For the past four years, The GENERAL has accepted and printed (for a token $1.00 fee) "classified" advertisements offering our products for sale by private parties. These have been loosely classed together in the section titled "Collector's Corner" on the back cover. However, recent abuses by some advertisers and an increasing number of complaints by readers who answered adverts in good faith have led the editors to the difficult decision to drop the printing of such "For Sale" ads. As originally envisioned, these adverts of items for sale were to deal solely with "collector's items"—out-of-print games and magazines. And, of course, they were to be limited to the products of The Avalon Hill Game Company (and, by extension, those companies whose product lines had been absorbed by Avalon Hill). Further, photocopying services were to be limited to recovery of expenses only. Unfortunately, it has proven that enforcing these policies—some of them demanded by the copyright laws of the United States—is impossible.

Of more concern to us are the reports from those readers who have answered certain ads in good faith, but feel that the material was misrepresented—or worse. The Avalon Hill Game Company unfortunately cannot intercede in such cases (having no authority to do so). Many advertisers now ask for responding readers to send an SASE for an unspecified listing of games and magazines.

Continued on Page 37, Column 3

A DEVIL OF A FIGHT
Strategies in DEVIL'S DEN Scenarios

LAND OF THE MIDNIGHT GUN
Duel in Snowy Sweden

THE BATTLE OF THE INNOCENTS
Tactical Considerations on BULL RUN

THE SUGAR-COATED REBELLION
A Union View of BULL RUN

MASTERS OF DECEIT
The PBM World of DIPLOMACY

HOW TO CRACK A PLANETARY FORCE FIELD
Variants for STELLAR CONQUEST

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An Interview with Bruce Shelley

FOR WANT OF A GENERAL
Taking the Measure of Your Opponent

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Scenario 3000
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EMPIRES IN ARMS is available now for $55.00 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214. Please add 10% for shipping and handling per order (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.
The elemental forces of Nature swirl and sway, governed by the strange logic of chance. Chaos reigns. An od is a single particle of theoretical force. By bringing the odds into balance, one may reach perfection in the metaphysical world. All of life is a seeking after such balance. So too is this game.

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A DEVIL OF A FIGHT
Strategy in DEVIL’S DEN Scenarios
By David S. Bieksza

Are you tired of re-fighting Civil War battles with anonymous divisions of faceless brigades? Would you prefer to deal with regiments of state volunteers that your history books mention so frequently? Do you imagine yourself loading double-cannister into your Parrott rifles or echoing Stonewall Jackson to “give them a bayonet”? Then your game has arrived: DEVIL’S DEN.

DEVIL’S DEN re-creates the attack of Hood’s Division on the Union left in the second day of the Battle of Gettysburg. The scale of the game is uncompromisingly tactical: eight minutes per game-turn, thirty yards per hex, and fifteen men or one cannon per Strength Point. The average regiment musters five counters plus a regimental officer. Depending on scenario, total force levels vary from thirteen regiments to thirty. The mapboard stretches from the eastern slope of Little Round Top to the western slope of Houck’s Ridge, a low rise near the huge boulders that comprise Devil’s Den itself.

DEVIL’S DEN offers seven scenarios, grouped as follows:

HISTORICAL SCENARIO
The Confederate player can take comfort in the thought that historically the South did indeed capture the scenario’s geographical objective (the two hexes marking the top of Houck’s Ridge). Furthermore, the total Rebel strength is nearly double the total Yankee strength (see Tables 1 and 2), 256-130 points. However, before the Confederate player begins congratulating himself for an easy victory, a word of caution is in order. The situation closely resembles that in LITTLE ROUND TOP—a piecemeal offensive can squander the Confederate manpower advantages. A comparison of Tables 1 and 2 indicates that the strength advantage does not dramatically favor the South until the arrival of Benning’s Brigade on Game-turn 8. The entrance of the 40th New York on Game-turn 5 even swings the balance of forces in favor of the North!

So the Confederate strategy uses the four initially appearing regiments to cause attrition to the enemy and gain a favorable line of departure for the four late-arriving regiments of Benning’s Brigade. The entrance of the 40th New York on Game-turn 5 even sways the balance of forces in favor of the North!

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ASSAULT ON DEVIL’S DEN

The events on Little Round Top largely overshadow the fighting that occurred over possession of Devil’s Den and Houck’s Ridge. These scenarios allow the players to examine a novel situation. Note that both the number of game turns and the amount of forces exceed those for the “Assault on Little Round Top” scenarios, so players should prepare for a larger gaming session.
Devil's Kitchen (at the foot of Big Round Top) while the other advances up the valley of the Bloody Run. The choice of which regiment goes where is immaterial; examination of Table 1 indicates that they are interchangeable. Assuming for the sake of clarity that the 44th Alabama enters the woods, it is imperative for the regiment to use double time movement on Game-turn 1. (Veterans of the previous edition should carefully note the changes in the rules for double-time movement, which have been establised on the 17th edition.) This is not simply to cross the open ground before the breecloizers wielded by the Union Sharpshooters can wreak havoc. The regiment must seal off the Devil's Kitchen before the Sharpshooters can flit to the south map edge. If the regiment fails to accomplish this, the 15th and 17th Georgians are far more likely to keep fire burning on the 44th Alabama at full strength and smash into the defenders east of the ridge crest. In conjunction with the attack of the 17th Georgians, Robertson's Brigade must maintain a "continuous line" to the north map edge.

To summarize, the Confederates capitalize on their manpower advantage by expanding the frontage of their attack as much as possible. Operations unfold in two phases. In the first phase, Law's Brigade gains a foothold in Rose Woods at the enemy right flank. Apart from these geographic goals, both brigades emphasize attrition in preference to a premature attempt to seize the high ground. In the second phase Benning's Brigade attacks the two regiments of Robertson's Brigade in a coordinated assault and captures the objective hexes.

The Union player faces double adversity for this scenario. First, in historical terms, Benning's Brigade did in fact overrun Houck's Ridge. Secondly, in game terms, the Union player gains Victory Points only for attrition; in contrast, his opponent accumulates them for attrition, ownership of both objective hexes, and failure of the III Corps to maintain a "continuous line" to the north map edge. It means that the Union player only if it achieves favorable attrition—attrition sufficient to offset the South's extra Victory Point sources.

So the Union player's strategy lies in inflicting significant losses on the enemy and then evacuating the battlefield via the north map edge. Though he thereby abandons Houck's Ridge, his tactics work against him. He becomes a target for the exhausted and outnumbered troops battle Benning's Brigade in the final game-turns. To carry out this strategy, the Union player establishes a semicircle of blazing muskets and cannon along the stone wall of Rose Woods and the south ridge crest. The bottleneck between Devil's Den and the 520-foot contour line resists enemy pressure as long as possible, but eventually reinforcements must establish a line northeastwards from Devil's Den along the
### TABLE 1
**ASSAULT ON DEVIL’S DEN—HISTORICAL
CONFEDERATE ORDER OF BATTLE**

<table>
<thead>
<tr>
<th>RGT</th>
<th>TURN OF ENTRY</th>
<th>ORIGINAL STRENGTH</th>
<th>LOSSES TO BECOME INEFFECTIVE*</th>
<th>MORALE</th>
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<td>12</td>
<td>C,D</td>
<td>9-5</td>
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</table>

*Minimum number of Strength Point losses to make all units ineffective.

### TABLE 2
**ASSAULT ON DEVIL’S DEN—HISTORICAL
UNION ORDER OF BATTLE**

<table>
<thead>
<tr>
<th>RGT</th>
<th>TURN OF ENTRY</th>
<th>ORIGINAL STRENGTH</th>
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<td>14</td>
<td>9</td>
<td>C</td>
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### TABLE 3
**ROBINSON’S BRIGADE STAYS TOGETHER
CONFEDERATE ORDER OF BATTLE**

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<th>RGT</th>
<th>TURN OF ENTRY</th>
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<th>LOSSES TO BECOME INEFFECTIVE</th>
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<td>59 GA</td>
<td>13</td>
<td>35</td>
<td>12</td>
<td>C,D</td>
<td>9-5</td>
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</tbody>
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### TABLE 4
**ROBINSON’S BRIGADE STAYS TOGETHER
UNION ORDER OF BATTLE**

<table>
<thead>
<tr>
<th>RGT</th>
<th>TURN OF ENTRY</th>
<th>ORIGINAL STRENGTH</th>
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<td>10</td>
<td>C</td>
<td>8-4</td>
</tr>
</tbody>
</table>

In order to determine the appropriate moment, the Union player should keep an informal tally of losses after the appearance of Benning’s Brigade. An advantage in attrition of five Strength Points translates to one game turn of enemy occupation of the ridge top. A difference of 25 Strength Points, for instance, means the Union can let the enemy capture the objective hexes on Game-turn 11. Unfortunately, in practice the Union player must also allow for the certain capture of the 4th New York’s guns, friendly losses from Opportunity Fire, and such.

It now becomes clear that the “continuous line” requirement must be scrupulously observed; each game turn of neglect is equivalent to enemy possession of the objective hexes for one game-turn. A difference of 25 Strength Points, for instance, means the Union can let the enemy capture the objective hexes on Game-turn 11. Unfortunately, in practice the Union player must also allow for the certain capture of the 4th New York’s guns, friendly losses from Opportunity Fire, and such.

With the 86th New York and 99th Pennsylvania crowding Rose Woods, the 124th New York receives the unpleasant task of holding the open ground between the trees and the rocks. Two divisions can take shelter in the rough terrain bordering Devil’s Den, one of which can dig a breastwork on Game-turn 1. (Brig. Gen. Ward contributes his Command Influence Bonus to Col. Ellis to assure its construction.) The rest must accept the slim protection of the crest. When deploying them, the Union player should recall that a Line of Sight coinccident with the crest hexside is blocked (see 13.16). Alternately, if the 4th New York Battery maintains its position on the brow of the rise (see below), screening the crews from small arms fire becomes a priority for the 124th New York. The infantry accomplishes this by stacking on top of the artillery crews (small divisions only—see 35.0); since only the top unit in a stack receives casualties from hostile fire, the infantry thus protects the valuable crews. In any event, the regiment has no fall-back position shy of the north map edge. Its mission is to slug it out on this line to the last cartridge.

The probability that the 4th Maine can repulse Law’s Brigade is vanishingly small. To delay the inevitable the regiment relies on breastworks. Three
The sequence of play reveals much about a complex historical simulation. For DEVIL'S DEN it runs as follows:

1) Command Phase
2) Activation Phase
3) Movement Phase
4) Fire Combat Phase
5) Melee Combat Phase
6) Ammunition and Breastworks Phase.

The resemblance to LITTLE ROUND TOP is clear. A number of activities occur in the Command Phase. The most important involves checking each unit's command status. To be in command a unit must be within its regimental officer's Command Radius, a path of limited length unbroken by enemy units of Zones of Control. A unit out of command still fires normally, but to move it must hope for a good die roll on the Random Movement Table. Artillery crews and the 2nd Sharpshooters, neither present in large quantities, are exempt from command control. Crew activities consist of just movement, fire, and self-activation. Units of the 2nd Sharpshooters possess a small Command Point allotment for self-activation. Officers and Confederate snipers likewise function without the supervision of superiors.

In the Activation Phase regimental officers expend their Command Point Total in the form of orders to their subordinate units. Orders concern the following:

- Rally
- Change formation, facing, or order of stacking
- March or double-time march
- Melee or charge
- Volley fire
- Fix/remove bayonets
- Gather ammunition
- Construct breastworks

The cost of an order varies by type (e.g., two CPs to Rally, but three CPs to Rally in an enemy Zone of Control) and by the number of ineffective units in the regiment (+1 each). Ineffective status is described below, but its impact on the Activation Phase is enormous. Assume, for instance, that the five units of the 20th Maine are all ineffective. Col. Chamberlain, the best leader in the game, decides to issue a March order and expends seven of his 11 Command Points (two for the order itself plus five for the ineffective units). The 20th Maine cannot perform any other action in this game turn; at minimum another order would cost six CPs and thus exceed Chamberlain's available total! Note, however, that only Volly Fire requires an order—regular fire is “free” and even units out of command can shoot.

In contrast to LITTLE ROUND TOP and the previously published version, the officer issues an order to the entire regiment, not to individual units (with a few exceptions). This speeds up Command Point manipulation considerably. Also in contrast to LITTLE ROUND TOP, a March order simply activates the units to expend Movement Points in the conventional manner.

Movement considerations include formation and facing. Infantry formations are line and column; artillery formations are limbered and roll. Various adjustments shift the column used, e.g., march orders to a range of twelve hexes, but because fire strength doubles at a one-hex range, firefights tend to occur at short distances. Union artillery (Parrott rifles exclusively) acts like longer-ranged small arms, including combat resolution on the same table. At short range a two-gun section becomes deadly, provided its crew remains healthy. Small arms and artillery fire separately, so a target hex can suffer two attacks in a single Fire Combat Phase. When Confederate off-map artillery appears in the Advanced Game, fire to and from these guns is resolved in a different manner. A shot may hit, miss, or scatter, much like indirect fire in PANZER LEADER, and if anybody ends up on the receiving end a special table is consulted to determine the results.

Melee requires an advance into the enemy-occupied hex. The Melee Combat Result Table cross-references a strength differential with a die roll, and results may affect both attacker and defender. Circumstances can adjust the strengths of either side (e.g., +1 to the defender for occupying a rock or rough-woods hex or +1 to the attacker for all units having fixed bayonets). Results include various combinations of Strength Points losses, disorder, retreat or no effect. However, unlike the previous version (and LITTLE ROUND TOP), “continuous” melees are impossible; the results assure that one side or the other must retreat from the melee hex. Morale considerations provide an important influence on play. A Strength Point loss in fire or melee mandates a morale check, as do a number of other situations. The Morale Table cross-references the checking unit's morale with a die roll. Various adjustments shift the column used in an unfavorable direction but the presence of an officer can stabilize the die roll. Results comprise “no effect”, “disorder”, “disorder plus retreat”, or “shatter”. Shatter eliminates the unit in question, the fastest (and rarest) attrition possible.
When "Robertson’s Brigade Stays Together," the South receives a pair of additional regiments on Game-Turn 2. In compensation, the North acquires the four regiments of Weed’s Brigade on Game-Turn 11. Surprisingly, the South benefits more. Just as economists speak of “the time value” of money, this scenario vividly demonstrates the time value of units: two extra regiments on Game-Turn 2 are far more decisive than four extra regiments on Game-Turn 11.

Unlike the historical scenario, this scenario provides sufficient strength for a Confederate push to the top of Houck’s Ridge right from the start. Inspection of Tables 3 and 4 reveals that the South holds the advantage in manpower even after the 40th New York enters on Game-Turn 5, 161 Strength Points to 116. The strategy this suggests calls for Robertson’s and Benning’s Brigades to converge and solidify possession of the high ground before Weed’s Brigade can intervene. As a bonus the South can pick up a few Victory Points by disrupting the enemy “continuous line”. Benning’s Brigade takes no part in the assault—unmouthed by the attrition the brigade can confidently expect to fight Weed’s Brigade to a standstill.

Law’s Brigade now represents one-third rather than one-half of the initial forces, so its influence diminishes accordingly. Its first task is to avoid worsening the traffic jam about to ensue for Robertson’s men. Both regiments plunge into the Devil’s Kitchen and offer what assistance they can to the Texas assaulting Devil’s Den. By conserving its strength, Law’s Brigade provides the decisive momentum in storming the eastern slope of Houck’s Ridge. After the capture of the objective hexes the Alabamians screen the approach of Benning’s Brigade, and after that the brigade either retires into reserve or assembles in the “Valley of Death” to solidify the far Confederate flank. The V Corps forces just bludgeon their way to the top of the ridge in the allotted five game turns. The effort, frankly, is likely to fail short, but the Union player can at least enjoy turning the tables on his opponent by thumping Secessionists for a change.

The III Corps units adhere to much the same strategic guidelines as in the historical scenario, but with the expectation of a quicker deterioration in their position. For example, the construction of breastworks is limited to Game-Turn 1. Law and Robertson constitute such an irresistible tide that a few breastworks one way or another won’t make much difference. Both regiments advance. Another regiment attacks the crest line between the ridge and Devil’s Den. The arrival of the 40th New York may temporarily check its progress, but pressure from Law’s Brigade on the other side of the rise is sure to prevail. The last regiment overcomes the opposition in the vicinity of the Slaughter Pen, also with ease.

When Benning’s Brigade relieves the Texans, the latter have several options. They can go into reserve, either locally or as the last-ditch defenders of the top of the ridge. They can mop up the remains of the III Corps troops (most likely holding out in Rose Woods) and join up with Weed’s V Corps to solidify the far Confederate flank. By the time Benning’s Brigade enters the mapboard, Law and Robertson should have pushed all enemy divisions out of sight of Entrance Area 1. This permits the Georgians to safely march in column for most of the distance to the front lines. And haste is critical—they have just four Movement Phases in which to form battalions and greet Weed’s entrance. As usual, the two “B”-morale regiments hold the center and the “C”-morale regiments flank them. The former defend the direct route to the objective hexes, from the fence at the tree line to the 520-foot contour line. The left flank rests in Rose Woods; this regiment may have to continue the fight against the III Corps infantry, possibly with the help of the Texans or even Anderson’s Brigade. The right flank extends across the “Valley of Death” to Bloody Run. Alabamians may extend the line in the direction of either Little Round Top or Big Round Top. The right flank stands ready to fall back in response to Union pressure but the center, probably located only a few hexes away from the geographical objective, stands firm; the Alabamians may lose some territory and suffer heavier attrition at this point, but Weed’s Brigade has insufficient time to capitalize on either.

The Union player, in a more desperate situation than with the historical scenario, follows a more desperate strategy: the III Corps forces fight to the last man rather than conduct a planned withdrawal. The intention is that every Streng Point in casualties costing the enemy one less opposing Weed’s Brigade. The V Corps forces just bludgeon their way to the top of the ridge in the allotted five game turns. The effort, frankly, is likely to fail short, but the Union player can at least enjoy turning the tables on his opponent by thumping Secessionists for a change.

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troops have retained a foothold in Rose Woods the effective stacking restrictions favor the 91st in enforcing it. As long as the Confederates flail away at the regiment, the flank of the brigade’s main thrust stays untroubled. If the Federals have been kicked out of the woods the poor 91st has no choice but to stand in the open and swallow the lead that would out of the woods the poor 91st has no choice but pending on the dispositions of the Its sole mandate is to “hug’em and slug’em”. De- vivors, the strikes at the top of the ridge by the shortest route. this involves establishing a base of fire from the opposing battleline, they advance to distract the enemy’s attention from the 140th.

The 155th Pennsylvania holds the brigade’s left flank. Its purpose is to generate favorable attrition against whoever it faces. Since the exhausted members of Law’s and/or Robertson’s Brigades most likely constitute the enemy flank, the regiment hesitates not a moment in advancing on them. Ammunition shortages among the Confederates may provide the 155th with good opportunities for exploitation.

ASSAULT ON LITTLE ROUND TOP

Players of LITTLE ROUND TOP have undoubtedly stared at the line of companies from the 83rd Pennsylvania extending to the map edge and wondered what happened at the other end. These scenarios answer the question. Both the number of game-turns and the number of regiments are smaller than in the “Assault on Devil’s Den” scenarios, making these scenarios the fastest-paced of all.

HISTORICAL SCENARIO

In contrast to the Devil’s Den combat, historically the South was repulsed from this scenario’s geographical objectives grouped around the sum- mit of Little Round Top. So the Confederate player had best wipe that smile off his face—his prospects are even dimmer than the Union player’s in the other scenario. According to Tables 5 and 6, his initial superiority of 35 Strength Points (126-91) suffices to overcome Vincent’s Brigade, but when the last Union reinforcement arrives he faces a 60-point deficit!

The victory conditions warrant close examination. Unlike Houck’s Ridge, Little Round Top bestows Victory Points only at the end of the game, not on a per-turn basis. So the South’s strategy must reflect some degree of territorial control over the long run. The crucial point is the recognition that the Confederacy need not control all six objective hexes. The objectives are sufficiently dispersed that the Federates can build breastworks in the woods to push the enemy northward while the Confederates flail away at the hill and carry the top. Afterwards, the Confederates should have one division in position to meld on the second game-turn, with the rest of the regiment following suit on the third. This leaves scant time for the 16th to construct breastworks. The 5th can expect almost complete annihilation of its opponent.

Afterwards the regiment faces two possibilities. If the 20th Maine has stayed put, the top of the hill lies deserted. The 5th has little choice but to seize the objective hexes while the opportunity presents itself. Enveloping the 44th New York is a temptation the Confederate player should resist. Anticipating the worst, the New Yorkers customarily refuse their flank, so the outlook for immediate gains is dim. The better way lies in capture of VP hexes and preparation for the inevitable counterattack.

If nothing else, a breastworks marker must be placed in the 15-VP objective hex, 1313. (Yes, Con- federates can build breastworks!) The rough terrain
THE ADVANCED GAME

BRIGADE OFFICERS. The most common employment a player finds for a brigade officer concerns breastworks. Unless the regimental officer issuing the "Construct Breastworks" order has an adjusted Command Point Total of seven or more, a die roll is required to place the marker. The brigade officer's Command Influence Bonus guarantees successful completion (apart from adverse combat results) for all regimental officers except the lowliest replacement captain. In the brigade officer's absence, the consequences of rolling nothing but "5" or "6" for a series of construction attempts are too horrible to contemplate. The least common employment concerns divisions out of command. This usually occurs after a weak division conducts a lengthy retreat, so the player hesitates to remove the brigade officer from the action in the front lines just for the sake of a few Strength Points.

Standard practice stations the brigade officer with a stack of ineffective divisions. Besides raising their morale, these divisions greatly enhance the regiment's strength and provide a buffer between the regiment and the enemy. Indeed, the regimental officer can lead one stack of ineffective divisions into an enemy Zone of Control at the same time that the brigade officer does the same for another stack of ineffective divisions belonging to the same regiment. The Command Influence Bonus means little to a regiment containing effective divisions since the officer rarely expends his Command Point Total. It may or may not make a difference for a regiment containing a few ineffective divisions. It is almost always better to replace them, to the detriment of the affected regiment. Indeed, in the "Assault on Little Round Top" scenarios, the Confederates can cripple the 20th Maine by bagging Col. Vincent, thus forcing Col. Chamberlain to take command of the brigade.

SPECIAL OFFICERS. Gen. Warren is a freebie for the Union, but historically shell fragments struck down as many officers as men began to advance. Thus, the appearance of the Hood Staff counter causes a chain reaction of promotions that leaves one regiment in the lurch. Fortunately, the Confederate player need only worry about that in "The Major Battle Scenarios."

INFANTRY CHARGE. Of all the techniques to increase the attackers' melee strength, this is the most powerful—each charging division receives a +1 bonus. "Pursuit" occurs infrequently, since the pursuing division often ends up out of command. However, if a charging division wins a melee in a hex containing a hex, pass the "insulates" the objective hex from an immediate counterattack. The extra morale check represents only minimal risk for regiments with morale levels of "A" or "B". But the requirement for the regimental officer to "see" the defending unit severely limits the use of infantry charge in woods.

DOUBLE-TIME MARCH. Double-time is almost as ubiquitous as breastworks in a typical game. The main text has pointed out numerous occasions where double-time movement proves its utility.

FENCE REMOVAL. Negating a +1 Movement Point penalty by expending two MPs hardly seems worth it. But fence removal is mandatory under two circumstances: passage of artillery (see 19.21) and qualifying for an infantry charge (see 32.11).

STACKING AND TERRAIN. At first glance players may conclude that this is just a historically-inspired annoyance. But in practice the stacking restriction is an important consequence of coupling the defensive benefit of terrain to the cost of reduced effective strength. Melee is especially affected. For example, a division with four Strength Points that occupies a rock hex has an effective strength of five; an entire regiment with eight Strength Points that enters the hex to melee faces a differential of -1. SPLIT FIRE. There are two possible uses for this rule. In one, a units maniac may note that in many cases a few additional Strength Points do not increase the column of an attack, so he shows the game a card to overwrite a plethora of tiny attacks in hopes of lucking out. In the other, the rule surfaces infrequently, and for a legitimate reason: it helps a division threatened by melee from more than one hex to apply Defensive Fire more widely.

UNUSUAL FIRE. Enthusiasts of SQUAD LEADER recognize this as the fire group. It can be thought of as a realistic way of reducing coordination in the midst of a stovefilled battlefield. The casualty rate decreases somewhat in consequence, so defending regiments tend to last longer. Reserve, since a "D" result pins the moving unit little to a regiment containing effective divisions in the front lines just for the sake of a few other, the rule surfaces infrequently, and for a legitimate reason: it helps a division threatened by melee from more than one hex to apply Defensive Fire more widely.

VOLLEY FIRE. On the average, "fresh" regiments using volley fire deplete their ammo at twice the rate they find new supplies. So a one-column attack hardly seems worthwhile. However, volley fire can serve to maximize firepower because it permits non-adjoining divisions to combine fire on a target hex. BAYONETS. Fixed bayonets provide a welcome bonus in melee, but not as good a bonus as for an infantry charge (+1 only if all attackers have bayonets). Oftentimes, it substitutes for a charge in wooded terrain, where the restricted Line of Sight for the regimental officer sharply curbs the number of enemy divisions eligible to be charged. Early in the game bayonets slip on with ease; late in the game, the additional costs for ineffective divisions may force the regimental officer to choose between ordering their removal or ordering some more productive action for that game turn. Fixed bayonets do not always reduce the infantry's firepower. The maximum shift on the Fire Combat Results Table is two columns. So a division, say, firing uphill into a rock hex, suffers no additional penalty for fixed bayonets. And the penalty appears quite mild in comparison to the earlier version and LITTLE ROUND TOP, both of which prohibit a division or company with fixed bayonets from firing.

AMMUNITION DEPLETION. The subject of ammunition matters greatly to the infantry. Only by the courtesy of luck can divisions gather ammunition as fast as they run out. Added to the uncertainty of re-supply is the uncertainty that the regimental commander can afford to issue this order repeatedly for a regiment full of ineffective divisions. Thus, when a regiment becomes "exposed," the defenses of a given fire attack is important enough to risk ammunition depletion. Again the result is a lower casualty rate. This may seem to favor the defenders, but the main text has discussed an important exception in the "Assault on Little Round Top" scenarios; the "exposed" regiments of Law and Robertson begin losing their punch just as Weed's counterattack begins to gain momentum.

The subject of ammunition matters little to the artillery, at least in the scenarios discussed here. The heaviest rate of expenditure belongs to the 4th New York Battery's two advanced sections, which typically consume a bit more than half of their allotted supplies.

CONFEDERATE ARTILLERY. As noted in the main text, the Gray cannonners rarely get the opportunity to shoot, primarily because Rebel infantry nearly always stand within the ten-hex "safety" limit for potential Yankee targets (see 42.15). The situation undoubtedly changes in The Major Battle Scenarios, where the offmap artillery harasses Vincent's Brigade while it fortifies Little Round Top.

CONFEDERATE SHARPSHOOTERS. As noted in the main text, the health of one's officers is of paramount importance. An officer lacking an infantry bodyguard in the presence of snipers deserves to be plugged.

BREASTWORKS. The crucial importance of breastworks to both sides has been pointed out repeatedly in the main text. There is no need to belabor the point here.

OPPORTUNITY FIRE. Retreats and artillery formation changes trigger Opportunity Fire infrequently. Movement out of a Zone of Control accounts for most of the Opportunity Fire attacks. The effect is significant. First, it puts a premium on the retention of a regimental reserve, since a "D" result pins the moving unit out in the exit hex. True, defending regiments can rarely spare a reserve, but compelling the firing regiments should bear this in mind instead of automatically sending everybody to minimum range. Second, it increases the difficulty of breaking off contact with the enemy when a force wishes to withdraw. A departing division can either turn around to leave, offering a column shift for rear fire, or move backwards, increasing movement costs. (Note that the restrictions on backward movement are less severe than in the previous version and in LITTLE ROUND TOP.) Either way a player may have to sacrifice a pinned division to continue the force's withdrawal.

DEVIL'S DEN. This rule did not appear in the earlier edition. The 4th Maine can no longer use the rockpile as a redoubt, but similarly the Confederates can no longer use it as an infiltration route.
east line and well prepared to counterattack in order to
be able to cover the gap. The 5th Alabama is in its struggle
with the 20th—the 4th Texas has its hands full with the
44th New York, and the Alabamans are far off the woods.
Short of praying for good luck in a frontal attack, the best course
of action for the Confederates lies in exploiting the
length of the enemy line. The exact shape of the actual
result varies from the first moment of opposition, but,
genral, the 5th Texas achieves a line of departure in the rock
tubes and then braces Opportunity Fire to infiltrate through enemy Zones of
Control. Melee from the rear is, in modern parlance, a
good "force multiplier". But the Confederate player should
realize the 44th New York may do a lot of good damage to the
breastworks, so the 20th Alabama leaves the 5th Texas a mere
shadow of its original strength.

The 4th Texas aims for the top of the hill via the
southwestern slope. Regrettably, a significant ob-
stacle bars the way—the 44th New York. Since the
New Yorkers already occupy a worthy defensive position,
the breastworks appear immediately. In addition, a
convenient rock hex offers an anchor for the
northern flank of the regiment. The 4th Texas
does not seem to have a viable way of overcoming
these advantages. The most common result of a
frontal attack leaves the 4th Texas exhausted at rela-
ively minor cost to the 44th New York.

So perhaps a conservative approach is best. The
regiment assembles in the clear terrain southwest of
the hill avoiding, both double-time penalties and
the enemy bonus for targets within three hexes. Then
it advances across the 560-foot contour line and
stops. This runs contrary to the natural tendency of the
Confederate player to move the regiment to
minimum range, but against an entrenched enemy
at higher elevation the Texans have the scales tilted
against them for both fire and melee. The regiment
may even consider erecting breastworks by the con-
tour. After all, the Confederates have a strong
flank on the 44th New York force it to fall back.
Wiser choice preserves the strength of the
4th Texas for a more propitious moment instead of
wasting it just for the sake of quick action.

The 4th Alabama ranks as the weakest of the four
assaulting regiments. Its potential varies greatly ac-
cording to what the 20th Maine decides to do. The
worst case for the 4th happens when the enemy regi-
ment remains in place. Consequently, the Alabamans
encounter the entire 83rd Pennsylvania in opposition.
Comparing Tables 5 and 6, the 4th enjoys just a
slight superiority over the 3rd, so a headlong rush
into the middle position threatens to be unfruitful.
A better approach follows a more methodical attack,
such as concentrating firepower on a single target
hex until the occupants weaken enough to fall vic-
tim to melee. At the same time perhaps half the regi-
ment can march to the tree line in order to add fire
support to the 4th Texas in its struggle with the
44th New York. Of course, the gains of the neighboring
15th Alabama may generate favorable circumstances
for the 4th. But given a choice, the regiment
prefers to dislodge the Pennsylvanians' other flank.
Shattering the connection between them and the 44th
Yorkers once again, this time on the eastern slope
of the hill. And in the final game-turns, conserva-
tion of the regiment's strength pays dividends when
the onslaught of Weed's Brigade inevitably produces a
crisis for the defending Confederates.

Strategically, the 15th Alabama represents the
broom that sweeps the blue counters northward.
Tactically, the opposition it encounters differs radically
to the enemy strategy for the 20th Maine. Stopped
by the 83rd Pennsylvania's first move, the regiment
remains in column and march due eastward, stopping just
out of rifle range. True, this leaves it in a
vulnerable position, but only if the 20th Maine
decides to hang around. To beat up on the Rebels the
Yankees must advance out of the shelter of the
forests and any short hex limits the number that can reach
minimum range. Furthermore, change of formation in an
enemy Zone of Control does not trigger Opportu-
nity Fire, unlike LITTLE ROUND TOP. Thus, this
daring advancement is actually a calculated risk.
With luck the Rebels exchange slight losses for a
long bound forward and the chance to ensure the
20th Maine out of its breastworks.

Once in battle formation, the 15th Alabama
demonstrates its superiority by inflicting as much
damage as it can before the enemy sinks back to the
line. The 15th's superior mobility enables it to
reach the enemy's right flank, especially because the 20th Maine's "départ-
ment" rejoins the parent around this time) and no
pat formula can restore it. Frontal attacks risk dash-
ing the 15th to pieces on the works, while the heavy
terrain surrounding Chamberlain's Spur reduces a
flanking movement to a crawl. The best way to
per-
suade the Maine troops to abandon their position
is a threat to cut them off from the objective hexes
to the north, such as if the 4th Alabama overpowers
the 83rd Pennsylvania or the 15th Alabama looks out
and pierces the enemy line at the northern flank.

Now the bad terrain on the Spur hinders the Federals as
they attempt to fill back and re-form, so the
Alabamans must press forward and keep them off balance. Even so, the best the Secessionists can hope
for is mutual exhaustion of the opposing regiments.

On the other hand, departure of the 20th Maine
improves the prospects for the 15th Alabama con-
siderably. The 83rd Pennsylvania has its hands full
fending off both the 15th and the 4th. After the 15th
has flattened the Pennsylvania it thrusts northwards
along the 560-foot elevation level. This positions
it to threaten the 44th New York, which by now
has probably fallen back to the tree line, with en-
circlement. Also, if the 83rd Pennsylvania" detachment" has
missed its opportunity to control the rifle range of this elevation
level with Random Movement the 15th strives to
disorder it—the wait for Spontaneous Rally may
freeze it in place until the end of the game. For the
Confederate defense in the final game-turns the 15th
simply delays the fresh enemy troops on the eastern
slope with whatever strength remains.

Finally, the 47th Alabama establishes the primary
defense against Weed's Brigade. The main line of
resistance consists of three breastworks facing
Entrance Area C in hexes 0715 through 0717. A
four-SP division occupies the rocks in hex 0714.
Fronting the rocks, the 47th has this in mind—
Sight into all non-wooded terrain north of the closest
Victory Point hex, an important consideration due
to the requirement for Weed's men to arrive in
column formation. In addition, the small spur of rocks in
the 0900 hex provision a fall-back position after the
Mayhem, so that in case of defeat the Abaman require several attempts
to complete their works, the regiment remains in
column formation and uses double-time movement
for as long as is necessary to reach the destination.
The double-time penalties should be meaningless;
the Alabamans have no intention of engaging in
combat, and far more menacing targets confront the
enemy riflemen. If by bad luck the works are in-
complete when the 140th New York appears, the
47th still enjoys one game-turn of grace—the 140th
must appear in column and so can do nothing to
interfere with the digging. Confederate players dis-
mayed by Lt. Col. Bulger's poor leadership (the
worst regimental officer in the entire Southern order
of battle) can console themselves with the thought
that in the previous edition Bulger was just the
replacement for a certain Col. Jackson . . . whom
the rules specifically identified as an incompetent.

Once against the 47th, the 83rd Pennsylvania
in vulnerable column formation, the 47th cannot
count on devastating the reinforcements. The
Federals will certainly act to maximize self-
protection, and once in line formation they screen the
subsequent reinforcements. However, losses to the
New Yorkers and the 83rd Pennsylvania will surely
be great. The 47th now needs all the help it can get,
technically’autonomous’ 20th Maine, so the
Confederate player should strive to overpower
Weed's Brigade as impressively as possible in
order to discourage the Union player enough that
he ceases his parade.

Of course, now that Union players have read the
above, they have no one to blame but themselves
for becoming demoralized. Superficially the situa-

...
Weed's Brigade was "a day late and a dollar short". However, this position may be ascribed to the Union strategy, for it calls for the four regiments of Vincent's Brigade to fight rather than retreat. In general, each regiment holds its own and attempts to build breastworks. It falls back only when outflanked and breaks contact with the enemy only when ground down to a handful of stragglers. Thereafter, the Confederates attempt to reverse their position to overcome and gain more time in which to do so. The Union player's toughest task is to retain his equilibrium while pushing back the advancing Confederates. Thus the Union strategy calls for the four regiments of Vincent's Brigade to fight rather than retreat. The reinforcements split up to re-take the hill, with two regiments punching through the 47th Alabama on the western slope and the other two applying pressure in the woods on the eastern slope.

The implementation of the strategy takes two forms, depending on the use of the 20th Maine. That regiment has two options. It can either remain on Chamberlain's Spur to engage the 15th Alabama, or re-deploy to the top of the hill and battle the Texans. The first option creates an easier enemy opportunity. The Victory Points hexes prevent the enemy from pushing Vincent's Brigade into a high-risk situation. The second option minimizes the amount of time available to the Confederate player to consolidate his gains. Both goals enhance the chance of success for Weed's counterattack. The reinforcements split up to re-take the hill, with two regiments punching through the 47th Alabama on the western slope and the other two applying pressure in the woods on the eastern slope.

The disadvantages have both strategic and tactical consequences. Strategically, the 16th Michigan lacks support facing the 5th Texas. This causes an earlier withdrawal for the 44th New York alongside the road. The Confederates attempt to build breastworks to protect their gains. Tactically, the 44th New York suffers a significant stretch of the tree line on the eastern slope of the hill, thereby diluting the instant defensive advantage of the objective hexes and providing an excellent line of departure for the reinforcements.

The 16th Michigan is doomed. It contributes to the defense by inflicting as much damage as possible on the 5th Texas before vanishing. For openers, the regiment moves northward along the 600-foot contour line to interpose itself between the Texans and the top of the hill. The 16th Michigan has an unexpected opportunity to find a quiet corner of the battlefield.

The 20th Maine on the brigade right, the Alabamans push into the 15th Alabama. They switch from the left flank to the right, the boys from New York leave their left flank division in the woods to help out the 83rd Pennsylvania. If not, the entire regiment occupies open terrain to help out the 16th Michigan.

In either case the 44th constructs a line of breastworks along the 600-foot contour from the tree line to the rocks in hex 1715. The regiment anchors its right flank among these rocks in preparation for the inescapable collapse of the 16th Michigan. On paper, the 4th Texas enjoys only a slight advantage over the 44th New York on the mapboard, but the benefits of breastworks and higher elevation tip the scales in favor of the defenders. The Yankees are quite capable of preventing the Rebels from their front. However, a good strategy may be more compelling. The 4th Texas can be pushed back slowly, and the 16th Michigan gets to enjoy the defense of its own hill. The 44th can then build a strongpoint or two in the rear.

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RULES

The playing of DEVIL'S DEN that supplied the material for this article made certain assumptions about the rules; these unofficial interpretations follow.

COMMAND. Since ineffective units cannot Double-Time March, there should be "P" rather than "+1" on the Command Point Cost Chart. Units of a regiment with a March order may change facing and/or order of stacking in lieu of moving. A Gather Ammunition order may be issued even if no units of the regiment are out of ammunition. Note that change of formation is carried out before other orders are issued; thus a unit can change from column to line and then perform orders prohibited to it in column formation.

OFFICERS. Unlike infantry in column, an officer can enter a rock hex. The cost is 4 Movement Points.

STACKING. A unit entering an occupied hex may be placed anywhere in the stack—it does not necessarily become the top unit. Similarly, units may leave a stack in any order—the top unit does not necessarily move first or last. A moving stack (17.22) may change the order of stacking in any hex entered.

Since stacking restrictions apply only at the end of the Movement Phase, an illegal stack may be temporarily created (e.g., two units from different regiments) provided the stacking rules are observed by the end of the Movement Phase. Failure to do so forces the moving unit(s) to automatically retreat with disorder at the end of the Phase. If such a stack is created in an enemy Zone of Control, the moving units are ignored for Opportunity Fire purposes.

FIRE COMBAT. Adjust a unit's Fire Strength in the following order: (1) deduct one Strength Point for disorder; (2) compute increases to the adjusted strength; (3) computer decreases to the adjusted strength (if more than one reduction applies, round fractions down after each decrease). A stack of units has its Fire Strength adjusted by unit, not as a whole.

The adjustment for elevation applies to multiple units if at least one attacking unit is at lower elevation.

LINE OF SIGHT. A unit blocks the Line of Sight only if the sighting unit has a clear LOS to this unit. (This is intended to handle the odd case of a line of units diagonally behind an obstacle; it may happen that the LOS to the first unit is blocked and then each unit blocks the LOS to the next, leaving the entire line invisible!)

MELEE COMBAT. A unit with a Melee order that becomes ineffective due to Defensive Fire cannot melee (unless it is stacked with an officer), and so any units beneath it in the stack cannot melee, either. A unit advancing into a vacant hex (14.33) has the option to change facing after the advance. Attackers that win a melee but are disordered still have the option to change facing.

MORALE. The last line of 16.11 should read "a retreat and it would not check again." Morale is adjusted not only for Volley Fire but also Rapid Fire.

INEFFECTIVE UNITS. A unit that is both ineffective and disordered may not conduct Opportunity Fire. To be eliminated by an "R" result in melee, a unit must be both ineffective and disordered at the instant the enemy unit enters its hex.

THE 2ND US SHARPSHOOTERS. Since Rapid Fire may be conducted offensively or defensively, a US Sharpshooter unit does not need to expend Command Points in order to use it.

REINFORCEMENTS. Reinforcements cannot change formation while off-map; they must enter the map in the formation listed in the Reinforcement Schedule. Benning's Brigade has a choice of formation; the entire brigade need not enter in the same formation, but all units of the same regiment must. The 99th PA appears in Area A in Line.

ASSAULT ON LITTLE ROUND TOP. Several Union units begin the game stacked. The excess, depending on terrain, cannot fire defensively in the Confederate Player-turn and all stacking must end by the completion of the first Union Movement Phase. The Sharpshooters become Expended for ammunition purposes on Game-Turn 12. Delete Gen. Law from the Confederate forces, as he is busy replacing Hood as Division Commander. The Confederate deployment boundaries are exclusive, not inclusive.

DEVIL'S DEN SCENARIO VARIANTS. In the "Robertson's Brigade Stays Together" variant, Weed's Brigade enters in Line formation.

LITTLE ROUND TOP SCENARIO VARIANTS. The Confederate reinforcements are placed in an assembly area—they do not appear at the map edge. They may have any facing. The balance of Weed's Brigade arrives on Game-Turn 12.

BRIGADE OFFICERS. Note that a brigade officer may provide a bonus to either one regimental officer or one out-of-command unit. INFANTRY CHARGE. Since melee is mandatory with this order, each charging unit must prepare to conduct a valid melee. For example, two units in separate hexes could not face the same target hex if they would violate stacking to enter that hex. Not all of the units in a regiment are required to charge—those units that will charge should be marked in the Activation Phase. Thus, a regiment can receive a Charge order in every game-turn as long as no unit charges in two consecutive game-turns.

A unit that becomes disordered or ineffective by Defensive Fire cannot melee. It is still halved in fire (still through the center front hex only), but it is not subject to the extra morale check. Charging units may not remove fences. However, non-charging units may remove fences for charging units that move later in the Movement Phase.

DOUBLE-TIME MARCH. A unit ordered to double-time march suffers the stated penalties even if it does not expend the extra Movement Points. However, since disordered or ineffective units cannot double-time, they are not subject to the stated penalties (Exception: a unit which has just become disordered or ineffective by Defensive Fire).

An officer can issue a double-time march order only if he first issues a march order. The Movement Allowance of the regimental officer is applied to the double-time order (Otherwise, he would be outdistanced by infantry in column!) Brigade and special officers do not benefit from this.

Note that 33.11 should list an additional effect—the strength is also halved for melee (14.42).

FENCE REMOVAL. Fences may not be taken down in a hex adjacent to an enemy unit where any part of the fence runs along a common hexside. (Thus a unit cannot move adjacent to an enemy unit, remove the fence, and then move across the hexside, thus gaining the penalty.)

STACKING AND TERRAIN. The limit on the number of Strength Points allowed to fire or melee applies to a unit or stack after deductions for disorder but before adjustments for Split Fire, range, and so forth.

When a crew is stacked with guns, the combination is treated as a single unit. However, such a stack has different strengths according to the situation. For stacking, both units are counted (e.g., crew of three + a section of two guns + an infantry unit of three = stack of eight). For firing from rough and woods, only the guns are counted (e.g., from the previous example the stack has a strength of five). For being fired upon (specifically the dice roll modifier) or melee, only the crew counts (e.g., from the example the stack has a strength of six).

CONFEDERATE SHARPSHOOTERS. A CSA sharpshooter unit is subject to the same Zone of Control and Opportunity Fire rules as officers. It is subject to the standard LOS rules.

BREASTWORKS. To clarify, Breastworks that need one turn to construct actually need one player turn (i.e., the order is issued in the Activation Phase and the construction attempt is made in the following friendly Ammunition and Breastworks Phase). If construction requires two turns, the attempt is made in the following friendly player turn.

During construction, the regiment may receive any combination of orders, but all units actually involved in the construction may only execute the Breastworks order. Thus, a unit cannot receive a Rally order and then a Breastworks order—but it can if it rallies spontaneously. Furthermore, a change of facing by one hexside, which has no Command Point cost, may be performed at the beginning of construction.

If the construction marker is removed due to Defensive Fire, the unit in question still cannot fire offensively. A breastwork can be dismantled only in the hex containing the marker, though enemy units may be adjacent.

OPPORTUNITY FIRE. If the top unit in a stack leaves an enemy Zone of Control, the topmost stationary unit receives the Opportunity Fire (another exception to 10.33). Since Opportunity Fire is resolved before the movement occurs, dice roll modifiers for seven- and eight-SP stacks do apply and officer casualties may occur.

If the moving unit is disordered by the Opportunity Fire and its exit hex is occupied such that an illegal stack is created, the moving unit must retreat two hexes and the stationary unit must check morale. Otherwise the disordered unit must change facing to match the facing of the stationary units.

DEVIL'S DEN. A moving unit stops and becomes disordered in the first hex of Devil's Den that it enters. A retreating unit does not retreat to its new formation unless it is disordered, and the retreating unit does not lose a Strength Point. A unit that manages to leave Devil's Den must rally in the normal manner.
At least one breastworks. Then the regiment methodically expands its foothold. Since breastworks can be dismantled in the same manner as fences, the Union player should consider removing captured breastworks in case the enemy manages to retrieve the position either by counterattack or by default (i.e., a failed Northern morale check). Ideally the 140th mopps up the 47th Alabama singlehandedly so that the 146th New York can sail past en route to the top of the hill. The 47th can collapse catastrophically if it stands fast, so a fighting withdrawal is more likely to occur. The 140th then assists the fresher 146th as best it can, usually by covering the 146th's right flank while it ascends the slope. The 146th New York receives uncertain support from the 47th Alabama, as the 47th finds itself on the horns of a dilemma—both the 20th Maine and 47th Alabama are engaged. The artillery suffers from numerous handicaps: slow speed, Opportunity Fire when unlimbering, Lines of Fire obscured by assaulting infantry, and fragility (a single hit renders the crew ineffective). The most productive task for the guns lies in battering down strongpoints in the 47th Alabama's line. The sections advance to a two-box range and attempt to unlimber. The presence of the 140th New York should dilute Opportunity Fire due to the restrictions of Multiple Unit Fire (37.0). If the Opportunity Fire scores hits, the Union cannoneers can take consolation in the possibility that the Alabamans run out of ammunition sooner than the Union at the same game-turn that Law's Brigade becomes "exposed".) Any sections that succeed in unlimbering then bombard with Rapid Fire. Cannister at 60 yards is simulated by a strength multiplier of "x6!" After the withdrawal of the 47th Alabama the guns have scant hope of keeping up with the pace of the advance, so the battery can amuse itself by taking potshots at the enemy's off-map artillery.

The 146th New York has the honor of striking directly for the 15-VP hexes at the top of the hill. Its appearance in column formation should be adequately screened by the 140th New York and Battery D. In line formation it conducts the final push to topple the 47th Alabama, joins in the pursuit, or dodges aside to dash for the top, as appropriate. The Union player may find it worthwhile to have the 146th leave behind the 140th New York (to mop up) and/or conduct double-time movement for one game-turn, in particular when the two Pennsylvania regiments are on the verge of stormsing the top of the hill. The sole intent of Vincent's Brigade during the first half of the game consists of draining Confederate strength specifically for the benefit of the 146th New York. So, during the second half of the game the regiment should succeed in defeating the opposition. Directly or indirectly the 146th assures that the bulk of the game provides a good opportunity to reverse any deficit in the attrition totals.

According to Table 6, the 91st Pennsylvania rates as the worst regiment in Weed's Brigade. Yet it possesses the capability to carry out an important mission—securing the rocky area along the northern crest line. The regiment's weak divisions accommodate the Strength Point stacking restrictions of rock hexes far better than the other regiments in the brigade. Moreover, it has the potential of direct intervention in the rocky area. After ejecting any Confederates that may have advanced that far, the Pennsylvanians can turn back to hit the rear of the 47th Alabama, sidestep to envelop the 47th if it has fallen back to a secondary defensive position, or press onwards to re-take the 5-VP objective in hex 1114. The 91st enters the rocks if the 20th Maine is operating here; the Maine troops are depleting their ammunition soon, and so the Pennsylvanians' firepower helps out. Control of the rocks protects the flank of the friendly forces on both sides of the hill. Furthermore, the 91st lead directly to the 15-VP objective area. The 91st Pennsylvania—or even the 20th Maine—may just beat the 146th New York in the race to the top.

The 155th Pennsylvania marches to the rescue of the remnants of Vincent's Brigade on the eastern slope of Little Round Top. Thus it remains in column formation to the top of the hill in order to counteract the extra forces directly threatening the geographical objectives. Otherwise, Vincent's Brigade still sacrifices itself to weaken the enemy strength and Weed's Brigade still hammers the Rebel survivors to recapture the VP hexes.

In compensation for the Alabamans' retreat on Game-Turn 12. Since it presumably still enters in column formation, and the Confederates possess the 560-foot contour line. All the clear terrain on the eastern slope makes it essential that the Pennsylvanians rise to the challenge. However, objective hexes have a higher priority than attrition, so only extraordinary circumstances justify moving a division of the 155th below the 150th. The 155th thus remains on the terrain in order to cover the Union flank and delay the Confederate assault. The 91st Pennsylvania can take the lead and thus ensure that the Union player's forces are in position to challenge any additional Confederate forces that might enter the game.
more rifles with which to welcome it, the Union player spends this extra time to preserve as much of the brigade's manpower as possible. The troops can hide in woods (the limitations of one regiment per entry hex should make no difference) or they can ask for volunteers (namely the 155th Pennsylvania to catch the hail of bullets. The wrong choice is to do both. Isolating a portion of the brigade in front of the defensive line begs the Confederates to advance out of their works and deliver a potentially crippling first strike with both fire and melee.

Despite the greater initial resistance to Weed's Brigade, the counterattack unfolds in the same manner as in the historical scenario. Despite the earlier appearance of some of the reinforcements, the counterattack is unlikely to regain as much ground as in the historical scenario. Despite everything, the Union player has no grounds for worry. He still controls the favored side, but he operates with a narrower margin of error.

TACTICS

Some tactics have been described above, and others are included in the discussion of the Advanced Game Rules. A heterogeneous group of tactical ideas that are worthy of mention forms the subject of this section.

Just as in LITTLE ROUND TOP, proper use of Command Points lies at the heart of expert play. With a regiment full of effective units the commanding officer often has excess CPs. A clever use of leftover CPs is an order of melée, even though the player may have no such intention for the regiment. This allows the divisions to advance for free into hexes abandoned by the enemy after failing morale checks in the Fire Combat Phase. Another possibility occurs when the regiment becomes "expendable" for ammunition purposes. An order to gather ammunition in anticipation of a division suffering ammunition depletion may shorten the length of this painful status. Of course, the order to volley fire and the order to gather ammo are inseparable.

The greater the number of ineffective units, the less a regiment can accomplish in a single game turn. Examples will soon manifest themselves to players new to the game. Frequently a regimental officer must expend his CPs solely for movement adjacent to the enemy so that he can afford to move order in the next game turn; bayonets fixed earlier in the game may never be removed; or searches for ammunition may take place sporadically. Thus the decision to distribute fire strength oftentimes boils down to maximizing the chance of creating ineffective divisions. Shooting that eliminates an already ineffective division actually reduces CP costs for the enemy regiment! Shooting that disorders an already ineffective division similarly benefits the enemy regiment by temporarily reducing CP costs (see 5.44). Consequently, a player may find that rallying ineffective units is counterproductive; 15.25 should be taken to heart! However, the player can reduce rally costs by keeping single units stacked together—a rally order applies to all units in a single hex. As a bonus, the regimental officer can lead more strength into a hostile Zone of Control (see 17.22).

A player should study his divisions carefully, since some are more fragile than others. The 140th New York, for instance, possesses five divisions of identical size (6x Strength Points). But divisions #2 and #5 become ineffective after a loss of two Strength Points while the others become ineffective after a loss of three. Inattention to such difference may frustrate the player's intentions. This begins to border on role-playing—the player, like a regimental officer, must know his troops well enough to assign the best division to a given task.

To enter Contest 129, record how you think your activation, movement, fire and melee combat should be conducted to give you the best chance of capturing the Victory PointHexes. All Optional Rules are in effect for the contest. Simply list the orders your two officers will give to their regiments, indicate the movement of marching units and if and where you want your units to fire and/or melee. Where your answer requires the stacking of units, indicate which is on top with an asterisk. Note that there is no perfect solution to this battlefield problem, as certain die roll combinations will frustrate the best plan. To win the entrant must offer the solution having the best chance of success.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive 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 the issue as a whole and a listing of the three best articles. The solution to Contest 129 will appear in Vol. 22, No. 6 and the list of winners in Vol. 23, No. 1 of The GENERAL.

Continued on Page 25, Column 2
When we decided to run a tournament of some kind for the local war-gamers, the choice of which game was quite obvious. In the Swedish city of Sundsvall [situated on the east coast some 250 miles north of Stockholm], GUNSLINGER had sold very well (about 20 copies). And it's an excellent game for a tournament. You can have seven players playing at the same time. And each scenario plays relatively quickly. We began with 14 participants, and divided them into three groups depending on hometown and who they knew among the other participants. The three groups played five scenarios each, garnering points in each; and the seven with the highest totals then played an "A" final, with the surviving players in a "B" final to determine one winner. In the finals, it was a straight knock-out and the player who eventually won (Jonsson) shot down his leading opponent on the last game-turn just as we were about to declare a draw.

SHOWDOWN MG1:
Description: Seven small-time crooks have been summoned to a desolate place out in the wilderness. For some reason they grow suspicious of each other, and the shoot-out all dreaded is a fact.

OPPOSING FORCES
Side A: First character: US Scout
Side B: Second character: Ike
Side C: Third character: Border Rider
Side D: Fourth character: Texas
Side E: Fifth character: Guard
Side F: Sixth character: Gambler
Side G: Seventh character: Dude

SET UP: Everyone is alerted. Each character sets up anywhere on maps G, B and/or F. The first character sets up first, then the second player, and so forth.

SPECIAL RULES: Characters may escape the field only along the south edge of mapboard A.

GAME LENGTH: 30 turns

VICTORY POINTS: Points for the competition are awarded as follows—
for eliminating an enemy (kill, knock-out, make surrender, etc.) gain two points; be eliminated, lose two points; escape, gain two points; survive, gain two points; hold field, gain two points. Obviously a player may qualify for more than one of these.

SHOWDOWN MG2:
Description: A small group of folk have managed to get themselves through the desert but they have lost all their weapons except their knives. Suddenly they spot a stack of small waterbags—it's not a hallucination! Losing their last vestiges of civilization, they begin to fight over the water.

OPPOSING FORCES
Side A: First character: Prospector
Side B: Second character: Reb
Side C: Third character: Lucky
Side D: Fourth character: Happy
Side E: Fifth character: Cattle Baron
Side F: Sixth character: Owner
Side G: Seventh character: Clerk

SHOWDOWN MG3:
Description: An ordinary Friday night in a cattle town.

OPPOSING FORCES
Side A: First character: Reb (HH-J16) MAP
Side B: Second character: Lucky (BB-H15)
Side C: Third character: Happy (EE-S10)
Side D: Fourth character: Cattle Baron (FF-D4)
Side E: Fifth character: Prospector (HH-F19)
Side F: Sixth character: Clerk (AA-R7)
Side G: Seventh character: Owner (AA-N4)

SET UP: No one is alerted. Each character must set up within the saloon. The first character sets up first, then the second player, and so forth. The first character may also place one table and four chairs within the saloon. All guns of each character are placed in the hexes listed in parentheses following that character.

SPECIAL RULES: Characters may escape the field in any direction.

GAME LENGTH: 30 turns

VICTORY POINTS: Points for the competition are awarded as follows—
for knocking out an enemy character, gain four points; for being knocked out, lose two; for shooting at a character that has not fired at you, lose two; for shooting at a character who has fired at you, gain two; for exiting field, lose two; for holding field alone, gain four; for holding field with others, gain two.

SHOWDOWN MG4:
Description: A small altercation over the ownership of a horse erupts into gunfire.

OPPOSING FORCES
Side A: First character: Gambler
Side B: Second character: Dude
Side C: Third character: Ike
Side D: Fourth character: Border Rider
Side E: Fifth character: US Scout
Side F: Sixth character: Texas
Side G: Seventh character: Guard

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THE BATTLE OF THE INNOCENTS
Tactical Considerations on BULL RUN

By Craig F. Posey

War was an adventure in July 1861; the call to the colors had been issued by both countries, and their youth had answered. Parties and parades had been given for the new soldiers and uniforms had been issued in a dazzling array. The streets and camps were filled with life and activity. After all, the war would only last a few weeks at the most. By the first of July, the Union had 187751 men serving in the army (unfortunately no figure can be given for the Confederacy). Each one of President Davis' calls for volunteers had been met enthusiastically. In the second week of July, the stage was set for the first major engagement of the war. In Northern Virginia the Confederacy had three commands protecting the routes into the state, and more especially to Richmond. Along the Potomac were General Holmes (below Washington) and Col. Hunton (at Leesburg); spread between Fairfax and Manassas was the command of General Beauregard; and screening the Shenandoah Valley were the troops of General Johnston. The Union had basically two commands in this theater: General McDowell's Army of Northeastern Virginia and General Patterson's troops near Harper's Ferry.

Except for Patterson's command, these forces were soon to be drawn together near a small railroad depot in north-central Virginia called Manassas Junction. The Union Army that would strike south was General John's Army of the Shenandoah of 10960 men, who arrived (except for some 2860 men) by July 20. At this point the game BULL RUN begins.

And at this point we will break our historical narrative, because at this point the outcome of the Battle of Manassas is in your hands. Can you, as McDowell, punch through the Southern lines and successfully execute the drive on Richmond? Personally, we hope not and our purpose is to give a detailed examination of the BULL RUN game system, the Union options, and the methods available to the Confederate player to halt any Union drive in its tracks.

DYNAMICS OF PLAY
BULL RUN is an elegantly classic game system that stresses several major tactical concerns of this period. Actually these concerns can be subdivided into two major sections—namely, command control and terrain. The section on command control can also be subdivided into two further subsections: leaders and leadership, and combat units and unit integrity. Terrain, on the other hand, is also composed of two subsections: permanent and non-permanent.

Our first area of consideration, though, must be the design parameters of the game and their historical validity. Given within the body of the game's Designer's Notes section are certain precise figures that are translated into game terms. These figures are: one hex=1000 feet; one infantry defense point=300 men; and, one artillery defense point=two guns. While these are the general guidelines, and the ones that we shall use, the designer does note that there are certain variances with some units due to their unique situation. Still a number of units can be checked, most especially those that are unbrigaded. The first unit to be checked is General Holmes' brigade. The actual strength of this unit at Manassas was 654 men which is reflected by its two defense points. In General Bee's brigade we have the Sixth North Carolina Regiment, which at Manassas had a strength of 846 men. I must admit that its two defense points seems wrong, but then this unit detrained with Smith's units during the battle and some disorganization might warrant the lower rating. As for the artillery, the figures generally tend to verify the awarded defense points. At the battle of the Union Army had at its disposal a total of fifty-six artillery pieces, as opposed to fifty-five for the Confederacy. In truth, both armies are awarded twenty-eight defense points of artillery.

The terrain depicted on the mapboard of BULL RUN stretches from the Sudley fords in the north to just south of Manassas, and from just east of Centreville to area just east of the Bull Run mountains. This represents an area of roughly 6.5 by 10 miles. Taking the scale of the map, and having lived for some time within a mile of the battlefield, it took some effort for me to adjust to the "hilly" terrain; but then it is a matter of scale as the area within the context of the map is actually gently rolling, with the greatest areas of rising being on both sides of the Warrenton Turnpike after it crosses Bull Run, and this is consistent with the represented terrain. The map shows military crests after all, not necessarily reflective of true elevation.

SPECIAL TRUST AND CONFIDENCE
Probably the greatest advance in wargame design in the last twenty-plus years has been a desire to reflect the effects of individual leadership abilities in the games. Over the past two decades the effects of leader and headquarter counters have ranged from the non-existent to the ridiculous. (Nothing has ever quite compared with the thrill experienced by a cornered Confederate player who manages to cap-
Actually, as we shall see, leaders do have a vital combat function. In this simulation leaders are vital if an army is to carry out its commander's (your) intentions. Any BULL RUN player is only as good as his ability to control his leaders.

Leaders in two states are either "active" or they are not. A leader that is not active cannot maneuver his troops. Combat troops which cannot move are little better than eliminated units. In order to give each army some freedom of action each player has certain leaders which are always active. The Union player has four such active leaders: McDowell, Hunter, Heintzelmann, and Richardson. The Confederate player has eight such leaders.

While these leaders and their commands are not problems, how can the other leaders and units become active? The first way, and most likely to apply, will be for an inactive leader to be within (with an important exception) four hexes of a superior leader who is active. A brigade leader can trace the four hexes to his division (Union only) or army commander. An inactive division commander must trace command to his army commander.

An inactive leader can also be activated if it is stacked with an active leader. Units and leaders are automatically active if they are within the four hexes of an enemy unit or his opponent's base hex.

The one exception to tracing this four-hex command path is that it may not be traced through (into and out of) a ford hex. Truly, in order for an army to function great care must be taken to assure proper command control of all units; otherwise some units will risk finding themselves cutoff with no means to react.

As was stated earlier, leader counters serve no purpose in combat and this is quite true—with one major derivative exception. Once our leaders have managed to manipulate their commands into the vicinity of our troops, the desire to create the most efficient combat formation arises. In BULL RUN both players have the option to use their regiments individually or to combine two or more regiments into a brigade marker.

In order for a command to form brigade its leader counter and those infantry regiments under his command whose defense points exactly equal that of the command's brigade marker must start the turn together in the same hex out of an enemy unit's Zone of Control. This synthesis of units creates a new combat formation whose attack strength is greater than that of its components. How much greater is a reflection of the leader's ability and the choice of regiments used? Probably the best example of this is Longstreet's brigade marker; by combining the Longstreet unit with the 5th NC, 11th VA, 17th VA and 24th VA Regiments, a new unit with eight attack points is created from the original four. While Longstreet's command yields the greatest point increase, all brigade markers do create some increase.

As we shall see later on, the brigade marker has several other benefits which recommend its extensive use when meeting the enemy.

As important as these abilities of a leader, the third aspect of leadership is just as critical and in some cases more so. This last ability is that of rallying shattered regiments.

The BULL RUN combat results chart is a "throw back" to those of the "classics" and is one of the bloodiest used in recent years. Of this new chart eliminations and exchanges abound, but this reflects only the surface of the case. Actually these results represent units routing due to adverse combat conditions. How can we say that? Simply that if an infantry unit is eliminated within four hexes of his leader, it is not "dead".

The rules provide that infantry regiments that meet the above requirements are put in a holding area. Starting with the Noon turn, each player can resurrect (rally) one of these regiments per turn. True, the leader must meet certain requirements in order to rally these troops, but at least their death is not final. Hence, as is, the BULL RUN CRT is actually a lot less bloody than those old "bulls" of wargaming, the "classics".

As we can see, leaders are vital to the ability of either army to function in this game. What are the results if a leader unit is eliminated? Actually, brigade leader elimination effectively eliminates his brigade from further combat. Without the brigade leader, the regiments are frozen unless they can trace a command path off of an enemy unit or an active leader is stacked directly with them. Secondly, once the leader is eliminated there is no possibility of rallying any of the previously eliminated regiments, nor can any future eliminations from this brigade be rallied. Lastly, the brigade cannot form, thus losing its most efficient formation. Leaders are critical; they must be protected and nursed through the game if victory is to be achieved.

CONSTANCY AND DISCIPLINE

There are three branches of combat troops presented in the game BULL RUN. Each army has a varying proportion of infantry, artillery and cavalry. While leadership is the motive force of the army, the combat units are the workhorse that must execute the plan. It is our intention now to make an inquiry into the strengths and weaknesses of each type of combat unit and how they each should be best utilized.

The backbone of the fighting forces of the armies are the infantry units-regiments and battalions that were assembled. Within the context of the game system there are two types of infantry units: the individual regiments and two or more regiments combined into a brigade marker.

The most efficient usage of combat troops is obviously the formation of the brigade. Brigade markers represent a formed and coordinated body of troops acting in concert, as opposed to each regiment acting desperately and disparately. As we stated earlier, while the defense factor of a brigade marker is the same as its components, its other two factors do exhibit some important changes. The movement rate uniformly drops from four points to three. The attack factor on the other hand increases, and in some cases quite significantly. With proper regimental selection, the attack factors of five brigade markers in the Confederate Army alone increase 100% above that of what their component regiments could muster. The worst Confederate increase is Bee's brigade marker at a mere 20% above its components.

While it is true that the offensive power increases with the use of brigade markers, their ability to defend a hex also increases. In a return to the rules in original AFRICA KORPS, units is a stack can be attacked separately. Obviously, this has advantages in forcing a position since if two or more units are in a hex, one unit can be hit massively while the others are soaked off against. This would then leave the onus of attack on the defender in his turn. He then has the tough choice of counter-attacking or withdrawing;

There are a couple of exceptions to this ability by the attacker to subdivide a defender's force in a hex. First, a brigade marker cannot be separated into components for combat; it must be treated as one unit. And, as we shall see later each brigade marker may add to its integral defense a number of artillery batteries equal to the number of its component regiments. As touched upon above artillery and infantry operating in concert can combine their defense strengths into one total. This is called "screening". Actually, artillery turns out to come in very handy in this simulation. First, because of its ability to screen or be screened by infantry; second, because of its ability to use long range fire; and, lastly, because of its road movement rate. It does have its handicaps, as all units do; artillery should avoid woods hexes (i.e., defending in, attacking from or attacking into); it has a slower non-road movement rate; and it has to be deployed to fire with full effectiveness.

Some general rules for the usage of artillery in order to maximize their assets and minimize their liabilities are:

1. Artillery should be positioned in clear terrain hexes in order to avoid the halving effect of woods upon its attack and defense factors.

II. ILLUSTRATION 1: The recommended defense of the lower fords when the terrace is emplaced. With the terrace down, Early moves to QQ23 with the general. Note that it is important to remember that the Union player will see only the backs of the counters.
2. When possible, artillery should be on hilltop
hexes adjacent to the slope so as to get the benefit of an automatic line of sight.
3. Artillery on the front line should always be
paired with an infantry unit (except when being
used as "cannon fodder").
4. Always minimize the amount of time an ar-
tilllery units spends off the road.
5. When not supporting an attack and there are
targets in range, always fire so long as you can
achieve at least a 1-2 odds.

The cavalry at Manassas was only distantally related
to the cavaliers that would range over Virginia in
less than two-years time. At Manassas the Union had
one battalion of Regular cavalry (seven to nine
companies) while the Confederacy could mount ap-
proximately 1200 troopers. While the Union cavalry
was united it was not involved in battle. The Con-
ederate units, on the other hand, were divided into
together major commands and ten independent com-
pnies. Historically, Stuart's command was the only
unit to actually participate in the fighting, although
usually several commands were engaged in the pursuit.

In the game, the major units are represented by
"charging" battalions (2-2-6s) which are the comb-
bat cavalry units. In addition to these units the South
has for 0-1-6 cavalry units which are used to
portray the independent units. As to their usage,
Palmer's Union cavalry is normally committed to hinder-
ging any approach of Stuart's reinforcements, while
Stuart's (1st VA) and Radford's (30th VA)
units usually become involved in the fray for they
like the 0-1-6's tend to become "cannon fodder"

Cavalry, though, can serve another important
function. The Confederate cavalry, especially, can
be used to sweep around the enemy flank and
train any unprotected leader. Since the
mapboard is so extensive these end runs are easily
executed. And easily blocked.

Cavalry will then be used primarily to screen sections
t of the front line or central road junctions. And
cavalry will be used as a mobile force to threaten
strategic areas (such as central road junctions), to
turn a line or to cause concern for the safety of leader
units.

Before we close this section on combat units we
must discuss one section of the combat rules that are
complex and confusing to the player. In any previous
game. As we stated earlier, an attacker can attack
units in a stack as he chooses. Unfortunately the best
defense can be unhinged by stacking infantry and
artillery together in uneven amounts. For example,
in a stack of three units, two infantry (a 2-3-4 and
1-2-4) and an artillery (1-1-1) the defender has
no option as to which is paired with the artillery unit.
Therefore, instead of the 2-3-4 and 1-1-1 together
as the defender might prefer, the attacker gets
to choose the pair and could select just the opposite
of your desire. Therefore, as a general maxim, in-
fantry units should never be stacked together, unless
they are to go into bridge hexes, when smaller flank
forces are involved.

TERRAIN ON HIS PARADE

Any consideration of the soon to be proposed
Confederate defensive positions must start with an
analysis of the terrain available for use. This game,
BULL RUN, is no exception in this need for the
detailed consideration of its terrain features. It
should be a factor that every good gamer takes into
account in every good wargame.

The game area is effectively divided in half by
the Bull Run, a steeply sided major stream that is
crossable by troops only at a certain well-worn forks
or at the crossing points. There is also a secondary
stream, the Cub Run, that rises west of Centreville
and joins Bull Run at hex I18, and that has the same
crossing restrictions as Bull Run through most of
its length. The Catharpin Creek, which rises in the
northwest area and joins the Bull Run at Q4, also
has the same crossing problems along certain areas
of the road. Aside from the fact that they can only be
crossed in certain designated crossings, no unit
can enter any hex of these streams except at those
areas.

Behind Bull Run the terrain is a mixture of gently
rolling hills and large tracks of wooded areas. Still
it was watered land. To the east of Bull Run this
area the terrain is cut by small seasonal streams,
in which the game are treated as gullies since they
were dry at this time of the year.

Woods hexes have only two effects upon the play
of the game; they inhibit movement, and, halve
artillery fire into or out of a woods hex. A stream
gulp hex represents lower level terrain and dou-
bles the defense factors of units being attacked ex-
nclusively from this type of terrain. Streams also
inhibit movement into their hexes by having a cost
of two movement points to enter. A hex containing
both a stream and woods cost three movement points.
Much like streams, hilltop hexes double the de-
defense factor of units being attacked exclusively
from lower terrain. Artillery units which are adja-
tent to a crest on its hilltop side, have an automatic
line of sight over the surrounding lower terrain.

There is an important modifier to terrain that
affects movement abilities, namely, the road net.
There are three classes of roads, though the func-
tions of two are exactly the same with one excep-
tion. These roads are the minor roads and the
railroad. The railroad functions exactly like a minor
road except for the rail movement allotted to the
Confederate 111 AM reinforcements. Minor roads

cannot use the road movement rate.

It should be obvious that each type of terrain has
its uses in the Confederate defense of Manassas. The
Confederate player shall attempt to utilize streams
and hilltops to double his defense strength and cause
a proportionate increase in Union losses due to any
attacker eliminations or exchanges. We shall treat,
due to their importance, the stream crossing points
as a separate section so as to allow a fuller consider-
ation of them.

A FORD, NOT A LINCOLN

As we stated earlier, the major streams can only
be crossed at certain designated areas. These points
are the eight fords and two bridge hexes found
on the mapboard. Since the fords predominate, let
us discuss them first.

We need to know the effects of the units upon
combat units in order to progress further in our dis-
cussion. The ford attributes are:

1. No brigade markers are added into a ford
hex.
2. No more than eight defense points may ever
be entered a ford per player.
3. No more than eight defense points may ever
be used in a ford.
4. Units in a ford attack/defend at half strength.
5. Units forced to retreat through a ford
are eliminated instead.
6. Command paths may not be traced through a
ford.
7. It costs one movement point extra to enter
Q4 or go below a ford.

All things considered, a ford can be made almost
impeachable. The maximum attack force that can
be mustered against a force defending a ford is eight
strength points (eight attack points of adjacent
attackers in a ford, divided in half, plus four points
for artillery). From a defensive standpoint a mere
two defense point infantry regiment screening a
two defense point artillery, or vice versa, can make
1-2 odds the best attack that can be made across the
ford. The Lewis Ford can be held by even fewer
points due to the hilltop at Z13. Of course, some
judicious bombardment of attached artillery can
cause the odds before the assault—destroying the
artillery and leaving the infantry vulnerable to
see-off.

Bridges differ from fords in several major aspects.
Unfortunately, bridges can be the weakpoint in our
defense, but as will be seen we can alter this problem
somewhat.

Let us turn to the question of whether to "to bridge or not bridge". The Confederate player has
the option to retain the railway trestle at UU28 or to
burn it down. Historically General Ewell destroyed
the bridge on July 17—but was this necessarily the
best choice? The Series Replay (featured in The
GENERAL, Vol. 20, No. 5-6) shows what could
happen when we retained the bridge, but the choice
is not so easy as it may seem. What are the advan-
tages to retaining the trestle as opposed to the ford
that would normally be at this location? Since the
trestle functions in all respects as many other
bridges, we need only compare bridges with fords.
As opposed to fords there are only two restric-
tions placed upon bridges, namely:

1. No bridge markers may enter a bridge hex.
2. Units on a bridge attack or defend at half
strength.

In all other aspects a bridge hex is treated as a clear
terrain/hilltop hex. As such there are no movement
penalties when crossing bridges and command paths
may be traced over them.

From a defensive standpoint, a Union assault force
attempts to cross at the trestle could con-

The ford attributes are:

1. Greater difficulty in preventing a crossing
attempt.
2. The ease of Union movement across once
clearly.
3. The ability of the Union to trace command
paths over.

By the same token these disadvantages become ad-
advantages if the Confederate player is intent upon
making a crossing. The main problem, however,
with erecting the trestle is that it will draw the Union
player’s attention to this area. Unless we are pre-
pared for the possibility of a major assault in this
sector then the bridge should be burned.

The first illustration shows a viable defense
against the possibility of Union attention. The
positions of the pickets in this illustration serve to
limit the Union initial placement. Harrison at hex
Y32 limits a possible march from CCC35 to that hex
and BB35. Rosser pushes the Union set up on the
secondary road CCC25. Miller, by the same token,
cuts the main road as well as the secondary road
from CCC19 and the road to McLean’s Ford.

If preceded in the bend of the run so that any
attempt to near the trestle will awake Ewell, and
hence the entire army. If any of the pickets are
attacked, any advance into their hexes will also
be eliminated instead.

The second illustration shows a viable defense
against the possibility of Union attention. The
positions of the pickets in this illustration serve to
limit the Union initial placement. Harrison at hex
Y32 limits a possible march from CCC35 to that hex
and BB35. Rosser pushes the Union set up on the
secondary road CCC25. Miller, by the same token,
cuts the main road as well as the secondary road
from CCC19 and the road to McLean’s Ford.
and keep activated all of the brigade leaders in this sector.

Assuming that we have chosen this set-up and the Union has not made a commitment in this area, and as the Confederate player a crossing is desired for the advance upon Centreville, upon activation at 10:30 AM, Early moves to TT27 and a commander to SS28. At 11 AM, Early, the Sixth Louisiana and Walker cross to allow a Confederatel to cross at Union Mills Ford. Holmes can move to TT28 to cross the trestle at 11:30 while the leader moves to XX27.

Our other option lies in the destruction of the trestle (as was done). With the trestle gone the only change we need make is the removal of Early from RR25 to QQ23, with the leaders, to increase his options. The reason here is that less force is necessary to protect the southern flank since the best Union attack at the Burnt Bridge is now only at 1-1 odds. Once activated the southern troops can follow exactly the same crossing schedule as above, except that on the second turn the leader goes to UU28 instead of XX27.

While the trestle should occasionally be emplaced, we generally believe that it should be burned. Primarily, this is because of the greater ease of defending the crossing without hampering the speed of a Confederate crossing. Still, emplacing the bridge can unhang a Union player’s plans or so mesmerize him as to lead him into error.

WHAT ABATIS HEX?

The other terrain markers that can be emplaced by the Confederate player are the four abatis markers. These markers represent field fortifications thrown up by the Southerners to deter any Union stream crossing attempts on their northern flank. In order to adequately consider the placement of these counters we must study their attributes and drawbacks.

From the standpoint of the defensive player, the abatis has four major attributes. These features are:

1. It costs one additional movement point to either enter or leave an abatis hex.
2. An abatis cancels all road in its hex.
3. Brigade markers are not permitted on an abatis.
4. Units are not permitted to retreat through an abatis.

Numbers one and two directly affect movement, effectively giving a clear hex with an abatis marker a three movement point cost. Number three increases a defensive position by taking away an attacker’s ability to form brigade on an abatis. Number four can be dangerous to any unit with its back to an abatis, by converting a retreat into an elimination. This is obviously significant if you can manage to trap an enemy against one.

From the defender’s viewpoint, except for crossing problems which can occasionally arise during a withdrawal or advance, the only major drawback to an abatis is that it cannot be placed on a bridge or in a ford.

Now, let us consider, where in the vicinity of the Stone Bridge or Farm Ford should they be placed? The shaded area in the second illustration shows the limit of their set-up area.

The first consideration must be the blockage of the main lateral line of communications between any attack across the Sudley fords and Centreville, namely the Warrenton Turnpike. The weakest link in this line is the Stone Bridge. True an alternate line exists through the Farm Ford. Since we prefer any advance by the Confederates to come from the opposite flank we prefer to hinder any attempt to cross these areas. Since stopping a crossing is uppermost, the placement of an abatis in each of the indicated hexes (X8, X9, and X10) seems popular. [Although not foregone.]

With the two crossing points blocked, we still have an extra abatis marker. We prefer to block the north-south road connecting the Poplar and Farm fords, by placing the last abatis at V7.

This abatis screen should effectively secure the Confederate right flank in case of the anticipated Union flanking maneuver. True, if a Union advance does not appear in this sector the abatis markers may attract the Confederates to a confrontation drive on Centreville. As we said, though, our first consideration is a solid defense, not an offensive.

A SPECIMEN OF FAST TRAVELING

Before we proceed to discuss our proposed Confederate defensive stance, we must digress for a moment and consider the Union player’s options.

In this situation, the Union must attack in order to win since the failure of the Union player to reach any of his objectives concedes the game to the Confederate player. In this case, what are the options available to the Union player in order to reach his goals?

From the Union player’s viewpoint, the front line can be divided into four sectors, each presenting its own problems in achieving his ends. The four sectors consist of:

1. The lower fords consisting of the Burnt Bridge, Union Mills Ford and Yates Ford.
2. The central sector which comprises the area from Cub Run to McLean’s Ford.
3. The Farm Ford sector which stretches from the Farm Ford to Cub Run.

The lower fords can offer some great temptations to an inexperienced Union player or even an experienced player if the trestle is left up. The reason for this is that this area is protected by two weak cavalry brigade and three infantry regiments. The Confederate reinforcements are at least two turns away (that is, two turns after they awake). Also, a victory star is only four hexes beyond the run and if a breakthrough can be achieved Manassas is actually ten hexes further.

But, as discussed in the section on the trestle, a strong Confederate defense can be created in this sector. True, Union artillery could destroy most of the defenders, especially those at TT28, but the time necessary to carry out this project and the firing positions do not exist without awaking all the Confederate troops. An infantry force could stage a rush upon these fords, but will probably meet with little success. A concentration of Union fire will quickly determine that the sector cannot be ignored, as the majority of Confederate threats to Centreville start at these fords. Expect the Union player to place his major emphasis elsewhere and to attempt to screen this area.

Sector two, even with a victory star three hexes beyond the fords, will normally be written off by the Union commander. He will be unlikely to attempt to attack into the heart of the Confederate Army. There are four fords in this area with a total of six brigades to defend the crossing points. If any sector is to be considered impregnable this would be it. Even the maximum amount of Union artillery fire could not force Longstreet or Jackson out of a ford defense position. The best bombardment attack the Union could arrange against these two units is a three-to-one when they are in brigade. The Union player has only a 33% chance of causing the brigade to unform and the same to retreat the brigade marker. Unfortunately, forcing the brigade to retreat is meaningless as Union units cannot advance into its position before the enemy can march back.

Generally this section of the front will be screened by the Union player, who will look elsewhere for a crossing. The Union player must be cautious as any crossing at the lower fords by the Confederates resulting in an offensive by them will eventually draw the troops in this sector into the fray once

the Union’s screen is removed on their side of the fords.

The area from the Farm Ford to Cub Run comprises a total of five crossing points, four fords and a bridge. In this section the Confederate defense seems to be thin, with a total of three brigades to cover the entire front. One bridge—Cocke’s—starts at the fords; the other two, Bee and Bartow, start at the southern end of the sector. What are the Union player’s options in this sector?

A concerted effort by the Union player will undoubtedly effect a crossing at some point in this area. This is especially true when one considers that the odds are good the Stone Bridge and Farm Ford will probably be undefended. Undeferred, that is, except for the abatis markers. Still, a Union player tends to be cautious about the possibilities of alerting the frozen Confederate units. Any attempt to cross at these two points, Farm Ford and the Stone Bridge, will usually result in this eventuality occurring. The other three fords are normally lightly defended, but reaching them can be tortuous; and Bee and Bartow will rapidly be in position to lend their support to any threatened areas.

There are, however, several major reason why a Union player would select this sector. First is the Warrenton Turnpike. The success of any attempt to turn the Confederate left flank essentially rests upon the Union possession of this major thoroughfare. The Warrenton Turnpike is the only major line of communications between the flanking force and Centreville. If this road is not open to the Union

THE MANASSAS CONNECTION

Unlike the leadership of the Army of Northern Virginia (whose leadership had proved, with some notable exceptions, to be incompetent), that of the Army of the Potomac was to rise to great heights. Within these troops the leadership of the famous Army of Northern Virginia was to be found. Below is a sampling of the individuals who served with the armies at Manassas and were to eventually rise to command the Corps and Divisions of the legendary General R.E. Lee’s forces:

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<tr>
<th>COMMAND LEVEL</th>
<th>RANK AND POSITION AT MANASSAS</th>
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<tr>
<td>Corps</td>
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<td>J.A. Early</td>
<td>Lt.-Gen.</td>
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<td>R.S. Ewell</td>
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<td>A.P. Hill</td>
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<td>W. Hampton</td>
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<td>T.J. Jackson</td>
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<td>Fitzhugh Lee</td>
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<td>Col., commanding Second Brigade, Aop.</td>
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<td>Capt., Raccoon Roughs, Sixth Alabama</td>
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<td>Col., Thirteenth Virginia</td>
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<td>Col., Hampton’s Legion</td>
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<td>Brig.-Gen., commanding Fourth Brigade, Aop.</td>
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<td>Capt., Acting Ass’t</td>
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<td>Brig.-Gen., commanding Fourth Brigade, Aop.</td>
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<td>Lt.-Col., Ninth Louisiana</td>
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<td>Lt. Col., Thirteenth Virginia</td>
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<td>Cpt., Washington Artillery</td>
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any threat to Centreville by the Confederates take
on new dimensions.

The very least that can be expected from the Union player in this area is a secondary drive against the Stone Bridge. Especially, as we shall see in the next section, since we predict that the majority of game will feature the Union player attacking the Confederate left. Still, we anticipate any Union action in this area to await their 10:30 AM turn.

The fords in the last section of the front start the game completely undefended. In the game, as occurred historically, the majority of Union crossing will come in this area. Normally the Confederates will commit Evans’s weak command to stem the tide if possible. If the Confederates can soon realize that a Union crossing in this area cannot be stopped, the best the Confederate player can hope to do is to delay the crossing long enough for reinforcements to start creating a defensive position further back. A crossing in this area combined with the expected 10:30 AM rush on the Stone Bridge is probably the greatest threat to Confederate security that the Union can manage.

All things considered, the most viable Union offensive will generally comprise the following aspects:

1. A screening force covering the fords below Cub Run.
2. A secondary force threatening the Farm Ford and Stone Bridge crossing points.
3. A major strike force positioned to assault the upper fords.

The prime concern of any Union player, once an attack such as described above is decided upon, is what proportion of his force should be allotted to each task. After careful study and much testing a generally acceptable proportion has been uncovered.

The Union screening force should consist of a minimum of three brigades of infantry with attendant artillery. For the task in hand we prefer to use Tyler’s First Division with Richardson’s brigade detached. One brigade should be sufficient to cover the upper sector, while McDowell leads the other brigades to their positions at the lower fords.

The Fifth division, under Col. Miles, serves ably as the force to conduct the assault upon the Stone Bridge. In order to keep Miles active he should be stacked with Col. Heintzelman. Once the Stone Bridge is cleared, the Fifth Division is available to either either attach the Union Confederates or to go to the assistance of Centreville if an enemy threat has developed there. The upper fords are to bear the brunt of the Union crossing. This area can be divided into two separate areas with simultaneous crossings in each area being carried out. At the Poplar Ford, Col. Heintzelman, acting in concert with Miles at the Stone Bridge, will clear the ford and cross his division. At the Sudley fords Richardson with the Second Division will cross and brush aside any units placed to impede their progress.

With this program of campaign by the Union in mind, we can now proceed to present our ideas upon how the Confederate player can forestall a possible Union victory. Any drive on Manassas must be stopped before it can gain the speed necessary to carry it to its objectives.

HARMONIOUS ACTION

Our current project is to discuss, in detail, our proposed Confederate set-up for the defense of Manassas. As we indicated above, we expect that the Union player will leave three brigades as a rear guard force south of Centreville to act as a screen. We expect at least two brigades to try and force the Stone Bridge. This leaves six brigades with artillery support to cross the Sudley and Poplar fords. With this outline in mind we shall decide our positions.

Since we have already discussed our defense of the lower fords in the section on the trestle, we can let this area stand as outlined, with the trestle burned. As stated earlier, Early will be inQQ32 with the generals as a central reserve, and Jones will hold McLean’s Ford with Miller’s artillery at WW21 to give some flank protection and to force the Union player to set up, initially, away from the fords. Walton’s artillery should be placed at PP23 so as to maximize his movement.

Longstreet’s brigade is charged with covering Blackburn’s Ford; Longstreet, himself, will form brigade at RR10 with Garnett’s artillery. The first Cub Run fords are assigned to Bonham’s brigade. Bonham, in brigade, is found behind the ford at MM20. The 7th South Carolina and Shield’s artillery cover the Cub Run Ford from hex JJ19. This leaves only the 30th Virginia Cavalry which is placed at MM22. Since the Cub Run Ford is protected, Kershaw’s command is positioned at I120, with Jackson’s brigade at I121 and Pendleton’s artillery at HH21.

There might be some questions as to why the last three commands are placed such as they are. Actually, since we expect the Union player to come at us from the north, Jackson will set out immediately for this sector, as will Walton at PP23. When the leaders are awake, one of the generals will end its first movement phase at KK23 from whence it can activate Pendleton, Kershaw and if necessary, Bonham—which with Early’s troops should have a significant impact in the northern sector. The placement of Bee and Bartow at CC20 is mandatory, as is the placement of Hampton at EE34. These units are also scheduled for movement towards the threatened area.

The brigade commanded by Col. Coke is charged with protecting the fords south of the Stone Bridge to the Cub Run. Within this area of responsibility one position is critical; a unit must go at hex DD10 (preferably the 49th VA). This unit stops the Union player from tracing a route march to the Poplar Ford. The remaining units are disposed by below:

1. Coke goes in brigade with Heaton at X11.
2. The 28th VA and Latham are at CC14.
3. Langhorne’s cavalry goes to Y15.
4. The 1st Virginia and Rogers are placed at Z13.
5. The 8th Virginia sits at DD17.

In this case the 1st, 8th and 28th Virginia regiments protect their designated fords. Coke is set to cover and to aid in the defense of the Stone Bridge, thus freeing Evans for commitment elsewhere. Langhorne is placed such that once Coke is activated he is free to operate as necessary. In order to expedite its forward movement, Stuart’s 1st Virginia Cavalry is placed at hex AA18.

While all units are important, with the expected Union flanking maneuver Col. Evans’s command takes on added importance. This command is responsible for minimizing the Union territorial gains until reinforcement arrive. Evans and the infantry are emplaced in hex V6. The artillery (Davidson) and the cavalry (Terr) go to V10. This can be considered bold, but it is no more than the aggressive actions had we, in fact, thought that the Union commander, could resist hitting Coke on Turn 2 and seeing what develops.

With this setup, against the expected Union attack we shall give a general outline of the proper Confederate reaction. On turn one the following actions occur:

1. Evans dispatches one infantry regiment to X4 to block the Poplar Ford.
2. Evans’ other infantry regiment goes to T7 while the leader withdraws to V7.
3. Terry goes to P5 and Davidson to P8, these units are to block the Sudley fords.
4. Jackson, Bee, Bartow, Walton, the First Virginia Cavalry and Hampton move towards the Chinn Ridge-Henry House Hill area.

When the remainder of the army is wonken, probably 10:30 AM, then Coke, Early, Kershaw, and Pendleton start towards the defense. At this point seven brigades are committed to the defense of the threatened sector, against an expected eight. This leaves six uncommitted brigades, five at the lower fords and Smiley’s command.

At this point circumstances will dictate the Confederate player’s actions. If Centreville is weakly screened and the defense in the west is going well, a drive upon Centreville is possible with the five or six brigades in hand. This should pull some troops off the Union attack forcing him to shore up his threatened sector. If the defense in the west needs strengthening, Jackson, Bee, or Bartow can be deployed towards the threatened area.

The prime Confederate consideration in all cases must be to keep the Union troops away from the star hexes and Manassas. Remember, if the Union player does not achieve his victory conditions the Confederacy wins just as assuredly as if they took Centreville.

LINES OF DEFENSE

Once it has been determined that the Union player is going to conduct an attack upon the Confederate left flank, the Confederate player must have a definite plan of defense. The objects of any Confederate program must be two-fold: to slow the Union advance until reinforcements arrive, and to cause the Union player to inflict costly exchange results upon himself in those attacks which he makes. The best way to achieve both of these goals is to utilize doubled terrain as much as possible, and fortunately the north-west section of the map is abundant in this.

Our first line of defense, once the reserves are up, is behind Young’s Branch. Due to problems in reaching certain areas our reinforcements will set up along a front stretching from Z13 to U13 to Q16. In order to form this line Evans’ command must necessarily occupy the following positions: hexes X4, P6; then X4, P7; then T7, P8; and U9, R9, hopefully. At this point we should have the outlines of our defense in position and at this point the survivors of Evans’s command can fall back into the defense.

Once this position is turned or forced, our second position is at hand. As the center of the line falls
back behind the woods south of the Henry House Hill a new line is formed here. The object is to fortify and channel the Union attack down the Sudley Road.

A third position is within easy march, once the Union has managed to force his way through. The next line consists of the Holkum Branch, Wheeler House Hill, and ridge at O19. At this position the major weakpoint is the gap between S18 and V16, through which the Sudley Road runs. To plug this hole we prefer a strong brigade, say Jackson’s, with artillery support at T17.

After this point the strength of subsequent positions starts to deteriorate, but they still exist. The next line stretches along the Coppermine Branch to the Lewis house to Mount Pone. As we, hopefully, have diverted his drive away from Manassas, this river line can be held by lesser numbers of troops than was necessary before, and the excess troops can be shifted to bolster the Confederates left. At this time the Union drive should be towards the Bethlehem Church victory star.

Once the fighting has shifted closer to Bethlehem Church, the final Confederate defense line will be reached—the Flat Run. By shifting Bonham’s troops at JJ19 to JJ19, the Flat Run can be held with a minimal force by moving into hexes HH20 and FF22. At this point the main battle will be in the clear terrain around the Bethlehem Church.

If the Union has progressed to this point, what has the Confederate player gained? Assuming a reasonable number of exchanges, the Union forces should arrive in this area greatly weakened. Besides exchanges, the Union player will have had to have made deductions for rear and flank guards, especially if Stuart is being used effectively. Add to this the length of the Union line of march, we see that in great detail, the Confederacy will have collected troops as he fell tempted to echo that stress by discussing strategies based on the actions of individual regiments.

Finally, the question of whether or not to stack an officer with infantry depends on his exposure to flying lead. A result of “1” or “2” on the Fire Combat Results Table eliminates an officer alone in a hex, but only forces an additional roll on the Officer Casualty Table for an officer accompanied by any number of troops, no matter how small. Clearly the latter is safer. In general an officer goes solo only under the cover of deep woods.

CONCLUSION

By stressing the actions of individual regiments in great detail, DEVIL’S DEN occupies a unique niche in Civil War gaming. This article has attempted to echo that stress by discussing strategies in terms of regimental missions. The conclusion to be drawn from the discussion is that DEVIL’S DEN is the game for the historical gamer, someone who enjoys thorough planning, who revels in great detail, and who delights in the slow unfolding of a historically-faithful situation.

ILLUSTRATION 5: The recommended Confederate placement for the defense of Bull Run and Manassas, offering the greatest number of options for both the defense and an offensive.

troops is just as valid here as it is in games featuring an invasion of Russia. The extension required of the Union front and his line of communications accrue certain advantages to the South. Also, the retreat we have outlined will tend to draw the Union player away from Manassas, towards a secondary point at which, eventually, the South should be able to mass the greater force.

SO THAT’S WHAT YOU’VE BEEN PLAYING

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<th>Title</th>
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As to be expected after Vol. 22, No. 3, both PANZER LEADER and PANZERBLITZ, as well as GUNS OF AUGUST, appear again on the list of recent player preferences. Of some note, only months after its release, ADVANCED SQUAD LEADER comes to the fold. Surprisingly, all of the original SL modules also are being easily played at the moment. ASL’s release has seemingly sparked a revived interest in the entire system. Meanwhile, the third longest-lived on this list (THIRD REICH, RUSSIAN CAMPAIGN and SQUAD LEADER) continue to dominate, both with an old classic and a “new” classic joining them. As usual, a number of games just failed to make their mark here, among them WAR & PEACE, STALINAGRAD, HITLER’S WAR, THE GENERAL and CIVILIZATION which appeared on the last list.
With the election of the Republican candidate to the Presidency, the nation had been thrust into turmoil. The fear engendered by this turn of events was soon to create a major schism between the Northern and Southern sections of the "United" States. In the Deep South, state conventions were called which resulted in the passing of Ordinances of Secession. In South Carolina, Florida, Alabama, Georgia and other states south of the Mason-Dixon line withdrew from the Union and created their own government. Shots were fired prior to 14 April 1861, but the surrender of Fort Sumter marked the commencement of hostilities. With the outbreak of the rebellion, a decision had to be reached as to the method of its suppression. While many would have preferred a peaceful solution, Lincoln decided a military answer was required.

In a series of proclamations (the two most important being dated 15 April and 3 May) the President initiated the creation of an army and set the tone of future strategy. In the first of these proclamations, 75000 volunteers were called to arms; and in the latter the Regular Army and Navy were increased in size. Also in the proclamation of 3 May 1861, an additional 42034 volunteers were called. Other proclamations created and extended a naval blockade of the Southern coast, and authorized the suspension of the writ of habeas corpus.

As new troops poured into Washington, a field commander was soon necessary to organize and train them. On 14 May, Major Irwin McDowell was promoted to Brigadier General and given command on the 27th. The task of forging an army out of raw recruits appeared insurmountable. The nation lacked any contingency plans, or even a proper staff system. Still, an army of sorts was improvised. Eventually, even a plan of campaign was extemporized which entitled the coordination of McDowell's operations with those of Major General Robert Patterson's command.

Initial suggestions (3 June) called for a movement by McDowell upon Manassas in order "to favor Patterson's attack on Harper's Ferry". By 8 June, this idea had been scrapped. On the 10th, some exaggerated reports as to Johnston's force size. Patterson would eventually once again cross into Virginia, but he would wait until 2 July. During this period his command would steadily increase in size from 8000 in early June to 14350 by the 28th. However, Patterson now became even more cautious. His inexperience was rapidly becoming apparent.

McDowell's forces were also increasing during this waiting period. On 24 May, some 8000 troops were under his command; by 25 June, 14430; and on 16 July, 37316 troops. As is apparent, the rise from 24 May to June 25 was gradual, whereas from mid-June to July new troops literally poured into the camp. Excepting a minor action on 17 June, McDowell's forces would spend their time organizing and training for the coming contest.

With the acceptance of McDowell's plan to turn the Confederate positions around Manassas, the army was ordered to advance on 8 July. A further delay caused by the late arrival of troops and a lack of transport moved the start of the campaign back to 11th. One of the prime considerations for a victorious campaign was the coordination of Major General Patterson's keeping Johnston occupied in the Valley. And what was he doing to achieve this end?

To predicate Patterson's actions, he believed that Johnston possessed 30000 to 40000 troops (actually about 9000), while he had only 14000. Also, his regiments were nearing completion of their short terms of service. Of fourteen regiments, nine would march for home between the 19th and 30th of July, Still, his actions seem confused.

On 3 July Patterson occupied Martinsburg. A veritable stream of messages from his headquarters there followed—"When you make your attack I expect to advance and offer battle." (9 July): "I would rather lose the chance of accomplishing something brilliant than, by hazarding this column. . ." (13 July): "If an opportunity offers I shall attack" (14 July). On 16 July Patterson engaged a Confederate force at Bunker hill and lost one man. On 17 July, his army began a march towards Springsfield, away from Johnston! He queries Scott, "Shall I reoccupy. . . Harper's Ferry or withdraw entirely?" On the 18th, Scott inquired of Patterson as to the location of Johnston's forces. Patterson replied—

The enemy has already crossed on me. I have kept him actively employed and by threats and reconnaissances in force caused him to be re-inforced. I have accomplished in this respect more than the General-in-Chief asked, or could well be expected.

At this moment Johnston's forces had already started marching towards Manassas Junction so as to aid Beauregard in the forthcoming engagement.

Prior to the his departure from the Washington defenses, General-in-Chief Scott organized his Army of Northeastern Virginia into five divisions of varying strength. The First Division under Brigadier-General Tyler with four brigades was the largest and comprised of 12795 officers and men. The Second Division (2482 men), under Colonel David Hunter, was composed of three brigades and was the smallest. The three brigades of the Third Division, under Colonel William Franklin, embraced 9062 effectiveness. Brigadier-General Theodore Runyon's Fourth Division (5502) consisted of nine unbrigaded regiments and served as the Army's reserve. Of this division, three regiments reached the vicinity of the battlefield, and then only late on the 21st. The last division, Colonel Dixon Mile's Fifth had two brigades totaling 6173 rank and file. In total there were 51 regiments of volunteer infantry, a battalion of Regulars, a battalion of US Marine recruits, a battalion and a squadron of US cavalry, and 13 miscellaneous artillery units with 55 guns. Considering the armies previously mustered into American service, this was an imposing array. On paper McDowell would seem well-prepared, but his army had several hidden flaws—incomplete training, faulty staffing and organization. Still, it was now time to move.

McDowell started his forces forward on 16 July, towards Manassas, full of hopes and great expectations. After detaching the Fourth Division to act as reserve and to protect the army's line of communications, the remaining four divisions were ordered along parallel roads to Fairfax. Having failed to catch the Confederates in their advanced positions at Fairfax Court House. McDowell intended to push on towards Centreville the next day. McDowell's General Order Number 19 directed Tyler's division to take the van and proceed through Centreville towards Gainesville, while the divisions of Heintzelman and Miles were to move into the town and Hunter's to take up positions near the outskirts. With a concentration of the army about Centreville ordered, McDowell accompanied Richardson's brigade towards that town on the morning of the 18th. Later, directing Tyler, "Do not bring on an engagement. . .", he rode over to talk to Heintzelman.

Directives are one thing, but actions another. Tyler's division took the wrong road out of Centreville and instead of marching for the Stone Bridge, headed for Blackburn's Ford. From the Union stand-point, an unfortunate skirmish took place against Confederate troops led by Longstreet and Early (which resulted in 19 dead, 38 wounded and 26 missing). Unfortunately this was not the only result as the 12th New York Regiment was routed, Union morale badly shaken, and the 4th Pennsylvania Regiment and 8th New York Battery withdrew from the army.

The disaster at Blackburn's Ford strained relations between McDowell and Tyler, and indirectly led to a three-day halt of the Union army. Actually, the reasons given for the cessation were twofold—to await rations and to reconnoiter the Confederate positions. Unfortunately, this delay, coupled with Patterson's inexperience, permitted Johnston the time necessary to transfer the majority of his army to Manassas. With McDowell's forces now poised to strike the Confederate flank, it is now time to move on to discussion of the Union player's options within the context of the game system. The Union player must be cognizant of his army's strengths and weaknesses, as well as the strategic considerations for his future operations.

You Are All Green Alike

The ability of an army to act as a cohesive and efficient machine is not entirely a function of organization or numbers, but rather of leadership. If leadership were simply a matter of training, then the Union army in 1861 could have been considered well-led as its army, brigade (except Runyon) and nine brigade commanders were educated at West Point. Leadership, though, cannot be learned from a textbook. As for field service, only eight of the officers had been involved in the Mexican War. In BULL RUN, leadership is expressed as an officer's ability to motivate his and other troops.
In this light, from the Union player's standpoint, his leadership is abysmal. Out of a total of 17 leaders, only four can influence his army's forward movement, compared to the Confederate total of eight out of 17. The disparity becomes obvious. In addition the Confederate player has two independent units which are self-motivating. Is this Union liability as great as the numbers insinuate? No, due primarily to the army's organization. Unlike the Confederate army, which, while not as independent as the Indian tribes, the Union divisional structure allows, for instance, McDowell to stretch his command authority through his division leaders to their brigades and thence to their regiments. As to his other leaders, properly placed they can influence more than five per cent. This, this is a liability, but not one insurmountable.

Since the Union player's ability to control his troops seems assured, though drawbacks can appear, our next consideration must become the Union combat units. A comparison of the brigade markers of the two enemies should give some insight into their various potentials.

With, respectively, twelve and thirteen brigades markers for the Union and Confederate players, a determination of these units is simple. The average Union attack factor is 5.4, the Confederate 5.2; defense factors show 6.2 against 5.6. So the Union has a qualitative advantage. The true test of a brigade marker, however, is its ability to gain attack strength over its true components when in use. How do the Union brigade markers fare in this arena? While the Confederate increases range from 20 to 100 per cent, the Union's range is from 20 to 67 per cent (with an average of 41%). Truly, Union formations are less efficient than those of the Confederacy.

In essence then, there are fewer Union brigades, which are generally stronger but less efficient. Still, the Union has one other factor in its favor—its artillery batteries. With its artillery concentrated into twelve counters with an average strength of 2.1 (as opposed to the Confederate's 1.4), the Union player has a potent weapon. While the Confederate artillery tends to rapidly turn into cannon fodder, the role of the Union artillery batteries will be directly linked to the attacks of the Union infantry. Concentrated artillery fire can be used by the Union player to crack the Confederate line, if other forces are unavailable, to suppress (eliminate) their opponent's artillery. Artillery will work hand-in-hand with the Union infantry.

As to Palmer's cavalry battalion, while it is as strong as either of the Confederate battalions, it suffers from command problems. Without an extraneous active leader, this unit will nominally see duty as either a flank unit to the main line or, eventually, as a soak-off sacrifice in some battle. An approximate equality of force exists between the two combatants. While the Confederates have a superiority in cavalry and regiments unnecessary to form brigade (which can be used for soak-offs), the Union qualitative superiority in its brigade markers and artillery will balance the scales. Tactics and leadership will decide the outcome of the contest.

Consummate Judgement, Precision, and Skill

Having ascertained that a parity of force exists between the two opponents then, as the Union player a shift in our favor must be manipulated. One method of maximizing the Union potential is by correct usage of our troops; but more important will be the proper initial commitment of units.

In order to decide where it is most advantageous to commit our forces, we must, it is our aim to study the anticipated Confederate set up and the terrain (as discussed in my article, "The Battle of The Innocents") elsewhere in this issue) which must be overcome. In all these considerations, we must bear in mind that the majority of the Confederate army will be unable to react until the 10:30 AM turn. In order to expedite our discussion of possible Union forces, we will divide the map of Bull Run into four sectors:

a) the lower fords, south of Rushy Branch
b) the Centreville Road, Cub Run to Rushy Branch
c) Portici, the Stone Bridge to Cub Run
d) the upper fords, north of the Stone Bridge

A discussion of each sector will allow the drawing of certain conclusions about the advisability of each. Each of the four sectors will be examined as a point for a Union penetration. The prime considerations will have to be the location of victory hexes, accessibility and ease of crossing Bull Run. We must always bear in mind any potential threat to Centreville, also.

The lower fords, at first glance, seem to be ideal for a Union attack, especially if the trestle is in place. First, they have a victory star right behind Yates Ford at Q32, and Manassas is only fourteen hexes from the fords. Communication with Centreville is expedited by a major road connecting it and Union Mills. Thirdly, the fords are defended by only two brigades.

Regrettably, a conservative Confederate set up in this sector will entail excess units spread out east of the fords to push back the Union initial placement. Confederate brigade markers will be placed directly behind two of the fords. One will definitely be behind Union Mills Ford. Why? So that any attempt to approach the fords will unfreeze the entire Confederate Army by entering the leader's recon range. A sly Confederate player might occasionally even put a leader east of the fords to unfreeze their army earlier still.

A union attempt on this sector, due to the availability of enemy reserves, will entail a rush to push through the Confederate screen against the Burn Bridge and Union Mills Ford. The one thing to remember, though, is that a properly defended ford is almost impregnable. The reason for this lay in the artillery rules, which limit the amount of artillery which can be used for fire support. If a crossing in force can be engineered, then a drive on the victory star will switch theonus of attack to the Confederacy.

The four fords in the Centreville Road sector shield a victory star at Q32, plus three hexes for a ford and a flank. This would seem to be an opportune area in which to attempt a crossing. Why? The fire positions available for the Union artillery sweep the entire front. Once Confederate pockeets have been cleared, Union troops are free to threaten any and all fords. Another factor is that a Union push in this area protects Centreville. But... For those who are masochists, go for it. Otherwise, avoid this sector like the plague. It is protected by no less than six Confederate brigades, one at each of the fords and two in reserve. Two of these are the strongest the South can muster, Longstreet and Jackson. In addition, the Confederate player has access to a reserve of twelve points of artillery. Excepting a series of extremely lucky one-to-ones, this area should prove virtually impenetrable.

The three fords in the Portici area will probably surprise most newcomers to this game. This series of fords will generally be defended. In effect, the entire sector is defended by out Confederate brigade. Still, there are two others in reserve at CC20. While we expect Cocks’ brigade to have at least one pocket in the area (probably at EE11), a Union offensive is possible but it will certainly draw the Confederate reserves to the threatened ford.

The last area, the upper fords, will most likely be the Union sector of first preference. This is because a crossing at the Sudley fords will be unopposed, once the Stone Bridge is cleared a line of communications with Centreville will be open, and the Sudley Road offers an excellent route to the victory star at Bethlehem Church.

The entire sector is protected by Colonel Evans’ Seventh Brigade and four abatis markers. The Southern player will rapidly ascertain that Cocks’ brigade can seal the Stone Bridge, that the Farm Ford can be sealed by an abatis at X8 and that Evans’ brigade marker will close the Poplar Ford. A quick glance at the game board reveals that this leaves only the Sudley fords open, with only the Confederate cavalry and artillery units to hamper any thrust. Another advantage of this sector, from the Union viewpoint, is the piecemeal commitment of Confederate reserves that will descend on this flank. Unfortunately, the Wertermann Turnpike is cleared, reinforcing Centreville if an emergency arises will be extremely difficult.

All things taken into account, I tend to prefer a semi-hostile attack upon the Confederate left flank. The initial crossing and attacks will favor the Union, and if momentum can be maintained and losses minimized, then victory should be assured. Our next consideration must be what force commitment are advisable for this projected offensive.

Feeling The Enemy Gently

McDowell attacked the Confederate left flank, but his orders called for dividing his forces into three segments. The flanking force was composed of four brigades—two from the Second Division (Porter and Berdan) and two from the Third Division (Franklin and Willcox). These units crossed at the Sudley Springs Ford. Elements of Tyler’s First Division (the brigades of Schenck, Keyes and Sherman) were stationed east of the Stone Bridge. The brigades of Sherman and Keyes eventually crossed at the Farm Ford, while Schenck had the Bridge. In the area was Howard’s brigade which acted as a reserve until ordered to cross Bull Run at the Sudley fords. The remaining three brigades (those of Blenker, Davies and Richardson) were stationed in the Centreville area. Of these three brigades, two were from the Fifth Division and one from the First.

Generally, I approve in essence in McDowell’s plan, but within the parameters of the game a different assignment of force would be our choice. Due to the location of two fords in the Sudley region, two active leaders are necessary to expedite the flow of troops over these streams. This being the case, Richardson’s brigade with Hunter’s division suits this area well. This placement allows the troop coordination necessary in this area, and also allows the use of Palmer’s cavalry against the railroad if the opportunity should arise.

With the closing of the Farm Ford, the only other one available to cross easily is the Poplar Ford. Since some force will be necessary to remove Evans’ blocking troops, Heintzelman’s division has been selected to cross at this point. Once this division is across it will move to link up with the troops from the Sudley fords.

Miles’ First Division, which is stationed east of the Stone Bridge, serves a dual purpose—to threaten the Stone Bridge and the fords south of it and to reinforce Centreville, if necessary. Miles, himself, will spend the early part of the game visiting Heintzelman’s headquarters.

The defense of Centreville proper is entrusted to the remaining three brigades of Tyler’s First Division. McDowell will accompany these troops in the early stages so that their role will not be entirely static.

Several general rules apply to the usage of our combat units and their ability to wage a successful campaign. First, the larger the force crossing a ford, the higher the units of Heintzelman’s division should be stacked in groups of eight defense points. This, being the greatest number of defense points that can enter a ford in any one turn, will allow for
CONCLUSIONS

While BULL RUN is a deceptively simple simulation, when given a fair chance the game displays great depth of detail and accuracy (belied by its complexity). The game is a test of strategy and tactics, requiring careful planning and decision-making. The introduction of a random component to the game adds an element of unpredictability, making each playthrough unique.

Even the options, while in theory vast, may not be as diverse as expected. The game is designed to be challenging, but not overly difficult. Each player will soon learn that the game is balanced and offers a multitude of tactical options.

The game is to some extent a race. A race to achieve your ends before your opponent satisfies his own. It will not be uncommon for the game to eventually revolve around its last turn, and an soak-die roll before the conclusion becomes clear.

MEET THE 50...

Mr. Paul DeVolpi is 29, single, holds a BA in Political Science and works as a photographer in Lisle, Illinois.

Favorite Game: RUSSIAN CAMPAIGN
Area: Rated Games: TSC, STAL AREA W.1 Record: 8-1 Gaming Time/Week: 5 hrs. Hobbies: Volleyball, Chess, Camping
Pet Peeve: Tournaments without time limits.
Type: PBM: 0%
Play Preference: FTF

Mr. DeVolpi voices his concerns: "There are so many benefits to playing games, but wargaming suffers such a negative public image. Unless public acceptance is incurred, I believe growth of the hobby will be slowed. We as gamers should emphasize benefits—such as the learning of history and science and the sharpening of skills in math and reading through gaming. Also, the social interaction of gamers should not be overlooked with both friends and family. Gaming is a learned and practical skill with applications in numerous other fields of endeavor. We should stress this to all we meet."
The following series of short articles have been drawn from the exquisite "DIPMY" "zine, "Masters of Deceit". This occasional publication is a labor of love by Mr. Robert Eisen (612 Waverly Road, Wichita, Kansas). He has managed to convince the most prolific of the disparate free souls who inhabit the netherworld of PBM DIPLOMACY to contribute their thoughts to his kind editing. In doing so, he has cast a most illuminating spotlight on the extensive activities of that branch of the hobby. "Masters of Deceit" is much more than just a look at how to get involved in PBM DIPLOMACY. It also carries articles on strategy for each country, lists of award winners, useful publications for PBM DIPMY, addresses of the most reputable gamemasters, questions and answers on play, and much more. Packed into 52 dense-set pages, it is well worth the price—$1.00 (to Mr. Olsen, the editor, or to Mr. Steve Arnaudian of 602 Henlock Circle, Lansdale, PA 19446). For those interested in dipping in, the following thoughts on getting started are merely a few from the "Masters of Deceit".

For the rest of us, the PBM DIPMY hobby is a strange fowl—neither war-game nor family game. It is not simulation, not science-fiction, not fantasy, not a boardgame, not miniatures, not role-playing. It is unlike any other hobby activity I can name. Yet it has an immense following, and has been called the "fourth branch of the game world" (the other three being, of course, boardgames and miniatures and role-playing). Here we have people from all walks of life whose greatest joy is outwitting not just one, but six other opponents; and their art lies in doing so in a totally "luck-free" environment. Needless-to-say, much of their skill at "gaming" lies in their ability to convince others to do things their way: if there is one common trait among the best DIPLOMACY players, it is their ability to use words to deceive and conceal, or to clarify and reveal. The PBM aspect of DIPLOMACY makes them experts at putting their words on paper. The following shows how expert.

FOOT IN MOUTH

By John Caruso

We are squeezed in here to greet you readers, and to warn that "Dipdom" can be habit forming. Many years ago, a man named Allan Calhurner had a brainstorm. He decided, "why not invent a friendly beer and pretzel game that can be played at someone's home, that has intrigue, deception, alliances and plenty of risk involved?" He wanted to make his game as simple as possible, and he have a version of the game. For a setting, he picked on pre-WW1 Europe...and thus was DIPLOMACY invented. To date it is the most popular multi-player game on the market; Avalon Hill alone (the second publisher to date) has sold over 100000 copies.

In 1963, a gentleman by the name of John Boardman, quite taken by The Game (note the caps), founded what is now the play-by-mail (PBM) DIPLOMACY hobby. He gamemastered the very first by-mail game. Over the years, many hobby gamemasters and magazines have come and gone, and there have been drastic changes in DIPLOMACY publishing—whether it be in the material printed, the format, or the change from ditto to xerox. Through the years, Dipdom has survived and grown. And, as miraculous as this may seem, John Boardman is still publishing and still gamemastering. Devotees to this game are in it for life!

The newcomer to our ranks will find many different types of small magazines (or 'zines) to choose from. There are games-only 'zines, humor 'zines, information and statistics 'zines, 'zines offering strategy, and 'zines offering general information on The Game. These publications range in price from $3.00 for ten issues to over $2.00 per issue. Not all of these publications contain game openings (games needing new players), nor are all the openings for DIPLOMACY. Lists of game openings are available to any member of Dipdom for a self-addressed and stamped envelope, from either Rod Walker (1273 Crest Drive, Benita, CA 92024) or Robert Sacks (4861 Broadway S-V, New York, NY 10034). You then choose the game and 'zine of your choice, and contact the gamemaster for information on how to join his/her game.

So how do you decide which gamemaster to work with? You request samples of some 'zines (usually sending one or two first-class stamps or the cost of a single issue). From these samples you select where you wish to subscribe, where you want to play, and what games—as well as how many games—you will feel comfortable with. You'll find most publishers very cooperative and willing to help you with recommendations for possible 'zines you may wish to look into, as well as supplying information about their own 'zines and the games they have available.

There is one remark that you will probably hear repeatedly from publishers and gamemasters: that you should "not overextend yourself". By that they mean that you should not join more games or 'zines than you can comfortably handle. A reasonable approach for most newcomers is to take 2-6 'zines and only 2-3 games at first, at least until you discover if you are ready for PBM gaming—and if you have the time and money to put into it. Don't let anyone fool you, it does take money. Stamp costs mount up, the occasional 'short' phone call can start to get expensive, and you must keep up active subscriptions to all the 'zines that you receive. Miscalculation of one's time and money available is probably the biggest reason many newcomers drop out. DIPLOMACY by mail is great fun, but wade in slowly; jump in head-first and you may find you've dove into three inches of water.

That brings us to the gaming aspect of Dipdom. Let's face it, nobody plays to lose. But if you do happen to lose, take it in stride. Be a gracious loser. Reality is the only sure-fire way to improve one's play of the game. Face-to-face (FTF) games are not as orderly, and are often called off before a win or stalemate develops. Most postal games follow more structured alliance schemes, and are played to a satisfying conclusion. The beginning player's toughest problem lies in being organized enough to survive. Having introduced postal DIPLOMACY to several people, I will attempt to answer some of the questions often asked:

1) How do I sign up for a game?

Before sending anybody money for a game start, you should try to discover which 'zines are best to play in. The best way is to look over poll results of the last year. Various gamemasters are there listed in order of best to worst, in the opinions of those voting. Most GMs do a respectable job. If you want a GM par excellence, pick one of the top three. All the others are in service provided. After selecting a few GMs, obtain their addresses (either from the Hobby Census, or ask a hobby member) and inquire about game openings. The rest is up to your discretion.
2) As a novice, how many games should I sign up for?

I feel that two games would be ideal. If you just sign up for one, you will probably get bored. Just playing in one game will not give you enough exposure to different strategies and playing styles, both your own and those of other more experienced players. Most of us like to jump into things headfirst. It's fun but if you sign up for a lot of games (say, five or more), chances are you are overemphasizing the importance of a "silly kid's game" in your life. Two games will allow you to experiment with differing approaches to negotiation while allowing you the time to be an active correspondent in both games—increasing everybody's pleasure. It is highly recommended that each game be played in a different 'zine and under a different GM. You may also wish to submit preference lists so that you play an Eastern Power in one game and a Western in the other.

3) How should I submit orders?

At a minimum, your written orders should include the date, your moves and your "John Hancock". My format is something like this:

The Simple-Minded Antelope Invitation

1/14/85

Germany to GM

Dear Dick,

Another gamestart; another win. I should thank you for putting me in a game full of novices. So, here are my orders:

Spring '01: A Mun-Ruh

F Kie-Den

A Ber-Kie

Press:

GER to WORLD—I'm gonna win!

All the best,

Tom

You should always send in orders as soon as you receive the adjudication of the previous turn to avoid missing a turn (the dreaded "No Moves Received", or NMR). You can always resubmit replacement orders later if what you have on file is less than ideal.

4) How often should I write?

It all depends on the circumstances. If it is the beginning of the game, you should send out a letter to each opponent. Later on, you will want to write to your allies more often so as to coordinate your orders, but you should still try to write one letter to each player each turn. When you receive a letter, you should try to respond immediately to it. Postcards are ideal for this purpose, as your reply need not be elaborate. Crises may also warrant more letters. Example: your ally has not written you recently, so ask why he's not writing (he may be changing sides). Or you may wish to present your case consistently to receive support against somebody you wish to stab (or get stabbed by).

5) What should I write?

Successful players usually prefer to take risks and play boldly. I therefore recommend that in your letters you try to be specific. Those who fail to be specific generally fail. When proposing a deal, mention specific orders and dates and the division of spoils. You might also wish to ponder on what you'd like to see happen in upcoming turns. Try to keep things brief. Nobody wants to read more than a typed page of negotiations. Being too verbose means you're repeating yourself or going into too much detail.

It is also a good idea to write a little something on what is happening in your normal life. Most of us have many interests outside of DIPLOMACY—sports, politics, drinking, books (to name a few). I've made many friends through PBM/DIP; striking up a friendship based on common interests is one way of making letter writing easier. But don't give a lot of personal info at first. Instead write a little each time, and see if the person is willing to open himself to a friendship.

6) Should I tell the others that I'm a novice?

Unless you can use your status as a newcomer to psychological advantage, NO. Players are very prone to attack a beginner at gamestart for the easy kill. Revealing your novice state nonchalantly later on may give you an edge needed to then catch an opponent off-guard.

If you've any other questions, never hesitate to write your GM. Most of us are anxious to help. Or, even drop a line to me (P.O. Box 1324, SUNY, Binghamton, NY 13901).

THE NEGOTIATIONAL MISSIVE

By Edward Wrobel

Undoubtedly the most important writing in postal DIPLOMACY—and, some argue, the only worthwhile writing in DIPLOMACY—is that sent to a fellow participant in a game. Absent this most marvelous exchange, all the articles on tactics, strategy and negotiation, all the press and all the public megabashing, is without any meaning.

So, how do a simple novice approach this potentially exhilarating, and potentially disastrous, endeavor? For starters, NO. Players are very prone to attack a beginner at gamestart for the easy kill. Revealing your novice state nonchalantly later on may give you an edge needed to then catch an opponent off-guard.

The telephone is useful in conducting last minute negotiations, submitting revisions to orders just prior to the deadline, making sensitive proposals without leaving potentially embarrassing evidence behind, and perhaps impersonation (but, do not deceive your gamemaster).

I would be expected to close with admonition to write your heart out, to write early, to write often, to write well. Instead, I counsel prudence. Invest some time in reflection before rushing about helter-skelter, bombarding every player with long, chattily letters every turn. Make an effort to keep in touch with every player certainly, but examine the intelligence you gain with a jaundiced eye. There may be occasions when it is better to fail to respond to a letter rather than be caught in an awkward lie or raise suspicion by dancing around pointed questions. Silence is generally perceived as indicative of disinterest or hostility—justifiably so. Therefore, use it as prudently as you would any other tactic, in small doses at the proper moment. Such as I do now.

THE LITERARY ARTS—PRESS

By Edward Wrobel

To the moderately well-informed novitiate, the negotiational missive will appear to be the most important genre in postal DIPLOMACY. And, indeed, it is undeniable that employment of the pen in the creation of clever ruse and sly persuasion is a most noble and fruitful activity. Yet, there are other equally exciting modes of written expression extant in Dipdom.

No doubt you have learned already of the institution of Dipdome known as THE NEGOTIATIONAL MISSIVE, and of the people who write it. And, indeed, it is only natural that a beginner should wish to imitate the skills of the great masters. But, I would warn you against this temptation. The very best negotiational missives are highly individualistic. They are the expression of the writer's own personality and style. To try to imitate the style of a great writer is to risk being a pale imitation of the original. Therefore, I would advise you to take the time to develop your own unique style. This will not only make you a better writer, but will also make your missives more enjoyable for yourself and your correspondents.
as "Press". The term refers not to the venerable Fourth Estate itself, nor even to that curious mutation of a respectable profession widely known within the hobby as 'zines. Rather, press is made up of pronouncements submitted to the gamers by the publishers—for publication! Thus, it differs substantia-

tially from negotiational correspondence in the scope of the intended audience. Such reckless expansion of the number of partners in this most delicate intercourse brings forth much fruit rotten at its very flowering. Let us examine a core or two.

Perhaps the most elitist (as well as the easiest to compose) is "Golden Age Pseudo-History". Master this form if you need only write a nonsense account spanning several paragraphs sprinkled with many fictitious names and combative pairings of vowels and consonants exotic to English usage and barely concealing the most egregious puns (e.g., "Poderkeggy"). You need know little of history, and less of the game at hand. What is important in GAPH is the appearance of erudition struggling desperately to be funny. No style of writing is more effective at swaying the weak-willed than "Liti
gonial Mind-Rasslin". Generally the most virulent strains of LMR are found in the MegaDip subhobby (see Ken Peel's article later) where it is used to bolster weak, defective or just plain nonsensical positions and arguments. But the goal of LMR—cowering another human being into mental jellies—is ideally suited to the conduct of certain facets of DIPLOMACY. The strength of LMR is also its weakness, however—it is inherently responsive and destructive. To explore the dark chasms of legalistic nit-pickery and the stark walls of irrelevant obstructionism so characteristic of Mind-Rasslin', "Litigational Mind-Rasslin". Generally the most virulent strains of LMR can you shrilly and cruelly highlight the uncrossed "t", undotted "i" and mismatched socks marring the Other. After all, if life is but an adversarial proceeding, death must be the eternal absence of an adversary.

"Adversary"—now that would be a key word in the lexicon of "Byrnesse Abuse"—if words of greater than two-syllables were allowed to play. "Sophomoric" might be another, but the operative word is "fun". Yes, in BA, a single word can qualify as a phrase if repeated with sufficient frequency and volume. Other examples include, "Honey", "Woody" and "gossipy silliness". In all this, the in-joke insult is elevated to an art form. And you gotta be "(win)" to play!

And play you will, well before you are capable of any of the higher forms of expression. Still, the urge to dabble in press may be well . . . well irrepressible. Attempt, first, a bit of "Infield Chatter", the most basic and widely-employed press vehicle. As the name implies, this is mere noise to distract your opponents. A few gamemasters scorn Chatter, but most view it as a means of filling their "zine". You may well develop into "Banter" as you begin to interact with other players and your words take on some modicum of meaning. There is no need to rush through this stage. Much press is little more than stylish Banter, and it can be amusing. Moreover, it is readily accepted by other players and may lead to a mutual sense of camaraderie conducive to negotiational success. Development into higher forms, including those described here, can be exhilarating, but dangerous as well. You run the risk of being boorish or alienating your allies; you might even find that your press war has spilled over onto the board—or into your private life.

But that's a topic unsuitable for novices.

HOBBY HUMOR

By Robert Olsen

Dippers say the darn'est things . . . The German player writes press threatening to use the French player's skull for an ashtray on his endtable. A 'zine publishes a warning about an individual who exhibits an obsessive and wholly inappropriate interest in hamsters. An entire 'zine is dedicated to people with bizarre nicknames insulting each other's intelligence. Every style of writing is more effective at swaying the weak-willed than 'zines, and a general decline in the overall level of postal DIPLOMACY activity. In addition, many Dipsters are becoming frustrated (if their comments to me are any gauge) by what they perceive as limited outlets for their enjoyment of the hobby—fewer game openings, less diversity in 'zines, and a reduction in such interaction as letter columns.

There is a response which, I believe, solves both the hobby-wide problem and any individual's disappointment: go ahead and start your own 'zine.

Now, of course, not everyone can publish. But I feel that many gamers assume they can't because all they hear is how difficult and time-consuming it is. I think most publishers who have been at it for a while agree that the rewards more than compensate for the difficulties. Don't be misled into believing a 'zine is the only answer; articles or sub-zines (inserts mailed out with larger periodicals) can provide some of the same satisfaction without much of the toil. But, never you never until you've tried, and a 'zine is the ultimate expression.

I have three rules, and three steps, when I recommend to prospective editors that they sample the waters of pubbing. I think that these apply to all 'zines, but I invite debate on what constitutes a good guidebook. First, the rules:

1) A DIP 'zine does not make money.

From the readers' point of view, you might say, "no one is required to subscribe." Realize going into the undertaking that you will be subsidizing your "child", and determine how much you can afford. Some people expect to extract all your costs from the readers. If most publishers charged only ten or ten thousand. If you get a lot of questions about your houserules, non-payers deter you from what you feel is best.

2) A DIP 'zine is not responsible to outsiders.

I'm not talking here about questions of morality or legality; certainly any publisher has a responsibility not to slander or gossip. But if you choose to publish every six weeks, or run only variant games, or publish feuding letters, that's between you and your subscribers. Don't let reactions from non-players deter you from what you feel is best.

As an example, look at Kathy Byrne's "Kathy's Korner". "KK" is criticized by some for its sarcastic tone; but it has one of the largest and most devoted sets of readers in the hobby. The critics, you see, are generally not subscribing to "KK". Kathy's readers are obviously getting what they want out of the 'zine, so let it rest.

3) A DIP 'zine should generally be responsive to its readers.

Okay, you're the editor. You're in charge. After all, the 'zine is a reflection of your style and attitude. But listen to the subbers, whether you have ten or ten thousand. If you get a lot of questions about your houserules, they may be too complex (or too simple). If you want letters but don't receive any, check back issues and see if you are encouraging writers; or are they being turned off by the format of topics in your column?

Does all this seem fairly basic thus far? Probably. And it will not be much help to someone whose 'zine is still in the planning stages. But would-be editors need to know these principles before they act on them. The action should take this course:
**MEGADIP—THE POSTAL HOBBY EXPOSED**

By Ken Peel

One must always remember that in the postal world of Dipdom, nothing operates on an obvious level. The surface appearance of the postal hobby is but a fabric of intricately woven myths. It will often take a novice years to overcome the strongest myth—that the primary objective of experienced postal players is to win games of postal DIPLOMACY. Upon entering the postal hobby, one soon came to realize that the relationship between influence in the hobby and poor performance in games was more than casual. Paradoxically—and I hope I am not shocking anyone—in a hobby that seems to revolve around the postal play of a game, actually winning the game is unimportant. In fact, to the extent that winning a postal DIP game requires a player to stab former allies, it can be counter-productive; a relationship forged in a game should not be so flippantly squandered. Annihilation, of course, serves no purpose among friends, so this strategy is meant to give one a strong presence in a game and survive, and aim for a constructive draw (or perhaps weaken the structure of an enemy by forcing him into a vain). When one realizes that the supposed object of the game is to be avoided, a second myth evaporates. Suddenly it is clear that nothing about the game really matters, except for its usefulness in developing alliances for other ends. And, the games serve as smokescreens for obscuring the genuine pursuits of the postal hobby. With the exhalation of sudden enlightenment, Dipdom is cast in a radically different light!

Since there is no real purpose to the postal hobby, the process becomes everything. One must constantly seek to construct threats to the hobby, and battle against them. But, while the quest for 'power' is the basic activity of Dipdom, power can never really be possessed and can be obtained only momentarily. Power is a fleeting and self-defeating such "accomplishments" are.

When Woody returns to publishing, he will have such a massive alliance structure that he will be closer to total control of Dipdom than has ever been possible.
I realize that the example of Woody Arnaudian is hardly a typical case history. Still, I hope it helped illustrate the elegance and clarity of my arguments. Do not allow yourself to be fooled by the seeming game-orientation of the hobby. The other writers in this publication are merely altrusive advisors to novices! At least you know what my objectives are. You novices can trust that I will always tell you the straight scoop, so feel free to contact me anytime you need advice on whether you should support this or that person in this or that undertaking or controversy. Heck, you can just about figure that whatever side I'm on, that's where you novices should be too.

**REPRISE**

By John Caruso

For those who have read this far, welcome to the hobby. Below is a list of gamemasters who usually have openings and whom I can recommend as fair, honest, impartial and reliable. Drop them a line, find out their costs, and enjoy yourself.

Bob Acheson, P.O. Box 4622, Station SE, Edmonton, Alberta, Canada T6E 2A0.

John Boardman, 234 East 19th Street, Brooklyn, NY 11212.

Dave Carter, 118 Horsham Avenue, Willowdale, Ontario, Canada M2N 1Z9.

Cathy Cunning, 1526 North Lawler, Chicago, IL 60651.

Mike Ehli, Box 60505, Room 114 Caswell, University of Oregon, Eugene, OR 97403.

Greg Ellis, 700 Rio Grande, Austin, TX 78701.

Steve Heimowski, 12034 Pyle, Oteba, OH 44074.

Lu Henry, 6036 Waverly, Dearborn Heights, MI 48127.

Melinda Holley, P.O. Box 2793, Huntington, WV 25777.

Steve Knight, 2732 Grand Avenue South #302, Minneapolis, MN 55408.

Andy Lischett, 2402 Ridgeland Avenue, Bessemer, IL 60402.

Mike Mazzer, 1900 Kelton Avenue, Los Angeles, CA 90025.

Jeff Richardson, 3313 Platt Road, Ann Arbor, MI 48104.

Russell Sipe, P.O. Box 4566, Anaheim, CA 92803.

(Openings in electronic mail DIPLOMACY.)

For those who might like to read a bit about the hobby and the game, there are some fine 'zines. Below is a listing of the best you might look to first.

**GRAUSTARK**, by John Boardman (234 East 19th Street, Brooklyn, NY 11226). Send an SASE for sample. Lots of interesting reading material, and game always available.

**SLEEPLESS KNIGHTS**, by Dave Carter (118 Horsham Avenue, Willowdale, Ontario, Canada M2N 1Z9). Two stamps Canadian for a sample (or $.50 US). One of the two top Canadian 'zines with much reading material as well as good games.

**LIFE OF MONTY**, by Don Del Granda (142 Eliseo Drive, Greenbrae, CA 94901). Two stamps for a sample. Probably the most understated 'zine of its kind. Features an ongoing story, "Dip Warz!", and lots of things of interest for Monty Python fans. Also frequently offers openings for other multi-player boardgames—notably, KINGMAKER.

**MAGUS**, by Steve and Dal Langly (2296 Eden Roc Lane, #1, Sacramento, CA 95825).

Two stamps for a sample of this neat and fun-filled 'zine. Much press and other fascinating reading.

**CATHY'S RAMBLINGS**, by Cathy Ozgo (1526 North Lawler, Chicago, IL 60651). Two stamps for a sample. Very interesting 'zine featuring regular and "Gunboat" [i.e., anonymous] DIPLOMACY. This is the only U.S. 'zine known that runs fantasy role-playing games by mail. The letter column contains ramblings from the States, Canada, and Europe.

**POLITESSE**, by Ken Peal (8708 First Avenue, #2-T, Silver Spring, MD 20910). Two stamps for a sample. This is the "Warthog" (Washington Area Retinue of Tactily Highly Organized Gamers) 'zine, specializing in face-to-face play in the DC area. Interesting reading from both Ken and Ed Wrobel, the former editor.

**XENOLOGIC**, by Larry Peery (P.O. Box 8416, San Diego, CA 92102).

Three stamps for a sample. This one concerns itself with the California hobby, with a bit of wider Dipdom sprinkled in. Interesting reading material in each issue.

The above are some of the many good publishers and their products. There are, of course, many others.

One last thing to speak of. As in real life, there are many different personalities and many different problems within Dipdom. You shouldn't be discouraged by what you see at first glance. Many of the hobbyists are real fine people and always willing to help out. All have an active interest in promoting the game, and enjoyable play of it. Have fun, and may your visit to Dipdom be long and enjoyable. And, always keep in mind the words of a former great hobbyist, paraphrased, who once said (more or less)—"It's only a goddamned game."

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**SHOWDOWN MG5:**

Description: Part of the Wild Bunch has taken up residence in a small town. What with the celebrating going on, it is not long before a fire is started. Worse, someone unlimbers his gun and soon everyone is shooting.

**OPPOSING FORCES**

For the "A" Final:

**Side A:** First character: US Scout

**Side B:** Second character: Ike

**Side C:** Third character: Border Rider

**Side D:** Fourth character: Texas

**Side E:** Fifth character: Guard

**Side F:** Sixth character: Gambler

**Side G:** Seventh character: Duke

For the "B" Final:

**Side A:** First character: Reb

**Side B:** Second character: Lucky

**Side C:** Third character: Happy

**Side D:** Fourth character: Cattle Baron

**Side E:** Fifth character: Prospector

**Side F:** Sixth character: Clerk

**Side G:** Seventh character: Owner

**SET UP:** Everyone is alerted. The first character sets up first, then the second player, and so forth. Each character must be placed on a mapboard on which no previous character has been placed. Place markers representing the flames along the southwest hexrow (E2, F2, G3, H3, I3 and J3) of the house on map FF.

**SPECIAL RULES:** Characters may not escape the field of play; to do so is to be considered eliminated.

The fire will spread within a building, without regard for walls, one hex per turn. Upper floors, porches and the roof burn at the same rate. Special rule 5.7 is in effect for burning hexes and hexes adjacent to burning walls. A wind is blowing to the northeast (i.e., from hex FF-E2 to FF-D2). Whenever the fire reaches an outerwall, it might spread to another building. Draw a card and check the wound number for each such hex; if the number of hexes to any building in a straight-line downhill is equal to or less than the drawn wound number, the fire has spread to that building (mark it with a fire counter) and will spread therein.

**GAME LENGTH:** 30 turns

**VICTORY POINTS:** An all-or-nothing scenario. The last survivor wins.
**HOW TO CRACK A PLANETARY FORCE FIELD**

**Variants for STELLAR CONQUEST**

By Winchell Chung

**STELLAR CONQUEST** is a time-tested classic of science fiction boardgames. But, like all science fiction games, it is most irresistible to play around with the rules as published. I would like to present for your approval a few variants developed over many years of play. Twelve years to be exact; I purchased the original, manila-envelope version in 1973. All these variants add some complexity to the play, but make up for that by adding realism (if such a thing can be spoken of in terms of this game).

**SYSTEM DEFENSE SHIPS**

These are starships built with no stardrive (i.e., they cannot leave the star system at which they were built). Their main attraction is that, unlike starships, they can be built in a system under siege. This is because they are built on-planet and not in orbit like their star-faring cousins. ["On the besieged planet, Deathstar 2, frantic construction was underway in the camouflaged hangar to build a liberation fleet of patrol boats ... "] Now, besieged colonies have a chance to break the siege under their own power rather than waiting for the cavalry to come over the hill. Since they never leave their star of origin, they require no fuel. (There is no "grounded" Deathstar in STELLAR CONQUEST.)

**MISSION BASES**

The cost of mission bases is decreased according to a new table of prices. See Table 5. Also, a new class of base (Mega-Missile Base) of combat ability equal to the Deathstar is added. Otherwise, they are unchanged. (I am at a loss for the absence of an equivalent of a "grounded" Deathstar in STELLAR CONQUEST.) Ground installations can always be built equal or larger than the shipboard equivalents. If anything, it is easier to build the ground version. For example, they will have unlimited ammunition. A Deathstar, light years from home base, cannot run down to the corner factory to place an order for ten thousand anti-matter warheads.

**INCREASED DEFENSES**

Improved Ship weapons is now balanced by increased defenses. Against a ship with ISW, it will allow only one barrage per combat turn instead of two. Against a ship without ISW it will have a 50% chance of preventing the barrage entirely. Roll a die, three or less and it fails the attack. On can safely assume that a ship-sized force field would be developed before planetary-sized ones.

**ADVANCED SHIP RANGE**

Allow all ships to travel up to twelve hexes away from a combat post before they disappear. This is an intermediate step leading to Unlimitted Ship Range. The original rule, with ships venturing more than one light year away from base plunging into the "Bermuda Triangle", always struck me as mildly ridiculous. But the richness of strategy the rule adds to play more than makes up for its ridiculous rationale. This optional rule ameliorates that silly aspect, but retains the necessity for careful planning and gradual expansion of the sphere of empire.

**SCOUT MOVEMENT INCREASE**

Allows all scouts to move at a speed one better than the normal maximum speed. This benefit is retained even as the maximum speed increases.

**EXTENDED BUILDING**

It is possible to build an item which cost more than a colony's production year budget. So what if Ceti 3 only produces 20 IPs? Now, it too can buy its very own Deathstar—in installments. Just allot the colony's IPs to the item each production year until the cost is paid. It is not possible to save IPs. The IPs you spent on an item last production year cannot be re-assigned. In addition, since production is happening at that planet, all unfinished items (and the investment in them) will be lost if the planet is captured. Such projects may be voluntarily re-stroyed in the same manner as factories. (Though, of course, this will bring a slight mistiness to the eyes of the owning player).

**PLANETARY CLIMATE CONTROL**

This is also called terra-forming. By using vulcanism, the greenhouse effect, weather control, induced sunspots and other examples of macro-engineering, the planet is made more hospitable. ["Lob another nuke into Mount Burp; the air needs just a pinch more sulphur-dioxide"] When the cost is paid for the planet, the planet becomes the next-better planetary class: Barren becomes Minimal Terran, Minimal Terran becomes Sub-Terran, Sub-Terran becomes Terran, and Terrain remains unchanged. You may experiment with allowing PCC to be done more than once to a planet. PCC is an enhanced form of Controlled Environment Technology.

**CRACKING PLANET SHIELDS**

This rule makes it possible to destroy a planetary shield, with some difficulty and risk attendant. Any warship may try to breach the shield. It makes a normal combat roll on the Combat Results Table, under the "Attacking a Deathstar" column. If it succeeds, the shield goes pop. If it fails, the ship goes pop instead. It is expensive in terms of ships, but it's worth seeing the look on the faces of all those arrogant colonists who were thumping their noses at you.

**Table 2:**

<table>
<thead>
<tr>
<th>Level</th>
<th>Ship Movement Sequence</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Cost w/ Pred.</td>
</tr>
<tr>
<td>1 Scout</td>
<td>+1</td>
</tr>
<tr>
<td>2 3 HS</td>
<td>30 w/3HS</td>
</tr>
<tr>
<td>3 5 HS</td>
<td>40 w/4HS</td>
</tr>
<tr>
<td>4 6 HS</td>
<td>50 w/5HS</td>
</tr>
<tr>
<td>5 7 HS</td>
<td>60 w/6HS</td>
</tr>
<tr>
<td>6 8 HS</td>
<td>70 w/7HS</td>
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</table>

**Table 3:**

<table>
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<th>Level</th>
<th>Title</th>
<th>Cost with Pred.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Industrial Technology</td>
<td>—</td>
</tr>
<tr>
<td>2</td>
<td>Controlled Environment</td>
<td>40 with Ind Tech</td>
</tr>
<tr>
<td>3</td>
<td>Improved Industrial Tech</td>
<td>50 with 5-Hex Speed</td>
</tr>
<tr>
<td>4</td>
<td>Advanced Ship Range</td>
<td>60 with Cont Environ</td>
</tr>
<tr>
<td>5</td>
<td>Planet Climate Control</td>
<td>70 with 7-Hex Speed</td>
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<tr>
<td>6</td>
<td>Unlimited Ship Communication</td>
<td>80 with Imp Ind Tech</td>
</tr>
<tr>
<td>7</td>
<td>Robotic Industry</td>
<td>90 with Adv Ship Range</td>
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**Table 4:**

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<thead>
<tr>
<th>Level</th>
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<th>Cost with Pred.</th>
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<tr>
<td>1</td>
<td>Missile Base</td>
<td>—</td>
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<tr>
<td>2</td>
<td>Patrol Boat</td>
<td>30 with Missile Base</td>
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<tr>
<td>3</td>
<td>Corvette</td>
<td>40 with Patrol Boat</td>
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<td>4</td>
<td>Advanced Missile Base</td>
<td>50 with Corvette</td>
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<tr>
<td>5</td>
<td>Cruiser</td>
<td>60 with Advanced Missile</td>
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<td>6</td>
<td>Fighter Ship</td>
<td>70 with Cruiser</td>
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<td>7</td>
<td>Mega Missile Base</td>
<td>80 with Fighter</td>
</tr>
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<td>8</td>
<td>Monitor</td>
<td>90 with Mega Missile</td>
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<tr>
<td>9</td>
<td>Deathstar</td>
<td>100 with Monitor</td>
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<tr>
<td>10</td>
<td>Improved Ship Weapons</td>
<td>125 with Deathstar</td>
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<tr>
<td>11</td>
<td>Improved Defense</td>
<td>150 with Improved Ship Weapons</td>
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Q. Before coming to work for The Avalon Hill Game Company, you worked for a number of other companies in this industry. Which ones were they, and what games did you work on?

A. I was one of the original founders of Iron Crown Enterprises, though not one of the principals. This company was started by a group of friends from the University of Virginia with a mutual interest in a locally developed role-playing game that has since become the basis of the product line of this company. I remember playtesting the game system and campaigns extensively. My main contribution was in helping to write and edit rules, and representing the company at conventions. I also playtested their Civil War game.

From ICE I moved briefly to SPI, which was a fantastic experience. I remember thinking at the time that this was like being a baseball fan all your life and getting a chance to play in the major leagues. While at SPI in 1981, I designed the remake of American Civil War, which appeared in S&T a couple of years later. I was hired by SPI mainly thanks to the recommendations of people I had blindtested for—Eric Smith for Pea Ridge and Bruce Maxwell for Jackson at the Crossroads. During my brief stay, I met most of the well-known people in SPI history, and learned a great deal about games.

Q. Do you feel that this previous experience prepared you well for your work here? How so?

A. Yes and no. I convinced myself that I had a basic ability to write concise and fairly clear rules, given a reasonable enough time and experience with the game. I also learned a great deal about design theory, mainly at SPI. I met a tremendous number of experienced designers, all willing to discuss design problems. However, graphic design was the province of Redmond Simonsen at SPI. He made the decisions concerning how a game would look. At AH each staff member is responsible for every step of his projects from "soup to nuts." I feel the least confidence in my ability to give a game the graphic look that makes you want to play it. I can recognize good work when I see it, but I'm not good enough at picturing it beforehand. I didn't get much experience in this area before joining The Avalon Hill Game Company, as this was generally the job of someone else with more ability.
A. I studied environmental science at the SUNY College of Forestry at Syracuse University and economics in grad school at UVA. Neither study led to Avalon Hill or was planned to, but the skills that I developed studying economics are very valuable to a game designer. Economics teaches you how to research and collect data, analyze it, derive a theory to explain the phenomena you’re examining, and build a model to test your theory. This is precisely what designers of complex games must do, except that economists are primarily interested in the theory and its practical application, while the game company wants to sell board game versions of the theoretical model. Economics teaches logical problem solving, something game designers and players must master.

Q. What did you do a lot of research for the game B-17? A. Yes. My knowledge of WWII in the air generally and B-17’s specifically was quite basic. I read or skimmed everything locally available about these bombers and how they operated. This is an enjoyable aspect of our work, and I feel I learned a great deal. I believe the research and reading helped make B-17 a better game. For instance, I was able to list the exact targets bombed by the 8th Air Force during a particular period of time, something Glen wasn’t able to find. I also changed some of the charts and tables to reflect a more realistic situation. For instance, a combination of the original landing and wounds table would give the following expected result from a 1000 plane (10000 men) raid that suffered heavy casualties until it returned home and tried to land in poor weather: 333 planes destroyed, 1110 men killed, 1110 men seriously wounded, and 1110 men lightly wounded. Research showed this to be historically accurate and I made several changes to tone this down.

Q. Are you interested in history? Any particular period of strong attraction to you? A. I have been interested in history for as long as I can remember. Military history has always been fascinating, and over the last 10 years I have become increasingly interested in economic history, especially the origins of money and banking, the industrial revolution, and the development and impact of railroads. In terms of military history I’m most interested in the events taking place from Napoleon’s time to WWII, inclusive. I’m probably more familiar with the American Civil War than any other period. A good book or game on any time period, however, can awaken a new interest and send me off to the library for more information.

Q. What is the most difficult task you’ve ever been faced with? A. Being nice to Alan Moon; ha, ha, just kidding, Alan. Actually my toughest task so far is a design I’ve been working on for a few months now. It is intended to be a B-17-type game about tanks. I felt it was not realistic enough until it returned home and tried to land in poor weather. Unfortunately, commanding a tank in a fluid combat situation in World War 2 is something quite different from flying a bomber in a straight line across Europe. There are several layers of complication not present in B-17 that are giving me trouble.

Q. And, among your many projects here, which was your favorite? A. I’m not sure I have a favorite, but the one I’m most proud of is getting AH to publish TITAN. This is a multi-player fantasy game which I think has been ignored by a majority of the WWII aficionados. It was developed over many years by two real craftsman, Hal and Glen Frank, we thought most of the original artwork was so amateurish we had to be almost forced to try the game. After Vince got us to try it, however, we recognized its potential and were soon negotiating with Glen. I’m not exactly certain how the project fell to me, although I believe it was somewhere around the time Glen wasn’t the most pressing. I remember Don Greenwood asking me if I wanted the job. I said yes and went on from there. Incidentally, Vince kept closely involved in B-17, and was a tremendous help to me.

I personally favor games that: a) are mechanically simple but offer many potential strategies for play; b) minimize luck and maximize the reward for skill; c) offer many decision points and give victory most interestingly appealing, especially those with attractive graphics. I want to spend my time playing, not thumbing the rules. I am especially interested in games or games with economic overtones. My favorite historical period is probably the 19th Century, from Napoleon through the Colonial Wars. However, I am interested in good games from any time period, and historic periods or topics later. If I was forced to name my favorite ten games of all time, they would come from a wide range of topics and periods, but they would all exhibit three or more of the factors I mention before as being important.

Q. You, as all of us are, are involved in evaluating game submissions. What do you look for in the initial design of a game? Is there anything you consider to be the “kiss of death” when you are handed a prototype to pass judgement on? A. I look for what is: a) easy to get started and proven fun to play; b) based on a topic with enough appeal to warrant our interest; c) graphically appealing to play (or has the potential to be so); d) well presented; and e) essentially complete. If a submission fails on more than one of these criteria, it is probably better to call it a game. Avalon Hill you must convince a staff member that he would rather work on your submission than a game of his own creation. This is tough to do, but it happens once or twice a year, mainly because the guy at home often has spent much more time on his design than a company can afford.

Games that are hastily finished and probably not saleable as submitted get “kissed”. You wouldn’t consider submitting a game design to any publisher until you believe it’s only a professional artist away from being put into print.

Q. To date, B-17, QUEEN OF THE SKIES is the most successful—sales-wise—development for which you have been responsible. What’s the story behind how it came into your hands? A. B-17 was introduced to Avalon Hill by Dr. Vincent (“Vinnie the Ninny”) Frattali, a local game player/colleague and sometime dentist. Our first impression was just more confirmation of Vince’s nickname. I was not only impressed with his attention to detail but also with his clear idea of what the game was about. I kept the game from there. Incidentally, Vince kept closely involved in B-17, and was a tremendous help to me. I quickly recognized this game’s excellence, and we were able to purchase the rights from the designers. I believe David and Jason were not going to reprint when the original 1000 copies or so were sold. So I am happy to believe that I helped keep this game going and spread it to many more people. I think TITAN is one of the ten best games of all time. If you haven’t played it, you should try it. It is a relatively simple game with tremendous opportunities for strategy and tactics, give it a try.

Q. You’ve a number of other interests beyond wargaming? Care to enumerate them? A. In college I rowed and played lacrosse, and joined the Phi Delta Theta fraternity. I rarely let my schooling interfere with my education. I am now a member of local and national basketball teams, and I try to play in the National Basketball three or four days a week. Like most AH people, I read quite a bit, mostly history, thrillers and detective mysteries. Most of my family collects one thing or another, and I’m no exception. I collect games, books (military, economic, and railroad history), US coins and British merchant tokens (18th and 19th centuries), and Boy Scout patches. I’ve been a fan of the Baltimore Orioles since childhood, and go to 20-to-40 games a year. I like traditional jazz, 60’s rock ‘n roll, and some classical music. I rarely watch TV, and when I do it is usually PBS. The only magazine I subscribe to other than war is Forbes, which I use to help me with my stock market investments. I’m single and have never been married, although I’ve had some close calls. My explanation is that a woman would have to be a fool to marry me, and I’m not marrying a fool.

Q. You’re also a . . . I hesitate to say it . . . rabid sports fan. And, you of course play a number of our sports games. Which do you prefer? A. The only AH sports game I play regularly is FOOTBALL STRATEGY, which I think is excellent. I am the New Orleans Saints in the AH Football Strategy League, and probably play 20+ games each fall. In a league format the pressure and intensity of each game is tremendous. I remember Alan Moon wanted to practice one year and the only way he could recreate that intensity was to bet $10 on the game. The mechanics of this game are quite simple but the strategy and second-guessing capture the feel of real football. It’s not too hot selling. The magazine format was tried several more times, but never so successfully in my opinion. I also enjoy WIN, PLACE AND SHOW for group fun.

Incidentally, just because I prefer baseball to football and your tastes are the opposite is no reason to call me a “rabid” fan.

Q. Getting back to the hobby/industry, what trends do you see developing in the design of wargames? How will this go over in the marketplace? A. The trend I read the most about is the “Double Blind” system. I’ve tried two of these games—one was great and one wasn’t. I applaud the innovation and timing. However, I don’t think you’ll see Avalon Hill do this type of game, mainly because it is difficult to play solitaire. As you know, B-17 and AMBUSH, both solitaire games, have been AH and Victory Games’ best selling wargame titles recently. I think you’ll see more of these types of games in the future, especially I hear from Victory. At Origins this summer, Vince Frattali and I continually cruised the flea market and auction looking for a copy of Iwo Jima, the recent S&T solitaire game. Every other magazine game was available in quantity (I bought six from one guy for a dollar each), except Iwo Jima. I was the only one who got lucky, with this rare game, being in the wrong place at the wrong time, but I believe that people are holding on to that game because they could play it solitaire. I never did see one Iwo Jima game for sale at the convention.
I think solitaire games can be sold to the people playing computer games, as well as to our normal market. The computer players are leaving board gaming because they have found a relatively competent opponent who is always there. When you lose to a computer, there are no witnesses and no twinge of humiliation. Computer games can be conveniently saved to be continued later, and are often available as pirated copies for a fraction of the cost of a board-game. We all know people who have thousands of dollars of software they have obtained for the price of a disk.

Q. I note that the fervor in computer gaming seems to have peaked; good or bad from your viewpoint? A. I don’t think the fervor in computer gaming has peaked; the fervor in making computer games may have peaked. The market is now sifting out the companies making mediocre games. It doesn’t take a genius to realize that home computers and computer gaming are here to stay. The recent bubble of activity may have burst, but the surviving machines and computer game companies are the best, and they will be improving. To me, however, computer games are nowhere near as visually appealing as a good wargame map, and are often too cumbersome for multi-player games. Computer gamers still don’t take the place of the social gathering of several friends for a game, and only one player can be at the keyboard at a time.

Richard Hamblen told me he expects to see more computer/board game hybrids that can take advantage of the strengths of both systems. This would also reduce the incentive to obtain copied disks. This requires either an individual or a company with the ability to do both types of games. Avalon Hill has tried this, but I don’t believe there are any similar projects under way now.

The damaging role of national boardgame market is permanent in my opinion. Everyone I know who owns a computer and plays computer games was once a board gamer. Now most of the money they spend on gaming goes into software, legal or illegal. I think the only boardgames these people will be buying will be excellent two-player games that are good for solitaire play, good and fun multi-player games, and challenging solitaire games.

I think the future emphasis must be on the excellence of the individual game, rather than on the numbers of titles available. This is something Don Greenwood has been saying for years. At first I disagreed with him, gaming from my economics training that more was better. More titles meant more choice and a greater number of games appealing to me. Maybe it’s just that I’m buying and playing fewer games these days.

Q. What comes next in your line-up? What game(s) are you working on now, and how is your design for the solitaire armor game going? A. At this moment, I am working on a multi-player railroad game by Francis Tresham, designer of CIVILIZATION. It touches on several of my interests and rewards skillful play. There is almost no luck involved, and each player has many decisions to make. The best decision maker usually wins. I am beginning to look upon it as my favorite game of all time. It will be about as complex as CIVILIZATION, but takes half as long to play. This game, I’830, should be ready for the new year, and I think this. I’830 is played on a map of the northeastern United States and southeastern Canada, and begins with no railroads yet in existence. Each player has a limited amount of cash to invest in railroad properties and stock of the eight major railroad corporations included in the game. Still, this corporation is its President and makes all operating and financial decisions for it. Trains must be laid, stations built, and rolling stock purchased. Profits are paid out as dividends to stockholders (increasing share values) or paid to the company to finance further development. Along the way there are opportunities for clever plays and sharp practices—all in the spirit of the “Robber Barons”.

As I mentioned above, the solitaire armor game is stalled. I’ve hit a couple of bottlenecks, and while I concentrate on other projects I’m still tinkering with it. I plan to make a light change to it soon. As it stands now, the game makes the player as the commander of a Sherman tank in Europe 1944-45. You and the rest of your tank platoon are part of a combat team assigned to capture (occupy) certain geographic objectives on a SQUAD LEADER style mapboard. You will be required to keep track of your ammunition and fuel reserves. To some extent, you must obey orders in your movements and fire direction, but independent action will also be possible. The actions of friendly forces and the enemy are handled by the game. The enemy force is generated somewhat randomly, but you will have some idea of what to expect. I hope to add promotions, skill improvements, Sherman tank variations, and a campaign game.

Q. To wrap up this most revealing interview, do you have any last thoughts you’d care to share with our readership on the state of the hobby of wargaming?

A. I was recently killing some time in a toy and game store in a Baltimore mall. I couldn’t help noticing three teenagers on a gaming section. They looked and sounded like normal kids to me, and they were having a great time choosing the next game one boy was to buy. They discussed their experience with one game or another, this company’s games or another, this period or another, etc. As it looked like they might be all day I didn’t hang around; but I left somewhat reassured. Here were bright, modern kids buzzing over with enthusiasm for history and wargames.

So far in the 1980’s there has been a sizable shrinking in the market for wargames. I believe this has stabilized and the industry as it now exists will survive, if not flourish. However, the next year or two may be very important for the hobby’s future. I know of at least two companies that have told or have decided that they must be solidly profitable in two years or the financial backing will be withdrawn. Also there has been a decided specialization in the hobby, each company occupying a separate niche of product types. Any company whose specialty loses support among consumers may fail if they cannot quickly reorient themselves. Anyone with a good idea and a few thousand dollars can start a business, though, and every game company around today was started by such entrepreneurial spirit.

ELITE CLUB Members of the club earn a 10% discount for LIFE on mail order purchases of any product from The Avalon Hill Game Company, Microcomputer Games, or Victory Games. This includes games, rulebooks, kits, etc., plus magazines . . . everything. This 10% discount will apply to any single order each year—a true savings for the buyer in these days when every penny is important. The best just got more affordable than ever before.

You become a member by making a one-time initial order amounting to $90.00 minimum. This order must be made direct from The Avalon Hill Game Company (purchases from retail stores do not qualify one for the ELITE CLUB). Be sure to enclose a check or money-order for the full order, plus 10% to cover shipping and handling (or the postage coupons you get as a subscriber to The GENERAL).
It has been written that many more wars have been lost thought great blunders than have been won through generalship. Napoleon himself said that in war the winner is usually the side which makes the fewest errors. And his own downfall from 1812 to 1815, which began with the impossible and ultimately disastrous attempt to conquer Russia and culminated in the miserably botched-up battle of Waterloo, gives much evidence to support that view.

This principle of war also holds true in wargames. It is possible to identify and characterize many kinds of mistakes that players may make, be they commanding La Grande Armée, a panzer grenadier company, or the Bismarck. We can even predict that a player who makes certain kinds of errors is likely to make certain other kinds. We can encourage him to do so and prepare to gain an advantage. And while we’re at it, why not search our own play for common faults?

BAD GENERALSHIP

One broad class of errors can be called “bad generalship”. This comprises all the kinds of mistakes which can be made in the same way on real battlefield. In other words, these are the mistakes one reads about in the history books (quite distinct from those special to wargames).

Lack of Direction. An attack ought to have an objective and a plan. The plan ought to include a main blow, with a force strong enough to take the objective, or, if it becomes evident that the other fellow has neither a plan nor an objective; he’s just making an attack here, an attack there, without force or depth along any particular axis. The early turns of RUSSIAN CAMPAIGN, for instance, provide many temptations for the German player to race his forces all over the map killing Soviet units. Unfortunately for him, there are a lot more Soviets where those came from. To win the game he needs to select geographical objectives and drive on them in strength.

Keeping No Reserves. How tempting it is to use every unit you have right away. And what disaster will occur if you succumb to that temptation. A tyro at VICTORY IN THE PACIFIC, for instance, might send most of the his ships out as “patrols” hoping to gain lots of victory points. He’ll be up when your “raiders” sweep the seas in one or two well-chosen areas. Some players of Civil War (Victory Games) tend to spend all their CPs at the start of the turn—and then are helpless against an opponent who has saved his. In general, anyone who doesn’t keep reserves is vulnerable to surprise and to counterattacks.

The Direct Approach. For some people war means to go out and hit the nearest enemy three- or four-deep. A common beginner’s mistake, for instance, is to fail to take advantage of zone-of-control rules. They look for the obvious DE instead of the “retreat, surrounded, dead”. Someone like that is also unlikely to take advantage of subtle strategic approaches in say THIRD REICH or BLITZKRIEG; he won’t think of a parachute or amphibious operation in your rear, say, that means you don’t need to guard against such threats as closely as you normally would. It also means he may forget to guard against himself.

Excessive Caution. Most games give the player an objective and a time limit within which to accomplish it. And in most situations, you will suffer more casualties the faster you move. Some players fear casualties so much that they move very conservatively—and forget that the clock is ticking. (Ambush is a marvelous game for testing a player’s psychology in this respect—does he beat every bush before moving his men forward?) A player like this should be encouraged in his tendency to delay. Give him a good bloody nose at the earliest opportunity, even if it costs you some units too.

But keep a reserve, even if a weak one, to give him something to worry about. His whole problem is that he takes counsel of his fears—make sure he has some fears to take counsel of. In a SQUAD LEADER scenario, for instance, you would want some visible unit, however weak, covering every approach. He’ll be likely to think, “Goodness, I can’t move through those woods within range of that light machinegun!” (Never mind that it’s only two factors of FP.) Note that this is the opposite of how you want to handle an opponent. Against the latter type of player, you want strong stacks in hidden positions to open up when he races in without reconnoitering.

Lack of Creativity. Some people get into habits of using a particular piece for only one purpose or approach a problem only one way. In THIRD REICH they always attack Russia after France. In SQUAD LEADER they always shoot HE instead of smoke, and they always use paratroopers to secure a bridge. In D-DAY they always land on the same beaches. A player like this would be tellingly surprised if you marched through France into Spain instead of turning on Russia, or if you used boats or gliders instead of paratroopers. It can pay to know the “standard approach” for a particular situation and then consciously do something different—just to upset an opponent who’s never thought of doing anything else.

The five general mistakes mentioned above all betray an ignorance of the principles of war. It’s worth remembering, therefore, that an opponent who makes any one of them has shown himself ignorant of generalship, and may make some of the other mistakes too. Look for them.

POOR USE OF RULES

A second class of mistakes has more to do with weak game-playing skills than with generalship. Many players tend not to understand or apply the mechanics of the particular game they’re involved in. These are the guys who mouth off about how tough their “hordes” are even as their situation goes from bad to worse. Look for them. The five general mistakes mentioned above all betray an ignorance of the principles of war. It’s worth remembering, therefore, that an opponent who makes any one of them has shown himself ignorant of generalship, and may make some of the other mistakes too. Look for them.

Not Paying Attention to the Functions of Units. As an extreme example, imagine playing WAR AT SEA or VICTORY IN THE PACIFIC against someone who always attacks Russia after France. In general, they haven’t analyzed the rules; in fact, they haven’t really paid much attention to the rules at all. Here are some specific variations which can be exploited.

Forgetting Important Possibilities. Someone who hasn’t studied the rulebook carefully won’t be aware of all the options it offers him—or you. Imagine playing PANZERGRUPPE GUDERIAN against a German who’d never heard of the overrun, or playing SQUAD LEADER against someone who’d forgotten about double-time movement. That would change your own setup and play, wouldn’t it? Normally one guards against the full range of options open to the enemy. But an opponent who doesn’t take advantage of all his weapons lets you simplify your play. In planning the defense of a building in SL, for instance, you normally would be careful that no single smoke round would block all your defensive fire. But if you’re halfway through the game and your opponent hasn’t yet used smoke, maybe you could take the chance.

Forgetting to Shoot (or in general to do things beneficial to himself). In SQUAD LEADER he’s the one who forgets to fire his multiple shot weapon twice per turn. In VICTORY IN THE PACIFIC, he fails to send out ships to take control of areas you can’t, or obviously won’t contest. In PANZERGRUPPE GUDERIAN, he fails to move the maximum number of units by rail each turn. Against this kind of person the accomplished player can take risks he normally wouldn’t. Maybe you can afford to risk walking Sgt. Kelso across that open ground —your opponent’s track record suggests he may not even make all the defensive fires he possibly could. Maybe you can afford, in Civil War, to go after that city; even though your opponent could shift troops by sea and river to counter you, he probably won’t even think of it. Study your opponent’s moves for these sorts of oversights.

NON-CALCULATION

A third class of mistakes again relates to poor use of game mechanics. All wargames involve calculation of risk versus gain, calculation of the chances that a particular move will succeed. And sometimes it becomes clear that your opponent hasn’t looked ahead to see what this move might gain him, compared to what it might lose him.

Wasting Force. A gamer should not expose a strong piece to damage unless it will gain him some commensurate reward. He shouldn’t use the Bismarck to chase after a cruiser; sinking that cruiser isn’t worth the chance of damage to the battleship. A gamer should have a “3” strength unit ready to exchange for the enemy’s “3”. If he doesn’t, you’ve gained that little bit of an edge.

Pyramiding. “If A and B work, then I can do C, and then if that works I’ll do D, and wow!” Yes, but fact that chance that all those maneuvers will work. Players like this think more of the desirable possibilities than of what’s practical—like the hungry man who mused that if he had some ham, he could have ham and eggs, if he had some eggs. In trying to anticipate the moves of such a player, remember that he’s likely to choose whatever course promises the most spectacular result even if the chances of actually achieving that result are very small.

Opportunism. Everyone wants to be on the look-out for good opportunities. But not everyone asks what a particular attractive-looking move really will gain him. He just hits whatever presents itself. These are the players, again, who wander across the RUSSIAN CAMPAIGN board killing units instead of...
of driving on specific objectives. They can be so easily baited or diverted. In SQUAD LEADER, for instance, such a player may well waste his fire on the first possible target, instead of saving it for some other piece whose move actually will prove more dangerous.

Playing for the Wrong Objectives. The most common form of this mistake is to concentrate on killing units instead of taking territory. FREDERICK THE GREAT is a famous example of a game which forces players to think in terms of taking one or two cities, not of annihilating the enemy army. Against a player who doesn’t realize that, it’s possible to lose one’s army without giving up territory—because he’s not thinking in terms of taking the territory. Civil War works the same way. The Union cannot annihilate the Southern army in battle. Instead he should be “hitting ‘em where they ain’t”, using his mobility to attack places the South can’t defend and thereby reconquer states. If he tries to chase after Confederate armies instead, the Southern problem becomes a lot simpler.

CONCLUSION

These, then, are some of the flaws to look for, and exploit, in your opponents. They become most noticeable when playing against the same players often, or over the course of a long game (say, played by mail). And, of course, they occasionally crop up in even perfect players; now that we recognize them, we can look at ways to overcome them.

CONVENTION CALENDAR

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

The Avalon Hill Game Company does not necessarily attend or endorse these gatherings, nor do we guarantee that events printed if made available.

Note: The largest of the East Coast gaming conventions, with events for all aspects of the hobby.

JUNE 24-25

DUPAGE MEMORIAL DAY GAME CON, Glen Ellyn, Illinois

Contact: Eric Ortega, 7321 Northgate Way, Apt. #3, Downer’s Grove, IL 60516. (312) 564-4024.

JUNE 30-31

DIPCON ’86, Fredericksburg, Virginia

Contact: Pete Gaugan, 3121 East Park Row, #171A, Arlington, TX 76010.

Note: An exclusively DIPLOMACY event featuring the national championship.

JULY 19-22

ATLANTICON ’86, Trenton, New Jersey

Contact: Atlanticon ’86, P.O. Box 15405, Baltimore, MD 21202. (301) 298-3135.

Contact: Pete Gaugan, 3121 East Park Row, #171A, Arlington, TX 76010.

Note: The Avalon Hill Game Company does not necessarily attend or endorse these gatherings, nor do we guarantee that events printed if made available.

Note: The latest of the East Coast gaming conventions, with events for all tastes.

JULY 3-4-5-6

ORIGINS ’86, Los Angeles, California

Contact: Strategicon, P.O. Box 8399, Long Beach, CA 90808. (213) 420-3675.

Note: The National Adventure Gaming Convention, featuring the latest game releases and hundreds of events such as tournaments, demonstrations, and more for all aspects of the hobby.

AUGUST 16-17

5th ANNUAL SQUAD LEADER OPEN, Charlotte, North Carolina

Contact: D.R. Munsell, 6101 McBride Street, Charlotte, NC 28215. (704) 535-7401.

Note: Five rounds of SL and its gamettes, and a free buffet lunch for competitors!

This year (1986) marks my 25th anniversary as a DIPLOMACY player. That’s a long time to be so involved in the play of one game, and a lot has happened in that period. At the risk of projecting total egomania, I thought I would spend this column talking about those 25 years and, in the process, about the development of DIPLOMACY fandom.

In its earliest days, DIPLOMACY was not generally available in stores. It was privately produced and marketed by its inventor, Allan B. Calhamer. (I still own a “copyright Allan B. Calhamer’’ board from the period.) A few large stores in Eastern cities stocked the game, whenever Allan could convince them to do so; but generally he sold the game out of his home. I bought it through an ad in the Atlantic which a friend, Conrad von Metzke, now himself a long-time DIPLOMACY fan, called to my attention. That was 1961, and about that time DIPLOMACY became the property of a obscure game firm, Games Research Inc., which owned the game until Avalon Hill bought it in 1976. Very few wargames can boast of being continuously on the market for a quarter-century (and DIPLOMACY has been since 1959), but this game is not only classic but very classy and is a good bet to be around for quite a while.

In the year or so after I got the game, Conrad and I inveigled several of our friends into learning it and playing it. We had a lot of wild and woolly DIPLOMACY parties. I’m not sure how well we played, but we certainly had a lot of fun (which is the whole point of gaming, isn’t it?). When our group was broken up by graduations and other rites of passage, Conrad made an abortive attempt to start a game by mail, and then we all lost touch with one another.

Less than a year later, the postal DIPLOMACY was in fact founded by John Boardman (whose “Graustark” is still a major pillar of modern DIPLOMACY fandom); this led to a rash of Diplozines, and the DIPLOMACY parties. I’m not sure how well we played, but we certainly had a lot of fun (which is the whole point of gaming, isn’t it?). When our group was broken up by graduations and other rites of passage, Conrad made an abortive attempt to start a game by mail, and then we all lost touch with one another.

The only group which was to play DIPLOMACY was the “sample game” in that publication. Which country was I? Austria. Nobody else in that game was the 27th game begun in 1966. There is a person who assigns these things, and also prints the complete game report (players and annual supply center holdings) for each game after it ends. I’ve done that too; I was Boardman Number Custodian for a few years (1969-1972). By the way, those of you who have bought the Gamer’s Guide may well have noted that the “sample game” in that publication is in fact the same first game I was in, 1966AA. Which country was I? Austria. Nobody else in that game is still active in fandom except for the GM, John Boardman. This game was also a classic for its press, probably the best and most extensive ever written for a game of DIPLOMACY. I am adapting some of that material for a fantasy novel, In the Service of Her Holiness the Pope, I am working on.

As I mentioned above, DIPLOMACY fandom is basically an anarchy. Not everybody is happy with that, and there have been many attempts to “organize” the hobby—beginning with the abortive “International Diplomacy Federation” of 1966. Several groups have put in appearances since. Most were attempts to impose this or that philosophy on the hobby, or to create a power base for some individual or clique. This whole process is called “Mega-Diplomacy”. The only group which was to that degree democratic and effective was the “International Diplomacy Association” (1977-1981), but eventually it collapsed due to membership apathy and internal squabbles and power struggles. Even the smallest pond will attract self-serving and power-hungry frogs. As an officer of the IDA, I helped engineer its self-destruction as the only viable alternative to continued private plotting. It was a
very sad time, but many of us learned then that DIPLOMACY fandom is better off as an anarchy.

Even so, there are many small, task-specific organizations which do work. There are privately organized committees to sponsor hobby awards, for instance. The "Dom Miller Memorial Award for Hobby Service" is one such. There is a periodic fun-auction to raise funds for hobby projects and services. These services, in turn, are independently run and privately transferred from one "Custodian" to the next. This system sounds almost autocratic, but continued good judgement of choice of successors in nearly all cases has resulted in a responsible, responsive hobby leadership. I've held a few of these posts and found the work rewarding; but you just can't keep it up for more than two or three years, and then you have to give it up.

Probably the most interesting and rewarding job I undertook was as editor/publisher of the hobby's "flagship" zine, DIPLOMACY WORLD. This was designed by its founder, Walt Buchanan, to be a central source for good writing about the game, and also for hobby statistical information: game winners, poll results, rating systems, and the like. The hobby's first 'zine, "Graustark", used to perform that function; but as the hobby got larger, there simply wasn't enough room in a 'zine which was trying to run games and press and letters and book reviews and whatnot to cover all of postal DIPLOMACY as well. The function of DIPLOMACY WORLD was (and is) thus not to "control" the hobby, but to report it, and to provide insightful literature about the game. There have been four editors of DW to date, counting myself. But the time came when the 'zine needed fresh thinking and reorganizing. Besides, after more than three years (and the magazine is virtually a full-time job if you try to run it yourself!) I was absolutely burned out by the work. So the burden was shifted onto several pairs of shoulders. Kathy Byrne, one of postal DIPLOMACY's most enthusiastic and talented players, is now General Editor. Larry Peery, another old-time fan and a wild character, is now Publisher. I kept a fancy title and write the occasional article. Many other hard-working souls will contribute to a completely new (but still dedicated to the same virtues) DIPLOMACY WORLD.

It's been a quarter-century since I first played this silly game. A lot has happened: DIPLOMACY fandom is forever changing kaleidoscopic, sometimes wonderful and sometimes sordid things. DIPLOMACY fandom is, of that, unique (in-so-far as I know) in the wargaming field generally. As a total experience it can be exhilarating and disillusioning by turns. It can be a turn-off, but it can also be additive. I guess I'm in for another twenty-five. I'll let you know how it turns out.

Rod's fancy title as DIPLOMACY WORLD is Editor Emeritus. For information about the magazine, write to Larry Peery (P.O. Box 8416, San Diego, CA 92102). Subscriptions to DIPLOMACY WORLD are $12 for four quarterly issues. For a thorough discussion of DIPLOMACY and general tips on playing the game, Rod Walker's GANER'S GUIDE TO DIPLOMACY is available from The Avalon Hill Game Company for $4.50 plus 10% postage/handling. Two amateur guides to postal DIPLOMACY and the play of the game are also available for $1 each. Send for either or both: "Masters of Deceit" (Bob Olsen, 6818 Wintemberry Circle, Wichita, KS 67226) and "Supernova" (Bruce Linsey, 73 Ashuelot Street, Dalton, MA 01226).

**AID TO UNIVERSAL REVOLUTION**

Plotting FREEDOM IN THE GALAXY

By Frank Calcagno, Jr.

<table>
<thead>
<tr>
<th>Presence of Star-faring Race (with abbreviation and color-code)</th>
</tr>
</thead>
<tbody>
<tr>
<td>O</td>
</tr>
</tbody>
</table>

Absence of Color denotes No Star-faring Race Present

<table>
<thead>
<tr>
<th>Presence of Sovereign and Political Affiliation</th>
</tr>
</thead>
<tbody>
<tr>
<td>O</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Home World of Star-faring Race</th>
</tr>
</thead>
<tbody>
<tr>
<td>32</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Star Identification and Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>32</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Presence of Star-faring Race (with abbreviation and color-code)</th>
</tr>
</thead>
<tbody>
<tr>
<td>O</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Presence of Sovereign and Political Affiliation</th>
</tr>
</thead>
<tbody>
<tr>
<td>O</td>
</tr>
</tbody>
</table>

Revolution are of critical importance to both players in FREEDOM IN THE GALAXY; the Rebels strive to cause revolts, while the Imperium labors to avoid or crush them. Eight star-faring races who have colonized various planets throughout the galaxy are represented in the game. The location of those colonized (and more importantly, their home) planets plays an instrumental role in the game due to the "Domino Effect" of revolution. Loyalty shifts and revolts which originate on each planet occupied by a star-faring race result in a shift of the political climate of the other planets occupied by that race. The effect is amplified even further if a revolt starts on a home planet. Therefore, it is to each player's advantage to know the exact location of each home planet and the associated colonies.

During the course of play of FITG, literally hundreds of counters can occupy the various environmental and orbital tracks of the 51 planets located on the mapboard. Within these tracks are the vital information necessary for the successful implementation of the "Domino Effect" (i.e., presence of star-faring races and locations of home planets). As play progresses, the overall picture is further covered by a star-faring race result in a shift of the political climate of the other planets occupied by that race. The effect is amplified even further if a revolt starts on a home planet. Therefore, it is to each player's advantage to know the exact location of each home planet and the associated colonies.

The number of planets indicated above are the number which each race occupies. Sovereigns are shown as a subscript in a box: *Imperial*, *Neutral* and *Rebel* sovereigns are respectively indicated by the abbreviations "I", "N" and "R". An asterisk denotes the home planet of a star-faring race.

With some use, much of this information can be memorized, marking you as a master player of this complex and entertaining game. Good luck, and may all the revolutions in your galaxy go your way!
FREEDOM IN THE GALAXY—AID TO UNIVERSAL REVOLUTION
See Facing Page for Key
ASSAULT ON ROUND TOP

SCENARIO 3000

BOARD CONFIGURATION:
Note that Scenario 3000 uses the mapboard from DEVIL'S DEN (see chart for adaptations of terrain features). Compass points are as shown on the mapboard.

BALANCE:
★ Add one 4-4-7 to each Russian infantry group.
+ Reduce Game Length to 18 Turns.

North of RIGA, 31 September 1944: It is a little known fact of geography that to the west of Leningrad lies a small area that duplicates the terrain near the Pennsylvania town of Gettysburg in exact detail [thus supporting the Theory of Parallel Topography currently popular among certain wargamers]. Although bypassed in the initial invasion and fighting of 1941, the Soviet offensive of mid-1944 in the region brought the hill to the fore in the plans of the generals of both sides. Given the order to seize the crest, Cpt. Dukovski was permitted to select the officers to whom would go the honor of liberating this bit of Mother Russia. He was also offered armor support, indicating the desire of STAVKA that he seize the symbolically and strategically important Emaelijenkae Kaerugeli Vejerxaujaka without delay. Dukovski gave orders that the attack be launched at dawn on 31 September without artillery preparation to achieve maximum surprise.

Meanwhile, at dusk the day before, reinforcements for the weary platoon of Lt. Steinheim—currently encamped on the lower slopes—had been dispatched from the panzer division reserves. Picking their way through the fallen timber in the dark, the reinforcements became split into two uneven forces. Worse, some of the equipment was lost through misadventures of various sorts. But their officers drove them on toward where Steinheim's men had taken positions that dominated the field called "Slaughter Pen" (for the annual wrestling matches held there by the nearby villages).

Steinheim, unaware of all this, was enjoying a morning cup of ersatz coffee and a danish with his troops. Huddled around their campfires (the nights were already growing colder than was comfortable), the odd mixture of veteran survivors and teen-aged conscripts hoped the day would be as peaceful as the previous week had been. Conversation was sparse, light-hearted and low. Steinheim did not feel much like chatting himself; he'd spend the week scouting the woods behind his positions for routes of retreat. He knew that if the Russkies came in force, his small but well-fed band could not hope to halt them. In contravention to standing orders, he'd retreat all the way to Berlin if need be to save this handful of men.

As the sun rose, so did the Russians that had crept near. As the enemy troops ran shouting toward the dubious shelter of a series of rail fences, Steinheim and his men leaped to their guns and poured a furious fire into them. The assault on "Round Top" had begun.

VICTORY CONDITIONS: The Russian player must have more unbroken squads (or their Equivalent in HS) on Little Round Top (elevation 640+) hexes than the German player has on that level at the conclusion of play.

Terrain Chart

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Fence</th>
<th>Wall</th>
<th>Crest</th>
<th>Rocky</th>
<th>Rocky Woods</th>
<th>Rough</th>
<th>Rough Woods</th>
<th>Woods</th>
<th>Stream</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASL Term</td>
<td>Fence</td>
<td>Stone Wall</td>
<td>Hedge</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>LOS Obst/Hind</td>
<td>Half-Level Hindrance*</td>
<td>treat exactly as ASL Wall (B9)</td>
<td>treat exactly as ASL Hedge (B9)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>TEM/Indirect</td>
<td>+1/0C</td>
<td>+2/+1</td>
<td>+2/0</td>
<td>+1/-1</td>
<td>MF Entry Cost</td>
<td>1+COT</td>
<td>1+COT</td>
<td>1+COT</td>
<td>1+COT</td>
</tr>
<tr>
<td>MF Entry Cost</td>
<td>1+COT</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>1+COT</td>
<td>1+COT</td>
<td>1+COT</td>
<td>1+COT</td>
<td>1+COT</td>
</tr>
<tr>
<td>Cycle</td>
<td>1+COT</td>
<td>1/2 C</td>
<td>1/2 C</td>
<td>2</td>
<td>NA</td>
<td>NA</td>
<td>4</td>
<td></td>
<td>3+COT</td>
</tr>
<tr>
<td>Horse-drawn</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>4</td>
<td>3+COT BB</td>
<td>NA</td>
<td>4</td>
<td></td>
<td>3+COT</td>
</tr>
<tr>
<td>MP Entry Cost</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>6</td>
<td>NA</td>
<td>NA</td>
<td>2</td>
<td></td>
<td>1+COT</td>
</tr>
<tr>
<td>Armored Car</td>
<td>3+COT</td>
<td>NA</td>
<td>NA</td>
<td>2</td>
<td>NA</td>
<td>NA</td>
<td>2</td>
<td></td>
<td>1+COT</td>
</tr>
<tr>
<td>Fully-Track</td>
<td>1+COT</td>
<td>NA</td>
<td>NA</td>
<td>2</td>
<td>NA</td>
<td>NA</td>
<td>3</td>
<td></td>
<td>2+COT</td>
</tr>
<tr>
<td>Bren/Halftrack</td>
<td>2+COT</td>
<td>NA</td>
<td>NA</td>
<td>3</td>
<td>2+COT BB</td>
<td>NA</td>
<td>3</td>
<td></td>
<td>2+COT</td>
</tr>
<tr>
<td>Truck</td>
<td>4+COT</td>
<td>NA</td>
<td>NA</td>
<td>6B</td>
<td>5+COT BB</td>
<td>NA</td>
<td>3</td>
<td></td>
<td>2+COT</td>
</tr>
</tbody>
</table>

Key: COT, BB, X, etc.—see ASL Terrain Chart

*Unless the firing unit can claim Wall Advantage along that hexside.

TURN RECORD CHART

Players may find it easier to maintain the turn Record on the Track found on the DEVIL'S DEN mapboard.
SPECIAL RULES:

3001. All rules for ADVANCED SQUAD LEADER are in effect. Optional rules are in effect only if all players agree to such.

3002. To represent the fictional terrain, players must utilize the mapboard from DEVIL'S DEN. Compass directions are as shown on the compass symbol found on that map. Terrain equivalents, in ASL terms, are found in the “Terrain Chart” on the facing page.

3002.1 Place vehicular Trailbreak counters in hexes 0108, 0208, 0309, 0409 and 0410 so that a continuous “trail” extends from offboard to hex 0411. Place vehicular Trailbreak counters in hexes 1204, 1205, 1206, 1207, 1208 and 1209 so that a continuous trail extends from hex 1203 to hex 1210. All Trailbreak rules are in effect except that vehicular movement is only '/4 MP.

3003. Environmental Conditions are Moderate with no wind at scenario start.

3004. Prior to placement, the German player must determine the leadership and support weapons for each of the three infantry groups shown in his OB. This is by means of random DR. All dice rolls are made in secret, recorded and revealed to the opposing player upon conclusion of play.

3004.1 Roll twice for each infantry group, and apply the results to the chart below. Add the specified leader to each group:

<table>
<thead>
<tr>
<th>Leader</th>
<th>DR Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>10-3*</td>
</tr>
<tr>
<td>3</td>
<td>10-2</td>
</tr>
<tr>
<td>4</td>
<td>9-2</td>
</tr>
<tr>
<td>5</td>
<td>9-1</td>
</tr>
<tr>
<td>6</td>
<td>8-1</td>
</tr>
<tr>
<td>7</td>
<td>8-0</td>
</tr>
<tr>
<td>8</td>
<td>8-0</td>
</tr>
<tr>
<td>9</td>
<td>8-0</td>
</tr>
<tr>
<td>10</td>
<td>7-0</td>
</tr>
<tr>
<td>11</td>
<td>7-0</td>
</tr>
<tr>
<td>12</td>
<td>6+1</td>
</tr>
</tbody>
</table>

3004.2 Roll twice for each infantry group, and apply the results to the chart below. Add the specified support weapons to each group:

<table>
<thead>
<tr>
<th>Support Weapon</th>
<th>DR Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>HMG 50cal (&quot;8&quot;) and 2-2-8 crew</td>
</tr>
<tr>
<td>3</td>
<td>82mm MTR and 2-2-8 crew</td>
</tr>
<tr>
<td>4</td>
<td>HMG (&quot;6&quot;) and 2-2-8 crew</td>
</tr>
<tr>
<td>5</td>
<td>no weapon</td>
</tr>
<tr>
<td>6</td>
<td>LMG</td>
</tr>
<tr>
<td>7</td>
<td>no weapon</td>
</tr>
<tr>
<td>8</td>
<td>50mm MTR and 2-2-8 crew</td>
</tr>
<tr>
<td>9</td>
<td>MMG</td>
</tr>
<tr>
<td>10</td>
<td>82mm MTR and 2-2-8 crew</td>
</tr>
<tr>
<td>11</td>
<td>76* INF Gun and 2-2-8 crew</td>
</tr>
<tr>
<td>12</td>
<td>FT and 6-2-8 sapper</td>
</tr>
</tbody>
</table>

3005. Prior to placement, the Russian player must determine the leadership and support weapons for each of the three infantry groups shown in his OB. This is by means of random DR. All dice rolls are made in secret, recorded and revealed to the opposing player upon conclusion of play.

3005.1 Roll once for each infantry group, and apply the results to the chart below. Add the specified leader to each group:

<table>
<thead>
<tr>
<th>Leader</th>
<th>DR Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>10-2</td>
</tr>
<tr>
<td>3</td>
<td>10-2</td>
</tr>
<tr>
<td>4</td>
<td>9-2</td>
</tr>
<tr>
<td>5</td>
<td>9-1</td>
</tr>
<tr>
<td>6</td>
<td>8-1</td>
</tr>
<tr>
<td>7</td>
<td>8-0</td>
</tr>
<tr>
<td>8</td>
<td>8-0</td>
</tr>
<tr>
<td>9</td>
<td>8-0</td>
</tr>
<tr>
<td>10</td>
<td>7-0</td>
</tr>
<tr>
<td>11</td>
<td>7-0</td>
</tr>
<tr>
<td>12</td>
<td>6+1</td>
</tr>
</tbody>
</table>

3005.2 Roll twice for each infantry group, and apply the results to the chart below. Add the specified support weapons to each group:

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</tr>
<tr>
<td>4</td>
<td>HMG (&quot;6&quot;) and 2-2-8 crew</td>
</tr>
<tr>
<td>5</td>
<td>no weapon</td>
</tr>
<tr>
<td>6</td>
<td>LMG</td>
</tr>
<tr>
<td>7</td>
<td>no weapon</td>
</tr>
<tr>
<td>8</td>
<td>50mm MTR and 2-2-8 crew</td>
</tr>
<tr>
<td>9</td>
<td>MMG</td>
</tr>
<tr>
<td>10</td>
<td>82mm MTR and 2-2-8 crew</td>
</tr>
<tr>
<td>11</td>
<td>76* INF Gun and 2-2-8 crew</td>
</tr>
<tr>
<td>12</td>
<td>FT and 6-2-8 sapper</td>
</tr>
</tbody>
</table>

3005.3 If a Gun is received, it (and its crew) may not use HIP.

3006. The Russian player begins the scenario with all three infantry groups on the mapboard. The three Russian "jump-off" hexes are 0230, 1636 and 3038. At each of these points one group (Russian player's choice) will be set up, maximum of one MMC counter per hex, in a series of connected hexes that includes the "jump-off hex". No Russian unit may be placed east of the fence-line running 0130-2337-3139-2942. Leaders and support weapons must be stacked with a MMC.

3007. The German player begins the scenario with only one infantry group on the mapboard. Roll a die to determine which group will be placed: 1-2, place Group I; 3-4, Group II; 5-6, Group III. The units of the on-board group may be placed in any hex within three hexes of hex 2228. A maximum of one MMC may be placed per hex. Leaders and support weapons must be stacked with a MMC.
The remaining two German infantry groups enter play on Turn 1. One group (determined by dr) will enter at hex 0108. The other enters at one of three points, again determined by a dr: 1-2, enter at hex 1202; 3-4, at 2502; 5-6, at 3312.

3008. No HIP (A12.34) is allowed to either side.

3009. Reinforcements. During the course of play, each side will receive randomly determined armor reinforcements. These reinforcements must enter upon a DR less than the current game turn. Each player makes his DR at the beginning of his own Player Turn Rally Phase.

3009.1 The Russian player must make two such Reinforcement DR—first one for a Tank group, and then one for an Assault Gun group. Should one be received, he will continue to roll as per SSR 3009 until the other arrives.

3009.11 Upon arrival of each armor group, the Russian player makes one or dr to determine the point of entry. If a "1-3" is rolled, the vehicles may only enter on any of the hexes numbered 1 on the mapboard (southwest corner); if a "4-6", the vehicles may only enter on any of the hexes numbered 2.

3009.12 The composition of the Tank group is determined by a random DR (again kept secret and recorded), with the results applied to the following table:

<table>
<thead>
<tr>
<th>Tank Group:</th>
<th>DR Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 three IS-2m</td>
<td></td>
</tr>
<tr>
<td>3 four T-45</td>
<td></td>
</tr>
<tr>
<td>4 five T-34/85</td>
<td></td>
</tr>
<tr>
<td>5 four T-34/85</td>
<td></td>
</tr>
<tr>
<td>6 five T-34 M43</td>
<td></td>
</tr>
<tr>
<td>7 four T-34 M43</td>
<td></td>
</tr>
<tr>
<td>8 five T-34 M43</td>
<td></td>
</tr>
<tr>
<td>9 five KV-I</td>
<td></td>
</tr>
<tr>
<td>10 five T-34/85</td>
<td></td>
</tr>
<tr>
<td>11 three IS-2</td>
<td></td>
</tr>
<tr>
<td>12 four IS-2</td>
<td></td>
</tr>
</tbody>
</table>

3009.13 The composition of the Assault Gun group is determined by a random DR (kept secret and recorded), with the results applied to the following table:

<table>
<thead>
<tr>
<th>Assault Guns:</th>
<th>DR Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>one ISU-152 and two SU-85</td>
<td></td>
</tr>
<tr>
<td>two ISU-122</td>
<td></td>
</tr>
<tr>
<td>three SU-85</td>
<td></td>
</tr>
<tr>
<td>five SU-85</td>
<td></td>
</tr>
<tr>
<td>six SU-76M</td>
<td></td>
</tr>
<tr>
<td>seven SU-76M</td>
<td></td>
</tr>
<tr>
<td>eight SU-76M</td>
<td></td>
</tr>
<tr>
<td>nine SU-76M(g)</td>
<td></td>
</tr>
<tr>
<td>ten SU-85</td>
<td></td>
</tr>
<tr>
<td>eleven SU-122</td>
<td></td>
</tr>
<tr>
<td>twelve SU-152</td>
<td></td>
</tr>
</tbody>
</table>

3009.2 The German player must make one Reinforcement DR (as per SSR 3009) until the arrival of his Tank Destroyers.

3009.21 Upon arrival of the German armor group, it will enter play directly upon hex 0108—as per standard offboard set up and movement (A2.51)—as though it occupied continuous offboard portions of the Trailbreak. The German player may, however, choose to enter his armor reinforcements on hex 1202 by delaying their entry for one turn.

3009.22 The composition of the Tank Destroyer group is determined by a random DR (kept secret and recorded), with the results applied to the following table:

<table>
<thead>
<tr>
<th>Tank Destroyers:</th>
<th>DR Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>two JagdPz V</td>
<td></td>
</tr>
<tr>
<td>three JagdPz IV/70</td>
<td></td>
</tr>
<tr>
<td>four JagdPz V</td>
<td></td>
</tr>
<tr>
<td>two JagdPz IV</td>
<td></td>
</tr>
<tr>
<td>two Hetzer and one Marder II</td>
<td></td>
</tr>
<tr>
<td>two StuG IIIG and one Marder III(t)M</td>
<td></td>
</tr>
<tr>
<td>three StuG IIIG</td>
<td></td>
</tr>
<tr>
<td>nine Hetzer</td>
<td></td>
</tr>
<tr>
<td>three StuG IIIG(L)</td>
<td></td>
</tr>
<tr>
<td>eleven JagdPz IV(L)</td>
<td></td>
</tr>
<tr>
<td>twelve JagdPz V</td>
<td></td>
</tr>
</tbody>
</table>

3009.23 Upon determining the actual composition of the armor reinforcements, it is necessary that the presence of any German armor leader must be established. The German player makes a single DR on the “leader” table above (see Rule 3005.1). The armor leader indicated is the type received (although a roll of “8+” indicates that no armor leader is present with the reinforcements). Note that a “2” DR results in the presence of a 10-2 armor leader (since no 0-3 exists). This leader is entered with the armor in any of the AFV.

3010. The streams on the mapboard are shallow and easily crossed. AFVs must roll for BOG immediately upon crossing a stream hexside. If the vehicle bogged, it is immobilized in the hex it was attempting to enter. See accompanying Terrain Chart for movement costs.

3011. Fires may not be deliberately set.

3012. Concealment may be grown (per A12.12) in the following new terrain types, as well as any currently allowed by the ASL rules: Rocky, Rough, and Rocky-Woods.

AFTERMATH: Among the first to fall was Cpt. Dukovski, whose body was bypassed by the Soviet soldiers now scrambling for cover. But, within moments of Dukovski’s death, Lt. Steinheim also fell—pinned off by a sniper as he bent to lift a wounded man. Meanwhile, in the confusion of the developing firefight, the German breakfast was forgotten and assaulted by various denizens of the woods in a well-timed rush led by a maddened squirrel reportedly a “Pennsylvania provocateur”.

With his commander dead, with the screams of frantic wildlife, with enemy troops rushing across open ground to the north and a sporadic fusillade coming from the Russians hiding behind the fences, an experienced NCO seized the initiative and ordered the surviving Germans to begin a fighting withdrawal through the woods. With the enemy fire from their right flank now stopped, the Russians raced for the foot of the slope that led to “Round Top”. Harried by the continuing pressure—Russian soldiers had plunged into the woods behind them—and the trackless woods, the German squads became dispersed and a series of small bitter firefight broke out on the wooded slopes to the south. But one squad managed to slip in among some rocks bordering the open field in the valley to the south.

The first chatter of automatic fire from these Germans broke the impetus of the Russian rush, as men tumbled into the high grass—some dead, and some hugging the ground for their lives. At the same moment, one of the German reinforcing columns appeared on the slope above and proceeded to take up positions at the crest. Even as Russian soldiers coming up through the woods behind the position overwhelmed Steinheim’s men among the rocks, the Germans on the crest opened fire. Now indeed the hilltop looked impregnable. One of those inexplicable moments of peace fell upon the battlefield, broken only by the occasional nervous shot.

The impasse lasted only a few minutes, for the arrival of Russian armor again changed the balance. Smashing down fences and rumbling across the rocky ground, the behemoths took up firing positions in the open and proceeded to shell the hilltop with impunity. Meanwhile, the Russians who had pursued the fleeing German platoon arrived at the tree line near the 600-foot level of “Round Top”. Signalling the armor to cease their barrage and advance in support, the Soviets burst from cover to strike the flank of the German position along the crest.

Suddenly, the other contingent of Germans dispatched the night before also charged—into the flank of the charging Russians! A swirling melee developed on the southern end of the hilltop. Machine pistols and knives were the order of the day among the boulders and scree. The Russian armor, with the surviving infantry from the “Valley of Death”, pressed up to the large boulders in support, the Soviets burst from cover to strike the flank of the German position along the crest.

The progress of events much beyond this point remains unclear even yet. Only a dozen wounded survivors (on both sides) struggled back to friendly lines. It appears that annihilation was nearly total. Among the unconfirmed reports of the stunned soldiers that came back: the last panzer and last Soviet tank firing at each other point blank; a German NCO with a captured Soviet LMG shooting into a struggling knot of German and Russian soldiers; a Russian tank commander standing on his blazing tank, screaming as the flames reached him and firing his pistol at German wounded on the ground around; a Russian private killed trying to drag a bleeding German to shelter; a Russian gun crew abandoning their artillery piece and struggling to reach their commander, dying one by one; stragglers from both sides plunging into the bloodbath as they reached the crest; a maddened squirrel leaping into an empty machinegun nest and carrying away bullets. Whatever the sequence of events, it seems that both sides were virtually wiped out. The next day, German reinforcements reached the scene. Avowed by the carnage, much of it hidden by a blanket of new-fallen snow, they were ordered into positions to once again defend the hill—if need be, to the last man. Three days later, due to Soviet advances to the north, the hill was abandoned in the general retreat. After the war, modern farming methods in the Soviet Union transformed the hill slope, which now bears no resemblance to its appearance that bloody day. Nothing today remains to show the bitter fighting of the war (although reports of a ghostly squirrel ambushing lone Soviet policemen in the woods persisted for years afterward).
Dear Rex,

Thank you for publishing my AFRIKA CORPS game variant, "Operation Compass" (Vol. 22, No. 1). I'm glad that many readers took an interest in the tale of the German forces during the Fall of France. It has me feeling that the benefits of those who read the AFRIKA CORPS game variant will be great.

First, the game's unique concept and historical accuracy make it a must-have for any AFRIKA CORPS fan. The inclusion of units influenced by the political and military events of the time period makes it a great way to learn about the war's impact on the Mediterranean region.

Second, the game's balance is excellent. It requires careful strategy and planning to succeed, which makes it both challenging and rewarding for players of all skill levels.

Third, the game's graphics are stunning, with detailed maps and clear unit movement. This makes it easy to follow the action and understand the gameplay.

In conclusion, I highly recommend the AFRIKA CORPS game variant to all fans of World War II board games. Thank you again for publishing my work, and I look forward to hearing your feedback.

Sincerely,

[Signature]

---

Dear Editor,

In reference to Mr. Palmer's article on THIRD REICH, "Germany: The Mediterranean Strategy" (Vol. 22, No. 2), I would like to clarify several points.

First and foremost, Mr. Palmer points out that the Axis forces were able to take advantage of the situation on the Western Front on the Fall of 1939. I would like to clarify that this is not necessarily true, as the situation on the Western Front was very complex and subject to change.

Second, I would like to clarify that the use of the "real" weapons and equipment in the game is not always accurate. While I do not object to the use of "real" weapons and equipment, I do believe that the use of accurate data and information is important to the credibility of the game.

In conclusion, I believe that Mr. Palmer's article is a valuable contribution to the field of wargaming. However, I would like to clarify several points to ensure that the article is as accurate and informative as possible.

Sincerely,

[Signature]

---

Dear Editor,

I have a few specific comments for later but do not want to detract from the excellent work that has already been done. Here are a few points that I would like to make:

First, I would like to see more emphasis on the psychological aspects of war, such as the impact of war on the individual and the community. While the game's focus on strategy and tactics is important, it is also important to consider the human impact of war.

Second, I would like to see more emphasis on the role of women in war, both as soldiers and as civilians. Women played a crucial role in war, and their contributions should be recognized and acknowledged.

In conclusion, I believe that the game has the potential to be a valuable contribution to the field of wargaming. However, I would like to see more emphasis on the psychological and social aspects of war.

Sincerely,

[Signature]
A strength point loss triggers both types of checks "immediately." However, the order could be important since a live officer in the hex provides a modifier to the morale Table. Which is checked first?

A. Check flee casually first.
B. Check for dead casualties first.

A12.45 If a SMC is being attacked by an INF

AT, can it choose the option of being moved into the hex from which the MMC is entering the SMC's Location?

A. Yes.
B. No.

A12.53 Does Mopping Up cause enemy units in Rubble Locations of the building to lose Concealment, or to surrender if broken?
A. Only if it is an original hex of that building.
B. Yes.

A20.5 If a German forces a prisoner to attempt Encirclement or to clear rubble/Flame/roadlock, is the Guard automatically considered to be TFP? Is the Guard considered to be using Harassous Movement if in the forcing the prisoner to attempt to clear rubble/roadlocks? Does the Guard have to expend MP to force a prisoner to attempt rubble clearance?

A. No.
B. Yes.

A.4.13 If a MMC is attacking a SMC by INF with a MMC in the target Location take the MMC before taking the required LLMC?
A. Of course.
B. No, that would simply result in a Wound instead of sur- plus to one of the enemy units.

A14.4.15 Suppose an attack by German units causes a Russian Berserk MMC in the target Location to be Encircled. If German units then advance into the Encircled Location for CC, are they too affected by the Encirclement?
A. Yes.
B. No, they are not "friendly"!

A15.5.4.32 A unit can't see in a Blaze hex?
A. Break.
B. No, that would simply result in a Wound for the attackers.

A16.6.16.1 A strength point loss triggers both types of checks "immediately." However, the order could be important since a live officer in the hex provides a modifier to the morale Table. Which is checked first?

A. Check flee casually first.
B. Check for dead casualties first.

A.4.13 Suppose an attack by German units causes a Russian Berserk MMC in the target Location to be Encircled. If German units then advance into the Encircled Location for CC, are they too affected by the Encirclement?
A. Yes.
B. No, they are not "friendly"!

A.10.4.32.32 A unit can't see in a Blaze hex?
A. Break.
B. No, that would simply result in a Wound for the attackers.

A12.53 Does Mopping Up cause enemy units in Rubble Locations of the building to lose Concealment, or to surrender if broken?
A. Only if it is an original hex of that building.
B. Yes.
Infiltrator’s Report

For those looking for more ‘zines, The New ‘Zine Register is the work of a game referee from Great Britain now dwelling on our shore. Mr. Simon Billenness, active for many years in the European hobby, has brought his publishing venture with him. The New ‘Zine Register is pbm ‘zine that has many games with other DIPLOMACY as well, and services worldwide. The latest 28-page issue has just reached subscribers. This thrice-yearly publication is $1.50 (inclusive of postage). More information may be had from Mr. Billenness (21A Park Avenue, Albany, NY 12202).

Our favorite counter-cutter, Richard Gutenkunst, has not been idle over the past months. The winter snows of Minneapolis have driven him to produce two more excellent sets of counters for variants which have appeared in these pages recently. Now ready, according to Richard, are the counters (mounted and laminated) for Glenn Rahman’s “Fur Traders and Buccaneers” variant for CONQUISTADOR (Vol. 21, No. 5) and for Craig Taylor’s unique “Campaign Game” for FIREPOWER (Vol. 21, No. 6). Counters sets for these may be ordered direct from Mr. Gutenkunst (Box 3301, Traffic Station, Minneapolis, MN 55403). The CONQUISTADOR counters cost $4.00, and the FIREPOWER campaign counters cost $2.00. Since a good percentage of this goes toward postage and packaging, Richard is offering both sets for one price of $5.00 to those willing to order both. From the many complimentary letters received on his last offerings, we doubt any fan of these games will be disappointed.

The latest issue of HEROES has hit the stands, with a bit of something for everyone. Beyond the usual fine articles on our role-playing games, an article on the boardgame DRAGON PASS (loosely based on RuneQuest) uses the rules to highlight subtle points of strategy and play. Capping the piece is a lengthy Q&A section of great use to fans of the game. Brett Murrell is to be congratulated with a bit of something for everyone. Beyond the usual fine articles on our role-playing games, an article on the boardgame DRAGON PASS (loosely based on RuneQuest) uses the rules to highlight subtle points of strategy and play. Capping the piece is a lengthy Q&A section of great use to fans of the game. Brett Murrell is to be congratulated with a bit of something for everyone. Beyond the usual fine articles on our role-playing games, an article on the boardgame DRAGON PASS (loosely based on RuneQuest) uses the rules to highlight subtle points of strategy and play. Capping the piece is a lengthy Q&A section of great use to fans of the game. Brett Murrell is to be congratulated with a bit of something for everyone. Beyond the usual fine articles on our role-playing games, an article on the boardgame DRAGON PASS (loosely based on RuneQuest) uses the rules to highlight subtle points of strategy and play. Capping the piece is a lengthy Q&A section of great use to fans of the game. Brett Murrell is to be congratulated with a bit of something for everyone. Beyond the usual fine articles on our role-playing games, an article on the boardgame DRAGON PASS (loosely based on RuneQuest) uses the rules to highlight subtle points of strategy and play. Capping the piece is a lengthy Q&A section of great use to fans of the game. Brett Murrell is to be congratulated with a bit of something for everyone. Beyond the usual fine articles on our role-playing games, an article on the boardgame DRAGON PASS (loosely based on RuneQuest) uses the rules to highlight subtle points of strategy and play. Capping the piece is a lengthy Q&A section of great use to fans of the game. Brett Murrell is to be congratulated with a bit of something for everyone. Beyond the usual fine articles on our role-playing games, an article on the boardgame DRAGON PASS (loosely based on RuneQuest) uses the rules to highlight subtle points of strategy and play. Capping the piece is a lengthy Q&A section of great use to fans of the game. Brett Murrell is to be congratulated with a bit of something for everyone. Beyond the usual fine articles on our role-playing games, an article on the boardgame DRAGON PASS (loosely based on RuneQuest) uses the rules to highlight subtle points of strategy and play. Capping the piece is a lengthy Q&A section of great use to fans of the game. Brett Murrell is to be congratulated with a bit of something for everyone. Beyond the usual fine articles on our role-playing games, an article on the boardgame DRAGON PASS (loosely based on RuneQuest) uses the rules to highlight subtle points of strategy and play. Capping the piece is a lengthy Q&A section of great use to fans of the game. Brett Murrell is to be congratulated with a bit of something for everyone. Beyond the usual fine articles on our role-playing games, an article on the boardgame DRAGON PASS (loosely based on RuneQuest) uses the rules to highlight subtle points of strategy and play. Capping the piece is a lengthy Q&A section of great use to fans of the game. Brett Murrell is to be congratulated

Solution to Contest 128

<table>
<thead>
<tr>
<th>Axis Unit</th>
<th>Hex Entered</th>
<th>Reserve Placed</th>
<th>Blitz Placed</th>
<th>Blitz Movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-3-10 Air</td>
<td>FF25</td>
<td>No</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>6-4-6 Pz</td>
<td>FF25</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>7-5-6 Pz</td>
<td>DD25</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>5-4-6 Inf</td>
<td>EE25</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>5-5-6 Mtn</td>
<td>EE25</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>3-2-6 Inf</td>
<td>GC24 (no move)</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
</tbody>
</table>

Contest 128 demanded a thorough grounding in the rules of the new RUSSIAN FRONT. The Axis player needs to not only capture Moscow, but also isolate it so that no Soviet counterattack can reach the city to possibly recapture it.

To do this, the 8-6-6 and 4-6-5 panzer corps and a 4-3-10 fliegerkorps are moved to FF25 and marked with a Blitz marker (‘3’ showing); the 6-5-6 infantry and 5-6-5 mountain corps and another 4-3-10 air unit are moved into Moscow (convert the rail hex so Moscow can be used as an airbase, if taken); the 5-6-5 infantry corps is moved to FF24, and the 7-5-6 panzer corps and the final 4-3-10 fliegerkors are moved to DD25. The blitz attack is +4 and gives a 50 percent chance of eliminating the Soviet 4-3-4 infantry army with no loss of movement due to additional combat rounds. Even if the 4-3-4 is not destroyed in two combat rounds (an unlikely possibility), the blitz can continue (using Option 19.2) at a cost in Axis hits. When the combat in FF25 is concluded, blitz move the 6-5-6 panzer corps to EE26. The combat in DD25 is +4 and should be won handsily, although the Soviet Guards may last several rounds.

The riskiest attack is that on Moscow. If the German fliegerkorps defeats the Soviet air arm and the 6-5-6 infantry corps is used, this battle is +3 and the Moscow garrison should be annihilated after a combat round or two. If both air units are eliminated, the Axis player may try alternately the two attacking corps (at -1 and -2) in combat rounds in hopes that luck with attrition can finally wear down and eliminate the defender (this possibility is why both German corps were moved into Moscow). If the Axis loses the air-to-air battle, the attack fails as the best attack would be at -3. However, if the Moscow attack succeeds, the ring of German units around the city will prevent a Soviet counterattack.
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WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to 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 129

To enter, list the orders each Confederate officer will give their respective Regiments; further indicate the movement and combat of your involved units.

Lt. Col. Hershiger orders:

Lt. Col. Waddell orders:

<table>
<thead>
<tr>
<th>Unit</th>
<th>Movement</th>
<th>Fire</th>
<th>Melee</th>
<th>Final Position</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</tbody>
</table>

Issue as a whole. Date from 1 to 10, with 1 equating excellent, 10 equating terrible. Best 3 Articles.

1. 
2. 
3. 

NAME ____________ PHONE ____________

ADDRESS ______________________________________

CITY ____________ STATE ______ ZIP ____________

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$30.00. #30015
Based on the award-winning Ambush! programmed paragraph system, Battle Hymn takes you on 8 solitaire adventures into the thick of World War II Pacific theater combat. Ownership of Ambush! is not required.
Components: Rules Booklet, Paragraph Booklet, 218 Playing Pieces, one 16" x 22" Mapsheet, one 7½" x 22" Mapsheet, one 8½" x 22" Mapsheet, 90 Soldier/Vehicle Cards, 17 Mission Cartridges, one Cartridge View Sleeve, one Squad Record Sheet Pad, one Player Aid Card, two Decimal Dice, Counter Storage Tray. Complexity: Medium. Solitaire Suitability: Very High. Time Scale: Simultaneous, relative time. Map Scale: Ten yards per hex. Unit Scale: Individual soldiers and vehicles. Players: One (although play with 2 or more is an exciting variation). Playing Time: From 3 to 4 hours per Mission.

AEGEAN STRIKE
Air, Land and Sea Combat in the Aegean Sea
$20.00. #30016
Based on the acclaimed integrated system pioneered in Gulf Strike, this intense simulation treats with extraordinary detail the tumultuous military and political arena of the Aegean Sea.
Components: Rules Booklet, one 22" x 32" Mapsheet, 520 Playing Pieces, one Decimal Die, Counter Storage Tray. Complexity: Very High. Solitaire Suitability: Medium. Time Scale: Two days per turn. Map Scale: Twenty-eight kilometers per operational hex, and 280 kilometers per strategic hex. Players: Two (also highly recommended for team play). Playing Time: From 2 hours to 30 hours.

This innovative game system, simulating amphibious operations as no other system has done before, can be played in 4 different scenarios. As an additional bonus, rules are included to link Aegean Strike with its predecessor, Gulf Strike, to play a massive, dramatic scenario.

THE KOREAN WAR
From Initial Invasion through Chinese Intervention
$24.00. #30017
Was the Korean War the first war ever lost by the United States? Or was the struggle the first US triumph over Communism? History's verdict has not yet been reached, but you can decide for yourself with this comprehensive operational level game.
Components: Rules Booklet, two 22" x 32" Mapsheets, 520 Playing Pieces, one 8" x 11" Player Aid Card, one 10-sided die, Counter Storage Tray. Complexity: Medium. Solitaire Suitability: High. Time Scale: One month per turn. Map Scale: 7.5 miles per hex. Unit Scale: Division, regiment, brigade. Players: Two. Playing Time: From 1 to 15 hours, depending on the scenario.

The definitive simulation of the Korean War includes five introductory scenarios, each playable on a single mapsheet, and an Advanced Game scenario entailing both mapsheets, spanning all of war-torn Korea.