope the answer will be provided by word of mouth from fellow gamers who have given ASL a try and found it a good buy. I do not believe ASL is for every gamer—not even for every WW2 wargame. Despite great strides in playability, it remains a comprehensive game system—which means that it is very involved and not really a wise undertaking for the casual player. SL players tend to play it to the exclusion of most other games because they have so much time invested in the learning the system. If, like Mr. Christie, you've gone the gamette route all the way through GI, I feel confident you'll eventually embrace ASL because it is a quality product and the culmination of everything you've experienced up to this point. Oh, it may play slower until you've forgotten the old rules and the new ones become second-nature, and you may gripe about a favorite rule or two which has been excorized, but eventually you'll concede that the game is more realistic and playable and—most important—more fun than it ever was. If you're one of those who enjoyed SQUAD LEADER but dropped out somewhere along the way because the game was becoming too convoluted—well, ASL was designed with you in mind. On the other hand, if you've really cared for it in the first place, you probably won't like ASL any better because the flavor remains much the same. It's still primarily the same game system—just much more finely polished. And if you're that rare gamer who has never given the original SQUAD LEADER a try—well, maybe you should before you purchase ASL because the one thing the latter doesn't have, which basic SQUAD LEADER does, is Programmed Instruction. Learning ASL without benefit of playing SQUAD LEADER itself, while impossible, may still be difficult for those who wrestle with simulation rulesbook just hard to have taken.

Two years later they were selling models for half the price with twice the features which mine had. Sometimes I regret buying that VCR so soon, but then I recall all the fun I had with it when it was new and eventually concluded that my money was well spent after all. It basically amounts to saying, “You can have your cake and eat it too!” There never was a product of any type which didn’t improve the next time around. I believe that is called progress, or evolution, or whatever it is that keeps human beings forever striving for something better. The question seems to be whether your efforts are worth perfecting; or should we simply be content with more and more initial models?

For the me the answer lies in striving for perfection. Maybe some of you will find your answer in the ongoing demonstrations of Deluxe ASL at Origins this June. For others, such as Mr. Christie, I hope the answer will be provided by word of mouth from fellow gamers who have given ASL a try and found it a good buy. I do not believe ASL is for every gamer—not even for every WW2 wargame. Despite great strides in playability, it remains a comprehensive game system—which means that it is very involved and not really a wise undertaking for the casual player. SL players tend to play it to the exclusion of most other games because they have so much time invested in the learning the system. If, like Mr. Christie, you've gone the gamette route all the way through GI, I feel confident you'll eventually embrace ASL because it is a quality product and the culmination of everything you've experienced up to this point. Oh, it may play slower until you've forgotten the old rules and the new ones become second-nature, and you may gripe about a favorite rule or two which has been excorized, but eventually you'll concede that the game is more realistic and playable and—most important—more fun than it ever was. If you're one of those who enjoyed SQUAD LEADER but dropped out somewhere along the way because the game was becoming too convoluted—well, ASL was designed with you in mind. On the other hand, if you've really cared for it in the first place, you probably won't like ASL any better because the flavor remains much the same. It's still primarily the same game system—just much more finely polished. And if you're that rare gamer who has never given the original SQUAD LEADER a try—well, maybe you should before you purchase ASL because the one thing the latter doesn't have, which basic SQUAD LEADER does, is Programmed Instruction. Learning ASL without benefit of playing SQUAD LEADER itself, while impossible, may still be difficult for those who wrestle with simulation rulesbook just hard to have taken.

Two years later they were selling models for half the price with twice the features which mine had. Sometimes I regret buying that VCR so soon, but then I recall all the fun I had with it when it was new and eventually concluded that my money was well spent after all. It basically amounts to saying, “You can have your cake and eat it too!” There never was a product of any type which didn’t improve the next time around. I believe that is called progress, or evolution, or whatever it is that keeps human beings forever striving for something better. The question seems to be whether your efforts are worth perfecting; or should we simply be content with more and more initial models?
WHICH WAY THE WITCH KING?

A MAGIC REALM Seminar
By Paul R. Bolduc

The Witch King is undoubtedly the most interesting and challenging of all the characters that travel the MAGIC REALM. His powers are mighty yet ephemeral. He must survive on magic alone for he is the target of all the characters that travel the MAGIC REALM. He has neither MOVE or FIGHT counters. The Heavies (Dwarf, Berserker, and White King) can afford to put all their victory points into Fame and Notoriety, then go out looking for trouble and expect to survive, prosper, and even win within a week. Not so the Witch King, who may not even be able to leave the Inn if his choice of starting spells is poor. How then, is one to go about playing this character whose command of the awesome Type IV, V and VI spells is subdivided into phases?; characters get four phases a day, plus bonus phases for individual special advantages or treasures, plus or minus a phase for weather effects. Characters in, or moving into, cave clearings only get two phases per day plus bonuses regardless of weather. A character can perform only one activity per phase. Activities include such fantastical pursuits as Hire, Move, Spell, Search, Alert, Rest, Trade, Hire, and Fly. A special activity, Follow, allows a character to follow another character or hired leader, doing whatever the follower does. Each character's moves are recorded secretly prior to the Monster Roll.

Blocking is also a special activity, and an important one. In the first two encounters, it leads to many a draw. Unlike any of the others, Blocking doesn't need to be written. A character may voluntarily block another character, monster or native group (the target) merely by being in the same clearing as the target provided that it isn't hidden (unless the character has found "Hidden Enemies" that day), and either of them has expended at least one phase already that day. Now the bad news, when blocking (or being blocked) the character forfeits the rest of his written move. Monsters block characters whenever possible.

A character's weight and twelve combat counters define his vulnerabilities and abilities. A character is killed when struck by damage equaling or exceeding his weight. Each of the combat counters is inscribed with an action, a weight (except MAGIC counters), a time, and zero, one or two fatigue asterisks. The action is either MOVE, FIGHT, (do MAGIC, DUCK, or (go) BERSERK. The weight describes how much force is involved with the blow (FIGHT) or how much one can carry (MOVE). The time number describes how fast the action is, lower numbers being quicker. The fatigue asterisks are a measure of the effort involved in performing that action at that speed and weight.

Once all the characters have committed themselves in writing, the die is cast to determine which monsters and natives are active that day. The character to move first is randomly determined and his written move is read and executed. The Warning and Sound/Treasure counters in the tile he ends in are revealed, and any active monsters or natives cited on the Set-up Card are placed or moved. The next character to move is determined, and so forth until all characters have either fully executed their moves, blocked, or been blocked by a character, monster, or native group.

Activities can be grouped into two classes: those that require dice rolls (Hide, Hire, Trade, Search) and those that don't. In most cases, two dice are rolled and the higher of the two is taken as the result. This generates the set of probabilities given in Table 1.

Normally, movement is along roadways, passing from clearing to clearing. There are three kinds of roadways (open, tunnel, hidden paths, and secret passages); except for the Wizard, characters must search for and find the latter two before they can be used. Best odds are 25% for paths and 16.6% for passages. When flying, one travels from tile to adjoining tile with the landing clearing determined by a die roll.

To deal with natives, a character must be in the same clearing with them. After stating his intention (to hire or trade), the player rolls on the "Meeting Table". While it is possible to get an item for free, one will usually spend two to four times its base price (the price listed on the individual treasure card or on the Price List). Treasures can be bought from or sold to native leaders, visitors, or other characters; they can also be looted from one of the eight...
Hiding, if successful, allows a character to sneak by marauding monsters unmolested and to avoid other characters unless they have “Found Hidden Enemies” that day and elect to block him. After all movement for the day is completed, the “Combat Portion” of the day occurs. This is divided into rounds consisting of three steps: Encounter, Melee, and Fatigue. In the Encounter step, monsters and unfriendly natives are apportioned to any cast at this time. In the Melee step, attacks are made and resolved. In the Fatigue step, combat counters are cast at this time. In the Melee step, attacks are made and resolved. In the Fatigue step, combat counters are wounded or fatigued as necessary. Combat continues in a clearing until only one character remains, or no one/thing was killed, or combat counter wounded or fatigued for two rounds.

Spells come in eight “ritual types” and are “fed” by five colors. Most spells will only activate in the presence of one particular color. Permanent spells are lasting but not necessarily always in effect. Color is available in three manners: 1) MAGIC counters can be converted into color counters by means of expending two Spell phases; 2) a tile can be enchanted by using two Spell phases and matched MAGIC and color counter or three Spell phases and two matched MAGIC counter; 3) certain treasures, days, and places always have color available.

Days are grouped into weeks of seven days for weather purposes and months of 28 days. At the start of a new month all monsters and unhired natives return to their starting locations, the Campaign/Visitor/Mission counters are flipped and penalties for unsuccessful campaigns and missions exacted.

THE WITCH KING HIMSELF

Let’s now examine the Witch King’s assets. He has neither armor nor weapons. He does start with four spells—more than any other character—and he needs them. As mentioned before, he has no MOVE or FIGHT counters. What he does have is MAGIC, in spades. He has four counters each of Types IV, V, and VI, so he can make Purple and Black at will. Times are 3, 3, 3, 4 and 4 for the IV spells; 2, 3, 3 and 4 for the Vs; and 3, 3, 4 and 4 for the Vs. All carry a single fatigue asterisk. Now, in order to cast a spell, a character must use a MAGIC counter whose time number is less than or equal to the move times of all monsters, natives and character combat counters on his sheet (i.e., attacking him). The usual worst case (see “First Day Jitters” below) is a time of two (easily supplied by the Elf, Swordsman, Druid, Woodsgirl, Rogue 4, or Tremendous Octopus), which means any defense spell must either have a time of two or have been prepared (an Alert phase expedited that turn). Type IV spells are suspect since the fastest time is three; there’s no guarantee that the Witch King will be able to alert the spell in time to use it.

Another problem the Witch King alone has to face is that to do practically anything, he must cast spells which will fatigue MAGIC and/or color counters. This inevitably means resting them—often at inopportune times. Keep in mind that a fatigued color counter takes a minimum of three (Rest, Spell, Spell) phases to recover; that’s two whole days in a cave clearing if you hide.

The Witch King’s two special advantages are his “Aura of Power” and the “Disembodied” state. The former gives him (and the Sorcerer, who shares this advantage) an extra Spell phase every day, thus offsetting the Spell phase lost to Rule 48.3. Since the Witch King will need to make a lot of color and will likely enchant several tiles in the course of the game, it is a significant advantage. Being “Disembodied” is a bit harder to guage. Consider Table

---

**Figure 1 Before Enchantments**

In the illustration above, note that although the valley tiles are all adjacent, only Curst (CV) and Awful (AV) valleys have their potential dwelling sites within a day’s journey. Bad Valley (BV) and Evil Valley (EV) are three days apart, and Dark Valley (DV) is all by its lonesomeness. Indeed, it takes no less than 15 days to travel by foot from Bad Valley 5 to Curst Valley 5 (encircling the hidden paths and secret passages) even though the tiles are adjacent. Notice also how Cavern 2 leads into Ledges 3 and Border Land 3 into Crag 2. Anyone but the Amazon or the Elf will have to forego his Hide roll to climb from these cave clearings to these mountain clearings. Pity the Dwarf if the Inn should appear in Bad Valley! Now, consider Figure 2 below.

**Figure 2 After Enchantments**

What a difference enchanting the five “W” tiles makes! The valleys are now completely cut off from the rest of the mapboard. If there are no magic-users left behind, those characters stuck “behind the lines” (as it were) will have to try to win without access to the treasure locations and their high value monsters—perhaps a mixed blessing for the Light characters. This, in effect, dooms them to seek out their victory conditions by dealing with or killing wolves, vipers, natives, each other, and an occasional Heavy Flying Dragon (via Dragon Essence). Notice that if the Inn were to be in either Awful or Curst valleys, simply enchanting the Maple Woods (MW) would be sufficient to lock in the non-magic types for the duration.
2. It is definitely advantageous with regard to finding counters and to reading spells (no chance of a curse and you only get spells you can use); it is definitely inferior for finding hidden paths, secret passages, and usually hidden enemies. One needs a "3" or a "1" die roll to loot a treasure card, as opposed to one through six (depending on how many treasures remain). The last row in the Magic Sight Table always shows that if you consult Magic Sight you always draw the top treasure card, making it the table of choice when three or less treasures remain. Also remember, the treasures on top of the pile are large treasures and are generally more valuable than those four or five down. Trouble! (See Movement below.)

To conclude this section, we consider the Witch King's relationships with each native group. First, he's allied with the Bashkars, a rambunctious bunch of riding raiders who appear at the Campfires. The six of them range from L20 to M5 attacks. They have a base price of 12 gold. More importantly, they have six ponies for sale at a base price of 14 gold and a pony is as good as MOVE counters outside of caves.

He is friendly with the Company, whose specialty is heavy destruction. Their attack values range from L20 to M6. They are tubby, slow horses characterized by a thick hide. Crossbreeding with them will give you a horse with some armor and arrive at either the Inn or the Large Campfire. You can expect the Black Knight to try to hire the seven of them for free, however.

The Woodfolk, Rogues, Patrols, Soldiers, Guard, Shaman, Crane and Warlock are all neutral. The Rogues are at the Inn, can be hired individually, and own six slow horses. More on them later. The Woodfolk appear at the House or the Small Campfire; they control all the bowls. The Patrol appears at any of the fixed dwellings and owns some armor. The Soldiers dwell at the House and the Guard at the Guard House. Between them they control the Light Magic Sight spell which is really only a small portion of their repertoire and some armor. The Shaman has a Type II and a Type III spell to sell and possibly some expended potions. The Crane and Warlock have Type V and VIII and Type IV and VI spells respectively for sale for a base price of ten gold; an excess of gold can theoretically be turned into "Usable Spells" by seeking out these Visitors and dealing with them. In practice, it's very tough.

The Witch King is unfriendly with the Lancers and the Scholar. The former arrived at the Chapel or either Campfire. The Scholar has three small treasures. If he acquires a spell book, you have only a 0.33% chance per Trade phase to buy it for 200 Gold.

Finally, the Knights of the Order are your sworn enemies. The four Knights are armored, mounted, and deadly. They dwell at the Chapel and own all the heavy weapons, war horses, and suits of armor available. Avoid them like the proverbial plague.

BEGINNING THE GAME

Before you get to choose your character, the board must be constructed and the first player without a tile to play then chooses a character. During construction, any character may play. As is highly favorable to your intended abilities as possible. If you intend to fly, try to put the Valleys on the periphery of the board and to isolate them as much as possible via hidden paths, secret passages, mountain and cave clearings and, perhaps best of all, "W" tiles (Woods, excluding Deep Woods) where enemies are likely to loiter. Remember, the Witch King has no MOVE counters, so he must rely on other means of locomotion.

The Woodfolk are at the Inn, can be hired individually, and own six slow horses. More on them later. The Woodfolk appear at the House or the Small Campfire; they control all the bowls. The Patrol appears at any of the fixed dwellings and owns some armor. The Soldiers dwell at the House and the Guard at the Guard House. Between them they control the Light Magic Sight spell which is really only a small portion of their repertoire and some armor. The Shaman has a Type II and a Type III spell to sell and possibly some expended potions. The Crane and Warlock have Type V and VIII and Type IV and VI spells respectively for sale for a base price of ten gold; an excess of gold can theoretically be turned into "Usable Spells" by seeking out these Visitors and dealing with them. In practice, it's very tough.

The Witch King is unfriendly with the Lancers and the Scholar. The former arrived at the Chapel or either Campfire. The Scholar has three small treasures. If he acquires a spell book, you have only a 0.33% chance per Trade phase to buy it for 200 Gold.

Finally, the Knights of the Order are your sworn enemies. The four Knights are armored, mounted, and deadly. They dwell at the Chapel and own all the heavy weapons, war horses, and suits of armor available. Avoid them like the proverbial plague.

The beginning of the game:

Before you get to choose your character, the board must be constructed and the first player without a tile to play then chooses a character. During construction, any character may play. As is highly favorable to your intended abilities as possible. If you intend to fly, try to put the Valleys on the periphery of the board and to isolate them as much as possible via hidden paths, secret passages, mountain and cave clearings and, perhaps best of all, "W" tiles (Woods, excluding Deep Woods) where enemies are likely to loiter. Remember, the Witch King has no MOVE counters, so he must rely on other means of locomotion.

The Woodfolk are at the Inn, can be hired individually, and own six slow horses. More on them later. The Woodfolk appear at the House or the Small Campfire; they control all the bowls. The Patrol appears at any of the fixed dwellings and owns some armor. The Soldiers dwell at the House and the Guard at the Guard House. Between them they control the Light Magic Sight spell which is really only a small portion of their repertoire and some armor. The Shaman has a Type II and a Type III spell to sell and possibly some expended potions. The Crane and Warlock have Type V and VIII and Type IV and VI spells respectively for sale for a base price of ten gold; an excess of gold can theoretically be turned into "Usable Spells" by seeking out these Visitors and dealing with them. In practice, it's very tough.

The Witch King is unfriendly with the Lancers and the Scholar. The former arrived at the Chapel or either Campfire. The Scholar has three small treasures. If he acquires a spell book, you have only a 0.33% chance per Trade phase to buy it for 200 Gold.

Finally, the Knights of the Order are your sworn enemies. The four Knights are armored, mounted, and deadly. They dwell at the Chapel and own all the heavy weapons, war horses, and suits of armor available. Avoid them like the proverbial plague.

The beginning of the game:

Before you get to choose your character, the board must be constructed and the first player without a tile to play then chooses a character. During construction, any character may play. As is highly favorable to your intended abilities as possible. If you intend to fly, try to put the Valleys on the periphery of the board and to isolate them as much as possible via hidden paths, secret passages, mountain and cave clearings and, perhaps best of all, "W" tiles (Woods, excluding Deep Woods) where enemies are likely to loiter. Remember, the Witch King has no MOVE counters, so he must rely on other means of locomotion.

The Woodfolk are at the Inn, can be hired individually, and own six slow horses. More on them later. The Woodfolk appear at the House or the Small Campfire; they control all the bowls. The Patrol appears at any of the fixed dwellings and owns some armor. The Soldiers dwell at the House and the Guard at the Guard House. Between them they control the Light Magic Sight spell which is really only a small portion of their repertoire and some armor. The Shaman has a Type II and a Type III spell to sell and possibly some expended potions. The Crane and Warlock have Type V and VIII and Type IV and VI spells respectively for sale for a base price of ten gold; an excess of gold can theoretically be turned into "Usable Spells" by seeking out these Visitors and dealing with them. In practice, it's very tough.

The Witch King is unfriendly with the Lancers and the Scholar. The former arrived at the Chapel or either Campfire. The Scholar has three small treasures. If he acquires a spell book, you have only a 0.33% chance per Trade phase to buy it for 200 Gold.

Finally, the Knights of the Order are your sworn enemies. The four Knights are armored, mounted, and deadly. They dwell at the Chapel and own all the heavy weapons, war horses, and suits of armor available. Avoid them like the proverbial plague.

The beginning of the game:

Before you get to choose your character, the board must be constructed and the first player without a tile to play then chooses a character. During construction, any character may play. As is highly favorable to your intended abilities as possible. If you intend to fly, try to put the Valleys on the periphery of the board and to isolate them as much as possible via hidden paths, secret passages, mountain and cave clearings and, perhaps best of all, "W" tiles (Woods, excluding Deep Woods) where enemies are likely to loiter. Remember, the Witch King has no MOVE counters, so he must rely on other means of locomotion.

The Woodfolk are at the Inn, can be hired individually, and own six slow horses. More on them later. The Woodfolk appear at the House or the Small Campfire; they control all the bowls. The Patrol appears at any of the fixed dwellings and owns some armor. The Soldiers dwell at the House and the Guard at the Guard House. Between them they control the Light Magic Sight spell which is really only a small portion of their repertoire and some armor. The Shaman has a Type II and a Type III spell to sell and possibly some expended potions. The Crane and Warlock have Type V and VIII and Type IV and VI spells respectively for sale for a base price of ten gold; an excess of gold can theoretically be turned into "Usable Spells" by seeking out these Visitors and dealing with them. In practice, it's very tough.

The Witch King is unfriendly with the Lancers and the Scholar. The former arrived at the Chapel or either Campfire. The Scholar has three small treasures. If he acquires a spell book, you have only a 0.33% chance per Trade phase to buy it for 200 Gold.

Finally, the Knights of the Order are your sworn enemies. The four Knights are armored, mounted, and deadly. They dwell at the Chapel and own all the heavy weapons, war horses, and suits of armor available. Avoid them like the proverbial plague.

The beginning of the game:

Before you get to choose your character, the board must be constructed and the first player without a tile to play then chooses a character. During construction, any character may play. As is highly favorable to your intended abilities as possible. If you intend to fly, try to put the Valleys on the periphery of the board and to isolate them as much as possible via hidden paths, secret passages, mountain and cave clearings and, perhaps best of all, "W" tiles (Woods, excluding Deep Woods) where enemies are likely to loiter. Remember, the Witch King has no MOVE counters, so he must rely on other means of locomotion. The Woodfolk are at the Inn, can be hired individually, and own six slow horses. More on them later. The Woodfolk appear at the House or the Small Campfire; they control all the bowls. The Patrol appears at any of the fixed dwellings and owns some armor. The Soldiers dwell at the House and the Guard at the Guard House. Between them they control the Light Magic Sight spell which is really only a small portion of their repertoire and some armor. The Shaman has a Type II and a Type III spell to sell and possibly some expended potions. The Crane and Warlock have Type V and VIII and Type IV and VI spells respectively for sale for a base price of ten gold; an excess of gold can theoretically be turned into "Usable Spells" by seeking out these Visitors and dealing with them. In practice, it's very tough.

The Witch King is unfriendly with the Lancers and the Scholar. The former arrived at the Chapel or either Campfire. The Scholar has three small treasures. If he acquires a spell book, you have only a 0.33% chance per Trade phase to buy it for 200 Gold.

Finally, the Knights of the Order are your sworn enemies. The four Knights are armored, mounted, and deadly. They dwell at the Chapel and own all the heavy weapons, war horses, and suits of armor available. Avoid them like the proverbial plague.

The beginning of the game:

Before you get to choose your character, the board must be constructed and the first player without a tile to play then chooses a character. During construction, any character may play. As is highly favorable to your intended abilities as possible. If you intend to fly, try to put the Valleys on the periphery of the board and to isolate them as much as possible via hidden paths, secret passages, mountain and cave clearings and, perhaps best of all, "W" tiles (Woods, excluding Deep Woods) where enemies are likely to loit
1. (Block/Battle) saves one Rest Phase per spell activation; and Melt

2. Choices. Choosing a permanent spell over Unleash

3. Transform, and Unleash Power are viable

4. Likewise the Type V and Black. Thus only Melt

5. To sum up this section then, the Witch King

6. The Witch King

7. TOILENT STORM (IV, Purple) hex, Day:

8. OTHER MEANS: Later in the game, a pony can

9. perhaps you discover the Flying Carpet (a large

10. As an insight into the movement problem (and

11. the three combat counters: MAGIC IV*, MAGIC

12. MAGIC IV*. Due to color considera-

13. Type VI spell makes any sense since the

14. The temptation is to increase the "Usable Spells"* victory criterion and to go to the Statue for the Type VIII spell there. This would surely be fall-

15. To sum up this section then, the Witch King

16. friendy, 0.31 and 11.81% respectively. While a

17. is preferable to Transform due to its assured carry-

18. OTHER MEANS: Later in the game, a pony can

19. quest counter, a warhorse from the Order.

20. the number of treasures remaining; ranges from 2.78% to 100%.

21. Spells* victory criterion and to go to the Statue for

22. ELEMENTAL SPIRIT (IV, Purple) MAGIC

23. Fiery Blast and Lightning Bolt

24. one M*** (=T*) missile attack rolled against a

25. This spell is stronger than Fiery Blast, but is much

26. A good spell if you plan to spend a

27. You've chosen a set of movement spells

28. and thus never in with the Natives' treas­

29. To sum up this section then, the Witch King

30. for a spell book or artifact in an enchanted Purple

31. ask Demon; but this spell

32. "Goblin Gambit" has proven to be a profitable,

33. Table 1 provides the gory details. Armored characters are another story, with only an 11.11% chance of killing them (2.78% with the Armored Bonus rule in effect). This is an excellent anti-goblin weapon (especially consider-

34. To sum up this section then, the Witch King

35. or VI that you might also have

36. "Usable Spells"* victory criterion and to go to the Statue for the Type VIII spell there. This would surely be fall-

37. The Witch King should take it, he can only gain the Type VIII

38. You've chosen a set of movement spells

39. Choose a permanent spell over Unleash

40. 11.81% respectively. While a

41. Table 2 provides the gory details. Armored characters are another story, with only an 11.11% chance of killing them (2.78% with the Armored Bonus rule in effect). This is an excellent anti-goblin weapon (especially consider-

42. To sum up this section then, the Witch King

43. A guaranteed kill on unarmored Light characters, and a

44. Table 3 provides the gory details. Armored characters are another story, with only an 11.11% chance of killing them (2.78% with the Armored Bonus rule in effect). This is an excellent anti-goblin weapon (especially consider-

45. types, instead of the Type IV. This is a

46. Spelling into a small trap. In order to claim the Type

47. Similar to Transform due to its assured carry-

48. Spelling into a small trap. In order to claim the Type

49. Elephant... plays the Kingdom of Goblins, and the

50. Spelling into a small trap. In order to claim the Type
TABLE 5
Odds of Survival of a Monster vs Other Monsters

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>F. Dragon</td>
<td>0</td>
<td>0</td>
<td>66.7</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
</tr>
<tr>
<td>2</td>
<td>F. Dragon</td>
<td>0</td>
<td>0</td>
<td>66.7</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
</tr>
<tr>
<td>3</td>
<td>F. Dragon</td>
<td>0</td>
<td>0</td>
<td>66.7</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
</tr>
<tr>
<td>4</td>
<td>F. Dragon</td>
<td>0</td>
<td>0</td>
<td>66.7</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
</tr>
</tbody>
</table>

The monsters above are numbered; each corresponds to the column as well as the row (thus, column 7 and row 7 both relate to the Troll). To use this table, find the row of the absorbed monster, then read across to the column of the monster faced. Thus if a Troll has a 23.2% chance of survival against a Demon (column 10), Dragon 2 is the one derived from the Transform Table. On Table 6, results assume that the absorbed monster will always play its club/hand side up.

TABLE 6
Odds of Survival of a Monster vs Other Monsters (Heads and Clubs in Effect)

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>F. Dragon</td>
<td>66.7</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
</tr>
<tr>
<td>2</td>
<td>F. Dragon</td>
<td>66.7</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
</tr>
<tr>
<td>3</td>
<td>F. Dragon</td>
<td>66.7</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
</tr>
<tr>
<td>4</td>
<td>F. Dragon</td>
<td>66.7</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
</tr>
</tbody>
</table>

Now, this strategy should be used only if all the valleys have open (or potentially open via enchantments) the breeches of a monster’s make-up in life if it’s not a character or leader to serve as baggage handler and human sacrifice to any monster that jumps you, enabling you to reacquaint Unleash Power and run away.

The “Good Ole Boy” strategy entails being a social animal and running with a bunch of characters, each aiding the others. This is potentially the most powerful manner of playing the game, but is rife with difficulties (chiefly mistrust and greed). Unlike the “Lone Ranger” or “Hit Man” strategies, here all are equal partners. You will need Unleash Power in order to walk around with the gang. Fiery Blast and Blazing Light are highly recommended and Transform, Lightning Bolt, and Enchant Artifact are only slightly less so. An early test of the group’s loyalty will be in acquiring any boots card that the Rogues and others may have for your use. You in turn, will be expected to read runes via Magic Sight, provide extra plusses in caves, and Fiery Blast away gaggles of goblins, wolves, ogrons, bats and what-not. Victory conditions should include Fame, Notoriety and perhaps Spells... or a Great Treasure. Beware of a double-cross.

The “Hit Man” strategy reverses the roles of the Lone Ranger strategy; here you’re the Target. Your mission, should you choose to accept it, is to harass and ultimately destroy every other character except yourself and your liege. Standard tactics include the Disappearing Road Trick, casting Violent Storm, attacking Light and Medium unarmored characters with a prepared Fiery Blast, and perhaps going Dwarf-Hunting with Roof Collapses. The strategy calls for the ruthless cunning of a gangster and the sacrifice and dedication to duty of a kamikazi—you may occasionally win with this one, but don’t count on it. Use it to avenge the death of your final character when using the Revival or Exchanging Characters’ optional rules, or to make straight the path of your other characters of playing the Multiple Character option, or even to set your wife up for a win. [What?] Your victory conditions should include Gold and be heavy on Notoriety (gained from your vanquished opponents). Good luck.

The “Leader of the Pack” strategy combines the “Lone Wolf” and the “Lone Ranger” strategies. First the Witch King takes off in typical lone wolf fashion and mucks around until he has sufficient gold to both purchase a pony and hire the Bashkars. He and his gang then sweep down on unsuspecting characters and monsters, wreaking havoc. The problem with this strategy is that it takes too long to accomplish; if you’re playing the standard four VP game one of those Heavies often wins it in a couple of weeks. Just the process of getting the requisite gold or treasures to purchase the pony can take that long. Still this is a quite viable strategy for longer games. Consider taking Broomstick and Melt into Mist for movement and Fiery Blast and Transform for attack. Melt will serve as a defense spell also. Of course all this presupposes that cave clearings can be totally avoided.

Your best chance of improving the game, probably tie with the “Lone Wolf” strategy. Your power is likely to be feared by the other characters, who probably wouldn’t let a chance to slay you pass by. The “Good Ole Boy” strategy is likely to tempt them over much. The “Lone Ranger” gambit will slow you down more than it will help. The “Hit Man” strategy is just short of suicidal; but then if you can’t take chances in a game, where can you take them?
VICTORY CONDITIONS

Let’s examine each of the victory conditions and discuss the relative ease of achieving them for the Witch King. Keep in mind that whatever victory conditions you might select will largely determine the strategy you’ll need to employ.

GREAT TREASURES: Seventeen of the 74 treasures (23%) are Great Treasures. This breaks down to seven of 45 small treasures (15.56%), ten of 23 large treasures (43.48%), and none of the six Treasures within Treasures (0% but four of these contain large treasures). Thus the chances that the Rogues, or any other native group for that matter, have exactly one Treasures or two Great Treasures are 71.01%, 26.87% and 2.12% respectively; thus, better than two in seven that at least one starts the game at the Inn. But of these only Dragon Essence allows a reasonable chance of purchase (9.53%) with the odds down to seven of 45 small treasures (15.56%), ten of 15 medium treasures (66.67%), and one of ten large treasures (10%).

Currently, about one shouldn’t expect to immediately acquire a Great Treasure in this way, especially with the other treasures in the game. The bulk of the Type IV and VI spells are in the two spell books—somewhere out there (forget them if the Scholar has them). They are worth killing for. Thus all the available Type IV through VI spells are restricted to the Treasure, three spellbooks, three artifacts, and two visitors. Adding the Type VIII spells increases it to only two sites, three books, four artifacts, and the same two visitors. Thus out of the 74 treasures only six (or seven, 8.11%) can yield a Great Treasure in this way, especially with the other treasures in the game.

At most, one point unless a really long game is contemplated. You may be able to work a deal with another character to Magic Sight an artifact; record the spell and he gets a useful artifact.

FAME: Fame is gained only by killing monsters, returning lost treasures to their proper owners, and by possessing certain treasures, but most treasures carry negative Fame (if any). This is especially true of those you covet most. Avoid this category unless you’re contemplating the “Goblin Gambit”, the “Transform Trick”, or the “Let’s Get Physical Plan.”

NOTORIETY: Gained like Fame, but also from killing natives and other characters. The treasures you seek have positive Notoriety so at least one point and probably two should be taken here. Remember that Notoriety gained from killing a character is his recorded Notoriety at the time of his demise.

GOLD: It is not a requirement that you start with ten Gold; you start with (see discussion under “Absorb Essence” for likelihood of appearance). Deal­odds to 42.90% and 44.44% respectively. Clearly the question becomes where. A close inspection of the Treasure Troves and the odds discussed so far shows that the Hoard, the Vault, and the Altar are the sites of choice.

The Hoard (or the Pool for that matter) has a 50% chance of being in a cave. The Flying Dragon is the defender, and if the “Clubs/Heads” optional rule is in play, it should be your first choice to absorb; most characters and monsters haven’t a chance to “whup ’im” (see Tables 5 & 6). There’s also a 50.06% chance of at least one Great Treasure amongst the four small treasures there. The Pool suffers the disadvantage of causing you to fatigue a count, which you stand a fair chance of avoiding, and isn’t recommended unless you have some hired leader to do the looting since he can’t fatigue.

Unless you have the Lost Keys, the Vault has to be broken into to be looted, but Melt into Mist or a lucky Fiery Blast (25%) can handle that; Unleash Power (of any sort) with a 44.44% chance of success. If the Vault is in Mountain or Crag (20% of the time). The resident monster is a Troll—just the kind of guy you’d like to absorb. On the average, it should take four Search Phases to find the counter, and seven more for each treasure. With one Hide phase a day, that’s 39 days in a cave or 13 days in the open. Start your search early.

The Altar with four large treasures has odds of 16.33%, 40.91%, 32.38%, 9.52%, and 0.89% of exactly zero through four Great Treasures being there. The two spells there are worthless to you.

The Shrine has only two large and two small treasures. Odds are 57.62% that there is at least one Great Treasure among the large and 28.99% for at least one among the small. Overall that’s 29.95%, 44.57%, 21.39%, 3.95% and 0.23% for there being from zero to four Great Treasures respectively.

Not the most favorable; but since there is a Type VIII spell there, you can save some time and search for both the Spell and the Treasure. Thus out of the 74 treasures only six (or seven, 8.11%) can yield a Great Treasure in this way, especially with the other treasures in the game.

To sum up, if Great Treasures are among your victory conditions, expect to spend a lot of time searching at a treasure location. The Vault and the Hoard offer the best chances for large treasures and also a good, strong defending monster to absorb. The Phantom Glass would be a useful acquisition in conjunction with the superior “Find Counter.”

TRICKS OF THE TRADE

COLOR MANAGEMENT: Obviously, you want to keep your fastest MAGIC counters available for casting spells rather than tying them up as color, but also be wary of casting permanent spells with

them. Prior to the first turn, convert only the mid-ranged counter to color. Then, if there’s no rush, use the slowest counters for the permanent spells or casting the Absorb Essence spell. If you’re using Unleash Power, you then have some Medium counters to use if necessary. Never willingly get too low on color!

THE DISAPPEARING ROAD TRICK: Enchanting the various woods tiles drastically alters the roadway patterns. When the board is set up favorably, the road to the next round can be cut off completely (See Figures 1 and 2.). The Ruins tile is also sometimes effective in this way. These enchantments do increase the powers of the Elf, Wizard, and Magician so some care should be taken. Enchanting tiles with Purple present should be avoided if you are using Warlock or Pilgrim. The “Spell Thief”往往 emphasizes interest of interest there. The nuisance value of this trick (provided you did well on the board-building phase) is often well worth the few phases it cost you.

FIRST DAY JITTERS: You are at your weakest today. The other characters may want to get you now while they can. The Wizard, Swordsman, Sorcerer, and Pilgrim are suspect here. The Swordsman can elect to go first, then block you at the first opportunity. If he does, the best thing to do is to block everyone else you can. Sure, that won’t win you many friends, but you don’t want one of those spells to alert a spell and do you in either. You won’t be able to move and you’ve yet to cast any spells—any battle is apt to be short and decisive. The Wizard and Sorcerer can alert a Fiery Blast, blow you, and then fry you easily. The Pilgrim’s Exorcism will leave you helpless for the second round. Stones Fly could also be fatal (Druid, Wizard, and Witch). So typically you’ll need to cast a spell with a time of two to avoid trouble. This precludes the type IV’s. Melt into Mist is the only real choice. With Broomstick, you’d only be able to maneuver that round—not fly away. But the third round you’d be out of luck (and out of Type V and Black counters). Unleash Power would allow you to maneuver and to attack next round with the optional dagger but you probably won’t survive that long. Only Melt offers immunity—barring Exorcism—from the stings and arrows of outraged opponents. It can be a jungle out there.

GOLD: The most common forms of treasure are the small treasures that are in the caves tile and a gutty? Have you recorded Fiery Blast? Do you have a Broomstick Fly L1 counter ready to go? Then you’re ready for some quick relief for your Fame and Notoriety totals! Merely lure a six-pack of goblins to your clearing, stack them together, and cast a prepared Fiery Blast, then use your Broomstick to maneuver. While there is a 11.22% chance of killing all of them immediately, any survivors (and there’s likely to be two or three of them) have only one chance in three of matching your direction and killing you (the spear goblins would also have to change tactics, 10.19% chance overall) which leaves only 10.34% points. You may now either perform a Vanishing Act or hit them with another Fiery Blast and hope for the best since you won’t be able to maneuver.

In the latter case, you have a 40.76% overall chance to survive against wolves or axe or sword goblins (59.54% against the spear goblins) while garnering 21 points. Not recommended when using the “Deadly” rules. The astute reader will have noticed that attacking a stack consisting of two or more six-packs and sundry other monsters increases the payoff for a single Blast while the risk remains the same. If using the “Magic Spells” optional rule, be sure to alert the Type IV mentality about a color.

THE LET’S GET PHYSICAL PLOY: Tired of skulking around in a cloud of mist? Are you tired of running away from every tin-plated, cliffing vagabond on the board? Well take Absorb Essence and grow hair on your palms as a Troll or sprout Continued on Page 33, Column 3
TOURNAMENT ORIGINS
A Truly Diplomatic System
By Dave Slick

In comparison with an opportunity to play either DIPLOMACY or KINGMAKER, the prospect of tournament competition in ORIGINS OR WORLD WAR II may not seem very appealing to the average wargamer. Certainly both of these giants of political gaming are more frequently played by the general gaming public, and have a much broader following in all respects. Furthermore, ORIGINS is not the kind of game which makes a lasting first impression. I have found that most gamers are not overwhelmed with enthusiasm after an introductory session of ORIGINS, especially if they were saddled with the United States or France.

For those few of you who are totally unfamiliar with ORIGINS, allow me to point out that The Avalon Hill Game Company's game of pre-WW2 power politics is a terribly imbalanced five-player struggle contested over a small and relatively unimpressive map board of Europe. Each player (US, France, British, Russia, Germany) attempts to win by achieving his own diplomatic objectives in various regions of the continent. The company's entirely accurate complexity rating of 9 results from a game system which can be fully absorbed in less than 30 minutes. As such, most people soon realize that the game will not challenge their mental facilities or provide an equitable chance for victory. For these reasons, I would venture to guess that the game is largely ignored today.

Among those familiar with political wargames, at least some must be wondering how any rational comparison between lowly ORIGINS and either DIPLOMACY or KINGMAKER could be made. After all, using just the Reader Buyer's Guide (RBG) as a comparative tool, ORIGINS (5.26 Overall Value) ranks considerably below both KINGMAKER (3.03) and DIPLOMACY (2.30). Surely both of these titans of political gaming are not very appealing to the average wargamer.

Game Length
Playing time is one great inherent advantage of ORIGINS over both DIPLOMACY and KINGMAKER, and it is the one which makes the tournament format proposed by this article eminently possible (even for non-monied "social" games). The current RBG chart shows that the majority feel ORIGINS is, roughly, a 90 minute game in comparison with three approximately 3.25 hours for KINGMAKER and 4.10 hours for DIPLOMACY. I interpret these figures to be average estimates of the time required to reach the game's stated victory condition without restrictions on individual playing time. Although the chart gives you a rough idea of comparable game length, such estimates are irrelevant when the three games are compared from the perspective of a one-two day tournament. This results from the fact that most such DIPLOMACY and KINGMAKER turnneys are played in time-limited rounds, which are designed to ensure the play of more than one game in a day. Such events also utilize improvised victory conditions, such as most economic centers controlled, most royal pieces held, or most "points scored" at the end of the time frame. These conditions are rarely representative of a decisive result. Consequently, most such DIPLOMACY and KINGMAKER events have been won without the game's stated victory condition having ever been reached. Herein lies the beauty of ORIGINS for the competitive gamer. Not only is a decisive result achieved quickly, it is achieved every time.

Play Balance
This essential tournament quality is achieved by implementing an expanded version of the concept which originally presented in the sole ORIGINS Series Replay (Vol. 11, No. 4 of The GENERAL) to see print. Simply stated, every participant is required to play each country once. Tournament standings are determined on the basis of total points, with half of the points earned by virtue of "game" performance and the other half earned by way of "country" performance. Admittedly, this system does not attempt to balance the play of any one particular game/scenario. It does, however, provide an equal-opportunity forum for tournament play. My tournament experience with KINGMAKER has been that players who receive poor initial draws in a time-limited game usually lose. Furthermore, players who receive poor initial draws in more than one round on the same day have no chance. The nature of KINGMAKER is such that no player can be guaranteed that he will have no poor initial draws. Thus, in my opinion, Tournament ORIGINS gives competitors a more equal chance to win the tournament.

Although a DIPLOMACY competition can certainly be structured in the same manner as that which is proposed here, the game's length would prohibit completion of such a tournament within the same time frame as an ORIGINS one. And while DIPLOMACY has better individual game play balance, a random-draw tournament format still leaves one with the possibility of participating as a non-optimum entity in every game.

Point System
The game performance/country performance method of scoring an ORIGINS tournament lends a certain amount of natural intrigue to the competition. Experience shows that the country performance will remain somewhat undecided until the final game of the tournament is finished. It is therefore difficult to tell exactly where you stand at any one point in time, making for exciting and tense play throughout by all the players.

Our club utilizes 5-4-3-2-1 scoring for 1st through 5th place in both game and country performance, with 0 points possible (even for non-monied "social" games). Certain both of these giants of political gaming are not very appealing to the average wargamer.

Tournament Organization
Some readers may be wondering what happens if more than five people show up for the tournament. Some basic ideas on formatting such an event are presented below:

1. You must have a minimum of five players. Otherwise, you don't have the tournament.
2. If there are more than nine players, you should stage a two-day event, with an elimination round on the first day, and the championship round on the second. Although you could compare the total points of players in different groups and declare a champion in one day, such action would tend to degrade tournament play balance.
3. For the ten- (or more) player tournament, divide the players by chance into a number of groups in accordance with the Tournament Organization Schedule. Each group plays out its own elimination round independently with winners advancing to the championship round. The schedule is based, in part, on the idea that the optimum number of players in a group is six (explained later).
4. All games are five-player games. When the number of players in a group is not evenly divisible by five, then the players in that group will be rotated such that each player has each country once and there are five players in each game. An example schedule which accomplishes this for a six-member group is presented. Players A-F are determined by a group independently with winners advancing to the championship round. The schedule is based, in part, on the idea that the optimum number of players in a group is six (explained later).
5. Beyond 36 players, one or more of the following unattractive options must be adopted (I'm certain that the nature of each particular event would dictate which methods could be used):
   a) go to a three-day event.
   b) increase the size of each first round group.
   c) reduce the number of championship round qualifiers on the basis of points scored.

Time Limits
In order to ensure a timely completion of the tournament, time limits on individual play are absolutely necessary. Normally we allow ten minutes for first turn Diplomacy, and four minutes thereafter. Placement of factors can be time-consuming; we limit all players to 20 seconds for the first turn, 30-60 seconds thereafter (depending on nationality and game turn). Allotted time for the placement of political factors should be modified with respect to the scenario that is being played. A standard 20 seconds per player suffices for placement of Controls and Understandings by experienced players.
Our experience has shown that the time limits presented here are adequate and do not bring distorted play of the game.

If all of the rules described above are used, then approximately 63 minutes will be consumed by one game. However, all players will not utilize the full allotment. Thus, our experience has shown that when all of the untimed phases of the game are added in, each game takes about 60-70 minutes to complete. The "tournament-day" length will thus depend upon the number of people in each group (one reason why smaller group sizes are preferable).

When time limits are used, tournament administrators should also incorporate time limit penalties. While the exact scheme might vary with the nature of the event, a suggested set of rules is as follows:

1. Diplomacy beyond allotted time: All political factors (PFs) of all involved parties must be placed in their home countries in that turn. If the home country is controlled, the PFs are lost. The penalty for an infraction of this rule is that the guilty party cannot place any factors on board during the turn in which the infraction occurs. Such PFs would be permanently lost.
2. Failure to place PFs in allotted time: Unplaced PFs go to the home country. If controlled, they are eliminated instead.
3. Failure to place Controls/Understandings in allotted time: Counters cannot be placed until the next turn. All 6th turn controls/understandings occur automatically.
4. In addition to the outright time limit penalties, any "diplomacy" or "kibitzing" outside of the diplomacy and review phases of each turn should be absolutely forbidden. This enhances speed of play, limits shouting matches and forces more individual decision-making.

**Rules Modifications**

By now I'm sure that many DIPLOMACY and KINGMAKER fans must figure that they have me in the bag, because all of the play balance/tournament formatting techniques in the world do not make ORIGINS a better game. Quite so. However, what does make ORIGINS a better game are some modifications in the mechanics of play which are so simple, that it is difficult to believe that these concepts have not appeared in this magazine at least once during the decade since the game's release. Proposed rules modifications for ORIGINS are as follows:

1. Unless otherwise stated, all rules are in accordance with The Avalon Hill Game Company's game of ORIGINS OF WORLD WAR II, including face down placement of PFs and utilization of decoy counters.
2. Contrary to the AH rules, all counters will remain face down at the end of each turn. Exact PF counters will be revealed only as necessary to resolve political conflict. (All of the following rules are necessitated by this simple concept.)
3. Once placed, blank counters cannot be voluntarily moved from any area of the board except your home country. Blank counters regain mobility when exposed due to combat. Each nation can have no more than four blanks in play at any one time.
4. The Revised Political Conflict Table will be used. Note that the table only adds new odd columns and does not otherwise change the existing table.

**Schedule of Games for Six-Player Group**

<table>
<thead>
<tr>
<th>Player</th>
<th>Game: 1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>US</td>
<td>BR</td>
<td>RU</td>
<td>GE</td>
<td>US</td>
<td>FR</td>
</tr>
<tr>
<td>B</td>
<td>FR</td>
<td>RU</td>
<td>GE</td>
<td>US</td>
<td>FR</td>
<td>BR</td>
</tr>
<tr>
<td>C</td>
<td>BR</td>
<td>RU</td>
<td>GE</td>
<td>US</td>
<td>FR</td>
<td>BR</td>
</tr>
<tr>
<td>D</td>
<td>RU</td>
<td>GE</td>
<td>US</td>
<td>FR</td>
<td>BR</td>
<td></td>
</tr>
<tr>
<td>E</td>
<td>GE</td>
<td>US</td>
<td>FR</td>
<td>BR</td>
<td>RU</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>US</td>
<td>FR</td>
<td>BR</td>
<td>RU</td>
<td>GE</td>
<td></td>
</tr>
</tbody>
</table>

For the "finesse" backstabber (who attempts to drive the knife all the way home before any sensation of pain is felt), the "slam dunk" backstabber (who delights in dropping a skyscraper stack of PFs in the same region as a lone understanding counter), and the "used-car" backstabber (who would sell out his grandmother if she were entered in the too late. But where the Aggressive French Policy may make for a playable tournament, the Aggressive French-British Policy does not. As it turns out, this scenario almost always boils down to a three to two vote because there is so little flexibility for creative backstabbing. Consequently, this scenario is not recommended.

**Strategy in Tournament ORIGINS**

There are a number of strategic considerations which are unique to Tournament ORIGINS. Since these factors add new dimensions to the game and can be absolutely forbidden. This enhances speed of play, limits shouting matches and forces more individual decision-making.
competition), ORIGINS offers a forum for every devious talent. Unlike KINGMAKER, where a contrived plot can be foiled by a number of uncontrollable factors, and DIPLOMACY, where the complete demise of a backstabbed player can take several turns, backstabs in ORIGINS are almost always devastating and instantaneously decisive, one way or other.

Summary

Play balance and excitement level are the two individual game quality categories in which readers of The GENERAL have ranked ORIGINS OF WORLD WAR II much lower than both DIPLOMACY and KINGMAKER. This article has attempted to describe methods which yield a considerable improvement in both qualities of the game. In my humble opinion, ORIGINS OF WORLD WAR II is superior to both DIPLOMACY and KINGMAKER, but only when:

The comparison is made from the standpoint of tournament competition;
You are limited to a total time frame which cannot exceed one or two days;
The number of participants is manageable;
You insist upon competitive tournament equality; and
You prefer a game/tournament system which yields a decisive result.

Except for the obvious rebuttals which will be directed at the editor, I am certain that this article will not impact on dedicated DIPLOMACY and KINGMAKER players. However, I do hope that the more open-minded gamers will reconsider the value of ORIGINS, an undiscovered gem in The Avalon Hill Game Company’s mine.

Someone who gives you something is not always your friend. When Lucy Borgla (long ago named patron saint of the DIPLOMACY hobby) offered a glass of wine...well, it wasn’t “some enchanted evening” by any means. By the same token, when somebody takes something that’s not his, are you sure it’s not by pre-arrangement? “Things are seldom what they seem!” Skim milk masquerades as cream!”, said Sir Gilbert in H.M.S. PINAFORE nearly a century ago; when it comes to DIPLOMACY, how right he was! In this column we are going to discuss some ploys, in which a center (home or otherwise) is given or “taken”...for some very sneaky reasons.

The Brussels Boomerang. You are playing England, and the French player offers you an alliance. He also offers to support an army of yours into Belgium so that the two of you can go after Germany. Of course (ahem), he will want to build two fleets in Fall 1901 so that he can also seize control of the Mediterranean. Well, Belgium—and a big share of Germany—is prime, so you accept. Sometimes it even works out, sometimes.

But, sometimes the French unaccountably wind up 1901 with a fleet in Portugal, an army in Spain, and of course the army in Picardy which supported you into Belgium. His Spring 02 orders turn out to be A Spa-Gas, F Por-Mid, F Bre-Eng, F Mar-Spa; and by this time Germany has armies in Holland and the Rhur, plus two fleets pressing in. Your wonderful gift of Belgium has left you a sitting duck. The army in Belgium is about to be annihilated and your fleets are out of position for the major Franco-German invasion that will take place in 1903.

The Bavarian Backdoor. You are playing Italy, and it looks as if France may be getting ready to attack you. Suddenly, however, a French army in Burgundy marches into Munich and Germany’s outraged hawks are heard from one end of Europe to the other. Molto bene, right? Maybe. What you may see next season however, is a French order of A Mun-Tri, accompanied by movement toward or into Piedmont and the Mediterranean. Munich and Tyrolia are, in fact, France’s back door into Venice, given a lot of German trust. This arrangement, when it works, can be extremely demoralizing for Italy. Furthermore, it can put Italy badly off-guard since he would expect the French navy to move toward Scandinavia and the Low Countries to strike at Germany...and therefore possibly neglect his own defenses. Once France moves, an Italy that has mistakenly thrown everything into a war with Turkey is a dead Italy.

The Dardanelles Dodge. It’s now Spring 02 and the Russians, who are in the Black Sea, make a grab for Constantinople, and actually get it! Austria heaves a sigh of relief...the Ice Queen and the Wicked Witch of the East are at war. Now certainly he can take his pick of allies and help one carve up the other. Listen to the Turk yell.

Imagine Austria’s consternation, then, when in Fall that same Russian fleet moves to the Ionian Sea as the Ice Queen and the Wicked Witch prepare to claw their way into the Balkans. This procedure, in which Turkey must be very trusting, can yield big dividends for both Russia and Turkey. The Russian fleet passes into the west (and Russia has promised not to build another one) to become an outsider for the Turkish navy. Austria, usually thrown off-balance by what appears to be a Russo-Turkish war, may become a much easier target. For both parties, it is easier to keep their alliance without the constant irritation of Russia’s southern fleet present.

There is an interesting variant of this concept in which in Fall 01, a Turkish army takes Sevastopol while the Russian fleet takes Constantinople, This creates a spot on which Austria roasts quite nicely. It’s called the “Sev-Con Shuffle”, and there is a detailed discussion of it in #33 of DIPLOMACY World.

It’s plays like these which help make the game so fascinating. It is not just the tactics involved, but the diplomacy and the real and feigned reactions of the players. These give such tactical moves their impact. This is one subject on which, in particular, I’d like to hear from the readership. Have you done, or witnessed, a play in which a center is given or taken in a very misleading manner (tactically or Diplomatically or both)? What happened and how did it work? I’d like to hear of some of your experiences along this line, really.

Rod Walker is the editor of DIPLOMACY WORLD and the author of THE GAMER’S GUIDE TO DIPLOMACY. He is past recipient of every major award in the DIPLOMACY hobby, member of the DIPLOMACY Hall of Fame, and namesake of The Avalon Hill Game Company’s funded annual Award for Literary Excellence. 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. Further information may be obtained by contacting Mr. Walker, 1273 Crest Drive, Encinitas, CA 92024. Rod also edits a monthly publication, PONTIFICIBUS, which lists postal Game Masters 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.

FULL SERVICE BOOTH

Attendees at this year’s ORIGINS will have the opportunity to purchase virtually anything in The Avalon Hill Game Company inventory from our Parts Booth, down to and including the smallest item. For the first time ever, we will have a booth on hand to accept orders for individual game parts, magazine subscriptions, in-stock back issues, or the relatively obscure games that we don’t normally bring to a convention. Merely place a “mail order”, minus the postage costs and the mailman. Get a Replacement Parts List from our booth on Thursday or Friday, write down your selections, pay the sales clerk, and get a receipt for your order. Your order will be waiting for you on Saturday and Sunday in the same booth for you to claim. So take inventory now. See which of your games have worn or missing pieces that need to be replaced. Make a list. Check your GENERAL collection for any missing issues still available in the current listing of back issues on the back cover. Check that catalogue for the unmounted mapsheets, magnetic strips, game trays, variants, pben kits, scenarios, magazine binders, and other accessories that you’ve always wanted but never got around to ordering by mail. Bring your shopping list to ORIGINS ’85 and get it filled on the spot with no postage charges or mail delays. ONLY on Thursday and Friday at ORIGINS ’85.
THE LUCK OF THE DRAW

THIRD REICH Variants
By James C. Gordon

The 1981 THIRD REICH update included several changes to the variant counter section of the rules, including alterations to several variants and three completely new sections adding variables to the game. An additional article in The GENERAL (Vol. 18, No. 5) expanded the list of variants to twenty for both the Allied and Axis players. Many of the thirty-three existing variants were reorganized and new variants in conjunction with a specific plan or scenario, and recent articles have treated the variants almost as a necessity (perhaps rightfully). Every variant offers an advantage of some kind and comparing the possible uses of each (for the best effect) allows one to compile an "order of importance" list to gauge how the luck of the draw has fared with the players. This article will illustrate the reasoning behind the placement of each variant on such a list by weighing the specifics of the variant—additions, pre-requisites, time limits—the importance of the variant being withheld from the opposition, and the primary strategic options made more attractive by drawing each variant.

Before exploring the factors involved in setting any order of importance, a few explanations will assist those readers who have yet to buy the update kit (if there are any such). The three new sections added to the variant counter rules are the Intelligence Table, Foreign Aid, and Turkey as a British Minor Ally. By spending five BRPs once per turn, one country per alliance can roll two dice, consult the Intelligence Table and possibly uncover the opponent's secrets. The opposition can spend five BRPs for counter-intelligence, lowering the die roll by one; otherwise the roll is raised by one. Foreign Aid consists of Major Powers transferring BRPs, via strategic redeployment, to Minor Countries potentially becoming Axis Minor Allies. These BRP transfers modify the die roll now required for Minor Ally activation if Foreign Aid has been given by either side, or both. The last of these three new situations applies only if the Allies achieve a very advantageous position in the Mediterranean Front, holding the lead in ground and naval factors, and owning at least seven objective hexes. The British must pay 35 BRPs for Turkish entry and receives the Turkish BRPs immediately.

The twenty new variants will be mentioned in the order which I have placed them, from least to most useful. One numbering change should be noted: Allied #4, raising the British Growth Rate, becomes #18 while the new #4 proposes a Loyalist victory in the Spanish Civil War with Spain potentially becoming a Minor Ally of France and/or Britain. The numbering change prevents both sides from drawing Spain as a Minor Ally.

ALLIED VARIANTS
A. Variant #18, raising the British Growth Rate to 50%, offers the least advantage to the Allied player because its chief benefit derives from controversial British practices, but because this level will improve slightly, but equally important, this variant prevents the Axis player from placing more units setting up with 56 combat factors instead of 50. The British can neutralize Italy for one year by paying Italy 35 BRPs and receiving 25 air factors (minus counter-air needs), with two armored units for exploitation, if the Allied player constructs a couple of SAC factors early, forcing the German to respond with Interceptors, then the effectiveness of submarines will be reduced even further.

B. Variant #5 doubles the effectiveness of SAC factors, eliminating four BRPs each, starting in 1944, and accompanies a revision in the standard rules governing the ASW to U-boat rate-of-exchange. During 1940-1942, one ASW is exchanged for one U-boat; in 1943 this ratio becomes 1:3; and in 1944 it’s 1:2. This variant offers the chance to damage the Germans heavily late in the war, and encourages aggressive SW builds early to gain an advantage in SAC factors over Interceptors. However, if the Allied player constructs a couple of SAC factors early, forcing the German to respond with Interceptors, then the effectiveness of submarines will be reduced even further.

C. Variant #12, by paying Italy 35 BRPs and evacuating Corsica, Tunisia and Malta. After playing this variant in Winter 1939, the Allies can concentrate their efforts against Germany in the hopes of extending the inevitable campaign in France and might even preempt the German attack by a move into the Low Countries during that Winter turn. However, German superiority in armor and near parity in air factors (assuming the Allies strip their Mediterranean defenses) should force a French collapse around the time that Italy can become active, leaving the French with an ally and without Malta to help defend the Mediterranean (unless they declare war and recapture it). In an alliance game, Italy has the biggest advantage here, because it can spend its “neutral” year conquering Yugoslavia and/or Greece; it may get a shot at capturing Malta; and it has the option to turn on Germany (shades of 1915).

D. Variant #10 can be used in 1942 to blunt the German advance, or in 1943 to spark the Russian counter-offensive. Winter 1941 usually finds the Russians too short of quality units for an effective counterattack and by 1944 they may have swept a majority of German units out of Russia, limiting the choice of targets. By soliciting Western Allied help in gaining the initiative during the Winter turn, the Russians can avoid making their attack in the wake of a massive Axis offensive on that turn. They need only many armor and 3-3 infantry units available to become most effective and should try for a few break-throughs followed by exploitation to surround the maximum number of Axis units.

E. Variant #7 doubles the effectiveness of SAC factors, eliminating four BRPs each, starting in 1944, and accompanies a revision in the standard rules governing the ASW to U-boat rate-of-exchange. During 1940-1942, one ASW is exchanged for one U-boat; in 1943 this ratio becomes 1:3; and in 1944 it’s 1:2. This variant offers the chance to damage the Germans heavily late in the war, and encourages aggressive SW builds early to gain an advantage in SAC factors over Interceptors. However, if the Allied player constructs a couple of SAC factors early, forcing the German to respond with Interceptors, then the effectiveness of submarines will be reduced even further.

F. Variant #14 offers a qualitative improvement in the British air infantry with 35 combat factors instead of the 22 available at start (plus 25 in allowable builds, instead of 28), but that increase is still only a fourth to exceed the maximum number of Axis units.

G. Variant #15 offers a qualitative improvement in the British air infantry with 35 combat factors instead of the 22 available at start (plus 25 in allowable builds, instead of 28), but that increase is still only a fourth to exceed the maximum number of Axis units.

H. The Allies gain a great advantage when Hitler is assassinated in Variant #15, but only for one turn. German air, naval and 100 BRPs are frozen for one turn, and ground units can only end up in Germany if moving by SR. This variant requires no more BRPs, because it only lasts for one turn and does not involve any wholesale desertion or rebellion by German units, which may or may not have happened (at least before 1945). Essentially, it gives the Allies two turns in a row at any time of their choosing (in 1942 or later), without BRP restrictions. It could protect an Allied bridgehead on the continent immediately after the D-Day invasion, or stymie a German attempt at a coup de grace during 1942 in Egypt, in Russia or against Britain.

I. Variant #3 offers a qualitative improvement in the British infantry with 35 combat factors instead of the 22 available at start (plus 25 in allowable builds, instead of 28), but that increase is still only a fourth to exceed the maximum number of Axis units.

J. The Allies neutralize Italy for one year by paying Italy 35 BRPs and evacuating Corsica, Tunisia and Malta. After playing this variant in Winter 1939, the Allies can concentrate their efforts against Germany in the hopes of extending the inevitable campaign in France and might even preempt the German attack by a move into the Low Countries during that Winter turn. However, German superiority in armor and near parity in air factors (assuming the Allies strip their Mediterranean defenses) should force a French collapse around the time that Italy can become active, leaving the French with an ally and without Malta to help defend the Mediterranean (unless they declare war and recapture it). In an alliance game, Italy has the biggest advantage here, because it can spend its “neutral” year conquering Yugoslavia and/or Greece; it may get a shot at capturing Malta; and it has the option to turn on Germany (shades of 1915).
able if the Russians attack Turkey with as many as ten 3-3 units available by Winter 1939 (building six in
Fall), backed by ten 2-3 units plus armor and air. Turkish defenses might fall a turn earlier and the
Attrition Option would have more affect, if used. Hopefully, the Russians could then deploy their
units earlier to meet the expected Axis attack. The
Axial strategy uses the Axis, now acting as a buffer
covering those cheap 1-3s makes Axis attrition against the Red Army much more expensive for the Soviet player.

J. Spain can become a minor French or British ally in Variant #4 (bringing Portugal also, for the
Iberian Peninsula or else France survives until the 1939 YSS or
if the Allied control Africa and Rome. Loyalty Spain might also join the Russians, requiring some
diplomacy for the Western Allies to reap the benefits
in an alliance game. The strategic position Spain offers is worth the maximum effort required to sus-
tain France through 1940, but even stripping the
build-up and the start of an advance before the Axis
follow-up attack might give them Spain as well
diplomacy for the Western Allies to reap the benefits
of rebuilt units back to the area.

K. Variant #5, passing control of all French colonies to the British, now requires French sur-
rence, as their 3-3 units become British units. This change restrains the old tactics of stock-
ing the better French units in the colonies before Paris
falls, even before the Germans attack. A strong
defense calls for massive British aid (as above) and
the Allies must consider an advance into the Low Countries to improve their position and hide their
secret intent. Southern France must be protected as the escape route when, or if, the opportunity
presents itself. The fleet should avoid engagements to remain ready for transferring units to Africa, and
it goes over to the British automatically (if the
variant applies). Executing attacks against Libya or Iraq might provide an escape route to the
colonies, but spending BRPs for these attacks absorbs the rebuilidng capabilities and draws off the
units which will be needed for France to survive into Winter.

L. The Russians gain a slightly better advantage with Variant #19, presupposing that no Winter War
place and essentially neutralizing Finland. Relieved of this threat to their right flank, the Rus-
sians will have some extra units available to resist the
Axis advance from Eastern Europe, though not many more. By drawing this variant, the Russians
should adequately eliminate the chance of Lenin-
grad and Voronezh being isolated, leaving the Allies cutting off the Murmansk Convoy route. The Axis
player loses the quality Finnish units from their at-
tack and the convience of up to ten combat factors when taking the Attrition Option, one or two Fin-
nish units can also be lost to attrition without bringing
any large effects. This variant favors an Alliance variant with massive Foreign Aid to another
Axis Minor Ally (e.g. Rumania) to delay its activation could put the Russians in a much better position than merely improving the quality of their infantry units.

M. Variant #14, lifting the restrictions on Anglo/French Cooperation, adjusts a major hir-
drance to Allied planning and operations during the early years. British and French units can combine in attacks and exploitation, lend Ground Support
to each other and British units can take a more definite role in defending France. Attacking Brus-
sels and achieving an armored breakthrough would allow the Allies to exploit into the Netherlands, en-
abling them to capture all three Low Countries in one turn, or into Germany itself if the border is not
properly guarded. A similar combined exploitation attempt in 1939 while the Maginot Line hex W24 or AA23 and threatening Rome, or tak-
ing hex E221 in Sicily and exploiting onto the “toe” of the Italian “boot”. In either strategy, the draw-
back remains a lack of quality units in sufficient number to adequately exploit the early gains—or ev-
erything else but the coast of the Mediterranean. A similar approach might also join the Russians, requiring some
power for the Soviet player.

N. The enlarged U.S. Navy in Variant #6 adds two fleets to the U.S. force pool, but more impor-
tantly it allows three fleets to be shifted from allowable builds to available at start. Because these
three fleets need not be built initially, this variant adds the equivalent of 81 BRPs to the U.S. total.
The BRPs “saved” this way can help defer the cost of sending BRP grants to the other Allies, for which
Two extra fleets are available to escort. Building the
two extra fleets does not mean the “saved” BRPs, but
many more. By drawing this variant, the Allies might also join the Russians, requiring some
power for the Soviet player.

O. The addition of 40 French BRPs in Variant
#2 can be used conservatively for Intelligence, For-
ger Aid, making contact with the rebuilidng units
during the battle. Alternatively, the French could take the initiative and use their extra BRPs to capture Belgium and Luxembourg in Fall 1939. Both countries could then be
turned over to the British in Winter, giving them the
BRP additions in 1940 and the option to also
invade the Netherlands. French offer a similar
possibility for a French attack. offering no BRPs but
containing an objective hex which could be turned over to the British after the one or two turns needed
to capture it. Either operation will absorb the extra
French BRPs, leaving them with a normal amount in the
fall to capture it. Either operation will absorb the extra
French BRPs, leaving them with a normal amount in the
fall to capture it. Either operation will absorb the extra
British capture Belgium and Luxembourg in Fall
1939 while the French build their armor units; in
Winter, either or both countries could attack
Germany while the British also conquer Holland (for
simply attack and move through to exploit across the
Rhine). If the British continue moving north,
they could capture a port city for landing reinforce-
ments to carry on the battle, and also provide the
potential escape route.

P. The advantage in Variant #17 is defensive, extending the Maginot Line hexes along the Franco-Belgian border to the sea. Germany will face quadrupled defensive factors all along the front, usually two infantry units in each
stack with air and armor behind. Because British units cannot garrison the Maginot Line, they can either
provide a second line of defense behind the Maginot
Line as an incentive to attack Germany first: the
British capture Belgium and Luxembourg in Fall
1939 while the French build their armor units; in
Winter, either or both countries could attack
Germany while the British also conquer Holland (for
simply attack and move through to exploit across the
Rhine). If the British continue moving north,
they could capture a port city for landing reinforce-
ments to carry on the battle, and also provide the
potential escape route.

Q. In Variant #20, the American entry into the
war can come as early as Winter 1940, although
the die-roll requirement makes the exact turn of ac-
tivation uncertain. The advantages of this pre-
emptory deployment include the addition of BRPs
to the Allied pool when determining initiative, more
fleets available to escort BRP when determining init-
iative, more fleets available to escort BRP grants
to Russia or moving troops to the Mediterranean,
plus the earlier threat to invade France. Fewer units
are involved because of the delay, but all the de-
ned units into Britain helps dilute this drawback. If a
determined Allied defense can prevent a French
collapse through 1940, the Americans might enter soon
enough to join the battle at its critical point—shades of the Great War—but French survival is unlikely. The

R. The French have a choice in Variant #16,
where they can add three armor units or one armor
and one fighter unit. This is a sizable boost to their
dismal army. However, the Maginot Line hexes do not function as fortress defenses, partially negating this variant’s advantages because they must now expect an attack at any point along the frontier. A frontline defense of the French entire strength of the Rhine, but they can be backed by stacks of armor to inhibit explo-
lation and make counterattacks. Alternatively, with
a maximum commitment of air units the Allies can
gain a 7-6 advantage over the Germans, though this
would mean stripping the British colonies (which
might open up) of their extra BRPs. In this way two
fleets are available for stronger invasion forces,
intercepting Axis naval forays or effecting better SR
of rebuilt units back to the area.

S. The British have a choice in Variant #15,
where they can add three armor units (or one armor
and one fighter unit) or three French units. This is a
sizable boost to the British forces holding the extended Maginot Line as an incentive to attack Italy first: the
British capture Malta in Winter 1939 while the French build their armor units; in
Winter, either or both countries could attack
Italy while the British also conquer Holland (for
simply attack and move through to exploit across the
Rhine). If the British continue moving north,
they could capture a port city for landing reinforce-
ments to carry on the battle, and also provide the
potential escape route.
The list presented here places Variant #9 in the most important spot, adding 50 BRPs to the Russian total at the start of any turn. Considering the generally poor condition of the Russian BRP level at times, this 50 point addition can swing the contest slightly in their favor. The Axis can now afford to send many more Russian forces to attack Turkey, before or after the Baltic States, and gain the Turkish BRPs no later than the 1941 YSS. This contest opens a threat to the entire Balkans should the Axis be slow to move East, and prevents the Germans from gaining Turkey as an ally later. Turkey's military does not require the extra BRPs and might still be attempted even if the variant is held back for future needs, and to keep the secret longer. Once the Axis invasion of Russia begins, the additional BRPs will help alleviate the need for grants from the Western Allies, freeing the fleets normally absorbed by the Murmansk runs and possibly stimulating a Second Front earlier. When the bulk of their better units arrive in the Forces Available pool, in the Spring 1942, the Russians can build almost to the maximum with Variant #9 and carry out an immediate counterattack.

The Allied variants provide subtle advantages, assisting the defensive position more than promoting a specific offensive action, though the ten newer variants reverse this trend to a degree. Note however, some of the offensive actions outlined within the list are done for defensive purposes, such as the strengthening of the Low Countries. The division of theaters between the Americans (West) and the British (Mediterranean) is a fairly common strategy and usually leads to an earlier invasion of France by the Americans. One primary alternative in the Mediterranean is to shift the offensive emphasis to the Balkans once Italy has been invaded (and the German army is occupied, which do not require that Rome be captured) and the attack has bogged down on the narrow peninsula. The British may be able to bring Turkey into the war as a Minor Ally to support a Balkans campaign. At the very least it will give them more units in adjacent positions when selecting the Attrition Option. The Allies have fourteen variants that raise BRP levels, improve unit availability or add extra units while at least ten units directly inhibit the Axis forces in pursuing their own strategies. Nine variants seem to promote some defensive action while the remaining one is a change of the new situation; thirteen improve the overall strategic positioning of the Allies, giving them more physical assets and more choices of where to pursue their planned attacks. The ten new variants appear to be more interesting than the old ten, making better unit improvements and offering more direct suggestions for an optimum strategy. Dividing the entire list into three levels of relative importance, I place the bottom six (A-F) in the “Minimal Significance” category, nine (G-O) in the middle as “Reasonably Significant”, and five (P-T) at the top as “Most Significant”.

AXIS VARIANTS

A. The bottom rung of the Axis list is occupied by Variant #14, wherein the threat of a Bavarian Redoubt comes true once the Allies enter Germany (but not before 1943-44). The German Forces Available pool is swelled by an active supply source and fortress. This mountain objective is a formidable target for the Allies to capture and in the 1944 scenario this variant might enable the Germans to survive long enough to achieve some level of victory. However, in the Campaign Game, it’s really only a threat sustained by the time it activates. In order for the Allies to penetrate the border, the Germans must be in a fairly weakened condition and will have trouble holding a sufficient number of objectives. The implication here is for the Germans to play a defensive strategy late in the contest, with the option to defend one or both supply sources, forcing the Allies to fight all the way by not wasting units on counterattacks that may incur irreparable losses. This is one instance when the Axis player might spend heavily for Intelligence and Foreign Aid.

B. Variant #15 offers a Wafdist uprising in Egypt. A sufficient number of objectives. The implication is significant. The British may be able to bring Turkey into the Forces Available pool, in the Spring 1942, and prevents the Germans from gaining Turkey as an ally later. Turkey's military does not require the extra BRPs and might still be attempted even if the variant is held back for future needs, and to keep the secret longer. Once the Axis invasion of Russia begins, the additional BRPs will help alleviate the need for grants from the Western Allies, freeing the fleets normally absorbed by the Murmansk runs and possibly stimulating a Second Front earlier. When the bulk of their better units arrive in the Forces Available pool, in the Spring 1942, the Russians can build almost to the maximum with Variant #9 and carry out an immediate counterattack.

C. The submarine campaign gains a slight advantage in Variant #16, if the Russians gain a 3:2 advantage. Many of the submarine units are new and their Initial Deployment is reduced to five units per turn, starting anytime after 1941. Building the maximum number of U-boats possible in the early years is a standard German tactic to inflict losses on the British BRP level before the Americans join them and there is no room to send units to the Mediterranean. This extra incentive cannot raise the limits on BRP expenditures for Strategic Warfare builds to obtain the 3:2 advantage, but the Germans should forego any planned Interceptor builds until the odds are too heavily weighted against them (once the Americans start building ASW factors en masse). Naval and/or air forces in the Mediterranean, the Germans could spring this variant as a surprise, forcing the British to strip their Home defenses in response and waste time transferring units back from the Mediterranean.

D. Variant #16 offers a Wafdist uprising in Egypt anytime that the Axis player has one supplied armor or infantry unit in Egypt. The two 1-3 partisan units allowed can be used to help surround the Allied units holding the forward positions, possibly isolating and weakening them. The 3:2 advantage to the Allies over the Axis could try to occupy an objective port/city. The Axis player must be aggressive to make this variant useful, first to activate the partisans, and then to keep the Allies busy so that the partisans can remain in the game. Partisan units cannot by themselves force the closing of the Suez Canal, nor do they cost the British any BRPs, but they can be an effective harassing force as long as the Axis player is pursuing an aggressive strategy in the Eastern Mediterranean to support them.

E. Adequate preparation by the Axis for the Russian Winter in Variant #15 negates the usual restrictions for the Axis player during the Winter turns, offering the advantage of the normal doubling of factors on defense and allowing them to conduct offensives. The Germans should abandon any plans to invade Britain after France falls and concentrate on Russia earlier, probably pre-empting their North African campaign as well. Preventing them from advancing throughout 1941, the Axis may catch the Russians at their weakest in Winter, bringing them one turn closer to a successful conclusion by continuing the offensive through the end of the year. The continual attacks may well lead to the capture of Moscow or Leningrad. Any BRP grants from the Western Allies, even the British and American, are better than the U-boat and naval units preferably. They might also try to Intelligence work to determine the possible Allied intentions while they occupy themselves with their Eastern campaign.

F. Variant #2 appears to offer only a minor advantage, requiring the diversion of ten British ground or air forces to quell an Irish rebellion by garrisoning Ulster for one year. Playing this variant early prevents some British activity in France or the Mediterranean while the Germans make their Western advance. The extra Irish BRPs might be introduced by the time the British fleets might be tied up longer since they can’t transfer as many at one time. This variant implies an increased effort against the Russians, kicking them while they’re down, but the Axis player will usually do that anyway. The usefulness of this variant depends largely on what the Allies might have given to the Russians rather than anything more concrete.

G. In Variant #11, the Axis player gains a situation similar to Variant #2, with Arab unrest encouraging the French to send occupation troops to garrison Morocco-Algeria-Tunisia. If played before France falls, the Maghrebian BRPs might be available. If the French are out of the contest, the Axis can gain either six partisan units (as in Variant #16) or six minor allied units, depending on whether the colonies are Free French or Vichy. As partisans, the Arab units encourage the Allies to waste units for garrison duty in North Africa or the Mediterranean colonies or sending the units to more valuable colonies, including the ports. As armor allies, they can be used for Attrition losses and again, the Axis can base units (air and airborne) to threaten Gibraltar. This variant can be played almost anytime, and gives the option to deprive the French of their much-needed units early, before the balance of power has been decided in the Early Mediterranean as the Allies enter the battle for France, or cause problems for the British on the Western front. The Axis player gains a situational advantage over the Allied ASW factors then the U.S. might be considered in the Murmansk box once the Allies have deployed a large portion of their units to the Mediterranean, the Germans could spring this variant as a surprise, forcing the British to strip their home defenses in response and waste time transferring units back from the Mediterranean.

H. Variant #15 offers an object for the Axis and changes the strategic positioning in the Mediterranean, and possibly in Russia as well. The threat posed by Axis’ weak army forces the Allies either to keep a garrison in their Eastern Mediterranean colonies or spend the time and BRPs to conquer Iraq. This variant can be an unnerving surprise for the Allies if played right after the fall of France, and it must be used before 1943. However, there is the possibility that the Allied player might be able to wait until early 1944 to play the Allied variant in the Allied variant list more than once. Assuming they do not, and if Lebanon-Syria remains under Vichy control, Axis forces could move there via strategic redeployment (using the Italian navy) and reinforce the Italian units, posing a major threat to Egypt from the rear. Even if Lebanon-Syria goes Free French, the Italian navy might be available for an invasion to assist Iraq, though this is more risky. Once established, the Axis pose a threat not only to Egypt, but Persia, Turkey and Russia as well with a couple of fast armored thrusts.

I. Variant #3, adding Vichy France to the list of German Minor Allies offers a slight advantage over the last variant, starting with the less precarious position Vichy is in. The units are better, and may include some armor or air if the Germans are lucky, and usually some naval factors. This variant also rules out the chance of the French colonies going over to the Allies automatically. The Germans desire an early defeat of France because this variant cannot be played until three turns after France falls. Any Italian drive into southern France might prevent some units from escaping through Marseilles. The French fleet is the real prize, allowing the Italians to gain the Italian navy and reinforce the British intenders, the normal British deployment on the front, enhancing the idea of a seaborne invasion of the Levant.

J. A temporary postponement of hostilities comes with Variant #12 when Poland conceals the Danzig...
France will fall by Summer 1940, leaving the British isolated with half their air forces in the Mediterranean. The Italian threat requires Britain to maintain a sizable force in Egypt and gives Germany a 3-1 advantage for the Fall air attacks. Britain must have enough BRPs to face the growing threat in the Mediterranean. The British navy cannot mount an attack and it provides a kind of buffer zone between the Germans and Russians in case the Axis player decides to pursue the extreme options on the Western and Mediterranean fronts (Sea Lion, Malta, Gibraltar, Spain). A winter 1939 attack would take the war to Churchill. Alternatively, the Germans the Polish BRPs for the 1940 YSS.

K. The strategic situation receives an important addition in Variant #10 with improved interceptor factors; this variant allows two interceptors to eliminate three SAC factors and adds a +1 DRM for the German air units, starting in 1943. The German player should be able to build U-boat units longer, given the improved interceptors, to harass the Allied effort. By using only naval or U-boat factors in the Murmansk convoy box the Germans will have all of their improved air forces available as well. The Allies turn to Russia, which arrives too late to be critical: the Battle of Britain is over, the tide would have turned in North Africa and probably Russia, and the American air units will tip the number of factors in the Allies' favor anyway. The tenth is a very good defensive variant, but it will limit Axis movement with simultaneous movement in the Mediterranean. The addition in Variant #10 with improved interceptor factors can negate this variant even before it can be played.

L. Variant #20 offers an uncertain result because a die roll is used to determine the effects of Japan bypassing the Pearl Harbor attack, thus keeping America out of the Pacific War, at least temporarily. The Americans can usually start rolling for activation in Summer 1942, but they may be delayed for several turns by the necessary die roll. On an initial roll of two, the Japanese attack only Russia, depriving them of five-3-3 units and the Free Builds to face the Germans, but the Americans naval DRM becomes +2 (a more than even trade for the Axis player, I would say). With the expectation that the American player will delay the Pacific turn for several turns I would send the Axis forces in a maximum effort against the Russians, even foreshaking the normal defenses in the Western theater for a couple of turns to put extra pressure on the Russians. One daring option is to bypass the campaign in the Mediterranean and attack via the land route for attacking Gibraltar. Spanish activation costs 35 BRPs and requires the Italians to possess five objective hexes prior to the Spring 1941 turn. The Italians need one objective beyond what they hold at start, which can be gained by invading southern France in conjunction with the German attack or by conquering a minor neutral, say Yugoslavia or Greece. By attacking a minor country, Italy can remain neutral while they gain their fifth objective hex: Belgrade seems the better choice because Yugoslavia offers 20 BRPs and only one coast hex to defend. Spain does have several beach hexes available for a landing; the Axis can take advantage of this with German assistance of course, then the situation in the Mediterranean will improve dramatically. A reduced British presence on that front relieves some of the threat of invasion into Spain to establish a foothold on the continent. The drawback here is the time reduction. Spain only activates in Spring 1941 and only if Italy has enough objective hexes. German assistance might be necessary to ensure that Italy meets the requirement, and a strong British defense might still hold onto Gibraltar indefinitely.

Variant #19, activating Yugoslavia as a German Minor Ally ranks slightly ahead of #4 above because the addition occurs automatically at the same time that Hungary becomes belligerent, in Summer 1941. The Yugoslav army is not bad for a minor country and the Germans gain 20 BRPs without having to fight for them (the campaign to subdue the Yugoslavs can often cost more than they receive from the conquest). As mentioned above, there is only one coast hex to defend, and the additional units can always be put to use on the Russian front. Russia is allowed to build two partisan units in Yugoslavia (Tito's troops), but a single unit gar­ rison can eliminate the Soviet redoubt in those mountains. Equally important, activating Turkey opens the entire Levant to Axis offensives without using the Italian navy. The Allies are usually unprepared for a major attack heading south toward Egypt, scooping up Mosul and Suez, coordinated from an advance from Libya. The threat to British control of the Straits of Basra makes this easier. By the time the Americans arrive in force, the British may only possess Gibraltar and Malta.

The Axis variants usually offer more direct and aggressive adjustments than those for the Allies: 14 variants add extra units (for Major or Minor countries), improve the existing units (e.g., #2) or
bring some of them into the battle early. There are also 14 variants which promote, or at least assist, one of the various offensive options open to the Axis. Nine variants, including the partisans in Egypt and French North Africa, work to inhibit the Allied cause while the strategic position of the Axis powers are improved by ten variant situations. Dividing this set among the three levels of importance, I group seven (A-G) as “Minimal”, eight (H-O) as “Reasonably”, and five (P-T) as “Most Significant”. It appears that the two lists are about equal, with the Alliied up slightly ahead. However, two of the Axis variants (F-G) could easily be placed in the middle group and as many as three (M-O) might be shifted from “Reasonably” to “Most Significant”. The Axis variants seem to be more conditional, with requirements to meet beforehand and time limits for availability making some variants slightly less attractive than they might be. The Axis player is the early aggressor and the burden is on him to set the pace. France will fall, Britain will shudder and Russia will reel, but it may not happen on schedule.

The indecisiveness of each individual placement persists throughout the list because any variant can reasonably be moved at least one place, occasionally two, in either direction without causing an appreciable change in the logic. The exceptions might be the very best and the very worst; but again, the choice for each of those is strictly subjective. Most of the strategies outlined can be pursued without the assistance of a variant, though the alterations might make them more attractive. The luck of the draw can also create some interesting situations when both sides draw a number which leads them to consider the same area as the best place to promote activity. Both sides might want to make a pre-emptive move into the Low Countries or Turkey; Italy might move against Yugoslavia while still neutral only to be attacked by France and Britain on the next turn. THIRD REICH is a limitless game in itself and these variant situations only add to its fascinating dimensions (if that’s possible). My intention here was to offer some new angles for looking at the game and a variety of means for enjoying them.

SUMMARY

The Gordon Rating of Allied Variants

<table>
<thead>
<tr>
<th>Variant Description</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. British Growth Rate</td>
<td>#1</td>
</tr>
<tr>
<td>B. French Units at Start</td>
<td>#1</td>
</tr>
<tr>
<td>C. Reduce Sub Effectiveness</td>
<td>#5</td>
</tr>
<tr>
<td>D. Raise U.S. Deployment</td>
<td>#7</td>
</tr>
<tr>
<td>E. Neutral Italy</td>
<td>#12</td>
</tr>
<tr>
<td>F. Russian Winter Offensive</td>
<td>#10</td>
</tr>
<tr>
<td>G. Increase SAC Effectiveness</td>
<td>#7</td>
</tr>
<tr>
<td>H. Hitler Assassinated</td>
<td>#15</td>
</tr>
<tr>
<td>I. Stalin Purged</td>
<td>#13</td>
</tr>
<tr>
<td>J. Spain Activates</td>
<td>#4</td>
</tr>
<tr>
<td>K. Free French Colonies</td>
<td>#3</td>
</tr>
</tbody>
</table>

* Summary of the Gordon Rating of Allied Variants

#25—Germany reorganizes European transportation systems with new rail and autobahn constructions. Increase German SRs to 12 per turn. Play at the start of any Scenario.

#26—Himmler expands the SS Foreign Legions. Add two 3-3s (Spanish SS and Turkish SS) and three 1-3s (1st French SS, 2nd French SS, and Croy SS) to German 1943 Force Pool additions. Units can only be constructed if an overland SR route can be traced from the recruited country’s capitol (i.e., Madrid, Ankara, Paris and Belgrade) to Berlin. That is the only restriction on these units. Play during the 1943 YSS or add to the 1944 Scenario allowable builds during set-up.

#27—Axis intelligence suspects compromises and changes their military codes. Germany may make one cost-free intelligence or counter-intelligence usage per turn. In lieu of free cost, Germany may pay BRPs for an additional die modifier as the once-per-turn use of this variant. This variant is void if the Axis are currently under the effects of an intelligence die roll of “2” or “3”. Play when first used.

Allied Variants

#21—Increased and blatant Nazi atrocities arouse greater resentment from conquered peoples. The Allies may increase by two the number of partisans allowed in England, France and Poland; and increase by one the number allowed in Greece, Yugoslavia, Russia and Spain. Play anytime after US entry.

#22—Increased Soviet motorization and improvement in mobile warfare tactics. All Soviet infantry movement allowances now become four and armor movement allowances become six. Play during the 1942 YSS or at the beginning of the 1942 or 1944 Scenarios, before set-up.

#23—Greater British preparedness for war. Allow the British player to add 30 BRPs worth of his allowable builds to his initial on-board forces. Play during the opening set-up of the 1939 and Campaign Scenarios only.

#24—German XXI type U-boats mass-produced earlier. One ASW exchanges for one submarine throughout the game. Play during the 1943 YSS or at the start of the 1944 Scenario.
Movin' On
Strategies and Tactics for Rail Baron Players
By Bertrand N. Bauer

A private railroad car is not an acquired taste. One takes to it immediately.—Mrs. August Belmont, Fabric of Memory

Flights of fantasy about private railroad cars, and about the luxury, wealth, and power of a rail tycoon, are to part the fascination of the RAIL BARON game. The game itself is as fascinating to its many players, with careful efforts to build one's own railroad empire while ruthlessly keeping competitors from one's territory unless they pay dearly for the privilege of traveling through it. At least, RAIL BARON can be played carefully and ruthlessly, and the purpose of this article is to show how to do it.

Playing well increases one's chances of winning the game, of course. Also—and this is even more important—playing well changes the character of the game by making it more a contest of skill and less a matter of luck with the dice. Many who have played several games of RAIL BARON look back on them with mixed feelings when analyzing the winning strategy: partly, it's a matter of wisdom (or stupidity) of the player's decisions during a game, and it's partly a matter of the outcomes of the dice throws. Players who have had this reaction are ready for an analysis of the game.

The first section of this article recommends some changes to the rules. The next part starts the analysis of the game by presenting two basic strategies. Next I present the solution to the problem of intelligently coping with the throws of the dice (namely, a set of probability tables). The fourth section presents a detailed discussion of tactics. Last part summarizes a typical game when RAIL BARON is played in the way this article recommends.

Changing the Rules, or the "Bauer Amendments"

To play RAIL BARON in a way that maximizes skill, the otherwise excellent rules of the developer need to be changed in a few respects. Players should feel free to change the rules in any way they think improves the game presumably by unanimous consent of those playing.

First, the minimum number of players should be two, not three. I have played many two-person games, and I can guarantee that such games are fascinating. The game is played with great intensity when two players are evenly matched and both play ruthlessly. Reducing the minimum number of players from three to two does not require changing any of the other rules.

Second, any bonus roll of the red die should be made as soon as it is apparent that the player is entitled to a bonus roll, before any movement, and the sole effect of the bonus roll should be that of increasing the amount of movement toward the player's current destination. If a player has a Superchief, he always rolls twice at the same time to get his total movement. If a player reaches his destination from the white dice alone, the red die is ignored; the player does not find a new destination, he would know before moving whether he can get all the way on this turn, instead of having to take a chance on whether the red die will be enough to finish the trip. This can determine whether the player pays his opponent once or twice to get to his destination, so it is an important matter. As yet another beneficial effect, no player would ever be able to buy two railroads on the same turn, which reduces the ability to buy a desirable combination of lines solely by spectacular luck with the dice.

Third, players should be allowed to count dots and compare alternate routes after throwing the dice for movement. Currently, the rules require speedy movement after throwing the dice, and that encourages stupid mistakes. Worse yet, the current rules (as I understand them) permit a player to take all the time he wants before throwing for movement, so a careful player will choose his best routes for all possible throws. This obviously takes more time than choosing the best route for the one throw that actually occurs. In any event, careful routing is one of the enjoyments—or maddening frustrations—of the game and putting any speed requirement on this decision eliminates one of the skills we wish to encourage. Players should throw for movement as soon as it is their turn, then decide carefully how to move.

Fourth, each player's cash should always be displayed for every opponent to see; and, if the cash is hard to count, any player should have the right to ask any opponent, at any time, how much cash he has. Under the existing rules, a player will always know each opponent's cash position, anyway, if he notes every receipt and every expenditure on a piece of paper. Such notes should not become a part of the game, though, because they too are time-consuming and penalize silly mistakes in arithmetic. The rules already recognize some need for information on cash positions by requiring players to announce when they have accumulated $150000.

There are, however, other critical situations besides the threat of declaring when an opponent's cash position is vitally important. Since "keeping books" is allowed if one wishes to do it, it is better for the game to abandon any attempt to allow cash to be secret and instead require it to be publicly displayed.

Fifth, any player may ask at any time what the revenue is between any pair of cities. No existing rule prohibits this, but cash forecasts are so important that it is well to make clear that this information is always available to any player at any time.

Sixth, the use of certain terms and announcements adds to the game. It helps to call a "pawn" a train, as the rules suggest. It adds some railroad flavor to call a "chip" a marker, even though the railroad meaning of "marker" is not related to origins and destinations. It helps to call a "payoff" a revenue. It is exact to call a "penalty" a wheelage (a short form of "wheelage fee"), or charge for letting wheels use transportation route). Railroaders sometimes say "wheelage", but they never say "penalty". Then the $1000 payment to the bank becomes a bank wheelage and the $5000 or $10000 payment to an opponent becomes a foreign wheelage. (In railroad parlance, "foreign" means a railroad other than one's own, without regard to international boundaries). Finally, it helps if players publicly announce their proposal routes, to see if any foreign wheelages must be paid, the following rule works well for public route announcements: no player need ever make such an announcement; if he does, it will be presumed that his announced route is the one actually taken when moving his train unless the actual movement is clearly different from the announced route; a player is never bound by his announcement route and may change it at any time, with or without advance public announcement; and a player is bound by his actual route, just as in the original rules, no matter what his announced route was.

Seventh, the revenue table should be changed in the following respects to correct obvious errors in inconsistencies: Albany-St. Paul from 12 to 12.5; Atlantic-Casper from 25.5 to 15.5; Butte-Charlotte from 17.5 to 23.5; Butte-Chattanooga from 14 to 20; Casper-Tampa from 15 to 20; Chattanooga-Tampa from 2 to 6.5; El Paso-San Antonio from 16 to 6; Fargo-Rapid City from 4 to 7; Las Vegas-Spokane from 17 to 14; and Oklahoma City-Shreveport from 10.5 to 4. Most of these corrections have a realistic basis in the "Long and Short Haul" clause, paragraph 4 of the Interstate Commerce Act. Some of the apparent inconsistencies in the revenue table should not be changed; in particular, rates between San Diego and points to the east are still based on the San Diego & Arizona Eastern Railway's mileage even though that railway has since been abandoned.

Eighth, the "merger options" should not be played. Assembling a railroad empire is more interesting when the individual lines are smaller. However, this is not more a matter of personal preference than of any obvious effect on the game.

Ninth, a player reaching his destination should be regarded as receiving his revenue and then paying his wheelage (or wheelages), rather than the other way around, for the purpose of determining
whether he must sell a railroad.

Tenth, speed should not be part of a purchasing decision. A player should not be rushed when deciding what to buy. However, a purchase is final when a player has paid for it, received his change, and received the deed.

Eleventh, the rule binding a player to the actual movement of his train should never be relaxed except for beginners who do not yet understand the rules. Some players think this is far too rigid, but it does add to the skill required for the game. There is a basis in reality, too, since routing mistakes are expensive and someone must bear their cost; there is, after all, no way in real life of taking back a move that has already occurred.

The Two Basic Strategies

There are two basic, and contradictory, strategies that every player must consider at all times. One is the "offensive" strategy, which consists of "owning" cities so that opponents must pay high foreign wheelages when the destination table forces them to go there. The other is the "defensive" strategy, which consists of "buying access" to cities to avoid paying high foreign wheelages when forced to go there.

For example, in the early part of a game, the first railroad to be purchased in the Southeast would ordinarily be the SAL. It "owns" Miami, which gives it great offensive power. It also "buys access" to seven additional cities, which gives it defensive power. Buying the ACL first, instead of the SAL, is a serious mistake because the ACL doesn't "own" any cities, which gives it no offensive power, and it "buys access" to only six cities (all of which are also served by the SAL), bringing the ACL less defensive power than the SAL. Once the SAL has been purchased, the next road to be bought in the Southeast should ordinarily be the ACL. For the SAL's owner, adding the ACL is very desirable for offensive reasons (i.e., owning Tampa, Jacksonville, and Charleston in addition to Miami). For any opponent of the SAL's owner, buying the ACL is very desirable for defensive reasons (i.e., buying access to Tampa, Jacksonville, and Charleston). The purpose of this example is not specific advice on when to purchase each road, but how to approach to decision to buy a road. Think defensively—look for places where opponents threaten to buy additional cities—and make a tentative purchase there. Think offensively—look for cities to buy—and make a final purchase decision after having considered both the defensive and offensive aspects of the purchase. This advice is very general. To make it detailed and specific, probabilities must be considered. These are presented next.

Probability Tables

Four probability tables are helpful to any RAIL BARON player. Table A below shows probabilities for fair dice. For two dice, all of the exact probabilities have the denominator 36, this being the lowest common denominator. For three dice, the lowest common denominator is 216. The probabilities are calculated according to the ordinary rules of elementary rules of elementary probability theory. One of the uses of Table A is in judging the wisdom of declaring. Suppose a player has a Superchief and is fifteen dots from his home city at a time when he could declare, but an opponent is almost certain to catch him in a rover play if the player does not reach his home city in one throw. Table A shows that the probability of getting 15 or more on three dice is 20/216, or about 9.26%. Unless other considerations are powerful, the player should not declare because he has such a poor chance of getting to his home city.

Table B shows the probabilities that the dice, alone, will select each of the various regions. All of these probabilities have the denominator 72, this being the lowest common. The probabilities are calculated according to the ordinary rules of elementary probability theory, and they are based on the two-dice probabilities of Table A. For example, P(S.E. region) = (P(white "3" and red "odd", or white "4" and red "odd", or white "5" and red "odd")) = (2/36) (1/2) + (3/36) (1/2) + (4/36) (1/2) = 2/3 + 4/216 = 9/72 = 3/72. As shown in Table C, P(Chattanooga, given the S.E. region) = P(white "4" and red "odd") / P(S.E. region). Using the theorem P(A and B) = P(A) · P(B, given A), P(Chattanooga) = P(S.E. region) · P(Chattanooga, given the S.E. region).

Table C is very useful to a player who can pick his region because the dice selected the region he's already in. Suppose a player is in New York and wants a high-revenue run, but an opponent already owns the UP. Is it better to risk Las Vegas in the Southwest or Pocatello in the Northwest? Table B shows that the probability of getting 6 (meaning 6/216, given that the Southwest region has been selected) while Pocatello's probability is 4 (meaning 4/72, given that the Northwest region has been selected). Unless other considerations are important, such as routing difficulties due to other roads that his opponents already own, the player should pick the Northwest region because it is less risky for him than the Southwest region.

Table D shows the probabilities that the dice, alone, will select each of the various cities, before a region has been selected. All of these probabilities have the denominator 5, 184, this being the lowest common denominator. For example, considering offensive power, Table D shows that the Northeast is nearly twice as probable as the Northwest, so buying Northeastern roads is ordinarily much more desirable than buying Southwestern roads.

Table E shows the probabilities that the dice will select each of the various cities, given that the region has already been selected. All of these probabilities have the denominator 72, this being the lowest common denominator. The probabilities are calculated according to the ordinary rules of elementary probability theory, and they are based on the two-dice probabilities of Table A. For example, (P(Chattanooga, given the S.E. region) / P(S.E. region)) = P(Chattanooga, given the S.E. region) / P(S.E. region) · P(Chattanooga, given the S.E. region).

P(Chattanooga, given the S.E. region) = P(white "4" and red "odd") / P(S.E. region). Using the theorem P(A and B) = P(A) · P(B, given A), P(Chattanooga) = P(S.E. region) · P(Chattanooga, given the S.E. region).

Table D permits easy calculations of offensive power. For example, considering offensive power, is SAL or the CNW the better buy? They each

---

Table A: Probabilities When Throwing Fair Dice (fractions are exactly correct; percentages have been rounded to the nearest 0.01%)

<table>
<thead>
<tr>
<th>Two Dice</th>
<th>Probability of:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>This Sum</td>
</tr>
<tr>
<td>2</td>
<td>1/36 = 2.78%</td>
</tr>
<tr>
<td>3</td>
<td>2/36 = 5.56%</td>
</tr>
<tr>
<td>4</td>
<td>3/36 = 8.33%</td>
</tr>
<tr>
<td>5</td>
<td>4/36 = 11.11%</td>
</tr>
<tr>
<td>6</td>
<td>5/36 = 13.89%</td>
</tr>
<tr>
<td>7</td>
<td>6/36 = 16.67%</td>
</tr>
<tr>
<td>8</td>
<td>7/36 = 19.44%</td>
</tr>
<tr>
<td>9</td>
<td>8/36 = 22.22%</td>
</tr>
<tr>
<td>10</td>
<td>9/36 = 25.00%</td>
</tr>
<tr>
<td>11</td>
<td>10/36 = 27.78%</td>
</tr>
<tr>
<td>12</td>
<td>11/36 = 30.56%</td>
</tr>
</tbody>
</table>

Long-run average sum when throwing two dice: 7

Table B: Probabilities When Throwing Dice (fractions are exactly correct; probabilities have been rounded to the nearest 0.01%)

<table>
<thead>
<tr>
<th>Sum</th>
<th>This Dice Probability</th>
<th>This Dice Probability</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1/36 = 2.78%</td>
<td>36/36 = 100.00%</td>
</tr>
<tr>
<td>3</td>
<td>2/36 = 5.56%</td>
<td>35/36 = 97.22%</td>
</tr>
<tr>
<td>4</td>
<td>3/36 = 8.33%</td>
<td>33/36 = 91.67%</td>
</tr>
<tr>
<td>5</td>
<td>4/36 = 11.11%</td>
<td>30/36 = 83.33%</td>
</tr>
<tr>
<td>6</td>
<td>5/36 = 13.89%</td>
<td>26/36 = 72.22%</td>
</tr>
<tr>
<td>7</td>
<td>6/36 = 16.67%</td>
<td>21/36 = 58.33%</td>
</tr>
<tr>
<td>8</td>
<td>7/36 = 19.44%</td>
<td>15/36 = 41.67%</td>
</tr>
<tr>
<td>9</td>
<td>8/36 = 22.22%</td>
<td>10/36 = 27.78%</td>
</tr>
<tr>
<td>10</td>
<td>9/36 = 25.00%</td>
<td>6/36 = 16.67%</td>
</tr>
<tr>
<td>11</td>
<td>10/36 = 27.78%</td>
<td>3/36 = 8.33%</td>
</tr>
<tr>
<td>12</td>
<td>11/36 = 30.56%</td>
<td>1/36 = 2.78%</td>
</tr>
</tbody>
</table>

Long-run average sum when throwing three dice: 10
cost $14,000, and they each own a city. Miami’s probability, though, is 90 (meaning 90/5,184) while Rapid City’s probability is only 40 (meaning 40/5,184). Unless other considerations are important, the SAL is the better buy. As another example, above we said that adding ACL to the SAL is an excellent idea because of offensive power. Table D measures the offensive power: Tampa’s probability is 63, Jacksonville’s probability is 54, and Charleston’s probability is 36, adding to 153. The ACL costs only $12,000, and that’s cheap for this much offensive power.

**Tactics**

**Offensive Power.** A prime candidate for purchase, for offensive reasons, is any railroad that solely serves a city. Every *RAIL BARON* player should know the following eight roads that fall into this category.

- **B&M**—owns Portland, Maine (probability: 60; cost: $4000)
- **C&NW**—owns Des Moines (probability: 90; cost: $4000)
- **CRI&P**—owns Des Moines (probability: 90; cost: $4000)
- **SP-AT&SF**—owns San Diego (probability: 84; cost: $18000)
- **B&M**—owns Portland, Maine (probability: 60; cost: $8000)
- **NY-NJH**—owns New York (probability: 59; cost: $58000)
- **NYC-C&O**—owns Detroit (21; $48000)
- **UP**—owns Las Vegas and Pocatello (probability: 72 + 32 = 104; cost: $40000)

The information in parentheses permits considering Table D’s city probability with the cost of the railroad. Obviously, some roads are much better buys than others, when only these factors are considered. For example, in this list the B&M has the highest “cost effectiveness” if the city probability is divided by cost.

A prime candidate for purchase, for offensive reasons, is any pair of railroads that, together, own a city served only by those two roads. There are twenty such pairs of railroads. All of them are listed below, in approximately geographical order, together with all the cities they own, these cities’ total probability and the roads’ total cost. One of the entries may be a surprise: Portland is owned by NY-NJH & NYC even though no road goes to Portland.

- **B&M**—owns Portland, Maine (probability: 60; cost: $23000)
- **NY-NJH**—owns New York (probability: 59; cost: $58000)
- **NYC-C&O**—owns Detroit (12; $48000)
- **PA-B&O**—owns Baltimore, Philadelphia, Pittsburgh (90; $54000)
- **SAL-ACL**—owns Charleston, Jacksonville, Miami, Tampa (243; $26000)
- **SAL-SOU**—owns Charleston, Miami (117; $30000)
- **SOU-L&N**—owns Chattanooga, Knoxville, Nashville (144; $38000)
- **L&N-GMO**—owns Mobile, Nashville (117; $30000)
- **GN-NP**—owns Fargo (24; $31000)
- **NP-C&Q-Billings** (40; $40000)
- **CRI&P-C&NW**—owns Milwaukee, Rapid City (128; $33000)
- **C&NW-C&Q**—owns Casper, Rapid City (72; $34000)

### Table B: Regional Probabilities (in 1/72’s)

<table>
<thead>
<tr>
<th>Region</th>
<th>Probability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Northeast</td>
<td>15</td>
</tr>
<tr>
<td>Southeast</td>
<td>9</td>
</tr>
<tr>
<td>North Central</td>
<td>11</td>
</tr>
<tr>
<td>South Central</td>
<td>9</td>
</tr>
</tbody>
</table>

*Example:* In Table B, the probability for a specific region is listed out of 72, which helps in determining the value of buying roads in that region. For instance, if a player is trying to buy a road in the Northeast region and the probability is 15 out of 72, they might consider the value of that road in comparison to others in the same category.
railroad for defensive reasons, where the two railroads are about equally attractive to him. In this situation, I believe he should ordinarily buy defensively. No city in Table D has a high probability because the denominator of every entry in the table is $\text{S}184$. So his choice, in this situation, is a small addition to the probability that he will collect a foreign wheelage as against an irrevocable guarantee of access to more cities (or convenient connections between his other roads). The decision to purchase should always be favored unless the offensive purchase is clearly much more attractive.

**Safe Regions.** Several times in each game, the dice will select the region your train is already in. On these occasions, the player benefits by having access on his own roads to every city in a region, so he can choose to go to it without any risk of having to pay a foreign wheelage. It's worth some effort to have this benefit, and it's worth some effort to deny it to opponents. Therefore, some railroad purchases may be wise ones for these reasons, even though they may be foolish from ordinary considerations of offensive and defensive power.

**Cash Reserves.** When deciding which railroad (if any) to purchase, a player must keep in mind that he doesn't know yet how expensive his wheelages will be. To his next destination. In my experience, a cash reserve of $\text{S}5000 is adequate to cover the unknown future wheelages unless special circumstances require a larger cash reserve. One of these special circumstances is being on the Atlantic cost or the Pacific coast. Then $\text{S}7000 is ordinarily adequate. Another special circumstance is the existence near a player's train of a city owned by an opponent (or by a combination of his opponents). Suppose the player has just arrived at Casper over the C&NW, which he owns, and now suppose the opponent owns all the roads into Denver. If the player has to go to Denver as his next destination, the revenue from Casper will be too small to pay the foreign wheelages into and back out of Denver (the Casper-Denver revenue is only $\text{S}3500). Therefore, his cash reserve at Casper should be about $\text{S}12000, which will pay a $\text{S}5000 wheelage into Denver and a $\text{S}5000 wheelage out of Denver, leaving $\text{S}2000 to be added to the $\text{S}3500 Denver payoff to cover bank wheelages after leaving Denver. Depending on circumstances, the cash reserve at Casper may need to be substantially higher. If foreign wheelages are $\text{S}10000 instead of $\text{S}5000, then the reserve at Casper should be $\text{S}22000. If other cities near Denver, such as Salt Lake City and Tucumcari, are also owned by the opponents, the reserve at Casper may need to be about $\text{S}23000. There is no need to worry about foreign wheelages to cities that are far away (because the revenue will be enough to pay them), unless their approaches are so long that one is likely to have to pass twice just to reach them.

While it is foolish to let one's cash reserve fall too low, it is false to calculate how much of a cash reserve should be, it is wise under certain circumstances to let the reserves go as low as zero. I remember losing a game by failing to buy the SP because of a cash reserve problem. The SP was the last railroad left in the bank, and my holding of western roads was then too strong for the opposition, but it had to be sold. I have fed several opportunities to sell at a chance of getting the railroad back. In a multi-person game, an auction might be preferable if the other players are likely to bid quite high for the railroad. The first step in deciding which railroad (or railroads) to sell is to estimating how much cash must be raised to get the player to his destination. Then the player should decide which railroad he can most easily afford to lose, often, some cheap lines are very important while some more expensive lines are less important. No player should automatically sell his cheapest lines when he has to raise some cash.

**Timing One's Purchases.** A general rule is to take the opponent's cash portions into account when deciding which railroad to purchase. For example, very early in the game, such roads as the New Haven, B&M, SAL, and ACL are very attractive. At this time, there is no point in saving up to buy the NYC or the Pennsy anyway. However, once an opponent has accumulated some cash, and perhaps is also starting a high revenue run, a player must lay plans to buy one or more of the expensive roads lest the opponents get them.

Some purchases are best delayed until a player's cash position is fairly poor (but not extremely poor, since then he should pass his purchase opportunities until his cash position improves). For example,

### Table C: Conditional City Probabilities, Given a Region (in 1/724's)

<table>
<thead>
<tr>
<th>Given Northeast</th>
<th>Given Southeast</th>
<th>Given N. Central</th>
<th>Given S. Central</th>
</tr>
</thead>
<tbody>
<tr>
<td>Albany 4</td>
<td>Atlanta 13</td>
<td>Chicago 16</td>
<td>Birmingham 6</td>
</tr>
<tr>
<td>Baltimore 9</td>
<td>Charleston 4</td>
<td>Cincinnati 8</td>
<td>Dallas 8</td>
</tr>
<tr>
<td>Boston 10</td>
<td>Charlotte 3</td>
<td>Cleveland 10</td>
<td>Ft. Worth 6</td>
</tr>
<tr>
<td>Buffalo 6</td>
<td>Chattanooga 3</td>
<td>Columbus 5</td>
<td>Houston 9</td>
</tr>
<tr>
<td>New York 14</td>
<td>Jacksonville 6</td>
<td>Detroit 11</td>
<td>Little Rock 4</td>
</tr>
<tr>
<td>Philadelphia 5</td>
<td>Knoxville 6</td>
<td>Indianapolis 7</td>
<td>Louisville 7</td>
</tr>
<tr>
<td>Pittsburg 7</td>
<td>Miami 10</td>
<td>Milwaukee 8</td>
<td>Memphis 7</td>
</tr>
<tr>
<td>Portland 4</td>
<td>Mobile 6</td>
<td>St. Louis 9</td>
<td>Nashville 7</td>
</tr>
<tr>
<td>Washington 8</td>
<td>Norfolk 7</td>
<td>New Orleans 9</td>
<td>San Antonio 6</td>
</tr>
</tbody>
</table>

**Table D: Unconditional City Probabilities, Before a Region is Determined**

<table>
<thead>
<tr>
<th>Albany 60</th>
<th>Knoxville 54</th>
</tr>
</thead>
<tbody>
<tr>
<td>Atlanta 135</td>
<td>Las Vegas 72</td>
</tr>
<tr>
<td>Baltimore 135</td>
<td>Little Rock 36</td>
</tr>
<tr>
<td>Billings 40</td>
<td>Los Angeles 204</td>
</tr>
<tr>
<td>Birmingham 54</td>
<td>Louisville 63</td>
</tr>
<tr>
<td>Boston 150</td>
<td>Memphis 63</td>
</tr>
<tr>
<td>Buffalo 90</td>
<td>*Miami 90</td>
</tr>
<tr>
<td>Butte 40</td>
<td>Milwaukee 88</td>
</tr>
<tr>
<td>Casper 32</td>
<td>Minneapolis/ 112</td>
</tr>
<tr>
<td>Charleston 36</td>
<td>St. Paul 3</td>
</tr>
<tr>
<td>Charlotte 27</td>
<td>Mobile 5</td>
</tr>
<tr>
<td>Chattanooga 27</td>
<td>*Nashville 63</td>
</tr>
<tr>
<td>Chicago 176</td>
<td>New Orleans 81</td>
</tr>
<tr>
<td>Cincinnati 88</td>
<td>New York 210</td>
</tr>
<tr>
<td>Cleveland 110</td>
<td>*Norfolk 63</td>
</tr>
<tr>
<td>Columbus 55</td>
<td>Oakland/ 228</td>
</tr>
<tr>
<td>Dallas 72</td>
<td>San Francisco 64</td>
</tr>
<tr>
<td>Denver 96</td>
<td>Oklahoma City 56</td>
</tr>
<tr>
<td>*Des Moines 40</td>
<td>Davenport 56</td>
</tr>
<tr>
<td>Detroit 121</td>
<td>Philadelphia 150</td>
</tr>
<tr>
<td>El Paso 48</td>
<td>Phoenix 96</td>
</tr>
<tr>
<td>Fargo 24</td>
<td>Pittsburgh 105</td>
</tr>
<tr>
<td>Ft. Worth 54</td>
<td>*Portland, ME 60</td>
</tr>
<tr>
<td>Houston 81</td>
<td>Portland, OK 136</td>
</tr>
<tr>
<td>Indianapolis 55</td>
<td>*Pocatello 32</td>
</tr>
<tr>
<td>Jacksonville 54</td>
<td>Tucson 3</td>
</tr>
<tr>
<td>Kansas City 144</td>
<td>*Rapid City 40</td>
</tr>
</tbody>
</table>

* *Served by only one railroad.*
it is best to delay buying an Express until a player has, say, only $10000 in cash and needs a $50000 railroad. As a simple example, suppose a player is in Nashville, enroute to Tampa. He owns the L&N and SOU but an opponent owns the SAL and ACL. He throws a "3" for movement. He should take the ACL to Tampa, hoping to throw at least a "5" next time. The move to Tampa gives him a good chance of paying his opponent only once to get into Miami. If, by contrast, he takes the quickest route from Jacksonville to Miami, he must pay his opponent twice to get into Miami.

As a more complicated example, suppose a player is in Nashville, enroute to Tampa. He owns the L&N and SOU but an opponent owns the SAL and ACL. He throws a "7" for movement. He should take the L&N to Chattanooga and Atlanta, then the SOU one dot southeastward, ending at Montgomery (although the dot for Montgomery is not named on the RAIL BARON board). If he throws at least a "6" next time, he'll have to pay his opponent only once to get into Tampa. Also, if he throws less than a "6" next time, he can play his opponent twice to get into Tampa. By contrast, moving directly south from Nashville, via Birmingham and Montgomery, and then a little west to Pensacola (the unnamed dot on the Gulf of Mexico), is a poor move. Next time, if the player throws a "3", "4", or "5", he must pay his opponent twice to get into Tampa, having left himself no routing flexibility.

Routing flexibility is an example of using circuitous routing to minimize wheelage payments. This basic idea can sometimes be used when leaving a city owned by the opponent. Suppose, continuing the previous example, that a player has arrived in Tampa as his next destination and an opponent owns the ACL and SAL. Notice that the assumption here is that the same opponent owns both the ACL and SAL. His best move is four dots southward on the ACL from Tampa toward Montgomery, followed by one dot south and west on the SAL to its junction with the L&N at Chatanooga, Florida. He will pay one foreign wheelage but no bank wheelage. As a simple example, suppose one foreign wheelage would put him one dot west of Chatanooga on the L&N, but that one dot would cost him an additional $1000 bank wheelage. It is usually worth a one-dot penalty in board position to save $1000 in wheelage. This concept works only if one of the player's moves involves the "no backtracking" rule. And the player must avoid the other very closely, but both must risk some time during the play, to keep accurate track of which player has used which rail sections. Sometimes the declarer gets a favorable alternate opportunity. The opponent may make it to San Francisco without selling a railroad. (It's 38 dots via NYC to Chicago, C&NW to Omaha, and UP-SP to San Francisco, and with $3000 in cash, the opponent will not have to sell a railroad if he throws well enough to move 38 dots in four moves.) Even if he does have to sell a railroad, it might be a line which the opponent would have thrown and would have done nothing to help the player much. It is satisfyingly nasty to force an opponent to go broke, but it is also irrational unless one clearly stands to gain from the act.

Becoming Established. Sometimes circuitous routes should be used to become established on a railroad. For example, suppose only Northeastern and Southeastern roads have been bought, and a player is in St. Louis enroute to Rapid City. He throws a "3". If an opponent will have the opportunity of buying the C&NW before the player throws again, he should take the GM&O to Chicago every chance he gets. If he does have to sell a railroad, it might be the C&NW, which he should buy again if he does not own it, and if he needs only $10000 in cash, then the $50000 rate for foreign wheelages. But he can afford an Express as soon as one has a purchase opportunity but not enough cash to buy a desirable railroad.

Uses of an Express. It might appear that an Express is a foolish investment. It costs only $4000, suggesting that it isn't worth much because it doesn't cost much. Not so. Moreover, as the bottom of Table A shows, the average movement throw is 7/72 dots without an express (allowing for the red die when 12 is thrown on the white dice), while the average movement throw is 42/72 dots with an Express, for an increase of 35/72 dots per movement. This suggests that an Express will speed up collecting one's revenues from the other very closely, but both must risk some opportunity but not enough cash to buy a desirable railroad. An Express will occasionally get a player into his destination just ahead of an opponent's train, or an opponent's train will pass the player's train because the wheelage requirements are higher and the player wins the race for the desirable railroad. A Superchief has two of the same kinds of advantages that an express has a chance of avoiding two foreign wheelages to get into or out of an opponent's city, and an improvement in the speed with which the opponent will move to the next move by paying an opponent a Superchief, however, until all the railroads have been bought. An argument can be made for buying a Superchief much earlier in the game, but I have yet to see in a game where this has happened.

Choosing a Region. When the dice select the region a player is in, he needs to choose a safe region or the lowest-risk region. If he has to have a lot of cash quickly, either to buy a railroad he needs very much or to have a reasonable chance of winning the game, he must choose a region giving him a long run despite some risks. If a region is in the desert or the East coast, it will be easy to buy a railroad but difficult to play a railroad. An Express as soon as one has a purchase opportunity but not enough cash to buy a desirable railroad. An Express will occasionally get a player into his destination just ahead of an opponent's train, or an opponent's train will pass the player's train because the wheelage requirements are higher and the player wins the race for the desirable railroad. A Superchief has two of the same kinds of advantages that an express has a chance of avoiding two foreign wheelages to get into or out of an opponent's city, and an improvement in the speed with which the opponent will move to the next move by paying an opponent a Superchief, however, until all the railroads have been bought. An argument can be made for buying a Superchief much earlier in the game, but I have yet to see in a game where this has happened.

It is vital to think several moves ahead—move, counter-move, second move, second counter-move, etc.—whether one is the declarer or a rover. For example, if an opponent is one dot from his current destination and will then have enough cash to declare but the player won't have enough cash to declare even if he reaches his current destination quickly, even if he reaches his current destination quickly, he must threaten the opponent with a rover play in order to keep the opponent from declaring. And the player must pay a little attention, at least, to the possibility that his threat of a rover play will be successful and the opponent will not declare. In that case, the player needs a reasonable route to his own current destination.
nation. Also, if a rover is in an area where he owns only one or a couple of railroads, he must try to leave himself a route not owned by opponents, or his $10000 wheelages will be very expensive. Similarly, a declarer escaping from a rover must look ahead or his $10000 wheelages become very expensive.

When the rover play becomes complicated, which happens in about one game in five, the routing decisions approach the complexity of chess. When played with such skill, RAIL BARON games often have fascinating endings!

Finishing a Game at a Later Time. It is easy to stop a game and then resume it at any later time. When the game is stopped, record who will throw the dice next, and the order in which the players take their turns. Also record the following information about each player: home city, current origin, current destination, current train location, ownership of an Express or Superchief, amount of cash, and railroads owned.

Each game has three major phases. These are buying railroads, accumulating $200000 in cash, and declaring. Any of the phases can lead to a severe case of the "grumps" by a player who feels he is losing. But the game can turn around dramatically, even at the very end because of the rover play.

In my experience, during the railroad-buying phase the first race is always for the New Haven. The New Haven's buyer then tries to add the B&M, NYC and/or Pennsy. The other player or players try to prevent this, combinations of course. The first player not having a desirable northeastern railroad to purchase buys the SAL. Then he tries to add the ACL, and the other players or players try to prevent this. About this time, players often buy Expresses when their cash positions are poor but not hopelessly so.

The battle for roads usually concentrates for quite a while in the Northwest and Southeast. Once the majority of roads are bought, the battle explodes into all the other regions. West of the Mississippi River, the first roads to be bought are the WP, D&RGW, C&NW, and CB&Q. These don't cost much, and they combine well with other roads. Except for the IC and RF&P, the expensive western roads are usually the last to be purchased, because the cheaper roads are so attractive.

During the second phase, accumulating $200000, players usually buy Superchiefs as soon as they can after all the railroads have been purchased. The second phase tends to be quieter and more routine than the others; however, minimizing the foreign wheelages that may be paid sometimes requires interesting circuitous routes when striving for routing flexibility, and choosing a region sometimes requires taking a risk of landing in an opponent's city.

The third phase can be anything from clean and quick to torturously complicated, depending on how the rover plays (and threats of rover plays) develop. One of the many surprises of RAIL BARON is the frequency of even games, where each of two players accumulates $200000 at about the same time, even when one player seemed to be behind earlier in the game. And, of course, if a player is behind and successfully executes a rover play, he greatly increases his chances of winning the game.

Personally, the feeling that the quality of decisions is vital, rather than simply the fall of the dice, colors the whole game and adds interest to it. Yet, even when Bauer's Amendments are used, RAIL BARON is still very much a dicey game, so unlike things do happen. I remember a two-person game where I was $100000 behind in the race to accumulate enough cash to declare. Then my opponent had to go to five of my cities in quick succession, completely turning the game around and letting me win it. I prefer to forget some of the other unlikely things that have happened! But that's the joy of playing any game.
3. COUNTERS

3.2 The yellow counters are Dutch. Green counters are the Spanish/Portuguese non-player.

5. SEQUENCE OF PLAY

B. Initial Naval Phase—If the Slave Trade option is used (see 29.), the players not moving units to "Guinea", fighting combat or purchasing slaves there, must Pass during the "Guinea Phase".

6. ROYAL COUNCIL OPERATIONS

6.3.2 Colonists. To represent the lack of French and Dutch colonists historically, reduce the number of Colonists due to the French and Dutch player each turn (after Random Event modifications) by the following:

<table>
<thead>
<tr>
<th>Date Founded</th>
<th>Number of Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>1536</td>
<td>1</td>
</tr>
<tr>
<td>1549/1537</td>
<td>2</td>
</tr>
<tr>
<td>1538</td>
<td>2</td>
</tr>
<tr>
<td>1580</td>
<td>1</td>
</tr>
<tr>
<td>1567</td>
<td>1</td>
</tr>
<tr>
<td>1533</td>
<td>5</td>
</tr>
<tr>
<td>1573</td>
<td>1</td>
</tr>
<tr>
<td>1563</td>
<td>1</td>
</tr>
<tr>
<td>1527</td>
<td>1</td>
</tr>
<tr>
<td>1515</td>
<td>2</td>
</tr>
<tr>
<td>1547</td>
<td>1</td>
</tr>
<tr>
<td>1533</td>
<td>1</td>
</tr>
<tr>
<td>1555</td>
<td>1</td>
</tr>
<tr>
<td>1571</td>
<td>1</td>
</tr>
<tr>
<td>1565</td>
<td>1</td>
</tr>
<tr>
<td>1531</td>
<td>5</td>
</tr>
<tr>
<td>1597/1583</td>
<td>2</td>
</tr>
<tr>
<td>1519</td>
<td>1</td>
</tr>
<tr>
<td>1547</td>
<td>1</td>
</tr>
<tr>
<td>1533</td>
<td>1</td>
</tr>
<tr>
<td>1571</td>
<td>1</td>
</tr>
<tr>
<td>1565</td>
<td>1</td>
</tr>
<tr>
<td>1531</td>
<td>5</td>
</tr>
<tr>
<td>1597/1583</td>
<td>2</td>
</tr>
<tr>
<td>1519</td>
<td>1</td>
</tr>
<tr>
<td>1547</td>
<td>1</td>
</tr>
<tr>
<td>1533</td>
<td>1</td>
</tr>
<tr>
<td>1571</td>
<td>1</td>
</tr>
<tr>
<td>1565</td>
<td>1</td>
</tr>
<tr>
<td>1531</td>
<td>5</td>
</tr>
<tr>
<td>1597/1583</td>
<td>2</td>
</tr>
</tbody>
</table>

2. MAPBOARD

2.1 The black hexes in the Caribbean area should be considered green hexes and are open to colonization. While it is true that the Spanish did not bother with the Bahamas and the Lesser Antilles, those islands were among the most coveted prizes in the colonial competition of the seventeenth and eighteenth centuries.

2.3 Add a new island (Barbados) in hex 2511. This island, the historical seat of early English sugar production, cannot in fairness be omitted.

2.4 Before play, the settlements of the Spanish and Portuguese non-players must be set up. By the end of the sixteenth century, the states of Spain and Portugal were united. In the seventeenth century Portugal attained political independence, but for game purposes (unless otherwise stated) the Spanish and Portuguese may be considered as one group.

Deploy green Colonist counters in the hexes given below. They shall stand for major Spanish/Portuguese towns established in the sixteenth and early seventeenth centuries:

<table>
<thead>
<tr>
<th>Hex</th>
<th>Town Name</th>
<th>Date Founded</th>
<th>Number of Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>4410</td>
<td>Asuncion</td>
<td>1536</td>
<td>1</td>
</tr>
<tr>
<td>3904</td>
<td>Bahia/Itabuna</td>
<td>1549/1537</td>
<td>2</td>
</tr>
<tr>
<td>3017</td>
<td>Bogota</td>
<td>1538</td>
<td>2</td>
</tr>
<tr>
<td>4811</td>
<td>Buenos Aires</td>
<td>1580</td>
<td>1</td>
</tr>
<tr>
<td>2714</td>
<td>Cearas</td>
<td>1567</td>
<td>2</td>
</tr>
<tr>
<td>2817</td>
<td>Cartagena</td>
<td>1533</td>
<td>5</td>
</tr>
<tr>
<td>4612</td>
<td>Cordoba</td>
<td>1573</td>
<td>1</td>
</tr>
<tr>
<td>1928</td>
<td>Durango</td>
<td>1563</td>
<td>1</td>
</tr>
<tr>
<td>2524</td>
<td>Guatemala</td>
<td>1527</td>
<td>1</td>
</tr>
<tr>
<td>2220</td>
<td>Havana</td>
<td>1515</td>
<td>2</td>
</tr>
<tr>
<td>2448</td>
<td>Jamaica</td>
<td>1509</td>
<td>1</td>
</tr>
<tr>
<td>4013</td>
<td>La Paz</td>
<td>1548</td>
<td>2</td>
</tr>
<tr>
<td>3719</td>
<td>Lima</td>
<td>1535</td>
<td>1</td>
</tr>
<tr>
<td>2386</td>
<td>Maracaibo</td>
<td>1571</td>
<td>1</td>
</tr>
<tr>
<td>2127</td>
<td>Mexico City</td>
<td>1531</td>
<td>5</td>
</tr>
<tr>
<td>3601</td>
<td>Natal/Parahyba</td>
<td>1597/1583</td>
<td>2</td>
</tr>
<tr>
<td>2619</td>
<td>Panama</td>
<td>1519</td>
<td>5</td>
</tr>
<tr>
<td>4003</td>
<td>Porto Seguro</td>
<td>1537</td>
<td>1</td>
</tr>
<tr>
<td>4213</td>
<td>Potosi</td>
<td>1544</td>
<td>1</td>
</tr>
<tr>
<td>3349</td>
<td>Quito</td>
<td>1537</td>
<td>1</td>
</tr>
<tr>
<td>1920</td>
<td>St Augustine</td>
<td>1565</td>
<td>1</td>
</tr>
<tr>
<td>3520</td>
<td>San Miguel</td>
<td>1532</td>
<td>1</td>
</tr>
<tr>
<td>1328</td>
<td>Santa Fe</td>
<td>1601</td>
<td>1</td>
</tr>
<tr>
<td>4716</td>
<td>Santiago/Valparaiso</td>
<td>1541/1544</td>
<td>2</td>
</tr>
<tr>
<td>2316</td>
<td>Santo Domingo</td>
<td>1496</td>
<td>1</td>
</tr>
<tr>
<td>4406</td>
<td>Santos</td>
<td>1532</td>
<td>2</td>
</tr>
<tr>
<td>4414</td>
<td>Tucuman</td>
<td>1565</td>
<td>1</td>
</tr>
<tr>
<td>2126</td>
<td>Veracruz</td>
<td>1519</td>
<td>5</td>
</tr>
<tr>
<td>4204</td>
<td>Victoria</td>
<td>1537</td>
<td>1</td>
</tr>
</tbody>
</table>
of the Great Lakes, France recognized no authority but their own brotherhood; they turned these tough pioneers into ferocious and effective amphibious fighters and raiders. At first they were originally outlaws and wanderers who settled on uninhabited islands in the Spanish Caribbean to make their living. For their efforts and travels, men like Henry Hudson, Marquette and  

Missions. The seventeenth century saw a concerted effort by French religious orders, especially the Jesuits, to bring Catholicism to the Canadian Indians. For their efforts and travels, men like Hennepin, Marquette and  

16.4.8 The French Missionary pool is equal to the French player's and the Colony's, thus allowing the Colonists and other units of an expedition to disembark in a non-Port coastal hex after Trans Oceanic Movement. Landing units will cause the Charter counter to be removed from the map. A single Charter permits the landing at only one non-Port hex, but an expedition may carry more than one Charter.  

16.2.2 The player receives the number of Charter counters indicated by his die roll. The presence of a Charter in an expedition allows the Colonists and other units of an expedition to disembark in a non-Port coastal hex after Trans Oceanic Movement. Landing units will cause the Charter counter to be removed from the map. A single Charter permits the landing at only one non-Port hex, but an expedition may carry more than one Charter.  

16.4.9 Ignoring Missionaries when Native Level reductions under Random Event #12 are called for.  

16.5.4 Pathfinders are intrinsically worth one point each for attempts to ally the Native Level of an area. See 23. below.  

16.5.5 The presence of a Pathfinder in a hex allows the player to make only one new counter per turn.  

16.5.6 The presence of a Pathfinder (or a Missionary) is necessary for the operation of the Fur Trade in an area.  

16.5.7 A Pathfinder may not discover gold.  

16.5.8 A Pathfinder may make land discoveries.  

16.5.9 A Pathfinder may end a turn alone in a hex. If attacked, a Pathfinder may retreat with any surviving units. If alone in a hex, the enemy, the Colonist or Soldier units captures the Pathfinder, unless it escapes (see 23.12).  

16.5.10 A captured Pathfinder is not killed, but must move with its captors. It may be ransomed back to its owner. If Attrition or Combat calls for the death of a Conquistador, one friendly (non-captive) Pathfinder in the affected stack is eliminated.  

16.5.11 If capturing units are forced to retreat in battle, the Pathfinder does not retreat (but is freed or captured by the victor).  

16.6 Buccaneers. The seventeenth century saw the phenomenon of the West Indian Buccaneers. These were originally outlaws and wanderers who settled on uninhabited islands in the Spanish Caribbean to hunt the wild cattle. Conflict with the Spaniards soon turned these tough pioneers into ferocious and effective amphibious fighters and raiders. At first they recognized no authority but their own brotherhood; but generally European governments instilled themselves into their strongholds and used them for a kind of irregular marine force. Eventually the buccaneers forces grew so large and powerful that their former patrons turned against them and outlawed buccaneering in the closing years of the century. During their brief heyday, the men who led the Brethren of the Coast were made legends for their luck and daring.
16.6.1 Players receive Buccaneer Leaders according to this schedule. They arrive directly inside Caribbean ports. If no Port exists when the Leader is due to appear, its arrival is delayed until the Planning Segment in which such a friendly Port does exist.

**England**
- Flood, enter turn 10, exit turn 11
- Mansfield, enter turn 12, exit turn 14
- Morgan, enter turn 15, exit turn 17
- Peake, enter turn 16, exit turn 17
- Davis, enter turn 18, exit turn 20

**France**
- Le Vasseur, enter turn 10, exit turn 12
- L'Ollonnois, enter turn 13, exit turn 15
- De La Mothe, enter turn 16, exit turn 17
- Grammont, enter turn 17, exit turn 18
- Du Casse, enter turn 19, exit turn 21

**Holland**
- Brouwer, enter turn 10, exit turn 11
- Roc, enter turn 12, exit turn 14
- Van Noort, enter turn 15, exit turn 16
- Van Horn, enter turn 17, exit turn 18
- De Graff, enter turn 17, exit turn 21

16.6.1 Brouwer and Van Noort are fictional names. Dutch buccaneers swarmed in the Caribbean in these years, but very few of them are noted by name in the meager chronicles of the time. They are included here to give the Dutch player the same chance at success as the Buccaneering that his historical counterpart enjoyed.

16.6.2 A player may rent a Buccaneer Leader from another player at whatever cost and for whatever length of time they agree upon (within the restrictions of the leader's arrival and departure dates). This financial arrangement must be encoded in a treaty.

16.6.3 Buccaneer Leaders may sail anywhere without attribution to Buccaneer Ships and Soldiers, unless the purchased bonds are exceeded, in which case the Buccaneer units are attirioned on the 9th column of the Naval Attrition Table. Non-Buccaneer units in the same expedition as the Buccaneer Leader do not benefit from its presence. Take normal Attrition losses from these units.

16.6.4 A Buccaneer Leader, leading Buccaneers, reduces the Naval Combat/Invasion die roll, when attack, by one (−1). When attacking non-player units, the Leader likewise reduces the die roll by one. If it defends against Spanish Land or Naval Attacks, add one to the die.

16.6.5 A Buccaneer Leader, leading Buccaneers, increases the die rolls when determining Spanish City Loot and Spanish Galleon Treasure (see 27.10, 27.11).

16.6.6 If a Buccaneer Leader is stacked with Buccaneer units in defense against a Spanish Land Attack or a Spanish Naval Attack, one (−1) is subtracted from the die roll.

16.6.7 A Buccaneer Leader may retreat from combat with friendly surviving units. A Buccaneer leader may end a turn alone in a hex. If enemy Soldiers or Colonists enter a hex containing a lone Buccaneer Leader, it is captured. A captured leader may be freed, immediately or held for ransom later.

16.6.8 If capturing units are forced to retreat by combat, the captive Buccaneer does not retreat, but is freed (or captured) by the victorious player.

16.6.9 Only a Buccaneer ship may capture a Buccaneer Leader.

16.6.10 If a solely Buccaneer Fleet under a Buccaneer Leader is victorious in Naval Combat or gains Treasure by the Spanish Galleon Treasure Table, all ships lost by the enemy become Buccaneer prizes.

16.6.11 If Attrition or Combat calls for the death of a Conquistador or Explorer, a friendly (non-captive) Buccaneer Leader in the affected hex is eliminated.

18. NATIVES

18.3 In the Native Combat Segment of the Land Phase, each player may attempt to lower the Native Level of a given Area by attacking the Native if and only if that player has suffered a Native Uprising in that particular area in the previous turn. If the player chooses not to attack the Natives in the turn following an Uprising, he may not do so later unless provoked by another Uprising.

The seventeenth century colonial powers rarely sought confrontation with the Indians. The English ignored them unless an uprising needed to be punished. The Dutch and especially the French coveted the Indians trade goods more than their territory, so cultivated friendly relations.

18.3.1 If the Random Event #11 or #13 occurs, the proper time for attacking the Natives is the Native Combat Segment of the same turn.

18.4.6 The Native Level for the Caribbean Indians is a special case. Under the standard rules it is normal for the Caribbean Indians to be attacked in the first turn or so and permanently eliminated. This is not historically accurate. There were many unsettled islands which the Caribs held onto. They remained a powerful foe well into the middle of the seventeenth century. Therefore we offer the following rules:

A. The Native Level on the islands of Cuba, Jamaica, and Hispanola (the three islands with Spanish settlements) is zero. The Bahammas (2118 and adjacent hexes), the Lesser Antilles (2512 and adjacent hexes), and Puerto Rico (hex 2314) shall each be considered a separate sub-area with a Native Level of one. The reduction of Natives in any one sub-area has no effect on Natives in another. Likewise, the alliance of Natives in a sub-area is limited to their sub-area.

B. Despite alliance, event #13 will be carried out normally. Caribs which go on a rampage, cease to be allies of the player they may bargained against. It is possible to ally them again later.

19. DISCOVERIES

At the beginning of the game, the following discoveries have yet to be made: Hudson's Bay, Mississippi Land Expedition, and the Great Lakes. In addition, any player except England who successfully passes an Explorer through the South Cape receives 15 Victory Points (once). For its exploration in the previous century, England begins with 15 Victory Points and France receives 15 Victory Points for Carter's discovery of the St. Lawrence River.

20. AREA POLITICAL CONTROL

6) A Spanish Empire area is not controlled by a player unless all other conditions are met, plus the capture of all non-player settlements in the area.

22. SCENARIOS

This variant covers the second century of the Age of Exploration, from 1595 to 1700. It may be played by two, three or four players.


22.2 Three Player Scenario Treasures: As above; with Dutch Player, 190 Ducats. Monarchs: As above; with the Dutch Player: Maurice, B.

22.3 Four Player Scenario Treasures: As above; with Danish Player, 200 Ducats. Monarch: As above; with Danish Player, Christian IV, A.

22.3.1 Denmark actually played a small, but interesting role in the New World exploration. It explored Greenland, traded slaves to the New World and in 1625 chartered the Danish West India Company. Its colony in the Virgin Islands remained Danish until the 20th Century. King Christian IV was an able ruler of a prosperous state. Had warfare not diverted Denmark's energies to the continent, its presence in the West might have been much more felt.

22.3.2 Counters to represent the Danish Explorers, Colonists and Soldiers may be found of the insert of this issue.

22.3.3 The Danish player receives Explorers according to this historical schedule, slightly adjusted for game purposes.

John Knight, enter turn 1, exit turn 1
Godsk Lindenow, enter turn 3, exit turn 3
William Gordon, enter turn 4, exit turn 4

22.3.4 Danish colonists are reduced in number in the same way as French and Dutch Colonists (see 6.3.2).

22.3.5 There seem to have been no historical Dutch buccaneers. The Danish Player shall be permitted to create Buccaneer ships and Soldier detachments normally. They may rent Buccaneer Leaders from other players or, optionally, accept this hypothetical schedule:

- Flintd, enter turn 10, exit turn 12
- Krog, enter turn 16, exit turn 18
- Christensen, enter turn 19, exit turn 20

23. ALLIANCE OF NATIVES

23.1 A player possessing a French Missionary or a Pathfinder, may elect to make allies of Natives in an area during the Native Combat Segment. If attempting to make an alliance with Natives in an area, one may not attack the Natives that turn.

23.2 All enemy Soldier detachments must be removed from an area before an alliance attempt may be made with its Natives.

23.3 Natives are allied by means of a die roll on the Native Alliance Table. The die roll is cross-indexed with the "Alliance Points" available in the area. The negative rating of a Missionary converts directly into Alliance Points. Each Pathfinder counter is equal to one Alliance Point. Each two friendly Soldier detachments equal one Alliance Point. It is not possible to have more than six effective Alliance Points in an area.

Soldier detachments by themselves have no value, they must share the area with a Missionary or Pathfinder to be counted.

23.4 The available Alliance Points in an area are reduced by a number equal to the positive rating of a Missionary and by one for each Colonist in the area.

23.5 The result yielded by the Native Alliance Table equals the number of Native Level points made friendly to one player (or more), yet another player may attempt to use Native Alliance upon them. Non-alliance Natives in an area must be allied first; afterwards the player may select friendly Native Level points from any player(s) of his choice. There is no special limit to the number of times the
same Native Level points may change alliance.

23.7 When checking for Uprisings, Natives friendly to a player are never counted. Natives friendly to other players are counted. A side record of which Natives in what areas are friendly to whom must be kept.

23.8 A player may never attack Natives friendly to him. However, in case of Random Event #12, he must first choose to eliminate friendly Native Level points, since they would be in closest contact with him. Afterward, Native Level points friendly to other European powers are reduced. Non-allied points are reduced last of all. Pathfinders, Buccaneer Leaders, Missionaries and Trading Posts do not by themselves put Random Event #12 into effect.

23.9 A player who successfully attacks Natives, may eliminate enemy Natives and/or non-allied Natives in any order he pleases.

23.10 Random Events #10, #11 and #13 will cause same Native Level points may change alliance

23.11 Friendly Native Level points are added into the combat strength of any friendly European units in that area. Losses are always taken solely from European units. The friendly Native Level points are not added into the defense or attack on a port via Naval Invasion.

23.13 Friendly Native Level points are essential for the operation of the Fur Trade. See 24. below.

24. THE FUR TRADE

One can hardly exaggerate the importance of the fur trade in the seventeenth century. The English and Dutch lasted for it; it was the decisive factor in France's otherwise illogical colonial policy which preserved the wild at the expense of settlement.

24.1 These areas produced Fur Resources as follows:

<table>
<thead>
<tr>
<th>Area</th>
<th>Ducats produced per turn (base value)</th>
</tr>
</thead>
<tbody>
<tr>
<td>California</td>
<td>Two</td>
</tr>
<tr>
<td>East Coast</td>
<td>Two</td>
</tr>
<tr>
<td>Great Lakes</td>
<td>Four</td>
</tr>
<tr>
<td>Maritime</td>
<td>Three</td>
</tr>
<tr>
<td>Northumbega</td>
<td>Three</td>
</tr>
<tr>
<td>Novenga</td>
<td>Four</td>
</tr>
<tr>
<td>Rocky Mountains</td>
<td>Three</td>
</tr>
<tr>
<td>Saguenay</td>
<td>Four</td>
</tr>
</tbody>
</table>

24.2 A player able to draw Ducats from an area adds the appropriate number of Ducats directly into his Treasury in the Resource Segment; no ships are necessary.

24.3 A player may draw Fur Resources from an area if the following conditions are met:

A. The area must contain a Native Level greater than zero and at least one Native Level point must be allied to the player.

B. The area must contain a Missionary, a Pathfinder or a Trading Post friendly to the player.

C. The player must have an Atlantic Port during the Resource Segment. It must be in a Fur Trade area adjacent to a Fur Trade area (see D. below). If in an area with effective Natives, at least one Native Level point must be friendly.

D. The Fur Resources may "flow" to port through any number of other Fur Trade areas which contain at least one friendly Native Level point, or which have no Natives whatsoever.

24.4 Elimination of Native points reduces the base value of the area as per condition A. Alliances with Natives which divide the loyalties of an area, divide the Fur Resources. (Round to the nearest Ducat to the benefit of the player with greater Initiative).

24.5 If two (or more) players have friendly Natives in the same areas and meet all the other Fur Trade conditions, the Ducats from Fur Trade are divided so the player with Initiative takes one Ducat, then the second player, and so on up to the maximum of the area's Fur Resource production that turn. When calculating available resources, keep in mind rules 24.4 and 24.6.

24.6 The basic Fur Resource production (24.1) is multiplied by the current Resource Level number on the turn track to determine the total Ducat value each.

24.7 For a Fur Trade area to produce, it must contain a friendly Missionary, Pathfinder or Trading Post. Any number of Trading Post counters may be made. No more than one may be placed in each Fur Trade area by a player. A Trading Post is placed in the planning segment, in an area containing a friendly Native Level point. It costs nothing, but must be maintained at the expense of one Ducat per turn. Once placed, it may not move. It may be voluntarily removed in the Planning Segment.

24.8 In the event of Uprising, treat the Trading Post as a Colonist when determining losses. If stacked alone with enemy Colonists or Soldiers, the Trading Post may be ignored or removed from the map.

24.9 Reduce the base value (24.1) of a Fur Trade area by one (-1) for each non-Spanish Colonist not mining Gold in that area. Colonists mining Gold do not affect the production of Fur Resources. The base value of the area may be restored if the non-mining Colonists exit the area. (In effect, the land returns to its wild state and fur-bearing wildlife returns.)

25.10 At the end of the game, if a Fur Trade area meets the conditions for producing Fur Resources and the Natives are all friendly to a single player, that player may, if no other player meets the conditions of control, has Political Control of the area for 150 V.P.

25. THE NEWFOUNDLAND FISHERIES

The earliest New World treasure discovered by Europeans was the fabulous fishing banks off Newfoundland. For a long time all nations shared the banks, but by the seventeenth century conditions were ripe for one nation to try to seize total control.

25.1 The island of Newfoundland (0812 and adjoining hexes) is to be considered a sub-area of Maritime. The Native Level on Newfoundland is zero. Soldiers and Colonists on Newfoundland never suffer Native Uprisings nor contribute to their making. They are ignored for Random Event #12, and for 24.9 (Fur Trade).

25.2 A Port on Newfoundland may not service the Fur Trade, but at the end of the game it does count toward the political control of Maritime.

25.3 If no Colonist or Soldier exists upon Newfoundland, each player receives one Ducat in the Resource Segment that turn (times the current Resource Level multiplier). This represents the income from the shared use of the banks.

25.4 If a Colonist or Soldier exists upon Newfoundland, the owning player may (but doesn't have to) declare an in Resource Segment that he is closing (or that at least one fish is lost to all nations. If the fisheries are closed, the player draws a base of three Ducats per turn (times the current Resource Level multiplier).

25.5 If Colonists or Soldiers of more than one nation are upon Newfoundland, the fisheries are automatically open.

26. BUCCANEERS

26.1 Buccaneer Soldier detachments are created in the Planning Segment by exchanging Colonist units in the Caribbean Area for Soldier units. A 1-4 Colonist unit becomes a 4-8 Soldier unit. To be able to recognize these as exclusive Soldier units for what they are, the player may make additional and slightly different Soldier units, or mark ordinary counters with a "B".

26.2 Any ship unit built in a Caribbean Port may be considered a Buccaneer ship. To be able to recognize Buccaneer ships for what they are, players may make additional and slightly different ship units, or mark ordinary counters with "B".

26.3 Any enemy ship taken as a prize by a naval force consisting solely of Buccaneer Soldiers and ships, becomes, if the player wishes, a Buccaneer ship.

26.4 Spanish ships captured by solely-Buccaneer attacks on the Spanish Treasure Fleet may become Buccaneer ships.

26.5 The building of Buccaneer ships is limited by Rule 7.1.4. Depending on the number of Colonists in the Caribbean, any number of Buccaneer Soldier detachments may be created each turn. Buccaneer ships may not be converted into ordinary ships, except as the consequence of outlawing Buccaneerin (see 26.7). Buccaneer Soldiers may not be converted into ordinary Soldiers, nor back into Colonists, except as a consequence of outlawing Buccaneerin.

26.6 Buccaneer Soldiers and ships must be maintained by the national Treasury. Soldiers and ships must not be maintained in Europe.

26.7 A player may begin creating Buccaneer units as of turn 8. He may outlaw Buccaneerin (for his own units) at the end of any Resource Segment. If outlawed, all Buccaneer Leaders are removed, Buccaneer ships become ordinary ships in place. All Buccaneer Soldiers in the Caribbean become Colonists in place (4-8s become 1-4s). Soldiers outside the Caribbean are eliminated. Buccaneerin is automatically outlawed in the Resource Segment of turn 9.

26.8 Within a Planning Segment, ships are built before Buccaneer Soldiers are created. Hence Colonists may build a ship, then turn into Buccaneer Soldiers to sail in it!

26.9 Unlike Privateer ships (rule 16.2.4), Buccaneer ships do not need to carry Soldiers.

26.10 Buccaneers may travel at sea only upon Buccaneer ships. Buccaneer ships may not carry ordinary Soldiers nor Colonists, Pathfinders nor Missionaries. If ordinary ships are available in the starting port, mixed-unit expeditions are possible.

26.11 Gold captured by Buccaneers may not be carried to Europe in Buccaneer ships. It must be transferred to ordinary ships in a friendly Port. Buccaneer ships may not pick up gold in a Port, unless it is gold taken from the Spanish/Portuguese or from a different player.

27. THE SPANISH/Portuguese NON-PLAYER

With some exceptions, any area of the map containing a Spanish/Portuguese unit is considered part of the Spanish (or Portuguese) Empires. These areas will be handled by a series of abstract rules. By 1600 the Spanish Empire virtually ceased to grow and became stagnant. Its New World holdings were populous and often highly civilized. The mines and rich cities of the Spanish tropics became a magnet for Privateers, and later Buccaneers and invasions by foreign powers. Thoughout the century a gradually weakening Spain fought to defend its sea lanes and its far-flung coasts from growing hordes of foreign predators. Its fight was generally unsuccessful and no important territory was lost permanently to its rivals.

27.1 The Native Level of any area containing Spanish/Portuguese settlements (other than the
Caribbean—see 18.4.6) is zero, with these exceptions: Rockies, Sonora, Deep South and Aracua. The Native Level in these areas is normal. Non-player settlements are never a factor in Native Uprisings, nor in Random Event #12.

27.2 Non-player settlements are never removed from the map for any reason not even by combat, except in the case of Jamaica (Rule 27.6).

27.3 Combat and Settlement Capture

27.3.1 Non-player settlements may be attacked by players. To attack the settlement, land units or an amphibious force enters the hex as per the standard rules (see 8.7 and 11).

27.3.2 Before initiating combat, the player rolls a die and consults the Spanish Garrison Table. Increase the die result by +1 if the hex contains an active gold mine, or if the settlement is Veracruz, Panama, Lima, Cartagena. The result is the number of Spanish Soldier Detachments which will fight to defend the settlement.

27.3.3 Once he has determined the garrison of the settlement, the player must either carry out his attack at once, or retreat his units from the hex.

27.3.4 An attack on a non-player settlement is carried out normally, except that non-player Colonists never retreat and are not eliminated. If non-player Soldiers are forced to retreat, they are removed from the map.

27.3.5 If a successful attack leaves a force occupying a hex of a non-player settlement, the settlement is considered captured. The settlement remains captured as long as the capturing player maintains Colonist or Soldier strength points in the settlement in excess of the printed strength of the non-player Colonists.

27.3.6 Should the capturing player need to defend a captured settlement against other players or a Spanish Land Attack, the Iberian units in the hex lend nothing to the defense.

27.3.7 While captured, the non-player Colonists are ignored for Resource-collecting purposes. If the settlement is a Port, it functions as a friendly Port.

27.3.8 Should the player abandon the captured settlement, it reverts at the end of the turn to an ordinary non-player settlement, with a potential Spanish soldier garrison (see 27.3.2). Should Soldier and/or Colonist strength in the settlement become equal or less than the printed strength of the non-player Colonists, the occupying units must immediately retreat from the hex or be eliminated.

27.3.9 If the attacking player should be forced to retreat from a non-player settlement either by combat or voluntarily (see 27.3.3), he may not attack the settlement again that game turn. Any Spanish Soldiers remaining in the vacated settlement are removed from the map. If another player attacks the settlement that turn, a new garrison is determined as per 27.3.2.

27.3.10 Resources (excluding Fur Resources) may not be taken from an area containing any uncaptured Spanish/Portuguese settlement.

27.4 A player must consider himself at war with Spain under the following conditions:

A. If a "Costly European War" Random Event comes up. Should this occur, the player involved rolls a die; if the result is 1-3, the war is against Spain. If the result is 4-6, the war is not against Spain (but the cost is still paid by the player).

B. If he has declared war against Spain in the Planning Segment and has paid the 50 Ducats demanded by the expense of such an enterprise.

27.4.1 No non-Buccaneer ship or Soldier detachment may ever attack a Spanish/Portuguese settlement or the Spanish Treasure Fleet unless a "Costly European War" has inadvertently begun against Spain or the player has chosen to declare war on

---

23.5a NATIVE ALLIANCE TABLE

<table>
<thead>
<tr>
<th>Alliance pts.</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Natives</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Allied</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

Die Roll: 1 2 3 4 5 6 7 or more

27.5.1a SPANISH RETALIATION TABLE

<table>
<thead>
<tr>
<th>Number Targets</th>
<th>0 1 1 2 2 3 4 5 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Die Roll</td>
<td>1 2 3 4 5 6 7 8 9+</td>
</tr>
</tbody>
</table>

27.5.5a SPANISH LAND ATTACK

<table>
<thead>
<tr>
<th>CRT Column</th>
<th>5-1</th>
<th>4-1</th>
<th>3-1</th>
<th>2-1</th>
<th>1-1</th>
<th>1-2</th>
<th>1-3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Die Roll</td>
<td>1 2 3 4 5 6 7 8 9+</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

27.10.1a SPANISH CITY LOOT TABLE (Results in Ducats)

<table>
<thead>
<tr>
<th>Number Colonists in Settlement</th>
<th>1</th>
<th>2</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Die Roll</td>
<td>1 2 3 4 5 6 7 8 9+</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

27.11.4a SPANISH GALLEON TREASURE (Results in Ducats)

<table>
<thead>
<tr>
<th>Expedition strength, ships only:</th>
<th>2 5 10 15 20 25 30 35 40 6+</th>
</tr>
</thead>
<tbody>
<tr>
<td>*Spanish</td>
<td>1 0 0 0 0 0 0 0 0 0</td>
</tr>
<tr>
<td>Naval Attack</td>
<td>2 0 0 5* 10* 15* 20* 25* 30* 35*</td>
</tr>
<tr>
<td></td>
<td>4 0 5* 15* 20* 25* 30* 35* 40* 50*</td>
</tr>
</tbody>
</table>

28.3a SMUGGLING INCOME TABLE

<table>
<thead>
<tr>
<th>Ducats gained</th>
<th>0 0 0 0 0 0 0 0 0 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Die roll</td>
<td>1 2 3 4 5 6 7 8 9+</td>
</tr>
<tr>
<td>Price</td>
<td>N 1 2 3 4 5 6 7 8 9</td>
</tr>
</tbody>
</table>

29.4a SLAVE AVAILABILITY TABLE

<table>
<thead>
<tr>
<th>Number Slave units</th>
<th>0 1 2 3 4 5 6 7 8 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Die roll</td>
<td>-1 0 1 2 3 4 5 6 7 8</td>
</tr>
</tbody>
</table>

29.12.1a SLAVE SALE TABLE (Results in Ducats)

<table>
<thead>
<tr>
<th>Price</th>
<th>N 1 2 3 4 5 6 7 8 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Die roll</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
</tr>
</tbody>
</table>

*Spanish Naval Attack
Spain/Portugal in his Planning Segment and has paid the 50 Ducats to cover the cost of the war in Europe.

27.4.2. From turn 10 on, Brazil ceases to be Spanish (though its Portuguese garrisons are generated still by table 27.3.2a). Any attack on Brazil by non-Portuguese requires a separate declaration of war against Portugal itself (50 Ducats).

27.5. Engaging in war with the non-player Spanish will often trigger "Spanish attacks" against the player's own New World holdings.

27.5.1. Should war with Spain exist, the involved player must roll on the Spanish Retaliation Table in the Native Combat Segment of the game turn.

27.5.2. Add one (+1) to the die roll for each Spanish Empire area containing the player's own Colonist/Soldier unit, or each roll on the Spanish Retaliation Table to derive the number of Spanish attacks.

27.5.3. The player must pick out those friendly stacks which shall be the object of Spanish Retaliation by the following criteria:

A. Friendly Colonist/Soldiers occupying a non-player settlement. If possible, choose enough targets to equal the Spanish Retaliation number. Choose targets with the largest number of Colonist/Soldiers.

B. Encountering Spanish/Portuguese forces on occupation of any non-settlement hex of the Spanish Empire to make their sum and that of the targets in section A equal the Spanish Retaliation number. Select targets on the priority of where the most Colonists are.

C. Any friendly settlements in closest proximity to areas of the Spanish Empire, should the number of targets in categories A and B above not equal the number derived from the Spanish Retaliation Table. Proximity is counted by the number of hexes from the border of a Spanish Empire area, treating land and sea hexes alike. In the Caribbean, count from the (uncaptured) towns of Havana and Santo Domingo. If two or more settlements are equidistant and not all may serve as targets, choose the largest in terms of Colonists.

27.5.4. After selecting the targets of Spanish Retaliation, the "Spanish attacks" are immediately carried out.

27.5.5. If the target is a Port containing friendly ships, a naval battle is fought before the attack on the settlement. Roll on the Spanish Naval Attack Table to determine the odds of the combat. This done, roll on a proper column of the Naval CRT. Remove friendly ships as Defender losses; ignore Attacker losses. If any friendly ship survives the naval attack, the Spanish attack has been beaten off the settlement and spares. If all friendly ships are eliminated by the Spanish Naval Attack, the settlement immediately suffers a Spanish Land Attack.

27.5.6. To carry out a Spanish Land Attack on a target, roll on the Spanish Land Attack Table to determine the odds of the attack. Next go to the Land CRT and roll on the appropriate column. Remove friendly units as Defender losses; ignore Attacker losses.

27.6. Jamaica is a special case. Historically the Spanish culture there was entirely supplanted by that of its conquerors. Therefore, should the Port of Jamaica be captured, all Spanish units on the island are eliminated. Jamaica henceforth is no longer regarded as part of the Spanish Empire.

27.7. Hispanola contains a normal Spanish Port-Settlement. However, it is this Port alone which is considered a part of the Spanish Empire.

27.8. Beginning with turn 10, Brazil is no longer part of the Spanish Empire and forces within Brazil are no longer subject to Spanish Retaliation. They may be subject instead to Portuguese Uprising. Historically, the Dutch conquered Brazil, but a patriotic guerrilla war eventually exhausted the Dutch occupiers and forced their withdrawal.

27.9. If any Native Uprising Segment begins with turn 10, any player with Colonist or Soldier units in Brazil must check for Portuguese Uprising. A result of 1-6 will cause a Portuguese Uprising, but the die is modified by minus one (-1) for each friendly Soldier unit in the area. Despite Soldiers, a natural roll of "6" will always cause an uprising.

27.9.1. In any Native Uprising Segment beginning with turn 10, any player with Colonist or Soldier units in Brazil must check for Portuguese Uprising. A result of 1-6 will cause a Portuguese Uprising, but the die is modified by minus one (-1) for each friendly Soldier unit in the area. Despite Soldiers, a natural roll of "6" will always cause an uprising.

27.9.2. Resolve the Portuguese Uprising on the Native Uprising Table.

27.9.3. At the end of any Native Uprising Segment in which there are no friendly Soldier detachments in Brazil, all Colonists of that nationality are eliminated in Brazil.

27.10. Spanish/Portuguese settlements that are captured may be Looted.

27.10.1. In the Resource Segment of the game turn, any Spanish/Portuguese settlement which has been captured in the current turn may be Looted. To determine the amount of Loot to go to the Spanish Loot Table and roll a die. Add one (+1) to the die if the settlement contains an active gold mine, or if the settlement is Veracruz, Cartagena, Lima, Panama. Deploy the Gold-Loot immediately.

27.10.2. If the party or expedition which Looted the settlement contains at least one non-Buccaneer Soldier detachment, the amount of loot taken from the Looted settlement is doubled. This represents the gold taken directly by government representatives and kept out of the wasteful hands of Buccaneers. For this to be possible, formal war must exist between the non-player country (Spain or Portugal) and the player's nation.

27.10.3. A single player may Loot the same settlement in the same game turn.

27.10.4. Two players may not Loot the same settlement in the same game turn.

27.10.5. Loot may be loaded aboard available ships in a captured Port in the same Segment that the capture occurred.

27.10.6. A non-player settlement captured from another, occupying, players, may not be Looted.

27.11. Through out the seventeenth century, the ever more exposed Spanish treasure fleets continued to be the prey of warships and pirates. It was never more vulnerable than in the headwinds of the narrow Florida channel.

27.11.1. An expedition may attack the Spanish Galleon Fleet by expending an additional 3 movement points in hex 2120 and rolling a die on the Spanish Galleon Treasure.

27.11.2. Deploy the number of Gold-Ducats indicated on the Spanish Galleon Treasure Table along with as many good ship units to hold the captured Treasure. These ship units may be Carracks and/or Caravels—not Galleon Fleets. Treat them as prize ships.

27.11.3. If there is an asterisk next to the Ducats indicated, the player may refuse no Maintenance.

27.11.4. A player with more (offensive) ship strength in the Command of the Seas area than the combined strength of his two richest rivals (in terms of Ducats in the Treasury at the beginning of the Resource Segment), add +1 to his Smuggling die roll that turn. If a player has more naval strength in the Command of the Seas area than all his rivals in a four-player game, he may add +2 to his Smuggling die roll that turn.

28. MERCHANT FLEET SUPERIORITY

The seventeenth century witnessed the first great struggle of European nations to dominate the trade lanes of the world. The Dutch took an early lead, becoming the common carriers for much of the colonial world. The English soon challenged their hegemony and a series of Dutch wars, fought with shipping losses, eventually brought English seapower to the forefront.

28.1. The players shall establish an off-the-map area to represent the 'Command of the Seas' combat, fleet-storage area whenever the Dutch nation is played.

28.2. Combat may be fought in the Command of the Seas area, observing the rules in Rules Section 8.

28.3. The player with the most ships in the Command of the Seas area gains these benefits:

A. Any other player with one or more Colonists on an island of the Caribbean must transfer a sum equal to two (2) ducats times the current Resource multiplier (the ships/coast) directly into the Treasury of the player dominant in the Command of the Seas area (after Resource collection, but before Maintenance).

B. To represent trade and smuggling to the non-player settlements, the player dominant in the Command of the Seas area may loot a die on the Smuggling Income Table. Since the volume of trade grew gradually in the early years of the century, the die is modified. Subtract six from the die in turn 1, five from the die in turn 2, and so forth until turn 7, when 0 is subtracted. The player receives the designated number of ducats directly into his Treasury in the Resource Segment.

28.4. The Dutch begin with three Carracks in the Command of the Seas area, free of charge. Furthermore, for every Carrack they build and place (directly) into the Command of the Seas area, they receive a free matching Carrack, up to a maximum of seven free matching builds.

28.5. All nations may build ships directly inside the Command of the Seas area. All nations may also move ships in European ports to the Command of the Seas area free of charge in the Planning Segment. However, ships may not be moved out of the Command of the Seas area once there.


28.7. A player with more (offensive) ship strength in the Command of the Seas area than the combined strength of his two richest rivals (in terms of Ducats in the Treasury at the beginning of the Resource Segment), add +1 to his Smuggling die roll that turn. If a player has more naval strength in the Command of the Seas area than all his rivals in a four-player game, he may add +2 to his Smuggling die roll that turn.

29. AFRICAN SLAVE TRADE

The Spanish and Portuguese began trickling African slaves into the New World in the sixteen century. The first slave labor force, the Indians, were in rapid decline in the face of European diseases and the colonies' colonial policies. But it was not until other European powers entered the Caribbean and discovered the value of the sugar crop that the trickle of African captives turned into a flood. All the colonial powers, including the Swedes and Danes, eventually set up permanent trading bases on the West African coast to facilitate the transfer from Africa to tropical
29.1 If no Colonist units are available from an unused national color, the players may make a supply of Colonist units to represent slave laborers. All players may draw from the same force pool.

29.2 A “Guinea” subsegment begins the Trans Oceanic Phase. Expeditions may sail to an “off map” area which is to be considered to be two (2) Bounds distant from the European Ports.

29.3 After players have either moved units to the Guinea area or passed, Naval units (ignore Soldiers) may fight combat in the Guinea area, initiating combat in the order of Initiative.

29.4 After combat (if any), the players in order of Initiative may roll a die on the Slave Availability Table to determine the maximum number of Slave units which may be bought that turn. To buy a Slave unit, sufficient ship space must be available to carry the purchased units and all the regular units of the expedition. Slaves may not be maintained off map. The price of a Slave unit is one (1) Ducat each.

29.4.1 The price of a purchase of Slaves is increased by competition. For each rival who declares his intention to purchase Slave units during the current turn, one Ducat is added to the price of the total purchase (e.g., three Slaves would cost four Ducats if one other player wishes to buy).

29.5 The number of Slave units available in a turn is modified in two ways:

A. For each rival who has bid, or states his intention to bid for Slaves in the current turn, reduce the die roll for Slave Availability by one (-1).

B. If the player has built a “Trading Fort” in Guinea (see 29.11), one (+1) may be added to the Slave Availability Die Roll. The permanent organization of markets along the coasts allowed traders to be more methodical in seeking and buying captives.

29.7 Expeditions which begin in Europe and travel to Guinea must add 2 Bounds to the total (map-derived) distance traveled.

29.7.2 Expeditions beginning in “Guinea” and traveling to any hex between rows 2100 and 2800 must add one (+1) Bound to the printed map distance.

29.7.3 Expeditions beginning in “Guinea” and traveling to any hex south of hex row 2800 (inclusive) on the Atlantic coast are assumed to have traveled the printed distance.

29.7.4 Expeditions beginning in “Guinea” and traveling to any hex south of hex row 2800 may reduce the distance printed on the map by one (-1) Bound.

29.8 Slave units act as Colonists with these exceptions:

A. Slaves may draw resources only from green-colored hexes between hex rows 1500 and 4700 (inclusive). Elsewhere Slaves produce no income.

B. Slaves have zero value in Combat. They do not retreat with friendly units.

C. Slaves have no maintenance. They become friendly to any player who occupies their hex with his own Colonists or Soldiers after the voluntary or forced removal of all other Soldiers and Colonists from the hex.

D. Slaves may be traded or sold between players, at any mutually agreed price. They may embark/ embark from any Port in the area described in 29.8A. Roll a die on the Slave Sale Table for the price offered per Slave in Ducats. If the roll derives a too-low amount to suit the player, the expedition can move on to another non-player Port and try again. One expedition may offer to sell Slaves to a maximum of three non-player Ports in one turn. Ducats received are added directly into the player’s Treasury.

29.12.1 To sell Slaves to the non-players, Slave units must be physically carried either from an area of the map or from Guinea, to a Spanish/Portuguese Port in the area described in 29.8A. Roll a die on the Slave Sale Table for the price offered per Slave in Ducats. If the roll derives a too-low amount to suit the player, the expedition can move on to another non-player Port and try again. One expedition may offer to sell Slaves to a maximum of three non-player Ports in one turn. Ducats received are added directly into the player’s Treasury.

29.12.2 If the Slave Sale Table comes up a “1-N”, no price is offered. Instead the Spanish/Portuguese navy attacks the trading expedition (since trade with their European rivals was forbidden by the Iberian princes). The expedition is immediately subject to a “Spanish Naval Attack” (see 27.11.4).

29.12.3 To sell Slave units to another player, the units are carried (or marched) to a settlement belonging to the buyer. The agreed upon price is paid directly from one Treasury to the other immediately upon transfer of control. Units moved by one player, may not be moved again by another player in the same turn.

29.12.4 Player may combine delivery of Slaves to friendly ports with slaves to non-players and to other players in the same expedition.

29.13 Slaves captured on prize ships become the property of the capturing player.

POSTSCRIPT: By 1700 (where our simulation ends), most of the colonizing powers had fallen into poverty from wars and mismanagement. England and France retained their energy, but wasted it in endless conflict with each other around the world. Already one of the four French and Indian Wars had been fought. The next seventy-five years would see the French expulsion from the American continent and the American Revolution—an event which would formalize the ending to the First Age of Western Colonialism.

Those interested in Mr. Bahran’s variant for CONQUISTADOR will find appropriate counters for the new characters, as well as the Danish and Slave unit counters. Please note that French, Dutch and British counters follow the same color pattern as in the original game. The counters for chartering and trading posts are shaded a neutral brown, while those for the Slave units are black on white.
QUO VADIS?
Choosing a Nation in CIVILIZATION
By Daniel V. Ferens

CIVILIZATION is one of those rare games which are interesting and challenging in many aspects, even to jaded wargamers as is evidenced by its consistently high rankings in the “So That’s What You’ve Been Playing” list in The GENERAL. This article is written to help the novice player in two crucial areas of the game: choosing a nation and acquiring Civilization Cards. These two aspects seem to best fit a logical analysis. Other areas, such as Trade, depend much on the player and there is no single method that will always work. Balancing stock and treasury is still another element that contains so many variables it often times appears to be more of an art than a science. Stephen Hall’s article in Volume 19, Number 4 of The GENERAL provides some useful guidelines, and no more need be added here. The decisions of Quo Vadis (“Which Way To Go”) in this game will be analyzed solely in the areas of choosing a nation and acquiring cards for it.

Choosing A Nation
Players will select a nation because of family heritage, personal preference, or even the color of the pieces. Some readers may feel that all nations are equally good choices. While it is true that all nations have advantages and disadvantages, and that the game designers undoubtedly tried to balance these factors as much as possible, it does appear that certain nations are better choices than others.

Two overriding factors which determine which nations may be the best choices are ease of expansion and the Archeological Succession Table (AST) order and requirements.

Ease of expansion relates to the potential of a nation for city sites and population support. Ideally, any nation could obtain nine city sites and adequate population support without having to enter conflict with other nations. Ease of expansion is important during the early stages of the game as Calamity Cards such as Civil War and Iconoclasm/Heresy will foil the best expansion plans later in the game. The nation which expands early in play has a firm base for trade and, consequently, advancement on the AST.

An important assumption in discussing ease of expansion is that players will avoid extensive conflict during the early stages of the game if at all possible. If two nations fight early in the game, they will surely exhaust their own resources and hinder their own expansion while their unaffected opponents proceed uninterrupted with their plans. Even if one nation “wins” an early conflict, other players may remember this when it comes time to trade an Iconoclasm/Heresy Card, or choose an unwilling Civil War designee. Therefore, unprovoked conflict should be avoided early in the game. As a result, having first move may be an advantage early in the game because an opponent will probably avoid contesting the areas you occupy, especially if you are vocal about your determination to fight for it.

The other factor affecting choice of a nation is the AST. All nations will strive to progress one space on the AST each turn, and less stringent requirements can facilitate this. Some nations have notably less severe requirements than others, as will be noted in the discussions below. Another crucial AST aspect is order. Nations nearer to the top have, with equal city distribution, first choice of Trade cards and first move, but have the disadvantage of having last choice in acquiring Civilization Cards. The latter aspect may indeed be more significant, as number of cities will affect who has first crack at Trade cards, while the Civilization Card order is always the same.

These two factors are primary in this determination of the order of desirability presented below. It is nominally assumed that we speak of a six- or seven-player game and that any player’s immediate neighbor could be in play. Exceptions are discussed when appropriate. Here, then, are the preferences in descending order of preference:

1. ASIA. Asia appears to have the best combination of expansion and AST factors. The Asian player’s path of expansion will normally be southward and westward down the Turkish peninsula and into the northeastern Mediterranean region. He should be able to pick up six or seven city sites with no problems, even if another nation, such as Thrace or Crete, occupies the city sites on the western end of the Turkish peninsula. The player should also
have no trouble insuring population support for the cities, although support areas are not overly abundant. His sixth place position on the AST should allow him to acquire most Civilization Cards he needs (except Mysticism). His general 4-in-1 areas are unusually good, especially in a four-player game, where he will be able to expand into the Western areas of Turkey unopposed. Of course, a hostile Assyrian player could cause trouble but, for reasons discussed above, it’s unlikely until the Asian Empire is well established.

2. EGYPT. Mr. Hall’s article indicated that Egypt has many advantages, especially in ease of expansion. He mentioned that he could rapidly expand with plenty of population support. Egypt may be able to acquire even more territory by initially expanding across the Sinai into the southeastern Mediterranean area, taking three city sites, and then moving backwards into the Nile basin. Africa could cause some trouble, but the African player will probably be trying to settle his own areas early in the game and won’t move east until later. Of course, in a four- or five-player game, Egypt doesn’t have to worry about Africa at all! Egypt also has first choice of Civilization Cards, which can be a strong asset. However, Egypt’s one disadvantage as mentioned by Mr. Hall. The Nile’s flood plain can cause serious problems (although having an Engineering card can help). The most serious challenge for the Egyptian player, however, is in the AST requirements. To keep pace, the player must build two cities after acquiring only 16 tokens. This will hinder him with only four tokens at the beginning of the Bronze Age. As a result, his ability to expand quickly and build additional cities will be severely impeded. Consequently, Egypt’s ability to acquire Trade cards, which he needs badly early in the game, will be restricted. For this reason, Egypt may not be the best choice among the same advantages. Assyria has a fairly good starting position and a relatively good position (seventh) on the AST. He can acquire most Civilization Cards he wants (again, except Mysticism). Except for the 1400 point requirement, his AST progression requirements are the least severe for the four Eastern nations (Asia, Assyria, Babylon, Egypt). Assyria’s main disadvantages lie in his ease of expansion. The natural route is southward to take the two “3” city sites, then westward where the Assyrian player can take an additional three or four in the eastern Mediterranean area. Expansion to the southeast is possible as well, however, he will probably find himself “strung out” along this route and flanked by Asia and Babylon. Having two cities in the two rich areas may also hinder movement of tokens between his northern and southern territories. He may even feel some pressure from Egypt on his southwestern fringe later in the game. Still, Assyria is a relatively good choice, as the Assyrian player can probably hold onto four or five city sites and retain adequate population areas for quite a while.

4. ITALY. The five Western nations generally have less severe AST progression requirements than the Eastern nations. However, Italy is considerably less troublesome from more difficult expansion. Also, their numerically lower AST order can inhibit their ability to acquire the Civilization Cards they want. Therefore, all things being equal, they are usually less desirable choices than the Eastern nations. Among the five, Italy seems to have many advantages. It has very relaxed AST progression requirements, which second position gives the Italian player nearly last choice in Civilization Cards. Italian expansion is relatively easy at first. It can easily take the three city sites along the “boot” and the site on the island of Crete early in the game. It is also likely that either Crete or Thrace will not be in play, which will facilitate Illyria’s expansion somewhat. However, the barreness of the areas north of Greece and the Danube flood plain will still provide obstacles. It is perfectly feasible that, in the end, he will have no strong site at all in these areas.

5. THRACE. Thrace’s mild progression requirements on the AST may tempt a new player to choose this nation. However, Thrace probably has the most difficulty of any nation in developing an expansion plan. It only has one city site solely to itself, and this lies in the Danube flood plain. Illyria may well expand eastward to take this “4” site; too, a Thracian city on this location will hinder north-south movement of his tokens. A possible expansion route lies into some of the sparsely populated areas in the westernmost territories of the Turkish peninsula. However, the Thracian player will soon face opposition from Asia and perhaps from Crete. The Danube flood plain, the lack of a ready path of expansion, and likely opposition from other nations will probably make the Thracian player’s entire game an uphill struggle. Thrace, however, would be a good choice in a two-player game if the first player does not choose Illyria. If nothing else, he will have first choice of Civilization Cards. 6. CRETE. At first, Crete seems to be in an ideal location—initially isolated from everyone. His middle position on the AST and Cretan expansion is anything but easy. The Cretan player will probably acquire four or five city sites with adequate support for his cities. The African player does have an advantage of starting in an isolated area where no one will oppose him for quite awhile, and can easily acquire four city sites. After that, however, expansion becomes difficult. The player may be able to get a few territories in western Egypt, but will have to fight for any Nile territory. He may try to expand upward into Sicily, but can expect opposition from Italy. The Agriculture card is most valuable to this African player, and he should try hard to get it. This may be difficult, however, because Italy has a good card only. He must take the player last choice of cards each turn. Astronomy may also help the African, as he can then try to settle into other coastal areas around the Mediterranean. Expansion for the African player is not easy, but his isolated position and relatively mild AST requirements give him many advantages, if not many challenges.

6. BABYLON. It may be a surprise to some that Babylon is rated this low in order of preference, but the rating does seem to be justified. Babylon initially suffers from the same stringent AST progression requirements as Egypt and yet does not have Egypt’s ease of expansion. The Babylonian can probably acquire four or five city sites with adequate population support fairly early, but Assyria and possibly Egypt will hinder any further expansion without warfare. Also, three of his city sites are in the Euphrates flood plain, along with most of his population support areas. He must acquire an Engineering card as soon as practical. Unless some special advantage happens to Assyria, Babylon may be relegated to the Eastern end of the board with but four or five city sites and the constant threat of a flood for quite some time. Of course, he need never worry about Piracy; but other limitations of his location, combined with the stringent AST progression requirements, can make the Babylonian player’s life difficult.

7. ILLYRIA. Illyria has an ideal starting location with one of the few “5” areas in his immediate possession. Also, except for the 1400 point final requirement, Illyria has relatively mild AST progression requirements. However, Illyria’s expansion is anything but easy. To reach the east, and Crete in the south, the Illyrian player must expand through sparsely populated areas to obtain three or four city sites in the area of northern Greece. Expansion southward from here will be opposed by Crete and expansion eastward will be opposed by Thrace. Illyria may well be able to grab Western Sicily without too much trouble. From this initial territory, Italy may be able to later expand into Africa, the Yugoslav territories or even the Greek peninsula, depending on what other nations are in play. Italy is a perfect choice

Acquiring Civilization Cards

The value of Civilization Cards to any player depends on at least four factors: AST Requirements, card values, contribution toward buying other cards, and benefits of holding specialized cards. Table 1 lists the sixteen Civilization Cards in order discussed below with relevant information. As is evident, all cards have value. How, then, should a player select his cards? The AST requirements are the prime factor; a player must have cards in three different categories to enter the Late Bronze Age, seven cards to enter the Early Iron Age, and ten cards to enter the Late Iron Age. The other nations’ requirements will be addressed in the narrative.

Tables 2A and 2B present what can be considered “optimal” strategies with and without Mysticism. Since the rules limit the number of Mysticism cards available, one or more players must use an alternate strategy such as the presented in Table 2B. In games with six or seven players, some of the other cards (such as 2B) may be preferred. Therefore, the cards not in the Table 2 plans are discussed as well.

The selected plans are based on the AST requirements and lowest overall cost to the player. Order is important if a player is to maximize advantage of the cards. It is also likely that either Crete or Thrace will not be in play, which will facilitate Illyria’s expansion somewhat. However, the barreness of the areas north of Greece and the Danube flood plain will still provide obstacles. It is perfectly feasible that, in the end, he will have no strong site at all in these areas.

1. MYSTICISM. As stated in Mr. Hall’s article, Mysticism is a “deceptively cheap” card which can cause problems later because of the seven-card per player limit. However, the acquisition plan in Table 2A can overcome this difficulty. This card can propel a player into the Late Bronze Age with minimal cost—an important consideration for Egypt
and Babylon who must enter this age very early when they have few cities built. Expect these two nations to make favorable trades so both can acquire Mysticism before others get the chance. Another advantage is that it will give 120 points in credit toward the cost of other cards listed in Table 2A. Note the overall cost in Table 2B is significantly higher than that of Table 2A. Therefore, this card should be obtained if possible.

2. POTTERY. This card, combined with Mysticism, will meet a player’s Late Bronze Age requirements with only 75 points. Pottery also is invaluable in obtaining other cards listed in Table 2A. The only restriction is that a player should not buy two cards in the same category during the same turn, as this will prevent him from best using his credits.

3. COINAGE. The benefits of having Mysticism now start to take effect; a player only needs 90 points to get this 110-point card. Since this card is very valuable to a player in helping him maintain a balance between stock and treasury, it is listed third. However, it should be noted that the third through seventh cards on Table 2A (and 2B) can be acquired in any order without altering the overall acquisition cost or AST position. A player’s need for a particular card will only determine the order in which cards in any turn may dictate variations to the order presented. The only restriction is that a player should not buy two cards in the same category during the same turn, as this will prevent him from best using his credits.

4. AGRICULTURE. This card is also useful to most nations (especially so to Africa and Crete) who may consider acquiring this card third instead of Coinage. Curiously, there are times when holding this card may be disadvantageous. A player may want to deliberately overpopulate some of his areas to increase his stock or, in rare cases, to reduce the number of cities he has. Furthermore, this card makes this harder to do! However, most players will agree that the advantages of this card generally outweigh the slight disadvantage. Also, Agriculture and Coinage can be acquired in the same turn with no credit penalties. If accomplished, this is quite a coup.

5. ENGINEERING. If Table 2A has been followed, this 140-point card can now be bought for only 80 points. Because it is a two-category card, it also gives useful credits in acquiring a number of other cards later. The 140 points are a notable help toward meeting the 1000 points requirement for the Late Iron Age. This card is especially valuable to Egypt, Babylon, and possibly to Thrace, in reducing the effects of a flood. These nations may consider acquiring this card as early as third in order and wait until the next turn to find Coinage and Agriculture.

6. ASTRONOMY. If nothing else, this card is “cheap” at this point. The player’s 60 Science credits make this 80-point card a bargain at 20 points. A cheap card may be helpful after buying the previous three cards and struggling to obtain seven cards for the Early Iron Age while also keeping long-range requirements in mind. If a player has unlimited resources, Medicine would be best to obtain now, but resources are usually a little scarce at this point. This card also provides the advantages of being able to “leap great oceans in a single turn,” which could be very useful to Africa and Crete in their expansion plans. Even Babylon may find this card useful if he acquires western territories as a result of a Civil War or some other calamity.

7. LITERACY. This card, which may be obtained in the same turn as Astronomy with credit penalties, has no intrinsic value except the 110 points. However, it is almost essential because of its credit toward Law, Democracy and Philosophy later on in the game. Acquisition of this card will complete the seven-card requirement for entry into the Early Iron Age. The Architecture card is a possible alternative if a player has on hand and has to acquire several cards during the current turn, but in the end Architecture gives 30 fewer points at the same overall cost.

8. LAW. Some players will regard this card as a “necessary evil” because it is required for Democracy and Philosophy. It is also expensive: even with Literacy and Mysticism, it will still cost 140 points. However, the card does provide some minor benefits in reducing the severity of Civil Disorder and Iconoclasm/Heresy calamities. Its 170 points also moves one significantly toward the 1000 point requirement for the Late Iron Age.

9. PHILOSOPHY. Acquisition of this card should give a player 1055 points on Table 2A. It would, of course, be more cost-effective if a player obtained Medicine before this card for the 20 point credit, but this would not satisfy the 1000 point requirement, as Democracy would not (by 5 points) either. Of course, if a player obtained Medicine as his sixth choice (instead of Astronomy), he could now obtain Democracy, then Astronomy, then Philosophy for a maximum amount of cost effectiveness. However, it is usually difficult to obtain Medicine at that point because of its additional expense. The benefits of having Philosophy to combat an Iconoclasm/Heresy calamity may be valuable at this point in the game if it will result that on Table 2B, Democracy can be obtained at this point because it will satisfy the 1000 point requirement.

10. MEDICINE. After acquiring the expensive Law and Philosophy (or Democracy) cards, a relatively cheap card will probably be necessary. Medicine costs only 60 points at this point, and its 140 point value would result in a total just 25 points short of 1200. If a player can muster 25 points in tokens and trade cards, his entry into this last square is certain. Medicine is also useful in combating the effects of an Epidemic calamity card, which can be devastating at this point—and frequent. This card will give a player a total of 1375 points. The Democracy card is useful in reducing the effects of the Civil War and Civil Disorder calamities. Any player should easily be able to collect an additional 25 points from tokens or trade cards, so entry into the last square is virtually assured unless a player loses all his cities. It should be noted that Africa and Crete do not even need this card and can have 1200 points with the first ten cards or buy a cheaper alternate card (see below) for “insurance”. The 1300 point nations (Egypt, Italy, and Thrace) may elect to select a card such as Metal Working instead of Democracy or a less expensive card instead of Medicine to fulfill their requirements. A player cannot always obtain the cards he wants because there are not enough for everyone. Therefore, some of the merits of the other cards that can be taken as alternatives are discussed below.

12. ARCHITECTURE. This card is almost a “must” if Mysticism is unavailable to help a player meet his Late Bronze Age requirements. Table 2B details an acquisition plan based on this card. It is also a possible alternative to Literacy if it is unaffordable at the time it is needed (see the seventh choice above). The card pays for itself later in its credits toward Law, Democracy and Philosophy.

13. METAL WORKING. This is probably the “best of the rest.” It has the largest point value (80) of the remaining cards. It also conveys an advantage in combat which may be invaluable in the later stages of the game. Of course, if the opponent also has this card, the advantage is negated.

14. CLOTHMAKING. This card is probably best described as “an alternate to Pottery”. If a player finds that all the Pottery cards have been used, he is almost forced to take this to meet his Late Stone Age requirements. This card does not convey the advantages of Pottery in combating calamities or otherwise making a player’s road easier, but still can be an advantage to seafaring nations such as Africa or Crete. That extra sea area can sometimes be very helpful. However, for most players, this card is still only “an alternative to Pottery”.

15. DRAMA AND POETRY. In discussing the merits of this card, it will be assumed that the optional rule in Vol. 19, No. 4 of The GENERAL is in effect which gives this card a 20 points credit toward Democracy (instead of 10). This gives it 40 points of special credits, and it also contributes 5 points toward acquiring the Law card because of its category. Still, this card will not be that useful to most players. It does nothing for the player except to bring him credit toward other cards, and its relatively low (60) point value may hinder a player from meeting AST requirements later in the game. Unless no other cards are available, it is probably best to bypass this card and concentrate on the ones listed in Table 2A or 2B.

16. MUSIC. The same comments apply as for Drama and Poetry—more so since this card gives only 30 credits instead of 40. The high number of credits toward Philosophy may sometimes be useful, but this card should still be avoided if other cards are available.

TABLE 1 CERTAIN CRITICAL CIVILIZATION CARDS

<table>
<thead>
<tr>
<th>Card</th>
<th>Categories</th>
<th>Point Value</th>
<th>Credit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mysticism</td>
<td>A/S</td>
<td>30</td>
<td>5A/20S</td>
</tr>
<tr>
<td>Pottery</td>
<td></td>
<td>45</td>
<td>10C</td>
</tr>
<tr>
<td>Coinage</td>
<td>S</td>
<td>110</td>
<td>20S</td>
</tr>
<tr>
<td>Agriculture</td>
<td>C</td>
<td>110</td>
<td>10C</td>
</tr>
<tr>
<td>Engineering</td>
<td>C/S</td>
<td>140</td>
<td>10C/20S</td>
</tr>
<tr>
<td>Astronomy</td>
<td>S</td>
<td>80</td>
<td>20S</td>
</tr>
</tbody>
</table>

TABLE 2 ACQUIRING CARDS

<table>
<thead>
<tr>
<th>With Mysticism:</th>
<th>Card</th>
<th>Value</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mysticism</td>
<td>30</td>
<td>30</td>
<td></td>
</tr>
<tr>
<td>Pottery</td>
<td>45</td>
<td>45</td>
<td></td>
</tr>
<tr>
<td>Coinage</td>
<td>110</td>
<td>110</td>
<td></td>
</tr>
<tr>
<td>Agriculture</td>
<td>110</td>
<td>110</td>
<td></td>
</tr>
<tr>
<td>Engineering</td>
<td>140</td>
<td>140</td>
<td></td>
</tr>
<tr>
<td>Astronomy</td>
<td>80</td>
<td>80</td>
<td></td>
</tr>
<tr>
<td>Literacy</td>
<td>110</td>
<td>110</td>
<td></td>
</tr>
<tr>
<td>Law</td>
<td>170</td>
<td>170</td>
<td></td>
</tr>
<tr>
<td>Philosophy</td>
<td>240</td>
<td>240</td>
<td></td>
</tr>
<tr>
<td>Medicine</td>
<td>140</td>
<td>140</td>
<td></td>
</tr>
<tr>
<td>Philosophy</td>
<td>140</td>
<td>140</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Without Mysticism:</th>
<th>Card</th>
<th>Value</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mysticism</td>
<td>30</td>
<td>30</td>
<td></td>
</tr>
<tr>
<td>Pottery</td>
<td>45</td>
<td>45</td>
<td></td>
</tr>
<tr>
<td>Coinage</td>
<td>110</td>
<td>110</td>
<td></td>
</tr>
<tr>
<td>Agriculture</td>
<td>110</td>
<td>110</td>
<td></td>
</tr>
<tr>
<td>Engineering</td>
<td>140</td>
<td>140</td>
<td></td>
</tr>
<tr>
<td>Astronomy</td>
<td>80</td>
<td>80</td>
<td></td>
</tr>
<tr>
<td>Literacy</td>
<td>110</td>
<td>110</td>
<td></td>
</tr>
<tr>
<td>Law</td>
<td>170</td>
<td>170</td>
<td></td>
</tr>
<tr>
<td>Philosophy</td>
<td>240</td>
<td>240</td>
<td></td>
</tr>
<tr>
<td>Medicine</td>
<td>140</td>
<td>140</td>
<td></td>
</tr>
<tr>
<td>Philosophy</td>
<td>140</td>
<td>140</td>
<td></td>
</tr>
</tbody>
</table>

Totals: 1375 950

Totals: 1425 1030
Now that you've heard a biased viewpoint on the impending release of ASL (namely, Don's in this issue's AH Philosophy), here's one that isn't. Few people have played more SQUAD LEADER—in all its forms—than Jon Mishcon, who has been active in the "blind playtesting" of the game system since its inception. And he's proved, in these pages, to be a living "Gamer's Guide" to the system. This is what he thinks.

Don has asked that I write down my feelings about ADVANCED SQUAD LEADER as "something of an outsider." I say "something" because Joe Suchar and I have been involved with the ASL development pretty much since its first word was set to paper but (and this is big "but") we are not employees of The Avalon Hill Game Company. We're gamers. Just that and only that. We read the rules, plunk down those pieces of cardboard, and roll the dice just like you do. The only reason we are on the playtest team is to give Don grief over scenarios and rules we won't enjoy playing. I write this on the last day of January 1985 after having reviewed the latest—and hopefully last—complete rewrite. So allow me to anticipate your ASL questions:

**Is it perfect? No, but it's good.**

**After all these years, why isn't it perfect?** Every SL player has his own idea of perfection. Playability versus realism issues. "Little" rules that reflect this or that nuance. The task of resolving the conflict between realism and playability. Make no mistake, the playability has been increased (see below) but there are still a number of those "little rules" that seem to have impact only in very special situations. (Of course, you have to understand that we speak as very strong advocates of playability over realism.)

**Fourth, the scenarios are nothing to write home about; they seem designed to allow "introduction" to the system rather than demonstrate its strengths.**

**Strengths? Sounds like I'm better off with GI?** Listen, it's loaded with strong features. A strong systems approach to rules has been made in ASL. Learn a concept and it applies, with varying DRM, in all similar situations. This makes the game easier to learn and play. The rules make more sense. Most of the old "funny" rules that allowed "cute" tricks have been deleted. Mostly, I guess, its a distillation of the best of SL.

**What is it like to play?** Set-up has to be done for both players before game onset. No sniper or scout pieces (although searching and sniper fire are still present). Prep Fire is pretty close to that of GI with the notable exceptions that artillery fire isn't called until the Fire Phase and that most weapons now have a rate of fire (Roll less than or equal to that ROF and you get another shot; e.g., HMG—ROF 3). Movement is very close to the system of GI but you'll have to spend one MF to start or stop an AFV. The biggest change is that ALL defensive fire is handled in one manner, very similar to the way you've always fired upon vehicles. A good compromise has been reached to prevent flooding an infantry position while still allowing you to "draw" fire. MGs still have lanes of fire but now they can, if you're lucky, sweep back and forth. The Advance Fire Phase is also integrated into movement with vehicles (only) allowed to move, stop, shoot, restart, and move again. The Rout Phase's biggest changes are the "Low Crawl" (allowing a one-hex rout away in the open) and the prohibition of routing adjacent to enemy units. More huge changes to the Advance Phase are evident. Close Combat now prevents the use of LMGs or leadership DRMs when the leader is alone in a hex, but each SMC always has a CC strength of one.

**In short, there's a lot less crapping around in the rules.** Most importantly, the vast majority of the rules really will tend to benefit the player who thinks as did his historical counterpart. (Sigh, an end to our torching most of the mapboard.) Otherwise, it is pretty close to GI.

But I like what I'm doing now. Why should I change? Most important is that Don has ruled THIS IS IT! There will be errata and updates, but in large part no further changes to the game system. That means that everybody can play all the scenarios. I plan to use the "SQUAD LEADER Clinic" to release updates on old scenarios that will be balanced for ASL. The scenario production business will surely be getting busy again.

**Summary?** I'd say ... buy the rules. My guess is that 90% of you will be like us: initially repelled then hooked. Some 10% will be content with the old, and more power to them. But, this is the future. I plan to be at ORIGINS '85 for my copy.
Dear Mr. Martin:
The exchange of letters between Mr. Salvador and Mr. Hamblen concerning Stuka attacks in the frühkrieg is another example of just how much unclarified intent the rules contain. I am not criticizing the rules per se, but I am saying that the only way to determine the intent of the rules is to determine the specific letter of the rules require that all air units be within range of the attacking units; the only exception is that defending units must be within range of the attacking units. This is a key point that addresses the issue of the Allies being caught in a trap. If the Allies are caught in a trap, they have no way to break out and no way to counter the attack.

Dear Mr. Martin:
In my opinion, the German victory in the frühkrieg was due to the Allies being caught in a trap. The Allies were not given enough time to react, and the German victory was a clear example of the Allies being caught in a trap. I believe that the Allies should have been given more time to react, and that the German victory was due to the Allies being caught in a trap.

Dear Mr. Martin:
I believe that the Allies were not given enough time to react, and that the German victory was a clear example of the Allies being caught in a trap. The Allies were not given enough time to react, and the German victory was a clear example of the Allies being caught in a trap. I believe that the Allies should have been given more time to react, and that the German victory was due to the Allies being caught in a trap.
**Hitler's War**

The Strategic War in Europe.

1939-45

$16.00

Once again our attempt to rate a recent release from The Avalon Hill Game Company, "comes a cropper" as not enough responses are received from the readership to place "Hitler's War" on the ongoing RBG listing. Several of the newest titles, those most of interest to our regular readership when they are looking to purchase a game, have not made their way onto the list.

However, our recent experience with **Naval War** indicates that a re-rating would bring most of these to the RBG. I suspect that, when dealing with the newest titles, many of the readers cannot rate the game in question simply because they are not familiar with it, or they have not decided yet to buy it. Certainly, most seem to want a cover of a game in The **GAMER** before rushing out with their money in hand. In the past, it has been the policy to present the RBG results of a game in the issue in which it was featured; this meant that the rating actually took place some fourmonths before the readership "caught" the game. However, recent attempts to rate **Panzergroupe Guderian** and **Hitler's War** have forced us to re-evaluate this policy. Instead, beneath the RBG survey entry will be found the issue featuring the game and the results of the ratings in an issue two weeks later. It is hoped that, with this small change, the RBG can continue to grow and serve as a guide to the readers when looking for a new thriller to master. To commence this practice, the readers will find on the insert the RBG survey entry for "Hitler's War" again, and the results will be reported in this space in Vol. 22, No. 1.

**Overall Value:** 2.66

**Complexity:** 2.59

**Counters:** 3.20

**Player's Aids:** 3.11

**Compared to:**

**Compatibility:** 4.25

**Full Scale:**

**Playability:** 2.78

**Effectiveness:** 5.55

**Serenity:**

**Play Balance:** 4.00

**Authentication:**

**Game Length:**

**Shortest:** 2 hrs., 3 mins.

**Longest:** 6 hrs., 54 mins.

**Year:** 1984

**Sample Base:** 27
Our issue in celebration of the 40th anniversary of the Battle of the Bulge scored a 3.37 overall—certainly satisfactory in light of the fact that Vol. 21, No. 3 served as a “catch-all” for a broad selection of articles planned for previous “theme” issues which were deleted from them due to confines of space. To judge by the spread of the voting on individual articles in the issue, there was considerable interest in them all. The ratings for our ad hoc mix of articles, based as usual on a random sampling of 200 responses, are as follows:

- Bulge ‘44 Stories Replay: 103
- For You, Four Years Later: 173
- Who Was That 10-3?: 164
- The Grand Art: 131
- Dieppe: Canadians Under Fire: 98
- Total War: 87
- Skorch the Skinnies: 77
- Squad Leader Clinic: 65
- Sources of Strength: 61
- Getting Ashore & Staying Shore: 50
- Convoy: 32
- Perspective on Solitaire: 30
- The Compleat Diplomat: 23
- Ah Philosophy: 10

Perceptive readers will notice a change in the format of the mailing label commencing with the last issue. In pace with the times, we now use a computer-generated label to get subscriber information on the first line. By way of illustration, the following is an example of the format of the mailing label commencing with the last issue. In the case above, the subscriber has only four more issues to receive. The number will decrease in time and expense, and hopefully will speed the safe-keeping of the ticket lies with the member simply attach his Elite Club coupon to his order and deduct 10% from the total remittance made. Obviously, the Elite Club pays to make multi-product purchases to obtain maximum benefit from the program.

To become a member of the Elite Club, all one need do is have an initial purchase that totals $90.00. That purchase can be made at any time, but must be made direct from The Avalon Hill Game Company each year. Now in operation, the scheme will demand that the member simply attach his yearly Elite Club coupon to his order and deduct 10% from the total remittance made. Obviously, under the Elite Club it pays to make multi-product purchases to obtain maximum benefit from the program.

Recent in another hobby periodical appeared a rather muddled accounting of a request by this company to The GENERAL, include this letter-number code (or better yet a copy of your most recent label).

Following the dash comes the subscription type code, indicating the general classification of your subscription. The four letter codes are: I: Initial subscription; R: Renewal subscription; C: Cancellation; L: Life subscription. Since we have not, as yet, kept track of renewal subscriptions, at the moment all labels will carry the designators I, C or L.

Finally, the number of issues remaining in your subscription is indicated by the final two digits in the top line. This shows how many issues, including the current one, are due you before your subscription expires. The number will decrease with each issue mailed; it should increase to reflect a renewal if submitted prior to your receiving the last issue. In the case above, the subscription has only four more issues to renew.

Quite a few (about 50%) of our entrants saw through the many options they faced to select the correct solution to Contest #121. From those who chose to use the “14” “1 Salvo” card from the 14th Panzer, Mr. Ken Nied of Spring Hill, Kansas, sent in one of the best analytical explanations of a contest solution that it has been our pleasure to receive in some time; his letter may be found among the “Letters to the Editor” on page 45 of this issue. Besides Mr. Nied, each of the following winners will receive a $5.00 gift certificate: Don Bomer, Freehold, NJ; Roger Cox, Spartanburg, SC; Robert Gorak, APO, Miami; Michael Kessler, Blois, MS; Fred Lum, Weiser, ID; Kirk Raymond, Lepere, MI; Paul Sivacek, Battle Creek, MI; Klaas Tadema, Dickerson, TX; and Harry Walker, San Diego, CA.

The solution to Contest #121 lies in the fall of Vyazma during the German Player’s Combat Phase, and requires three die rolls of “2”. This can be accomplished in two different ways, but one is less costly for the German side. Both solutions break the Russian perimeter at hex 3912 with overruns, and then capture Vyazma in the Combat Phase.

For the best solution, split the 20th Motorized Infantry, moving one unit to hex 4116 and the other to 4013. These units will help put the enemy units in Vyazma and hex 3912 out of supply. Now move the 12th Panzer to 3811 and attempt to overrun the two Russian units in 1912. As stated in the contest description, the Russian strengths are exactly average (thus, four each—see page 11 of the rules). The Russians defend against the overrun with a strength of eight (eight halfed, then doubled), and the German attacks with a strength of eight (halfed, then doubled). The 1-1 overrun, die roll of “2”, results in “D1/A1”. The Russian player has the option of retreating both units to hex 4011, or of killing one and leaving the other in 3912. In either case, the survivors are disrupted, thus losing their ZOC. However, any retreat would leave open a clear path to Vyazma for the 10th Motorized Infantry and 17th Panzer and simple to overrun Vyazma. On the other hand, the 1-1 overrun, die roll of “2”, results in “D1/A1”. The Russian player has the option of retreating both units to hex 4011, or of killing one and leaving the other in 3912. In either case, the survivors are disrupted, thus losing their ZOC. However, any retreat would leave open a clear path to Vyazma for the 10th Motorized Infantry and 17th Panzer and simple to overrun Vyazma. On the other hand, the 10th Panzer occupies hex 3912 and continues moving to hex 3915. Finish the German Movement Phase by shifting the 10th to hex 4014.

During the Combat Phase, the 17th Panzer, 10th and element of the 20th Motorized Infantry try attack Vyazma at odds of 2-1 (8-4), resulting in “O1”. The Russians must either destroy their lone unit or retreat it to 4011 (still disrupted). In either case, the 17th Panzer occupies 3912 and continues moving to hex 3915. Finish the German Movement Phase by shifting the 10th to hex 4014.

The alternative solution requires moving the entire 20th to 4116. The 12th Panzer overruns 3912 at 2-1 odds resulting in “Eng”, killing one Russian and losing one German step in the process. The 17th Panzer then overruns 3912 at 2-1 odds, also losing one Russian step in the process. The situation in 3912 is either destroyed or retreated one hex and disrupted. In either case, the 10th Motorized Infantry then move to 3915, surrounding Vyazma. The attack on Vyazma by the 10th and 20th is made at 3-1, also taking the city. The first solution, however, is superior because it requires no German step loss. Given enough correct solutions, entries with the alternative solution will be discounted.
**OPPONENTS WANTED**

American-Spale Leaders' Charger Finished about 10 Gauge. The expression for the #11 & #12 Series on page 7 of the November issue may be incorrect... 

At this point, I'm sure you believe that your favorite game, the Dune Board Game, has been beaten. But you're wrong. The game is not over. The game is just beginning. 

In the next issue of the Dune Board Game, you will find a new opponent, a new scenario, and a new twist on the game. This will be a challenge for all players, and it will be a great opportunity to test your skills.

For example, in the next issue, the opponent will be a new and powerful alien, the Zealot. This alien will be able to control the minds of other players, and it will be able to use its power to overcome any obstacle.

But this is only the beginning. There will be more opponents, more scenarios, and more twists in the game. These will be revealed in the next issue, and you will be able to test your skills against these new challenges.

So, get your game on, and get ready for the next issue. The game is not over, and it is only beginning. 

**OPPONENTS WANTED**

**COLLECTOR'S CORNER**

**GENERAL BACK ISSUES**

Only the following GENERAL back issues are still available. Price is $3.00 per issue plus $1.00 postage and handling for each issue. A total of 8 issues are available. 

- **1986:** Number 1-8
- **1987:** Number 9-16
- **1988:** Number 17-24
- **1989:** Number 25-32
- **1990:** Number 33-40
- **1991:** Number 41-48
- **1992:** Number 49-56
- **1993:** Number 57-64

**OPPONENTS WANTED**

**OPPONENTS WANTED**

**OPPONENTS WANTED**

**OPPONENTS WANTED**

**OPPONENTS WANTED**
WHAT HAVE YOU BEEN PLAYING?

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

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

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

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

1. 
2. 
3. 

CONTEST #123

To enter, indicate each Soviet Army Group, its initial hex, its composition, any attacks/advances it makes during your turn and the target hex(es) of each:

Army Hex Infantry Mechanized Assault/Advance Target

Production in Army

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

NAME ADDRESS

CITY STATE ZIP
## The GENERAL

### CONQUISTADOR Variant Counters

**FUR TRADERS & BUCCANEERS**

For use with variant rules found in Vol. 21, No. 5 of The GENERAL.

![Counters Diagram](image)

### COMPANY HISTORY

In celebration of Avalon Hill's Silver Jubilee, an informal history of the world's first and largest wargame publisher was compiled. The 32-page, full-color booklet exposes the successes, failures, truths and myths of The Avalon Hill Game Company from 1958 to 1983. With a forward by Charles S. Roberts on the founding years and liberally illustrated, the Company History is wonderful nostalgia for the thousands of gamers who started wargaming with Avalon Hill products. The Silver Jubilee booklet is available for $2.50 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add the usual 10% postage and handling (20% for Canadian orders; 30%, overseas).

### COPIES

If the reader should need a copy of an article from an out-of-stock back issue of The GENERAL, The Avalon Hill Game Company does provide a photocopying service. The charge for this service is $1.00 per page, with a minimum order of five pages required. Please specify the article, volume and number it appeared in, and the pages on which it can be found (as listed in this index). Standard Avalon Hill postage rates of 10% of the amount of the order must be included for domestic orders. (20% for Canadian orders; 30% for overseas orders.) GENERAL postage coupons do not apply.
AN OVERVIEW: Consider this your invitation to The Annual National Gaming Convention, the most fun gathering of game enthusiasts in one place for the enjoyment of any hobby activity you may have in mind. By enrolling and reserving your participation in one of the many enjoyable activities on offer, you'll have the opportunity to meet fellow hobbyists and play games you've only heard of before.

You may be a experienced gamer, a casual gamer, or even a newcomer to the world of gaming. The ORIGINS staff has something for everyone: Top game companies, dealers, and individuals who sponsor each event and receive their portion of the profit in participation in these events. The ORIGINS staff is proud to present the most fun and intensive events for some of the best prices around: lodging and food. None of these will be reflected in the prices of all activities in this year's extraordinaire. The Towson State University Campus in Towson, Maryland offers a combination of housing facilities and ample space for the likes of which seldom graces a gaming convention of any scale. The advantages of this year's site include new lodging facilities and thoroughly air conditioned event areas which are equally accessible to any of the facilities used previously.

DIRECTIONS: DSU is accessible directly by four lane highway along the interstates of I-95 and I-695 by easy access to I- 70 and 95 and contains thousands of parking spots readily available to convention attendees. Many of Baltimore's finest restaurants and motels are within a 10 minute drive, along with food and lodging services located on campus. From the eastern side of the campus. The ORIGINS staff suggests using either the main roads or using the campus parking lots. These are separate from merchandise certificates which will be given as additional prizes for specified events. Merchandise certificates, redeemable at any manufacturer's exhibit, must be redeemed at the convention; they will not be honored by mail. Certificates awarding a dollar amount of merchandise as a prize must be used in full, they cannot be redeemed for cash in whole or in part. Any additional prizes offered to the responsibilities of the ORIGINS staff. The ORIGINS staff is not responsible for the awarding of any prizes not advertised as such. All merchandise awarded in the convention programs. Participants are urged to check the event listings in the convention program before attending the event. Some sponsors give out only in those cases. These may not be used for more than prizes in those cases. Each event is classified as a tournament will receive a standard 1st place plaque.

HIGHLIGHTS:
- **FOUR DAYS OF ADVENTURE GAMING EVENTS**
  - Over 500 events of all types and description
  - One free program book to each attendee
  - Free Discount coupons to each Pre-Registrant
  - Free Door Prizes at each booth for luck
  - Free 100 Free Demonstrations and Seminars
  - Dozens of championship tournaments in a wide variety of games.
  - Pre-Registration for most paid events
  - Viewing and analysis of Fantasy and Historical Figures, maps, Armies.
  - Coverage of the industry's newest products.
  - Game Auctions all three days
  - Over 50 Historical Miniatures Events
  - Video Arcade action
  - Open Gaming Galore
  - Free Movies

EMERGENCIES: In case of an emergency, a medical center will be available at all times.

REFUNDS: Due to the expense of registration generated by the convention, the cost of putting it on, the printing required, and the motivation of sponsors, there are no free admission badges. If you have a group of four members interested in attending the convention and would like to reserve a table, please contact the ORIGINS XI office at 301-344-5940. Reduced convention rates will apply only to those who book their reservations through CHARM CITY TRAVEL. The ORIGINS XI office can be reached at 301-344-5940.

It is recommended that you do not pre-register for any events; these are determined by the various manufacturers, clubs, and individuals who sponsor each event. There is no way for the ORIGINS staff to be able to accept your pre-registration. All refunds must be purchased no later than May 30 for any event. The only refunds are for those who do not register for the convention in order to receive the reduced convention rates. The only refunds are for those who do not register for the convention in order to receive the reduced convention rates.
PAINTING COMPETITION: In conjunction with ORIGINS 85, HMGS will be supervising and judging the painting competition. All models will take place from Friday 12:00 until Sunday 10:00. Entries will be displayed throughout the weekend in the Ballroom Foyer. The HMGS will award prizes in the following categories: FANTASTIC AUTO: 1st-15 mm; 2nd-20 mm; 3rd-25 mm. HISTORICAL: 1st; 25 mm or smaller Army, Unit, 2nd; 25 mm or larger Army, Unit. Best Base (any scale). **Awarded for previous winners; a Youth Award for entrants 18 and under.**


Notes: For those who watch event-givers’ names and codes, several changes have been made for this con­cert for them. For example: the Connecticut group that gave “Lair of the Snow Lizard” for the first time in 1985 will give “Lair of the Snow Lizard” for the second time. Only the “Lair of the Snow Lizard” is the group’s identity. The name will be displayed throughout the weekend in the Ball­room Foyer. The HMGS will award prizes in the following categories: FANTASTIC AUTO: 1st-15 mm; 2nd-20 mm; 3rd-25 mm. HISTORICAL: 1st; 25 mm or smaller Army, Unit, 2nd; 25 mm or larger Army, Unit. Best Base (any scale). **Awarded for previous winners; a Youth Award for entrants 18 and under.**


1600 (4:00 PM)
CH30/RI03 ONE-ON-ONE WARG MODERN MICRO-/AMORUN: See CH30/RI03 (FR12) for details.

1600 (4:00 PM)

1600 (4:00 PM)
EM11 RETINUE: Roleplay in this ancient Indian campaign. The Indian army of 1857/8 skirmishes and battles the British in a historic scenario based on the mutiny. Each player is a soldier of the Madras Army or the Afghan army. For further information, contact Konnie Smith, 2345 McKeever Ave., Lake City, Fl. 32055. 32 Players, TR=C2, W=1, R=3 Hrs, Fee=$1. Free. Origins: Prize package plus HMG Plaque.

1700 (5:00 PM)
EM29 1914 BATTLE ACTION: THE GREAT WAR: Belleville a 1914 battle action between the British and German armies. For further information, contact Konnie Smith, 2345 McKeever Ave., Lak...
C109 MURDERER ON THE ORIGINAL DRA GON EXPRESS. See ACO/S (THI) for details.


ABIR/DSI R.UNQUEST. A FISTFUL OF LUNAR. See ACO/S (THI) for details.


1000 (6:00 PM)

ABIR/DSI MURDERER ON THE ORIGINAL DRAGON EXPRESS. See ACO/S (THI) for details.


1000 (6:00 PM)

MP4 THE TERRORIST'S CREED. Part 2. See Special Events for data on the Generic Traveller Event.

DSI/MDI DRAGONQUEST. The QUEST for POWER. The dark forces of chaos have gathered around the ancient Shroud of Amentum. Behold! The players are chosen randomly from the group of players. 10 players in each game. 64 Players (64/SI: 16). Each player receives a painted Fantasy figure. The winner will be determined at the end of each game. 64 Players, Game: TR: C5. S: 4 Hrs. Fee=S3. Prizes: PCs/Att. A: Winner normal for the 2 sessions.

MDI/DSI WIZARD WARS. See ACO/S (THI) for details.

MDI/DSI MURDER ON THE ORIGINAL DRAGON EXPRESS. See ACO/S (THI) for details.

1000 (6:00 PM)

MDI/DSI AIR FORCE/DANCELESS. Join in this dragonball tournament. 500 players are divided into two teams and a 'danceless' event. The Dragon Derby mode to see who is the real Ace of Aces. 25 players in each game. 50 Players (50/SI: 16). Each player receives a painted Fantasy figure. The winner will be determined at the end of each game. 50 Players, Game: TR: C5. S: 4 Hrs. Fee=S3. Prizes: PCs/Att. A: Winner overall for the 2 sessions.

1000 (6:00 PM)

MDI/DSI AVONAH HILL MASTERS: Rob Beyma. A 'challenge' for the players. 10 players in each game. 10 Players (10/SI: 16). Each player receives a painted Fantasy figure. The winner will be determined at the end of each game. 10 Players, Game: TR: C5. S: 4 Hrs. Fee=S3. Prizes: PCs/Att. A: Winner overall for the 2 sessions.

1000 (6:00 PM)


1000 (6:00 PM)

MDI/DSI ZOGGEBAT. See ACO/S (THI) for details.


1000 (6:00 PM)

GMU/DSI THE MUSICAL MONSTERS. Game: C5. M: H. A common set of winners for the "Tra-
PRE-REGISTRATION FORM: Fill out the form below and return it to ORIGINS 85, P.O. Box 139, Middletown, N.J. 07748. Be sure to enclose payment made payable to ORIGINS 85. Do not send cash. Pre-registration must be made on this form or a photocopy for each individual. Even exhibitors must use this form if they intend to register for events. Please print clearly. There will be no room matching—if two or more people wish to room together, only one should register for all, otherwise there is no guarantee of getting the same roommate. See “LODGING,” page 1.

Unless otherwise stated in the event description, you may NOT sign up for more than one session of any event.

NAME __________________________
ADDRESS ____________________________________________________________
CITY __________________ ST/PROV ___________ ZIP ____________
WEEKEND
ADMISSION: $14 [ ] Postmarked prior to 5/30/85 $18 [ ] after 5/30/85
Exhibitor [ ] Company Name __________________________
MEAL TICKET: $25 [ ] 6 meals $32 [ ] 8 meals
LODGING: $45 [ ] (includes $20 refundable deposit, you will be assigned a roommate)
$34 [ ] two extra days (Thu & Sun)
$90 [ ] (includes $40 refundable deposit, you already have a roommate and are registering for two of you)
$48 [ ] two extra days (Thu & Sun)
T-Shirt
Size: [ ] S [ ] M [ ] L [ ] XL
Color: __________________________

THURSDAY EVENTS
1200 (12:00 NOON) THURSDAY
□ AH10/S1 POWERS & PERILS NOVICE TOURNAMENT $1
□ BR05/S1 THE MENDING STONE $4
□ DS02/S1 ZIGGURAT $5
□ PG01/S1 A REQUIEM OF QUIESCENCE $5
1300 (1:00 PM) THURSDAY
□ MP01 THE ANTARRAN CONNECTION $2
□ MS01/RIS1 RUNEQUEST III: THE GODDESS ARISES $4
□ WD10/S1 HOLY WAR $4
□ WD22/S1 PARANDIA $3
1400 (2:00 PM) THURSDAY
□ AH01/S1 RUNEQUEST: A FIST FULL OF LUNARS $4
□ AH21/RIS1 POWERS & PERILS ADVANCED TOURNAMENT $1
□ ME01/S1 DOOM’S DAY $2
□ MG04/S1 THE WIZARD’S TOWER: CARNAGE! $3
□ WD23 COUNTDOWN $4
1430 (2:30 PM) THURSDAY
□ ME01/S2 DOOM’S DAY $2
1500 (3:00 PM) THURSDAY
□ ME01/S3 DOOM’S DAY $2
□ MP02 THE TERRORIST’S CREED, PART I $2
□ WD16/S1 ANYTHING BUT NEUTRAL $2
□ WD01 ADDSECTS TO YOUR CAMPAIGN $2
1530 (3:30 PM) THURSDAY
□ ME01/S4 DOOM’S DAY $2
1600 (4:00 PM) THURSDAY
□ AH20/S2 POWERS & PERILS NOVICE TOURNAMENT $1
□ DS01 HORRORS OF THE DEMON’S DEN $5
□ ME01/S5 DOOM’S DAY $2
1630 (4:30 PM) THURSDAY
□ ME01/S6 DOOM’S DAY $2
1800 (6:00 PM) THURSDAY
□ AB01/RIS1 STAR FLEET BATTLES CAPTAINS TOURNAMENT $4
1900 (7:00 PM) THURSDAY
□ AC01/S1 MURDER ON THE ORIENTAL DRAGON EXPRESS $4
□ AH08 THE RUSSIAN CAMPAIGN $3
□ BA01 MICRO VARIATIONS $2
□ RM03 MELEE/WIZARD DEMOLITION DERBY $3
□ WD12/S1 CHILL $3
□ WD19/S1 BAKER STREET IRREGULARITY $3
□ WD15/S1 THE IZORA GAMBIT $3
2000 (8:00 PM) THURSDAY
□ MP04 THE TERRORIST’S CREED, PART II $2
□ MS02/S1 DRAGONQUEST: THE QUEST FOR PEACE $4
□ SM02/S1 THE HORROR OUT IN THE STICKS $4
□ WD17/S1 THE TOWER OF THE HIGH ONES $4
2100 (9:00 PM) THURSDAY
□ AH01/S2 RUNEQUEST: A FIST FULL OF LUNARS $4
□ AH02/RIS1 CIRCUS MAXIMUS $3
□ BR02 HAREM TO THE RESCUE $4
□ DS01 TO SEE A CASTLE $5
□ MA01 DRAGONRIDERS OF PERN $3
□ MG03/S1 THE WIZARD’S TOWER: HAVOC! $3
□ RU01 KILLING TIME AT PEN STAR DOWN $4
□ SJ04/RIS1 CAR WARS DEMO DERBY $3
2200 (10:00 PM) THURSDAY
□ MP05 MURDER ON THE ROMILEX JUMP $2
□ RE01 HISTORICAL ROLE PLAYING $3
FRIDAY EVENTS
0900 (9:00 AM) FRIDAY
□ AC01/S2 MURDER ON THE ORIENTAL DRAGON EXPRESS $4
□ AH02/RIS2 CIRCUS MAXIMUS $3
□ AH04 AIR FORCE/DAUNTLESS $3
□ AH10 AVALON HILL MASTERS $4
□ AH12 UP FRONT/BANZAI $4
□ AH23 STELLAR CONQUEST $1
1030 (10:30 AM) FRIDAY
- MCOI WS&IM MULTIPLAYER MONSTER GAME $5
- HM01/R1S2 THE BEGINNING OF THE END $3
- HM02/S1 ARENA OF DOOM: DOOM I $2
- MP09 THE SALVATION OF ARKAIN'S SOUL $2
- PH01 STARSHIP "ENDOR"—GHOST SHIP $4
- RG01/S2 THE MINISTRY OF WALLACE'S FORTRESS $4
- VG01 WARGAME RESEARCH $1
- WD01/S1 CHAMPIONS $2
- WD18/S1 THE WITHERED HEATH $2
- WD21/S1 JAMES BOND $4

1530 (3:30 PM) FRIDAY
- ME02/S7 ARENA OF DOOM: DOOM I $2
- ME06/SS ARENA OF DOOM: DOOM I $2

1600 (4:00 PM) FRIDAY
- AH01/S4 POWERS & PERILS NOVICE TOURNAMENT $1
- CH01/R1S3 ONE-ON-ONE WVG MODERN MICROARMOR $3
- CR01/S2 DEATH OF A NATION $4
- PC01/S2 W5&IM TEAM TOURNAMENT $5
- P001/S2 THE WORLDS OF THOR $2
- WD01/S1 "IT'S MAGIC" $2
- WD03 CALAMITY $2

1700 (5:00 PM) FRIDAY
- JP01 INNOVATION IN GAME DESIGN $2
- VL01/S1 THE SHADOW KING $3

1800 (6:00 PM) FRIDAY
- AB01/R1S2 STAR FLEET BATTLES FLEET CAPTAINS TOURNAMENT $4
- AH06 THE "ON ALL FRONTS" G.I. TOURNAMENT $3
- AH07 THE "ON ALL FRONTS" SQUAD LEADER TOURNAMENT $3
- AH15 THE OFFICIAL AVALON HILL "DUNE" TOURNAMENT $3
- AH19/R1S1 WAR AT SEA $2

1900 (7:00 PM) FRIDAY
- AC02/S1 THE WIERD OF SARTH $4
- CS01 DEATH AT DAWN $4
- PS03/S1 CHILL $1
- RE02 THEORY AND PRINCIPLE OF MAGIC $3
- UN01 QUEST FOR TYCHIC'S ORB $4
- WE02/S2 "IT'S MAGIC" $2
- WD08/R1S1 FOOTBALL STRATEGY $2

2000 (8:00 PM) FRIDAY
- MP10 KIDNAP THE TRAITOR (COMBAT SCENARIO) $2
- MS02/S3 THE QUEST FOR PEACE $4
- RM04/R1S1 THE INTRUDER: AN OFFICIAL GDW TRAVELLER TOURNAMENT $3
- SD02/S2 THE HORROR OUT IN THE STICKS $4
- VL01/S1 INTO THE HIERARCH'S LAIR $4
- WD14/S1 MELANDA, LAND OF MYSTERY $3
- WD15/S2 THE ZORA GAMBIT $3

2100 (9:00 PM) FRIDAY
- AH19/R1S2 WAR AT SEA $2
- BR03 ARENA OF THE COBRA KING $4
- CA02/S1 RINGWORLD $4
- DS05/82 THE LAIR OF THE SNOW TROLLS $5
- FG01/S2 AFTERMATH: MUTANT HUNT $4
- JA03/S2 REVENGE OF THE FOREST $4
- MG03/S2 THE WIZARD'S TOWER: HAVOC! $3
- MG05/S1 THE INN BETWEEN THE WORLDS $3
- PC01/S2 RETURN FROM HADES $4
- RG03 CITY, DUNGEON & WILDERNESS. THE ROLEPLAYING SETTING $3
2200 (10:00 PM) FRIDAY
- MP11 THE FINAL FLIGHT OF ATLANTICA $2

SATURDAY EVENTS
0900 (9:00 AM) SATURDAY
- ACOI/S4 MURDER ON THE ORIENTAL DRAGON EXPRESS $4
- AHO1/S3 RUNQUEST: A FIST FULL OF LUNAR $4
- AHI8 STORM OVER ARNHEM $4
- AH20 HAMMER'S SLAMS $3
- BGO1/S1 CIVIL WAR ROLEPLAYING IN 20MM $6
- BR04/R2 RESEARCH BASE ALPHA, WHERE ARE YOU? $4
- CR01/S3 DEATH OF A NATION $4
- DS06 THE ISLE OF KAZAR $5
- HI01 PANZER TACTICS $4
- HM10 WRC 25MM ANCIENTS TOURNAMENT $5
- HM11 WRC 15MM ANCIENTS TOURNAMENT $5
- JA02 DESSERT SHADOWS OF DEATH $4
- MA02 HAMMER'S SLAMS $3
- MA05/R1S2 DC HEROES ROLE PLAYING GAME $1
- MC03 W3GAM INDIVIDUAL TOURNAMENT $5
- MG04/S2 THE WIZARD'S TOWER: CARNAGE! $3
- PC01/S3 RETURN FROM HADES $4
- PS01/R1S2 TIMEMASTER TOURNAMENT $1
- PS04 STAR ACE TOURNAMENT $1
- RM04/R1S1 THE INVADER: AN OFFICIAL GDW TRAVELLER TOURNAMENT $3
- RU04 THE TALONS OF MAL-KOL-TAL $4
- SB04/R1S3 CAR WARS DEMO DERBY $3
- WD04 CIVILIZATION $2
- WD10/S1 HOLY WAR $4
- WD17/S2 CHILL $3
- WD16/S1 ANYTHING BUT NEUTRAL $2
- WD17/S2 THE TOWER OF THE HIGH ONES $4
- WE02/R1S4 COSMIC ENCOUNTERS $3

1000 (10:00 AM) SATURDAY
- ME03/S1 LABYRINTH OF DOOM: DOOM III $2
- MI12/ S R THEE EXPLORATION AND DISCOVERY ON OCANIA $2
- RI01/S2 RESCUE AT CARANRAS $3
- RS01/S1 THE OFFICIAL "SEEKREIG" TOURNAMENT $2
- SS01/R1S1 THE OFFICIAL SSI BROADSIDES COMPUTER GAME TOURNAMENT $2
- JP02 JUST ASK A DESIGNER $2
- PG02/S2 RELIGIONS AND ALIGNMENTS IN ROLE GAMING $2
- TB01/S2 NATO STRIKES BACK $3
- VG07/R1S2 COLD WAR FOR FUN AND PROFIT $2

1030 (10:30 AM) SATURDAY
- ME03/S2 LABYRINTH OF DOOM: DOOM III $2

1100 (11:00 AM) SATURDAY
- ME03/S3 LABYRINTH OF DOOM: DOOM III $2
- RE04 ECONOMY AND SOCIETY IN THE FANTASY WORLD $3
- SS01/R1S2 THE OFFICIAL SSI BROADSIDES COMPUTER GAME TOURNAMENT $2

1130 (11:30 AM) SATURDAY
- ME03/S4 LABYRINTH OF DOOM: DOOM III $2

1200 (12:00 NOON) SATURDAY
- AH20/R1S5 POWERS & PERILS NOVICE TOURNAMENT $1
- BR06/S2 THE MENDING STONE $4
- NY01/S4 DIPLOMACY $4
- PG01/S4 A REQUIEM OF QUIESCENCE $5
- RM01/S2 THE CHAMBER OF MIST $5
- SM03/S2 NIGHT SANCTUARY AND THE HOWLING HUNTER $5
- TS01/S4 THE AD&D OPEN $3
- WD08/R1S2 FOOTBALL STRATEGY $2

1300 (1:00 PM) SATURDAY
- AH24 FIREPOWER $2
- CS01/S2 DEATH AT DAWN $4

1330 (1:30 PM) SATURDAY
- ME03/S6 LABYRINTH OF DOOM: DOOM III $2

1400 (2:00 PM) SATURDAY
- BG01/S2 CIVIL WAR ROLEPLAYING IN 20MM $6
- ME03/S7 LABYRINTH OF DOOM: DOOM III $2
- MG07 MONOPOLY $2
- RM04/R1S5 FIRST CONTACT: AN OFFICIAL GDW TRAVELLER TOURNAMENT $3
- SS06/R1S2 ILLUMINATI $3
- SS08/R1S4 THE OFFICIAL SSI BROADSIDES COMPUTER GAME TOURNAMENT $2
- VL01/S2 THE SHADOW KING $3
- WD09/S2 EMPIRE BUILDER $2
- WD13/S2 TWILIGHT 2000 $2
- WD20/S2 VILLAGERS AND VILIGIANTES $2

1430 (2:30 PM) SATURDAY
- ME03/S8 LABYRINTH OF DOOM: DOOM III $2

1500 (3:00 PM) SATURDAY
- JA01 THE FINAL ENEMY $4
- JP03 PENTAGON GAMES $2
- MI14 THE CONSPIRACY AT PHENIXA $2
- RU03 TREASURE OF THE DRAGON QUEEN $5
- VG05 MODERN WARGAME $1
- WD06 BRITISH RAILS $2
- WD14/S1 MELANDA, LAND OF MYSTERY $3

1600 (4:00 PM) SATURDAY
- AH20/R1S6 POWERS & PERILS NOVICE TOURNAMENT $1
- CR01/S4 DEATH OF A NATION $4
- DS08 CITY QUEST $5
- TS02 THE RPGA NETWORK AD&D TOURNAMENT $3

1800 (6:00 PM) SATURDAY
- BR06 EASY MONEY?? $4
- PG03/S2 THE DRUMS OF DEATH $4
- MG01/S1 SON OF FUN DUNGEON $5
- MP15 PIRATES ON BOARD $2
- RM02 THE DEMON'S GAME $6
- WE03 BORDERLANDS $3

1900 (7:00 PM) SATURDAY
- AC02/S2 THE WIERD OF SATHAR $4
- FA09 TRIANGLE TRADE $2
- IC03 CRADLE OF CIVILIZATION $2
- RE05 GODS, RELIGION AND FAITH IN ROLE PLAYING $3
- RM04/R1S4 FIRST CONTACT: AN OFFICIAL GDW TRAVELLER TOURNAMENT $3
- RS01/S2 THE OFFICIAL "SEEKREIG" TOURNAMENT $2
- RB01/S2 NATO STRIKES BACK $3
- WD09/R1S2 EMPIRE BUILDER $2
- WD10/S4 HOLY WAR $4
- WD19/S2 BAKER STREET IRREGULARITY $3

2000 (8:00 PM) SATURDAY
- MP16 REVENGE ON THE ASTRA MARTA $2
- SM04 SWORDS BELOW LANKHMAR $5
- VL03/S2 INTO THE HIERARCH'S LAIR $4
- WD11/S2 CHAMPIONS $3
- WD15/S3 THE IZORA GAMBIT $3
- WD18/S2 THE WITHERED HEATH $2
2100 (9:00 PM) SATURDAY
- AH02/RIS4 CIRCUS MAXIMUS $3
- BR01 RESCUE OF KING RICHARD $4
- CA01/S2 THE OFFICIAL ELFOQUEST TOURNAMENT: TRANSITIONS $4
- DS09 THE TEMPLE OF THE LIZARD KING $5
- MG01/S2 SON OF PUN DUNGEON $5
- MG02/S2 PRISON BREAK $4
- MG03/S3 THE WIZARD'S TOWER: HAVOC $3
- RE06 BRINGING CHARACTERS TO LIFE $3
- SJ01/RIS2 AADA COMBAT RALLY $3
- WD07 RAIL BARON $2

2200 (10:00 PM) SATURDAY
- MP17 SOS... LANDROUX HIJACKING IN PROGRESS... SOS $2

SUNDAY EVENTS
0900 (9:00 AM) SUNDAY
- AB03 STAR FLEET BATTLES: THE SEMINAR $1
- AH03 GLADIATOR $3
- AH13 SPEED CIRCUIT $3
- BA02 MICROVARIATIONS II: THE GRAND SCALE $2
- CA02/S2 RINGWORLD $4
- DS10 THE TEMPLE OF THE MINOTAUR $5
- GM02 NAVAL WAR $1
- MP18 TOP SECRET: COURIER MISSION $2
- PS03/S3 CHILL $1
- RU08 DESTRUCTION OF THE BROTHERHOOD OF THE RIFT $4
- WD11/S3 CHAMPIONS $3
- WD14/S3 MELANDA, LAND OF MYSTERY $3
- WD16/S4 ANYTHING BUT NEUTRAL $2
- WD21/S3 JAMES BOND $4

1000 (10:00 AM) SUNDAY
- AH28 B-17 $2
- ME04/S1 DOOM'S REVENGE: PART III $2
- WD05 TALISMAN $2

1030 (10:30 AM) SUNDAY
- ME04/S2 DOOM'S REVENGE: PART III $2

TOTAL: List the amounts for each category in the space provided. Include payment in full. No refunds.

No pets, costumes or weapons of any kind are allowed at any time. Seeing eye dogs and uniforms worn by active duty military and police are allowed.

ORIGINS XI
ATLANTICON
P.O. BOX 139
MIDDLETOWN, NJ 07748
STILL COMING: The game's designers answer your questions. A provocative exploration of trends by the Arcane as it relates to fantasy campaigning. In-depth discussion of fantasy gaming in general, with sessions focused on a variety of different topics.
be the raw data reviewers in general. Fee=$1.

ASK STALKING THE NIGHT FANTASTIC: The designers responsible for a supporting structure with co-values. Fee=$1.

STILL COMING: The game's designers answer questions on the current state of the Advance Squad. Fee=$1.

1200 (12,00 NOON) GD01 BASIC TRAVELLER: A Question and Answer session with Marc Miller on GDW's Science-Fiction role-playing game. Free.

1300 (1:00 PM) AM01 ADVENTURES BY MAIL OPEN SEMINAR: Free. For those interested in how to design adventures for Mail role-playing games. Fee=$1.

GD04 EUROPEAN SEMINA: All you ever wanted to know about GDW's huge European game system. Host: Richard Snider. Fee=$2.

MA01 RULE AIDS GUIDELINES FOR WRITING: The Editorial Director of Mayfair Games look for in an RPG Module? Meet Mr. Glaberson and find out. Free.

1400 (3:00 PM) GD03 ROLEMASTER AND MIDDLE EARTH ROLE-PLAYING: A discussion concerning role playing games concerning J.R.R. Tolkien's Middle Earth and the types of situations pc's will encounter. Host: Chris Przybylowicz. Fee=$2.

GD02 WARGAME RESEARCH: Wargame research workers and scientists for turning raw data into playtest data. A handout will be handed out to the talk. Fee=$1.

IC01 MIDDLE EARTH ROLE PLAYING: A discussion of I.C.E.'s MERP and Role Master systems. General overviews and comparisons will be given and then questions will be answered. Free.

1500 (4:00 PM) IC02 FRIENDLY ADS: A discussion of why GDW's Borchino is more popular than Clash of Arm's game rules. Handouts will be given showing tree units, new rules and new censorship.

FA01 INNOVATION IN GAME DESIGN: What is "new" in a game? is never better? Does innovation mean no proven concept left untried? Host: John Pradians. Q&A Session follows. Fee=$2.

1700 (5:00 PM) FA02 MASTERING THE FINAL FRONTIER: Do your Star Trek game seem like reruns? Want new rules or to hear tips on handling problems as a player or gamemaster? Come ask the FASA design staff your questions. Fee=$1.

IC03 ROLE AIDS GUIDELINES FOR WRITING: A discussion concerning role playing games concerning J.R.R. Tolkien's Middle Earth and the types of situations that will be encountered. Free.

1800 (6:00 PM) GD05 EUROPA SEMINAR: All you ever wanted to know about GDW's huge European game system. Host: Richard Snider. Fee=$2.

IC04 AMERICA'S ROLE IN THE 21ST CENTURY: A discussion of GDW's popular Science-Fiction role-playing game, featuring the principles behind magic as practiced in role-play. Fee=$2.

GD06 TWILIGHT 2000: Free.
FA13 STAR TREK, COMMAND AND CONTROL: Can you handle one of the most demanding jobs in the universe? In this seminar, you will learn how to direct a spaceship crew in space combat to life without taking forever to play. The system is sophisticated, yet easy to learn. Both new-comers and experienced players are welcome. 3hrs.

EV08 PURSUE THE COMMUNICATION CRYSTAL: It's back in the trek! Join this team when the characters' monoliths are missing. Can you help them locate the other half of their Communication Crystal, presently held by the Dominion? 3hrs. Presented by Escape Ventures Staff Members.

GW06 WARHAMMER: BATTLE: Take command of a Regiment of Renown in an exciting intro- duction to the universe's most destructive game. Good or Evil? The choice is yours. 2hrs.

LZ02 DANTES' INFERNOS: Characters go hell to hear and resurrect lost-player characters. A revised and improved edition of the Judges Guild RPG: TO BE MARKETED BY GameScience. 2hrs.

MA07 MAYFAIR GAMES DEMONSTRATION: DC Heroes RPG, Ellery Queen Mystery Magazine Game, Warbots plus others. Your chance to ask how. 6hrs.

RI05 SEEKREF NAVAL MINIATURES RULES: Naval miniature games using "Seekreig" rules and introducing some new variations. 2hrs.

1010 (10:10 AM) FA10 STAR TREK: MAKE A MILLION: Win your fortune in the Federation Stock Market. Players will vie to buy and sell the showiest Finland in the Star Trek Universe. 1hr.

GW04 WARHAMMER: ROLE-PLAYING: Come and step back in time to the battleshiptums of the 21st Century! The Realm or Chaos await you! 2hrs.

FA10 CHILL, BOARDGAME: Search for a creature on an unknown planet in this expansion of the board in this demonstration of Pacesetter's Chill game. 2hrs.

RP03 FANTASY SCAVENGER 25Mds: 8 Participants and unlimited outlaws learn RAL's Fantasy Rules as Law Confronts Chaos. Easy to learn, fun to play. 2hrs.

SE12 SUBURBAN SLASHER: Become the psychopathic killer of your choice with this new and strategic game which recreates the worst of the "B" Horror Movies. 1hr.

RS01 SEEKREF NAVAL MINIATURES RULES: Naval miniature games using "Seekreig" rules and introducing some new variations. 2hrs.

IC06 WARHAMMER: ROLE-PLAYING: The campaign of Civilization continues. Can you survive and become a Starship Captain of the Stellar Successor States? Dominated by the massive man-shaped robot vehicles. Command a Battle- droid that is more mobile, better armored and more destructive than a battle of 20th Century tanks. 3hrs.

1300 (12:00 PM) FA12 DELUXE ADVANCED SQUAD LEADER: Watch Deluxe Advanced Squad Leader being played with QH Miniatures in the new large scale. Host: Don Greenwood, Bob McNamara & Charley Kiber. 3hrs.

EV01 QUEST FOR THE DRAGON LIZARD (E.G.): Command a team of Adventurers as they seek the characters' quest for a Dragon Lizard egg; scaling almost vertical cliffs on Dragon Lizard Island in conjunction with TMOI: OUTLANDS: Shattered Earth lies waiting to be explored. 3hrs. Presented by Escape Ventures Staff Members.

GW02 JUDGE DREDD ROLE-PLAYING: Role-playing in Mega-City One has arrived. Battle the forces of Judge Death and the Angel Gang but try to avoid the Cylon Raiders. 2hrs.

JG03 NAPOLEONIC NAVAL BATTLE: Jugger- naut, Inc. hosts this napoleonic naval battle for 4 participants and unlimited outlaws. Ship of the Line Rules will be used. 4hrs.

FA10 DANTES' INFERNOS: Characters go hell to find and resurrect lost-player characters. A revised and improved edition of the Judges Guild RPG: TO BE MARKETED BY GameScience. 2hrs.

RP03 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

TF03 FANTASY AEG: This Element Masters adventure concerns the characters' mission is to procure a specimen. Presented by Escape Ventures Staff Members. 2hrs.

PA01 FIGHTER WAMPAB: A battle for carrots. 2hrs.

RP04 MEDIEVAL RULES ACCORDING TO RAL: 8 Participants and unlimited outlaws learn RAL's Medieval Rules as Lord Crane again strikes for the Throne. Easy, learn to play, fun to play. 2hrs.

RE07 CHALLENGERS: Find out what Superhero role-playing can really be with this progressive new system which balances out skills, powers and abilities for a complete and convincing simulation of the best Comic Books. 2hrs.

TM04 MONSTER SQUASH: Monster Squash, the fantastic game of squashing clay monsters and robot enemies in this crazy dynamics. 2hrs.

1500 (3:00 PM) AD02 COMBAT TACTICS FOR CAR WARS: Learn how to make full use of the Car Wars game system. Tips on the intricacy of the vehicle design. Real arena combat described and played with GHQ Miniatures. 2hrs.

RP07 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

PA09/S3 MEDIEVAL RULES ACCORDING TO RAL: 8 Participants and unlimited outlaws learn RAL's Medieval Rules as Lord Crane again strikes for the Throne. Easy, learn to play, fun to play. 2hrs.

IC04 STARMASTERS: A demonstration of ICE's STARMASTERS. The fast new-paced complete SFPGame using Grenadier figures appropriate to the am­ bience. 2hrs.

FAL0/7 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

PA10/S3 CHILL, BOARDGAME: Search for a creature on an unknown planet in this expansion of the board in this demonstration of Pacesetter's Chill game. 2hrs.

FA07 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA08 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA09 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA10 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA11 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA12 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA13 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA14 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA15 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA16 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA17 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA18 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA19 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA20 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA21 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA22 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA23 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA24 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA25 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA26 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA27 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA28 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA29 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA30 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA31 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA32 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA33 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA34 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA35 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA36 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA37 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.

FA38 WARBOT WAMPAB: Be a fabulous farmer or wascally wabbit in this game of Mayhem while fighting for carrots. 2hrs.
Coming for Origins!

"ASL"

THE ADVANCED SQUAD LEADER RULEBOOK ... will make its debut at ORIGINS XI in a sleeved binder allowing for additions and deletions to gaming’s most popular tactical wargame. No more errata or thumbing through four different rulebooks ... at last everything available at your fingertips in a completely redesigned and rewritten format presented in full color with heavy stock foldout charts and playing aids.

OTHER NEW ORIGINS RELEASES:
BEYOND VALOR ... Module 1 of ASL includes 10 new scenarios, four new city boards, and the complete German and Russian TO&E plus informational counters for ASL on 11 counter sheets.
STREETS OF FIRE ... Module 1 of Deluxe ASL contains ten scenarios and four of the new scale 2.2” hex mapboards for use with miniature figures for the ultimate in playability using ASL counters.
NEW SQUAD LEADER MAPBOARDS ... Boards 9, 10, and 11 (the Rogues) have been redone with quality artwork and added to new boards 16, 17, 18, 19, and 24 for the ultimate variety in Squad Leader terrain.
RUSSIAN FRONT ... A Strategic level game of War on the Eastern Front which may make you forget all about RUSSIAN CAMPAIGN.
DEVIL’S DEN ... A Battalion and Company level game depicting the fierce fighting at GETTYSBURG, featuring a brand new full-color mapboard.

SPECIAL ... Talk with Charles S. Roberts, himself—the father of wargaming—at The Avalon Hill Game Company Booth 201-310.
AWARD WINNING
COMPUTER GAMES

We've come a long way since our first BASIC programs were introduced in 1980. Just this past year we won more awards than any other computer wargame publisher.

THE CRITICS CHOICES

COMPUTER DIPLOMACY—Consumer Electronics Show’s Showcase Award Multi-Player Game of the Year, Family Computing

GULF STRIKE—Wargame of the Year, Family Computing Game of the Month, Byte Magazine “An excellent, ambitious, demanding simulation . . .” Strategy & Tactics

TACTICAL ARMOR COMMAND (TAC)—Wargame of the Year, Electronic Games Magazine

You name it, we got it!
We produce computer games on virtually every topic imaginable for all the major machines including Apple, Atari, Commodore, IBM and Radio Shack. And nearly every historical period is covered.
Visit your local dealer today or call us toll-free at 1-800-638-9292.
When you think of computer wargames, think AH MICROCOMPUTER GAMES "The thinking man’s gamemaker!"

A Division of THE AVALON HILL GAME COMPANY
4517 HARFORD ROAD, BALTIMORE, MARYLAND 21214
For 26 years our name has been synonymous with quality. You don't stay in business that long with garbage. However, quality means different things to different people.

That's why we publish over 200 games—each a little different—each catering to different tastes in gaming.

Our latest innovation—

FIREPOWER

A Game of Man To Man Combat

Involving modern day weaponry, FIREPOWER is designed to test the tactical skills of two or more players, utilizing a scale of 5 yards per hex and thirty seconds per turn. Combat at this level is at its most basic and brutal; propaganda, war aims and the overall situation matter little. Full attention is focused on the immediate enemy, his location, numbers and weapons, the local terrain and sheer survival. The object to winning is quite simple: employ superior maneuver and firepower to lead one's soldiers to victory.

A Detailed Look at Military Advances Since 1965

FIREPOWER is a detailed look at the organization, weapons, equipment and tactics of many of the world's nations since 1965. FIREPOWER gives players the opportunity to command squad units in recent or current wars, and to experiment with their own squad organizations. The destructive capabilities are massive, and the problems of command and control in devising effective tactics are a real challenge for any gamer.

Features Solitaire Play

FIREPOWER offers "endless scenario variables", hundreds of differentiated weapons and vehicles, flexible mapboards, basic, advanced and optional rules, and solitaire playability—the latter a real challenge for gamers without a readily available live opponent.

Available in leading game stores
or direct from

The Avalon Hill Game Company
4517 Harford Road ★ Baltimore, MD 21214

For Quick Credit Card Purchasing, Call TOLL FREE 800-638-9292
Counter's
The U.S. Armored Cavalry battalions designated 1/1 and 2/1 are independent units; they are not associated with the 1st Division.

Charts and Tables
The Terrain Key lists incorrect Combat Modifiers for three terrain types. The correct values are: Mountains: -3, Forested Hills: -2; Cultivated — (RF)
Coastal hexes lightly outlined in yellow are landing beaches (see rule 3.4)
VC Supply conduits cost 0 personnel points (the value given on the NLF Player's Chart and Table Sheet is incorrect). The map is correct.
U.S. riverine points cost 1 U.S. commitment point each (the value given on the U.S. Player's Chart and Table Sheet is incorrect). The map is correct.
The Population Control Sheet has incorrect identifier codes for three regions: Vinh Binh (pop. 8) should have code IV-8, Yihn Long (pop. 11) should have code IV-6, and Kien Hoa (pop. 12) should have code IV-7.

Rules
(3.3) Units employing strategic movement can be forced into incidental attacks just like any other units.
(4.2 and 5.6) The Combat Modifier for population centers is not cumulative with other terrain in a hex; the defender must choose which type of terrain he will receive the defensive benefit for, if there is more than one type of terrain in a hex.
(5.4) A defending stack has a minimum ground combat strength of 1, plus any relevant Regional Forces (e.g. an artillery unit by itself in a town would have an effective ground combat strength of 3 on defense).
(7.4) U.S. naval units may never be used during NLF operations, for any purpose.
(11.1) Ineffective ARVN stacked with effective units do contribute to the combat odds if an incidental attack is forced upon units passing through their hex.
(12.0) Segment 4C incorrectly states that the SVN draft level influences SVN morale. The draft level has no effect on morale.
(12.0) Delete the reference to "Pacification Programs" in Segment 5A of the Seasonal Interphase. It refers to a rule that does not exist in the current version of the game.
(17.2) The rules refer to the Thai RTA (Royal Thai Army) division. This division was also called the "Black Panther" division, and the counters bear the designation "BP".
(17.5) Newly created VC units may be placed on the borders of the regions in which they are created; the production capacities of two (or more) regions may thus be combined to form a unit on borders.
(17.5) The heading "Placing VC Units" states that newly-created VC units can be placed in any hex not occupied by enemy units. This is true, with the proviso that regional maximums (described earlier in 17.5) must also be observed.

Errata
(17.5) Sea transport of VC supplies is uneconomical (and virtually never undertaken) using the ratio of NVN commitment: VC supplies listed in the rules. Adopt the following correction: calculate the amount of VC supply that gets through the U.S. blockade normally, per the procedure given in the rules, then add 2 VC supply for each NVN commitment expended to determine how much supply is actually received.
(17.6) If 2 or more regiments in an NVA HQ are augmented, consider the division's HQ augmented (at no additional cost). Once augmented, an NVA HQ moves at mechanized movement costs, its values do not change, however.
(18.0) NLF may not be set up in enemy-occupied hexes in any of the scenarios.

In The Battle for I Corps scenario: ARVN 1.1 was incorrectly listed in the set up as ARVN 2/1. Also, U.S. 1/2/1C was incorrectly listed as 2/2/1C. Play begins with the 1st turn of spring, 1968 (not 1967). A special rule for this scenario was omitted: there is no Strategic Movement Phase during the first turn of the scenario.
In the Tet scenario, U.S. starting artillery listed as 8 155mm should be 8 105mm.
The total population of South Vietnam is 360 (not 350 as the rules incorrectly indicate in a few places). Starting SVN population in the Battle For South Vietnam campaign scenario is 217. Starting VC population is 143. Starting SVN population controlled in the After Tet scenario is 239; VC population should be 121.
Add the following special rules to the After Tet scenario:
a) Begin play with the Unit Status Phase of the Seasonal Interphase of Spring 1968 (not with the 1st game-turn, as scenario instruction #9 incorrectly reads). Since phases 1-5 of the Interphase are skipped, there can be no coups, bombing, or reinforcements during this Interphase. Future Seasonal Interphases are played normally.
b) On Game-turn 1 of Spring 1968, skip the Strategic Movement Phase; on all future turns, this phase occurs normally. NLF morale is modified only during the Politics Phase of the Seasonal Interphase, never during the season (the NLF record sheet erroneously provides a line for morale modifications during the seasons).
Cold War Design Analysis

By John Prados

Cold War is exactly what it set out to be; a game mirroring the intense competition of international relations. Played by two to four persons, Cold War is a game in which the players vie with each other to take over the world. It is a multi-player game involving global scope, fascinating strategy, and simple game mechanics. It is a game of initiative, diplomacy, and political, military and economic control over regions of the world. The game includes no dice, combat results tables, or other accoutrements of the standard wargame.

Players represent the superpowers: the Soviet Union, China, Western Europe and North America. Each player has diplomats and agents which he may send to various regions of the world to build a controlling faction or to eliminate an opponent’s influence. Action cards and strategic points are spent to initiate or counter the different play actions, from establishing a factory to going for military control. Opponents can play other cards and use points to counter the attempted actions. Each player has certain vital regions of interest to him. The winner is the player with the largest amount of political, military and economic control.

The original design came from an effort with co-designer Lenny Glynn to build upon the game system we created for a pre-World War II espionage game. We wanted to retain the intrigue element of the game, but add power politics and a modern element. We also wanted to focus on diplomacy and not allow major warfare. This enabled us to steer clear of possible controls. There is economic, political and military control. The simulation content in Cold War, instead, centers on the ebb and flow of international competition that has characterized the post-World War II era.

In addition to establishing political, economic or military control, there are two personages that players deploy throughout the world: diplomats and agents. Each has their strengths and limitations.

Diplomats execute political functions. They allow players to build a faction in a region where they are present. Diplomats also enable the players to spend strategic points, for example, in return for playing an action card. Depending upon the event in effect during each turn, the presence of a Diplomat may entitle the player to draw additional Action cards.

Agents are used for more nefarious schemes. They may engage in economic warfare, assassinate members of the opposition, destabilize an opponent’s control, establish insurgencies and carry out coups.

The central design feature of Cold War is that there is a hierarchy of possible controls. There is economic, political and military control. Political control is the highest degree of the three and requires three stages to achieve, unlike the two needed for the others.

Politically, once the player has a faction in the region, he may make investments there by building a factory. The player’s strategic point (SP) growth at the end of the turn is based upon the point values of the regions where he has factories. These investments can be built up to the level of economic control of a region, which provides greater SP returns.

Having a faction in a region means that the player has built a certain amount of support there. These factions can be increased into a political alliance, and from there into political control. Likewise, establishing a military presence in a region can allow you to end up with military control.

The events of each Cold War game will revolve around the attempts to establish control in your regions, and destabilize the regions of your enemies. Establishing control not only means accumulating SP’s (and therefore the power to expand control into other areas), but determine victory in the end. Each type of control is worth a certain number of SP’s, with the winner having the most.

Also, certain types of actions are not allowed in regions where the opponent has achieved specified kinds of control.

Cold War is not difficult to learn, and it is quick and exciting to play. Players will come away with many ideas for subsequent rematches.

Strategies and Tactics

Most actions require spending Strategic Points. Therefore, the supply of SP’s is a critical factor in determining your strategy. The player should use the pre-game setup phase to establish factories in SP-rich regions. Always try for factories or even economic control in your vital regions, since this doubles the SP income.

Concentrate on building up income during the initial turns. Under-take agent actions only if they do not impede your growth. Be sure to make at least one action designed to increase income on every turn unless the tactical situation is very critical. On an endgame turn, however, forget about growth and focus on control of all kinds; building up your own and breaking your opponents’.

Action cards are important in determining the capabilities of your agents. Each player holds a hand of seven, and may expend cards either to initiate or to counter actions. A card may be drawn in two ways: at the end of the turn and as a result of an event card. Event cards say that players with diplomats in certain regions are eligible to draw action cards. Thus, if you was to replenish your hand during the turn, attention must be paid to establish Diplomatic presences. Always occupy at least two of the three possible embassies, especially the Soviet Union. Also, most action cards require spending SP’s when played. Keep in mind your SP’s, especially at the end of your player-turn, where you

How To Fight The Cold War

This is a brief description of how Cold War plays. It's not meant to be an exhaustive summary of the rules, and some areas will be glossed over to provide an accurate picture of just what this game is about:

Cold War is played on a map that is divided into regions, not hexes. There are four Home Countries (North America, Western Europe, the Soviet Union, and China); six sea zones and 27 regions. Some of the regions are countries (Israel, Yugoslavia, Brazil); others are not (Central America, Andean Nations, and Southeast Asia). Each region has a set number of strategic points that is paid each turn to the player controlling it. It is worth extra points if that region has been denoted as that player’s vital region by the other players at the start of the game.

Beginning with a pool of Strategic Points (SP’s), each player purchases factions, alliances, factories and military presence markers, and places them in any region. In addition, seven diplomat/agent markers are placed by each player. Since one marker is on the reverse of the other, deciding early how much emphasis to put on each is important. You can turn agents into diplomats, and vice versa, but it takes time.

Politically, once the player has a faction in the region, he may make investments there by building a factory. The player’s strategic point (SP) growth at the end of the turn is based upon the point values of the regions where he has factories. These investments can be built up to the level of economic control of a region, which provides greater SP returns.

Having a faction in a region means that the player has built a certain amount of support there. These factions can be increased into a political alliance, and from there into political control. Likewise, establishing a military presence in a region can allow you to end up with military control.

The events of each Cold War game will revolve around the attempts to establish control in your regions, and destabilize the regions of your enemies. Establishing control not only means accumulating SP’s (and therefore the power to expand control into other areas), but determine victory in the end. Each type of control is worth a certain number of SP’s, with the winner having the most.

Also, certain types of actions are not allowed in regions where the opponent has achieved specified kinds of control.

Cold War is not difficult to learn, and it is quick and exciting to play. Players will come away with many ideas for subsequent rematches.

Strategies and Tactics

Most actions require spending Strategic Points. Therefore, the supply of SP’s is a critical factor in determining your strategy. The player should use the pre-game setup phase to establish factories in SP-rich regions. Always try for factories or even economic control in your vital regions, since this doubles the SP income.

Concentrate on building up income during the initial turns. Undertake agent actions only if they do not impede your growth. Be sure to make at least one action designed to increase income on every turn unless the tactical situation is very critical. On an endgame turn, however, forget about growth and focus on control of all kinds; building up your own and breaking your opponents’.

Action cards are important in determining the capabilities of your agents. Each player holds a hand of seven, and may expend cards either to initiate or to counter actions. A card may be drawn in two ways: at the end of the turn and as a result of an event card. Event cards say that players with diplomats in certain regions are eligible to draw action cards. Thus, if you was to replenish your hand during the turn, attention must be paid to establish Diplomatic presences. Always occupy at least two of the three possible embassies, especially the Soviet Union. Also, most action cards require spending SP’s when played. Keep in mind your SP’s, especially at the end of your player-turn, where you
may need to play action cards to counter attacks by your opponents. As a rule of thumb, retain as many SP's as would be required to play all the defensive cards you have. This rule may be broken if you want to expand your SP growth investments during the initial turns.

A third point: on the Cold War rules summary sheet, there is a "Chinese Restaurant" menu where you may play one action from Column A (establishing various types of control) and one from Column B (actions against other players). These columns can be played in either order. Thus, with the right pieces already established in a region, you could, for example, eliminate an opponent's political control, and then establish control of your own. You could then Expropriate the opponent's factory or economic control and make it your own! The Chinese Restaurant gambit allows a number of dynamic possibilities.

Although you should keep an eye on the SP track, do not become mesmerized by it. It is true that the player ahead in SP's has an apparent lead, but the control situation may completely eliminate the lead. It is not unusual for a player to be ahead by thirty or more SP's at the beginning of the last turn and still lose the game. It tends to happen that the leader becomes the target by everyone during the last turn. Since his action card supply is soon exhausted, the leader is incapable of defending his worldwide control. Conversely, the safest strategy for the leader is to hold back all his defensive cards, spending SP's only to improve control.

Additional Cold War Options

The following are five variants that may be used in any combination for playing Cold War. Any or all the variants may be used subject to agreement among the players before the beginning of the game. A variant cannot be used if any player objects, and no variant may be introduced after the game begins.

The Dummy Player
Playing Cold War by three persons can be more fun if the fourth Superpower is played as a dummy. Any country can be selected to be the dummy. During the game setup, players take turns placing the pieces for the dummy player, and expending SP's for placing factions and factories. Vital region markers for the dummy are then placed in accordance with the regular rules. The action cards dealt to the dummy are placed face-up where the player for the dummy would sit.

During the game, players again alternate in a clockwise fashion taking the player-turn for the dummy. The player may take any action with the dummy that is possible under the rules. For defensive card play, any action in the dummy hand that could oppose an action must be played. In cases where the dummy hand shows more than one card that could oppose an action, the two players who are not moving on the player-turn in progress must decide.

Vital Region Free Placement
Much conflict and competition is avoided under the regular rules because no two players may have vital regions in the same zones. Thus, this element is added by allowing a freer placement of vital regions. Players still take turns placing the markers as before, but may place them on any region except the Middle East.

Free-wheeling Cold War
Diplomatic agreements between players allow trade or aid only through the exchange of Strategic Points. Under this variant, players who maintain diplomatic links with each other may also trade or buy action cards from each other, under any agreement set by the players.

Wild-card Masterspy
Because of its steep cost, many players are deterred from using the Masterspy card, especially in the early stages of the game. Under this variant, the SP cost for playing the Masterspy action card is eliminated.

Action Card Purchase
Players are sometimes inhibited from using action cards for fear of ending up with a hand having so few cards that their capabilities are minimized. During the Joint Economic Growth Turn, players may purchase up to two Action Cards in addition to the one or two they are allowed to draw from the deck. Each action card costs 5 SP's. No player may hold more action cards than normally allowed. Players may discard action cards in order to purchase new ones.
VICTORY INSIDER 5

British Bolt Rifle
Cost: 2. Takes one port box.

Concussion grenades
These grenades are treated as exactly the same as normal grenades except that they have less effect on personnel, and more on vehicles and buildings. When used against unarmored targets, conduct fire in the same way, but only allow it to affect one target only. Against vehicles or buildings, roll normally to hit but treat the grenade as an explosive penetration weapon, with penetration being light on a roll of 4-7 and medium on a roll of 8 or 9.

The Maquis
Another force that could be simulated in Ambush is the French underground force called the Maquis. Although these troops did not operate alongside U.S. forces, they made numerous raids and guerilla actions. These troops could be used in all scenarios but 4 and 8 with the following provisos.

Ignore all references to reinforcements. When a paragraph states that a U.S. soldier or vehicle appears, treat as no effect. The Maquis is not assigned jeeps. Any radio references are discarded. Before beginning scenario 3, read paragraph 1000.

The following additional steps are taken when using a Maquis squad.
Eight additional points are given to the player to simulate the advantage of surprise the underground usually held over the Germans. Only one-half (rounded up) of weapon points assigned to a squad could be used. Halve the driving skill of any Maquisard in a captured vehicle, since they will not be given friendly vehicles.

In order to simulate their capabilities, a modifier of +1 is given to any PC check performed by one, and a -1 modifier is applied to all activation checks conducted in a scenario involving the Maquis. In addition, the Maquisard’s ferocity is simulated by allowing him to kill (automatically) any prisoner in the same hex as he, and by not allowing him to make assaults to capture.

New Weapons
Concussion grenades
These grenades are treated as exactly the same as normal grenades except that they have less effect on personnel, and more on vehicles and buildings. When used against unarmored targets, conduct fire in the same way, but only allow it to affect one target only. Against vehicles or buildings, roll normally to hit but treat the grenade as an explosive penetration weapon, with penetration being light on a roll of 4-7 and medium on a roll of 8 or 9.

Mortars
These depict the British 2” and the American 60mm mortars. They cost eight and take up two port boxes. Mortar rounds are treated the same as grenades with the exceptions that they may not be thrown and that any damage inflicted by them is always located on the “Grenade,
**WEAPONS CHART**

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>JAM (PC)</th>
<th>SAME</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>SHT.</th>
<th>MED.</th>
<th>LONG</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brit SMG</td>
<td>05/10</td>
<td>-</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td>2-4</td>
<td>5-8</td>
<td>9+</td>
</tr>
<tr>
<td>Brit Bolt</td>
<td>05</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2-7</td>
<td>8-16</td>
<td>17+</td>
</tr>
<tr>
<td>Bren LMG</td>
<td>05/10</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td>2-10</td>
<td>11-20</td>
<td>21+</td>
</tr>
<tr>
<td>PIAT</td>
<td>05d</td>
<td></td>
<td>†</td>
<td>†</td>
<td>†</td>
<td>1-9</td>
<td>10-20</td>
<td>21+</td>
</tr>
<tr>
<td>Mortar</td>
<td>05d</td>
<td></td>
<td>†</td>
<td>†</td>
<td>†</td>
<td>2-3</td>
<td>3-6</td>
<td>7-12</td>
</tr>
<tr>
<td>Flamethrower</td>
<td>—</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>4</td>
<td>5-6</td>
</tr>
</tbody>
</table>

**CHANCE TO HIT AT RANGE**

- Personnel: 2-4 5-8 9+%
- Ass. Adj. Sht.: 2-7 8-16 17+%
- Med.: 2-10 11-20 21+%
- Long: 1-9 10-20 21+%

**DAMAGE EFFECT (ONE DIE)**

- Personnel: 0-1 2-7 8 9 7-9 — — 50
- Wnd: 0-1 1-5 6-7 8-9 6-9 — — 25
- Inc: 0-3 4-6 7-9 4-9 — — 50
- Kl: — — 0-1 2-3 4-9 0-6 7-8 9 A
- Lit: 0-3 4-6 7-9 4-9 50
- Pen: 0-1 2-3 4-9 5-8 9 — A

**WEAPON TYPE**

- Brit SMG 05/10
- Brit Bolt 05
- Bren LMG 05/10
- PIAT 05d
- Mortar 05d
- Flamethrower

**Inside** table.

Mortars require one action to fire and one action to prepare. They may not be snap fired. Anyone loading or firing a mortar must crouch. After being prepared, a mortar must be fired on the next turn without being moved. A mortar may be fired at any hex on the board with the following modifiers:

1. The mortar is firing at a hex out of sight: -3
2. The mortar is not being crewed by two people: -2
3. The firer's weapon skill: -1
4. The mortar is being fired into a woods hex: -2
5. The mortar is being fired into a rough, cover, brush, or rubble/crater hex: -1

A mortar may not be fired into an interior hex. They may not fire concussion rounds. A mortar round that misses scatters like a grenade or satchel charge.

**SARGE SEZ...**

**FALL IN!**

The Victory Insider is looking for a few good writers to fill the pages of the premier magazine about Victory Games, Inc. What’s the best way to approach playing 1809? (From behind with a very large stick.) What should players look for when setting up units in Cold War? (The nearest fast-food joint.) And what about the British in Pax Brittanica?

If you are willing to tell us the answers to these musical questions, we’re willing to pay for the privilege: $18 per page or $27 in VG/AH games.
The Marine's Alternative

A Vietnam Variant

By Carlo Amato

Pacification was an elusive goal during the American involvement in Vietnam. Many programs were attempted and, for the most part, failed. One program that was never really given a fair chance was the CAP program, and this article will provide the rules and background to allow players of VG's Vietnam game to try it.

In June of 1964, when General William Westmoreland took over as COMUSMACV, he immediately came into conflict with Marine Corps leaders concerning the proper way to conduct the war. Westmoreland favored the "search and destroy" strategy with large numbers of troops scouring the countryside, seeking to engage enemy troops whenever and wherever possible.

Seeing the Vietnamese people as the true objective, the Marine Corps instituted the Combined Action Platoon program (CAP). One U.S. rifle squad and a medic would be attached to a South Vietnamese Popular Forces platoon of 38 men to provide village security. The CAPs lived with the villagers, providing around-the-clock security from the VC.

The marines and PF's complemented each other. The marines supplied the technical know-how to direct supporting fire and the backbone to rally the PF's to stand and fight (typically, these troops fled at the first sign of VC). The PF's in turn eased the interaction between the Americans and villagers. And the villagers, confident that the CAPs would protect them, cooperated with the troops.

Westmoreland recognized the virtues of the CAPs, but did not encourage their use outside of I Corps. He complained, "I simply had not enough numbers to put a squad of Americans in every village." However, arithmetic does not bear this out. In 1967, South Vietnam had approximately 2,500 villages. To put a squad in every village would require forty thousand combat troops.

It is important to remember, though, that every American combat soldier had about 8 persons whose job was to keep him supplied. A nationwide commitment to CAPs would not have been cheap, but was well within U.S. capabilities.

Of course, Westmoreland stuck with the search and destroy tactic. But why not give the U.S. commander the CAP option? It can be used in the campaign game as well as a play balance tool in the scenarios between players of unequal skill.

The following rules should be used with the Marine Alternative:

1. Allow the U.S. player to institute a nationwide CAP program at a cost of 120 commitment points. The U.S. player could build one in I Corps alone at a cost of 20 commitment points, and later start a nationwide program for 100 commitment points.

2. The effects of the CAP program are:
   a) each cultivated hex will defend itself with a strength of 1 if an NLF unit chooses to attack it. Essentially, the marines are giving each hex's regional forces, rule 11.2, the incentive to fight.
   b) an NLF unit or stack of units can move through cultivated hexes with no movement penalty, nor do they have to attack. Cultivated hexes cannot force incidental attacks.
   c) the cultivated hex can call in air and artillery support fire, and U.S. or ARVN replacements may be used to fill combat losses. However, if the CAPs suffer more than two point losses, combat ends (the CAPs have been overwhelmed) and no replacements need be lost. If the CAPs lose one, the U.S. player may opt to use a replacement point and continue combat, or allow the CAPs to be overwhelmed by not filling the loss.
   d) Rule 7.2, Limits to Artillery Support, applies to CAP combat as well.
   e) CAPs may never be used to attack. They are strictly defensive.
   f) VC supply conduits may not be built in cultivated hexes that have CAPs.
   g) Regional forces may still be used by defending Allied units normally. However, if the Allied unit is destroyed, or retreats out of the hex, the CAP is considered destroyed as well.
   h) A side record of the hex numbers that have had their CAPs destroyed should be kept. At the end of any seasonal interphase, the U.S. player may reinstitute CAPs in up to three of them for every U.S. replacement point expended. However, no NLF unit may occupy the hex at that time.
   i) An NLF unit can be considered to occupy a cultivated hex for pacification purposes (in the campaign game) or victory point purposes (in the scenarios) only if the CAP has been eliminated.
   j) Cultivated hexes on the border between two Corps zones are considered to have CAPs if one of the Corps has them.

The CAP program may be dismantled any seasonal phase, but not rebuilt. The U.S. player regains the full commitment he spent if he dismantles the program. A CAP program must be dismantled for, or with, final withdrawal.
With Victory Games, Inc.
STRATEGY GAMES & SIMULATIONS
You Get What You PLAY For...

- Quality
- Excitement
- Challenge

Victory Games, Inc. knows as well as you do that the very best simulations and strategy games are a product of design experience bringing fresh, new ideas to the gaming public. Now the most innovative and respected company in the field is prepared to prove that point again!

New Module for the Award-Winning Ambush!

Look for these New Releases!

AMBRUSH!
PURPLE HEART

PURPLE HEART
$22.00
Six new missions for the phenomenal Ambush! solitaire game system. Includes new maps and counters.

PAX BRITANNICA
$24.00
Multi-player game of colonization and empire building from 1880 to the outbreak of the Great War.

COLD WAR

COLD WAR
$24.00
Multi-player game of intrigue and global influence-peddling in the contemporary world in an easy-to-learn format.

SIXTH FLEET

SIXTH FLEET
$30.00
More than 600 playing pieces and two maps in a panoramic simulation of naval combat in the Mediterranean.

EXCLUSIVE FOREIGN DISTRIBUTORS