On 10 January, my father died at the age of 59. Over the course of 35 years he guided and mold-
ed me, and in the process he taught me a great deal about playing games. Understand, my father was never a great one for playing games; he had other interests and concerns in his life. But there were the times when he sat down with his chil-
dren over a game board or a deck of cards. He did that for the love of us — what child can resist the undivided attention of its father, or the challenge of matching and measuring up to him? After all, isn’t that how most of us youngsters judge that we’ve reached adulthood. Inevitably, with as much occasions, my father took this simple pastime as an opportunity to pass on some of his philosophy.
He taught me that to play any game, you have to know the rules. Without that knowledge, you will surely lose. With it, you can analyze and evalu-
ate, calculate and take action, and win. Life’s that way. A respect for others, a practice of honesty, a willingness to work hard, a joy in being inquisitive, a devotion to (you pessimists can read “selfishness for”) yourself and your family, a readiness to take a gamble if the stakes are high enough — those are some of the rules my father taught me. They must work. I never realized how well-respected and well-liked he was until I returned home to Helena to make my goodbye to him. To win, you simply have to know the rules and hold to them, which is more difficult than you might think. But there’s no point in playing any game if you don’t play to win. “Anything worth doing, is worth doing right.” So I play to win, but I don’t break the rules. And I expect that simple dictum to be what motivates my opponents as well.
My father taught me that luck has its place, to acknowledge it, but that skill can overcome luck. “You make your own luck, you aren’t driven by

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GRAND---AND GRANDIOSE—STRATEGY
Playing EMPIRES IN ARMS

DESIGN ANALYSIS
The Emperor’s Word

TETE-A-TETE WAR & PEACE
The Grand Campaign Game for Two

WE MAY FREIGHTEN THEM TOO MUCH
Strategy in the Austerlitz Scenario

THE ROYAL NAVY TRIUMPHANT
The Wooden Wall of Empire

FATE OF EMPIRE
A Solitaire Variant of STELLAR CONQUEST

THE ALLIED SCHOOL OF STRATEGY
Freezing the Force March

BAMBI’S WAR
Tips for Playing YELLOW STONE

THE EMPIRE STRIKES BACK
An Aggressive Britain in THIRD REICH

AH Philosophy Part 118
They were a part of Europe’s “next generation”, asked to march to war before they had tasted of life’s joys and sorrows. They were cut from a special cloth, singled out to do a job that demanded intelligence, endurance, steadiness and coordination of the highest order.

They duelled to the death in fragile machines, only just invented ten years before, miles above the earth.

They were brave soldiers to their comrades in arms and heroes to their public.

They were the fighter pilots of the Great War—THE KNIGHTS OF THE AIR.

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Some Features:

- Your abilities improve with experience. An Ace can react quicker, aim his gunfire more accurately, and undertake more complicated maneuvers than a novice can.
- Each kind of airplane in the game has been designed to perform just like its real-life counterpart. Rates of climb and dive, maximum and stall speeds, and turning abilities all compare favorably with test flight results.
- You guide your airplane on the gameboard using real controls. You adjust speed with the control stick and the rates of dive and climb with the throttle.
- Special attention was directed, during the design, to develop a simple method of allowing one plane to tail another. The reflexes of both airplane and pilot are a crucial factor in this procedure.
- With the wide choice of airplanes included, a practically unlimited variety of dogfights may be staged. Many of the greatest warplanes are here—the Sopwith Camel, SE 5a, SPAD, Nieuport, Bristol Fighter, Fokker Triplane, Fokker DVII, Albatros, Pfalz, Roland and more.
- Special solitaire scenarios have been created to restage attacks against Zeppelin airships and two-seater warplanes.

KNIGHTS OF THE AIR is now available for $35.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, Maryland 21214). Please add 10% for shipping and handling (20% for Canadian orders or 30% for overseas orders). Maryland residents add 5% state sales tax.
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GRAND-AND GRANDIOSE-STRATEGY
Playing EMPIRES IN ARMS
By Bruce C. Milligan

The editor has asked me for a brief introductory paragraph on what I've been doing since I left Avalon Hill's employ. Bruce Milligan was the editor of our one-time sister periodical, ALL-STAR-REPLAY, and one of the best game developers in the business. I suppose I had better stick to the truth. I am currently an editor in New York City for a weekly newspaper directed at (and presumably read by) the travel industry. I am also the men's and women's fencing coach at Vassar College. I still fence competitively myself, and I still play Avalon Hill games all the time—honest!

Let's face it, gang. There was only one Napoleon, and even he made a mess of things in the end. So you shouldn't get too depressed if you have some problems steering one of Europe's great powers through one of the most turbulent and violent eras of the 19th Century. EMPIRES IN ARMS is the perfect game for you to show that you can do better than Boney himself—and it is also the perfect tool to show you that subjugating Europe for more than a decade ain't easy!

The intent of this article is not to tell you how to win at EMPIRES AT ARMS. Although I am fairly certain that I have played the game, in its varied forms, far more than the vast majority of the readers of The GENERAL, I do not claim to have any perfect systems. In fact, I have never won a 7-player game. But while mulling over a defeat, or planning a new march to victory, I have had many hours to reflect upon what I feel are some of the better (not necessarily the best) means by which victory might be, if not assured, at least moved within the realm of possibility.

The purpose of this article, then, is to give you some ideas, ideas which you might implement in your own play. I have devoted the bulk of my discussion to strategy and styles of play, not tactics.

This is deliberate. After one or two battles you should have a pretty good idea of what will increase and what will decrease your chances of victory. If you are fighting in a war you should never have gotten into (a very popular pastime in this game), however, the actual outcome of one or two battles may not make very much difference to your eventual chances of victory. With that thought in mind, I have focused my attention on what might be called, if it does not sound too pompous on my part, Grand Strategy and Grand Tactics.

Perhaps this article will give you a better perspective on how you can develop a winning strategy. Perhaps it will merely give you occasion to look up my address in the Baltimore phone book so you can make threatening calls in the middle of the night. Go ahead—there are dozens of Milligans in Baltimore (and anyway, I've moved to another state). In either case, I hope you enjoy the article.

The designers devoted a number of paragraphs in the original rules folder to the subject of strategy, with specific ideas for each country. Craig Taylor has added his thoughts in the Avalon Hill version. Based upon my experience in four campaign games to date, I would suggest you read these suggestions over carefully. I will try not to repeat them, and you should attempt, in general, to adhere to all of them.

Following are my ideas on the game, organized in a very simple manner (the order in which I thought of them!), which reflect what I feel are the most important considerations when planning your strategy for a particular campaign or the game itself.

KNOW YOUR GOALS BEFORE YOU BEGIN

This may seem ridiculously obvious to some people, but what seems ridiculous to me is how few players ever think about anything other than the turn in progress. Just as Aristotle said, "the unexamined life is not worth living"; the unexamined monster game is not worth playing. If you are going to devote a hundred or more hours of your life to a game, it wouldn't hurt to spend the first few hours of that experience thinking about what it is you really hope to achieve—and whether or not that goal is truly within reach.

The primary object of each of the powers in the campaign games, as defined by the victory conditions, is to be the first player to reach or exceed his required victory point total. This sounds simple, but I am constantly surprised by the number of players who don't even begin with the simple step of figuring out exactly how many victory points they should be aiming for, on the average, in order to reach their total by December 1815.

Assume you are France in a game in which economic manipulation is being used. You need 400 victory points. Without bidding a single point for the country, you need to average a bit over nine victory points per quarter to expect to win by the end of the game. Turkey, on the other hand, with only 315 points to gain, needs only to average a bit over seven. Clearly there is more than impetus for the French player to take aggressive action than the Turk, because he can average seven victory points a quarter without doing anything!

Often, for countries such as Turkey, Spain and Prussia, doing nothing, in the sense of launching aggressive wars against other powers, is the best...
course to eventual victory. This doesn’t mean you’re not taking an active part in the game.

**CONDUCT DIPLOMACY—DON’T PLAY DIPLOMACY!**

Whenever I begin a game of *EMPIRES IN ARMS* with one or more experienced DIPLOMACY players in attendance, I am warned. Inevitably, probably because this game has seven players and a DIPLOMACY Phase, they seem to think that they are playing DIPLOMACY itself. The fact that, unlike DIPLOMACY, not all of the seven players are anywhere near the equality that “Dippy” itself imposes doesn’t seem to faze them. They know what they’re going to do—turn on their neighbors whenever they get a chance. So what if France is overrunning Austria? As Russia, I can attack him from the rear and really mess him up. Later, when the Austrian player revives, and aided by the Prussian (and possibly the Turks and French as well), repays the favor, the Russian player may ruefully reflect upon how the enemy of 1805 may be the loyal ally of each player requires different totals of victory points who will stab someone else in the back merely because the opportunity is there. In DIPLOMACY it is quite common to go after someone merely because you dislike him. In *EMPIRES IN ARMS* it is almost as likely, but much more stupid. If you want to get back at someone in the game, let the air out of his tires at the end of the night, but in the game stick to the most important goal, which is playing to win.

I have been criticized by fellow players for telling a rookie that he was, “not playing the game the right way.” Undoubtedly this is a justified criticism. Everyone has a different style, and there’s no proof that mine is perfect. Nevertheless, in my opinion, the “worst players,” if I may use that phrase, of *EMPIRES IN ARMS* are the ones who do not put themselves in the role of chief of state of their country. If you play against other competent players, and treat every attack on yourself by another player as a personal assault, you will have no chance to win this game. The sole question you must ask yourself, every time you consider an action, is this: “What will this do for my chances of winning the game?”

**BE PATIENT—OR YOU’LL BE A PATIENT**

Avoid constant warfare. It takes a lot of careful planning and diplomacy to stay out of trouble until you’re ready to deal with it, while at the same time carefully (but not too ostentatiously) building your strength fast enough to win.

Don’t worry—they will. The other players are no dummies. You’ll still be in plenty of wars, because one or more of your rivals will eventually feel compelled to attack you, if only because you can coast to victory if he doesn’t! In the end you decide to launch an offensive against someone else, imagine your martial pride as your full-strength corps move out of the fully-garrisoned cities, fully supplied instead of foraging, while your 30-ship fleets sail along the army’s flanks! Believe me, you’ll be much better off that way then if you send corps of eight to ten strength points, half of them militia, stumbling to out do battle with a powerful foe.

The only country that really needs to fight and win wars, almost constantly, is France. The other powers should fight only when forced, by enemies or circumstance, or when the rewards of going to war make it too lucrative to avoid. Probably the greatest mistake I feel I see in other players is that, as wargamers, they cannot resist the instinct to get into a war—even when they would be far better off staying at peace.

Historically, France, its most bitter and constant enemy on the Continent, was actually at war with Napoleon during only 1805, 1809 and 1813-1815. The rest of the time the Austrians were scheming, planning and building up their strength for the next tussle.

If you expect to be constantly at war with someone during the game and you are not playing France (or Great Britain, although often this war is fought from the blackjacket boxes), then you can expect to be as successful as a football team that scrimmages five days a week and then goes off to play in the big game with a team like ours. If you were lucky to have 11 healthy players on the field by the Saturday following a hard week of what our coach called “knocking heads together.” We only won one game in my senior year.

You too will be exhausted, both financially and spiritually, or go wrong, if you have been fighting nonstop; and you will probably lose to someone who has carefully conserved his resources, and whose treasury is full while his corps are all at full strength with regulars and cavalry, instead of the militia you probably have.

Constant warfare is a drain on the treasury, on your manpower, on the organization of your army and on your own intellectual capacities. The French player may engage in it out of necessity; other players should avoid it at all costs.

**KNOW YOUR OWN STRENGTH**

In 1806, after sitting by and watching Napoleon destroy the Austrian army and humble the Russians, Frederick William III of Prussia (egged on by Queen Louise, whom Napoleon once labeled “the only real man in Prussia”) then decided this would be a swell time to declare war on France. It wasn’t. The Prussian army in 1806, while impressive in numbers and on the parade ground, was a far more brittle tool than that of Frederick the Great—in large part because of its aging and decrepit leadership. The French player should heed the lessons of history, and take every factor into account when they try to decide if they are ready for combat.

The French army, as the designers tell us, has everything: good leaders, good morale, lots of cavalry and numbers. And it also moves faster, and forages more easily, than anyone else. You’ve got to be prepared for a battle with a powerful foe.

**REMEMBER THE COSTS OF WAR**

Napoleon’s French army, born in the despair of a peninsular revolutionary government, learned to make war pay for war, by appropriating virtually all of their food and forage in the field. So standard was this that the French army had, to all intents and purposes, no Commissariat because the troops were expected to feed themselves. This is partially reflected in the superior marching capabilities of the French.

But even playing the French, an army that must fight for survival in the winter, poor forage areas (such as exist in Spain and Russia), and when several corps are in the same area. You will be in really big trouble if all of these conditions apply. You will then be faced with the choice of moving one or two areas per turn or suffering a steady drain on your manpower—and even one factor per corps per turn begins to add up very quickly!

Save up your money for supply before beginning a campaign against a neighbor. Remember, if you are fighting in more than one area, that depots are limited. Enemies of France should keep in mind that as rich as the British player is, he can’t afford to subsidize everybody!

**GUARD YOUR CAPITALS AND GARRISON YOUR FORTRESSES**

As long as you control your provincial capitals, you control the provinces and can raise their money and manpower. As long as you control your national capital, you can raise money nationwide. Each of them is going to lose in the winter, poor forage areas (such as exist in Spain and Russia), and when several corps are in the same area. You will be in really big trouble if all of these conditions apply. You will then be faced with the choice of moving one or two areas per turn or suffering a steady drain on your manpower—and even one factor per corps per turn begins to add up very quickly!

Every fortress should have a garrison of two or three corps (or maybe even a couple of units) to defend it. And if you have found a way to be playing the strongest player, in the event of the abandonment of a province or the national capital by your field armies, leave a garrison. Every city with a garrison has to be invested, and with a bit of luck you will hold the city for one or more turns. Sometimes this can mean keeping the income of a valuable province for an entire season for another quarter; and sometimes it can mean national survival for another three turns (since you must surrender if you lose all capitals).

At the very least, the invader must split off a corps to besiege your small garrison; if he doesn’t and you are on your toes, you can purchase a corps marker (always try to leave at least one unbuilt for this reason), build it in the garrisoned city, and possibly cut his supply line, causing his entire army to forage while deep inside your territory. This can drive him bananas, or worse if winter has arrived! Every fortress should have a garrison of two or more factors so that if you are besieged and must forage yourself, the loss of one factor will not cause the fortress to fall by default. And the more troops you have in the city, the longer it can last. If they do have to surrender, you’ll probably get them back as soon as the war ends anyway.

**KNOW YOUR ENEMIES**

If you’re Turkey, odds are you would prefer to avoid a naval war with Great Britain. If you are the British player, you really would rather not declare war on Spain and attempt to march on Madrid with your tiny army. And if you are the Prussian player, do you really want to thumb your nose at the Tsar while Napoleon is peering at you across the Saxon border? You have to know what your opponents are capable of, as much as you have to know what you can do. To some players this suggestion may seem obvious, but novices and the heads should heed this advice.
THIS IS THE PADDED ROOM WHERE WE KEEP ALL THE NAPOLEONS!

Campaigning with EMPIRES IN ARMS
By S. Craig Taylor, Jr.

President U.S. Grant and a friend once went out to a course near the White House to observe the strange new game of golf. Chancing upon a prime duffer, old "Unconditional Surrender" puffed on his cigar and watched in silence as the rookie golfer repeatedly swung lustily, sending turf flying, but never once hitting the ball. "That looks like very good exercise," Grant commented to his friend. "But what is that little ball for?"

This story illustrates that the physical components of a diplomatic game can appear to be almost unnecessary props to uninitiated observers (or even to participants). This can be especially true when considering the player's off-board antics in a typical local (we assume no responsibility for off-board antics in other parts of the globe) campaign game of EMPIRES IN ARMS.

Over the course of 1984, I spent at least one evening a week playing in seven-player EMPIRES IN ARMS campaign games, an insane level of involvement that later led to my handling the in-house development on the game here. Since so much campaign time had already been logged, development playtesting focused on the scenarios. Playing even the game's longest scenarios (which cover military but not diplomatic operations) evokes the same interest as playing any other two-player game—i.e., it's quite different from the level of activity in a campaign game. Thus, the years 1985 and 1986 passed without my participation in any seven-player campaign games and sanity slowly returned as the memories faded .

... Then, in a moment of sheer madness, seven relatively experienced players recently started a new campaign game. In it, for the first time, I would be playing EMPIRES IN ARMS campaign games, an insane level of involvement that later led to my handling the in-house development on the game here. Since so much campaign time had already been logged, development playtesting focused on the scenarios. Playing even the game's longest scenarios (which cover military but not diplomatic operations) evokes the same interest as playing any other two-player game—i.e., it's quite different from the level of activity in a campaign game. Thus, the years 1985 and 1986 passed without my participation in any seven-player campaign games and sanity slowly returned as the memories faded.

In most diplomatic games you can go to war, negotiate, bluster, whine and scheme. In most diplomatic games you can go to war, negotiate, bluster, whine and scheme. In most diplomatic games you can go to war, negotiate, bluster, whine and scheme. In most diplomatic games you can go to war, negotiate, bluster, whine and scheme. In most diplomatic games you can go to war, negotiate, bluster, whine and scheme. In most diplomatic games you can go to war, negotiate, bluster, whine and scheme. In most diplomatic games you can go to war, negotiate, bluster, whine and scheme. In most diplomatic games you can go to war, negotiate, bluster, whine and scheme. In most diplomatic games you can go to war, negotiate, bluster, whine and scheme. In most diplomatic games you can go to war, negotiate, bluster, whine and scheme. In most diplomatic games you can go to war, negotiate, bluster, whine and scheme. In most diplomatic games you can go to war, negotiate, bluster, whine and scheme. In most diplomatic games you can go to war, negotiate, blust
you can benefit from the additional troops and increased income that will result. Generally, it’s not a bad idea to keep most Minor opponents until you add badly-needed manpower to your own, usually superior corps.

Once this is accomplished and your corps are (at or near) full strength, you may find that the minor opponents are of no great use to you in their own right. Certainly this is true for the French player, who lacks sufficient corps of his own to maintain his far-flung empire. Just invade Spain or Russia without sufficient minor corps to guard your supply lines and you’ll quickly see what I mean.

Other players can benefit, too. Minor corps help to hold fast a border, to hold the Turks, to keep them off in other ways, and also provide protection from the ravages of the Instability Zone. Even with poor morale, they can be useful garrisons, and free up your better troops for field battles. They can even be used as cannon fodder in big battles, absorbing some of the losses without (hopefully) weakening your morale too much.

Sweden, with three good corps and a nice fleet, is an asset to anyone’s order of battle. England, with such a small army of its own, can always gain from having a 15-factor Portuguese corps (especially if at the optimal higher morale level) to add to its strength and absorb some of the losses. Turkey, whose army has generally low morale anyway, should certainly beg money from someone to build up the 12 factors of Syrian cavalry, who by themselves can turn a Turkish victory into an opponent’s disaster via pursuit. Countries such as Poland, with better morale than most major powers, (and even Naples and Denmark, with their fleets) also have much to offer as free states.

KNOW YOUR GENERALS

Napoleon can outflank, especially when on defense, and expect to succeed. Hohenlohe can attempt the same thing and expect never to see his outflanking corps again. Just as Grouchy never showed up at Waterloo and Berndotte never showed up anywhere (except in Sweden, on the other side), some generals will not be able to do what others can.

Learn their strengths and weaknesses by careful study, not by ruleful reflection of a ruined army (nice ring to that, eh?). And don’t forget about asking you own generals in this case, napping (in the background) while Alexander is cheerfully leading the Russian army to its doom.

TRUST YOUR NEIGHBORS

What’s this? “Trust” in a game with diplomacy phases? That’s correct. I contend you should always trust your neighbors to do what they think they can safely get away with.

This means that as Russia, while fighting France in the Germanies or elsewhere, you should always keep strong garrisons, along with at least two or three corps and a decent general, in southern Russia to keep an eye on the Turks. The Turkish player, in turn, should garrison his fortresses and keep at least some feudal troops on European soil while he is off raising hell in Africa in his attempts to create the Ottoman Empire.

More examples? Whoever has Portugal (usually Great Britain or Spain) should assume the others want it, and keep sufficient strength in Lisbon, Elvas, and Madeira (a strength point or two) to keep his “enemy” neighbor honest. Ditto for Sweden. If Russia gets it and leaves only a minor garrison there, can he really blame the British player for thinking how much he could use that manpower, or how much more useful the Swedish fleet would be in an Africa drill (while getting stronger under the control of a possible rival?)

Although when war comes, you must concentrate your forces against your primary opponent, you have to always remember to leave nothing important unguarded. In my experience of this game, former “Dippy” players will inevitably give in to the old instincts—and the first instinct of a DIPLOMACY player is to stab the first person foolish enough to turn his back on him.

I’m not saying this makes sense—often it doesn’t at all. But it still happens, so be on your guard.

KNOW WHEN TO QUIT

“This isn’t World War II.” is a phrase I repeat over and over again, usually in vain, to wargamers who are lost in the dream of total war that has prevailed in this century. Iran and Iraq haven’t figured out yet that the game’s not worth the candle yet—but you should know in this game.

You are out of the game when you are unable to raise troops, or 4 there is no point in fighting to the end in a campaign that you clearly have no chance of winning. Far better to cut your losses, try for a conditional peace, and get started on rebuilding your army so you can have your revenge (if that is your wish) as soon as possible.

Far too many players of EMPIRES IN ARMS seem to prefer total destruction of their army and country to temporary setback. And they also seem to invariably demand unconditional surrender. Why this is I do not know; perhaps it is the age we live in. To mention the fact that a nation which you have crippled to a point of unconditional surrender is exceedingly unlikely to raise a finger to help you when the Corsican Ogre comes calling with the Grande Arme in tow seems silly, but someone has to.

In my current game, even the French player prefers not to demand unconditional surrender, on the very utilitarian assumption that a country blighted by him the first time will not be a useful source of victory points the second and third times around. He would prefer to knock his enemies down, wait for them to dust themselves off and get up, and knock them down again. He’s a smart player and he will probably win the game.

Generally in a war, one or two big battles will tell you who has the upper hand. When they do, if you’re holding the short end of the stick you should give it up. Not suing for peace after losing a battle or two in 1805, or even 1810, may be tantamount to giving up for good on the game. The game is long, and historically the French bullied most of the rest of Europe until 1812 before they started to get their comeuppance.

If you’re clearly losing a war, end it, on the best terms possible. This applies to every player, even the French. And remember, the terms of peace that require you to give something up also protect you from the terms of peace that you might want. This is stronger protection than any army or ally can offer you—so use it.

Continued on Page 28, Column 1
THE EMPEROR'S WORD:
Clarifications, Changes and Errata
By S. Craig Taylor, Jr.

The following are the official changes and clarifications for our latest Napoleonic game—EMPIRES IN ARMS. You will find that instituting them makes the play progress much smoother.

GAME CARD:
Victory Conditions C.7: Change the word “American” to “colonial”.

Operational Possibilities Chart: The attacker’s first combat table when crossing at an Escalated Assault with a Cordon river crossing should be “5-1” instead of “5-2”.

UNIT COUNTERS: The Russian I, II and III corps should have a cavalry morale of “14”.

RULES:
Change 4.2.2.2. to read: A major power already at war with another major power may not declare war on other major powers if unbeseiged enemy infantry corps are already inside its home nation.

Change 4.6.4.2.2 to read: If there are any allies and/or royal marriages involved, then the alliances and/or royal marriages are broken and the requisite points lost for each.

Add the following rule: If an area contains a friendly port that is besieged, counters may be considered to be disembarked directly into the port (if there is a counter present at the port). If a counter is not present at the port, the neutral forces must be notified of the new controlling major power (unconditional access must be given if peace condition C.5 applies between the involved major powers). If no access is given or available, the neutral forces must be

handled as with force repatriation (see 4.4.6.2 and/or option 12.4).

Add the following rules:
10.3.4 FORCIBLE ACCESS: If a major power is denied voluntary access of denied desired access conditions, its land forces may still be moved into or through desired areas by using “forcible access,” as follows:

10.3.4.1: Forcible access operates under the same restrictions as access through neutral minor countries (see 10.3.1.1).

10.3.4.2: A phasing major power loses one political point per turn for each major power’s territories in which forcible access is used. For example: during a turn, French counters are moved through some Bavarian and Saxony areas using forcible access. France loses one political point if both these minor countries are controlled by Prussia, but loses two political points if Bavaria is Austrian-controlled and Saxony is Prussian-controlled.

10.3.4.3: The major power controlling territory in which forcible access occurs may, if desired, immediately declare war and lose the requisite political points for each separate declaration on any or all of the major powers using forcible access in its territory, unless prevented by limitation in 4.2.1.1. The chance to declare war is repeated each time a counter using forcible access is moved. If war is declared, allies may be called as in 4.3.

Add the following rule: To the end of 11.3.2.3: If Hanover is not part of the Kingdom of Westphalia, Hanoverian arms factors are not available for use by the Kingdom of Westphalia.

Add to the end of 11.5.2.3: If Hanover and/or Bavaria are not part of the Confederation of the Rhine, their army factors are not available for use by the Confederation of the Rhine.

Change the first sentence of 11.6.5 to read: POLITICAL POINTS: The Ottoman Empire is worth two political points to create.

Add to the end of 11.9.2.1: France and Great Britain may never make an informal peace and, unless one or both have ceased to be dominant powers, may never be allies.

Add the following rule:
12.3.9 NO CEDING: Allow the ceding of minor countries only as a peace term and at no other times.

Add the following rule:
14.1.4.1.5: Available Austrian insurrection and Turkish feudal corps not placed on the mapboard during initial setup are considered to be standing down.

Add to the POLITICAL POINTS CHART:
- 1: Per major power per Turn using forcible access (10.3.4).
TETE-A-TETE WAR & PEACE
The Grand Campaign Game For Two

By Ken Carl Campbell

WAR & PEACE filled a gap in the wargame field—the need for a play-
able (albeit lengthy) and comprehensive, strategic simulation of the wars that gave Europe little respite during the period 1805 to 1815. The game provides an engrossing combat system that allows for leadership, battle tactics, morale, terrain and cavalry superiority. The strategic view presented permits a comprehensive overview and calls for the formulation of sweeping grand strategies as, one by one, every people of Europe are drawn into the fray. The play is colorful and bloody, swift and confused, tense, glorious and certainly frustrating—in short, everything the age was.

Sounds great, right? But the problems begin when the political rules are studied. Games like THIRD REICH and GUNS OF AUGUST are relatively easy to simulate strategically as they are, diplomatically, relatively straightforward: “We are neutral unless you invade us”. But the Napoleonic Era was decidedly more complex. Opportunistic politics is given full reign as each major power is presented carte blanche regarding the international scene, but, only if each major power is represented by a separate individual.

A-ha, there’s the rub. How many of you have some half-dozen players ready to commit themselves to 120 turns of play? It would appear that the Grand Campaign Game was designed for no less than 4 players. In case these players cannot be found, an infamous “Alliance Phase” system was cobbled together. This system contributes little to realism or play balance. Owners of the game will undoubtedly have found that the con-
quest of Austria can be indefinitely delayed (???) while Pragul, Innsbruck and Vienna are held, and these cities so influence the Alliance Phase roll that Russia can be quickly brought in line. This accomplished, France finishes up Austria and does in hapless Prussia. Poland is created (to help garrison the east), the Italian and German Minor States are now held and France is, with or without Spain, undeatable by the letter of the rules! If France really wants to do something, Spain can be fiddled with (far, far less risky than Russia as failure in Spain rarely brings serious repercussions in France whereas defeat in Russia can set things tumbling all the way back to Paris). Paris is certainly safe from anything hostile England and Portugal can pull off, so let’s just say 1815 is here and call this thing off, huh?

Despite some contention otherwise, a third player (Russia) cannot really alter this much, though he can make France’s job tougher. The Russian army off Russia soil cannot decisively defeat the Grande Armee alone; Austria and/or Prussia is needed. With Russia played (and therefore almost certainly hostile), the French would ignore Spain and turn the Empire’s eastern marches (Poland) into a massive camp ready to deflect Russian advances. Meanwhile, France takes no risks until 1815.

It is when a fourth player (Austria) is introduced that the French player suddenly sees a serious task looming ahead. Now, he must look to the victory of conquest, a far quicker route to winning the game, before the Allies can manifest their numerical superiority. With Austria now unwilling to mindlessly man Napoleon’s eastern front, France (even with a friendly Prussia) cannot realistically hold so large a border (i.e., Russia and Austria) with a solid and static defense. Instead, a fluid-mobile system is required with heavy emphasis on reserves to reinforce crisis points. Furthermore, Austria has the politically crippling ability to disrupt the French monopoly on Italy and the Germanies!

When Prussia is played the game is more complex yet. The Allies want France dead to be sure, but each in their own good time. The fall of Paris when Russian forces are still east of the Vistula is not in Russian interests. So France will often be given grace by major powers who try to play Napoleon off against erstwhile allies. And, this is very accurate to the period. It is believed that Kutusov purposely allowed Napoleon to escape complete destruction during the retreat from Moscow, “I am by no means sure that the total destruction of Emperor Napoleon and his army would be such a benefit to the world; his succession would not fall to Russia or any other continental power, but to that which already commands the sea whose domination would then be intolerable.” But all this is lost on two players. The only response to such criticisms I have come across is the flippant suggestion to “get more players”! Well, that is fine so far as it goes, but it is a shame that a game designed to be free of encumbering and clutting rules is encumbered and cluttered by the need for many players.

So what can two people with an interest in this period of history do? Read on. The following suggested variants will help make two-player W&P more intense, uncertain and satisfying an experience.

VICTORY CONDITIONS
A game is only as good as its victory conditions. W&P, even with the second edition changes, has some trouble here. As already discussed it is too easy for the French player to pursue a “Fortress France” strategy dragging the game out to an inevitable conclusion. A France that takes no risks is difficult to defeat as would be, say, a Germany in THIRD REICH that only endeavored to hold Berlin. The designer, Mr. McLaughlin, has objected, understandably, that this sort of play is rather pointless and it is. But that is not what we need to correct the problem; some concrete rules are needed. The following “Graded” Victory System should be used:

FRENCH VICTORY LEVEL
E—Survival
D—Victory
C—Master of the Continent
B—Global Victory
A—Master of the World

CONQUEST REQUIRED
Paris Held. This can only be considered a draw unless French units entered a hostile Moscow (St. Petersburg or Madrid) at some point during the game.
Spain. The French Empire is firmly established and remains a premier influence in Europe.
Russia (with or without Spain). France dominates Europe on the continent.
England (with or without Spain). With the mother country broken, the English Empire will fall to the vultures. Holy Russia is more than willing to limit its sphere of influence.
England and Russia (with or without Spain). French becomes the new world language. ‘You’ve done it all; the world is your Empire (and your Empire will probably fall apart when you die, but, hey, cela n’a pas d’importance...).

THE MAJOR POWERS
The Alliance Display system lacks somewhat in simulating the weight of time that played against Napoleon and his renegade France. The Emperor was driven, trying to set aright things before the major powers of Europe finally organized themselves and rushed France. To reflect this, the following table is to be rolled on annually, just prior to the March turn. Roll for the listed powers in order, as they can influence each other. If the die roll is made (after modification), the listed powers will throw its lot in with redoubtable England after a “period of preparation”. Place the Alliance Display marker in front of the English player. Each Alliance Phase he will roll for all such hostile nations, a roll of “6” activating all the powers next turn. The Alliance Display marker(s) should be placed on the anti-French side of the Alliance Display. Note that while in front of the English player, the nation(s) are effectively neutral and cannot be influenced via the Alliance Phase. The French player could attack one of those powers, before England can make its preparation roll. The attacked power’s Alliance Display marker is immediately placed in the anti-French, and any others remain unaffected. Once a marker is back on the Alliance Display, it is subject to the normal Alliance rules.

The English player is not obligated to roll for any particular major power(s). Should he choose, any roll can be forfeited and that power’s Alliance Display marker remains where it was. This applies to the activation die roll or the preparation die rolls.

MAJOR POWERS CHART

<table>
<thead>
<tr>
<th>Year</th>
<th>Russia</th>
<th>Austria</th>
<th>Prussia</th>
<th>Spain</th>
</tr>
</thead>
<tbody>
<tr>
<td>1808</td>
<td>7</td>
<td>6</td>
<td>7</td>
<td>6</td>
</tr>
<tr>
<td>1809</td>
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<td>1810</td>
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<td>1811</td>
<td>6</td>
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<td>6</td>
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<tr>
<td>1812</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>6</td>
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<tr>
<td>1813</td>
<td>4</td>
<td>5</td>
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<tr>
<td>1814</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>6</td>
</tr>
<tr>
<td>1815</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>6</td>
</tr>
</tbody>
</table>
GERMAN UPRISING AND REVOLTS

Liberation by France was soon seen as nothing more than exchange of taskmasters, and this one foreign. As is often the case, external influences caused a people to rally from defeat, and German nationalism owes its roots to the Napoleonic Era.

The chance of a German Uprising against the French is related to the number of campaigns fought over their soil. A campaign, in this instance, is defined as a distinct and separate war with one of the German Major Powers (i.e., Austria and Prussia). Include the current campaign in this total. Thus, an 1805 war with Austria, 1806 war with Prussia, 1808 war with Prussia and an 1811 war with Austria, Prussia and Russia would equal to five campaigns. Once the current campaign has been initiated, the English player may begin rolling one die every Alliance Phase on this table:

<table>
<thead>
<tr>
<th>TABLE ONE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Number of Die Campaigns Roll</strong></td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
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<tr>
<td>6</td>
</tr>
<tr>
<td>7+</td>
</tr>
</tbody>
</table>

MODIFIERS:
- +1: for each major German city that began the campaign in pro-French hands now in anti-French hands.
- +1: if the Kingdom of Poland was created.
- +1: if Austria and Prussia are both at war with France.
- -1: if each major German city that began the campaign in anti-French hands now in pro-French hands.
- -1: if Russia has ever attacked Austria or Prussia.

If it has been determined that an uprising will take place, roll one die on Table 2. This will determine which area rebels. Notice that each number has several listed areas, separated by slashes. Treat each group separated by a slash individually. When a number is rolled use only the leftmost group unless that has already been rolled this campaign, in which case use the next one, and so forth. There can only be one uprising per area per campaign.

<table>
<thead>
<tr>
<th>TABLE TWO</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Die Roll Area Affected</strong></td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
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<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
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<td>6</td>
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</tbody>
</table>

RESULTS:
- Bavaria: roll one die on Table 3.
- Bohemia: place 2L and a leader 0 in Prague.
- E. Prussia: Prussia itself does not change status, this is rebellion; place 2L next to Konigsberg with a leader 0.
- Hanover: place 1L in Hanover, or next to it if occupied by enemy troops.
- Hesse: place a leader 0 and 1L in Brunswick and 1L in Cassel; if occupied by enemy troops, place these units beside the indicated cities.
- Rhine Confederation: roll one die on Table 3.
- Saxony: roll one die on Table 3.
- Silesia: place 2L in Breslau, or next to it if occupied by the enemy.

<table>
<thead>
<tr>
<th>TABLE THREE</th>
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</thead>
<tbody>
<tr>
<td><strong>Die Roll Effect</strong></td>
</tr>
<tr>
<td>1.2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4,5</td>
</tr>
<tr>
<td>6</td>
</tr>
</tbody>
</table>

MINOR POWERS

The other minor powers are not hopelessly loyal either. As the French military position worsens, so does its diplomatic standing. If ever four or five major powers are at war with France after December 1809, the English player may roll two dice every Alliance Phase on the table below:

<table>
<thead>
<tr>
<th>Die Roll Nation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
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<tr>
<td>3</td>
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<tr>
<td>4</td>
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<tr>
<td>5 to 9</td>
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<tr>
<td>10</td>
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<td>11</td>
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<tr>
<td>12</td>
</tr>
</tbody>
</table>

If there are five major powers at war with France, the English player may add or subtract one from the die, as announced before the roll.

The nation affected, if pro-French, goes neutral; if neutral, goes anti-French. “Neutrality” involves removing all units outside their own country and freezing the ones therein—these units can be passed through, are not moved and cannot be attacked. “Anti-French” means the English player now controls them and may recruit for them.

THE TREATY OF TILSIT

This was the most important agreement of the period. Upon the complete French conquest of Austria and Prussia for the first time, the Treaty of Tilsit can be enacted in the game. The decision is that of the French player; but if it is rejected, it will not be offered again.

Historically, the agreement brought a degree of cooperation between France and Russia and can be reflected by the following rules:

a) Russia is neutral for at least 12 months from the treaty’s inception—no one may attack her or influence her allegiance during this span.

b) Russia will lend France her navy until October 1809. If it is subsequently destroyed, the Russians must rebuild it as soon as possible but will not again lend it to France. (Note that this is not historical, but does make a better game.)

c) Russia cannot accept English production points until January 1810.

d) Magdeburg becomes French controlled.

e) France may add to or eliminate the Grand Duchy of Warsaw (see “Poland” below).

Once this Treaty is implemented, a state of war between Russia and France frees both from any restrictions.

POLAND

Poland died even as the French Revolution matured. Indeed, it can be argued that the Revolution owed its existence to Poland’s partitioning, as it distracted Prussia, Russian and Austria from events elsewhere. Poland would not be resurrected as a separate entity until after WWI except for the brief moment granted it by victorious French armies. Most certainly grateful to France, the Poles were not independent (their Duchy rightly ruled by the King of Saxony, Frederick Augustus) and hoped for full rebirth.

Despite vague promises to the effect, Napoleon never did intend to allow survival of a Polish Kingdom for fear of alarming the Russians. But, he could well have, and the French player should also be allowed so monumentous a decision.

With the Treaty of Tilsit (or, if that was rejected, with a French conquest of Russia), the French player must make a decision regarding Poland. The three options are listed below. The one chosen must be announced at the same moment the Treaty (or conquest) is established and is irrevocable.

a) THE GRAND DUCHY OF WARSAW: Created when Warsaw was liberated by France, the decision here is to simply maintain it. All normal game rules apply.

b) THE KINGDOM OF POLAND: Further chunks of Prussia and Russian Lithuania are added to resurrect the Kingdom. This is in defiance to Russian
and Prussian interests.
1. Grodno, Brest-Litovsk, Kovno, Thorn and Danzig are part of Poland. Therefore, Grodno and Brest-Litovsk can be used as French supply sources.
2. Grodno is also a Polish production city, thus, giving the Poles two production points.
3. Add 8L (Po) to the Polish force pool.
4. Polish morale is 2 if Warsaw is friendly, dropping to 1 otherwise.
5. Königsberg may immediately begin producing Landwehr.
6. Add 6L to the Prussian force pool.
7. Russia and Prussia will never lend expeditionary forces to France.
8. Russia will be able to accept English production one year earlier (i.e., January 1809).
9. NO POLAND AT ALL: Even the Duchy of Warsaw is dismantled and the lands returned to Prussia, Poland being relegated to history. No Polish units may be built. Remove any units already on the board.

SPAIN
That Spain is difficult to conquer is historical fact, but it is not one based upon circumstances. It was Spanish people that could not be defeated, not the army; the game, as it is, implies otherwise, for the Spanish army can never really be stopped (conquest being so tough). The Spanish special production rules would only be applicable if Spain is invaded first. That is, if Spanish troops attack France before the French invade Spain, Spain does not get the special production if France should thereafter enter the country. If Spain were to go neutral and France then invaded, the special production would apply. In cases where the special production does not apply, the country is conquered by occupying its capital. This conquest does not fulfill French victory conditions.

The conqueror (via this form of conquest) must exit Spain in 12 months or a rebellion breaks out. On the first turn of a rebellion, the English player rolls one die for each major or minor city, a roll of 5 or 6 placing 1M in it—the hostile units in that city are retreated one hex. From this point on the special production rules apply, as does the conditions of total Spanish conquest. Conquering Spain would now constitute a victory condition.

IMPORTANT: No friendly foreign power may ever occupy more Spanish cities than Spanish units actually occupy (alone). With 18 cities, this means that 9 is the limit a friendly France could occupy.

EVENTS
To add uncertainty and excitement to a two-player game, players should make up chits numbered 1 to 10. Before the game is started, each draws two. These can be held secretly until such time as the event described can be played and the players wish it implemented.

ENGLISH CHITS:
1. Russia concludes treaty with Persia. Play after 1807. Relations are so good that Russia can free up a large part of her army. Place 101 and 2C at Kharkov. These are brought on from the excess counters, not the force pool.
2. Russia and Sweden come to terms over Finland. Play after 1806. Sweden becomes a Russian satellite and shares whatever alliance Russia does. Also, add 4I(Sw) to their force pool.
3. Prussian secret societies rampant. Exceedingly well organized and directed, the Prussian underground is very troublesome. Add 2 partisan counters to the Prussian Force Pool—they operate exactly like French partisans, except their initial placement can be anywhere inside of Prussia's initial borders. Play after 1808. Also, add 2 KGL to the English Force Pool.
5. Schonenbrunn brings war. The Austrian War Party gets its way. Play after 1807. Instead of making the annual Major Power roll (as described above in this article), the playing of this chit guarantees Austrian activation. She must still make the preparation die roll as normal.
6. Archduke Charles completely reforms the army. Play after Austria has been conquered during a year of enforced neutrality. The reforms give greater mobility. The Austrian regular army (i.e., not Landwehr) get the same Force March and Attrition bonuses as do France and her satellites. Also, Schwarzenberg is immediately added to the Austrian Force Pool.
7. Dutch Revolution. Play after 1806, but only if two or more major powers are at war with France. Pre-French units are moved one hex out of Amsterdam and Antwerp and 1L (English) placed therein. Dutch troops are replaced by English satellite forces if in Holland; otherwise, remove to the force pool (which is also changed). Add 2I and 1C to the force pool.
8. Conspiracies abound in Paris. Play after 1807. Napoleon must immediately return to Paris (place him there) and stay for a number of turns equal to a dice roll. During this time, there is no doubling for French production.
9. Pope openly condemns Napoleon. Play after 1806. Catholic Spain shifts one army away from pro-French on the Alliance Display table. Also, any Spanish war with France adds 6M to the Spanish force pool.
10. Increased Portuguese and North German contribution. Play after 1806. Add 5I(Pt), 2I(Br), 2I(G), 2I(L) for Hanover, each to their respective force pools.

FRENCH CHITS:
1. Persia declares war on Russia. Play after 1807. This is treated like a Turkish war.
2. Sweden fiercely opposes Russia in Finland. Play after 1807. Sweden becomes a French ally. Russia must remove 4I permanently, representing additional forces allocated to garrison Finland.
3. Blucher dies in combat. Play anytime after Prussia has been defeated before Blucher comes on the board. Blucher is considered to have died and is permanently removed.
4. Prussian peasantry revolts against conscription. Play after Prussia has been conquered once. The Prussian lower classes do not share the middle and upper class enthusiasm for war. Prussia cannot produce Landwehr.
5. Diverse nationalist elements clash in Austrian Empire. Croatians and Slovaks rebel. Play after Austria has been defeated at least once. To put down these rebellions, the Austrians must remove 6I and two leader "1's" for one year.
6. German support for French advances against other great powers. Play anytime after Austria and Prussia have been defeated. Add 4I(B), 4I(R), 4I(S) and 4I(W) to their respective force pools.
7. Turkey declares war on Austria. Play after 1806. Treat this as a Russian-Turkish war, with Austria sending 14I and 6C.
8. Great rally of French patriotism. Play after 1808. Immediately add 10I from the French Force Pool to the board (no more than four to a major city).
9. Denmark supports the Continental System. Play after Prussia has been conquered. Denmark becomes French controlled and 2I(D) are added to its force pool.
10. Portugal adheres to the Continental System. Play anytime after France has defeated two major powers. Portugal is treated as a French ally.

FRENCH MANPOWER
By 1813 France was experiencing serious manpower problems. It came down to the old military question of quantity versus quality. Commencing with the March 1813 turn, the French player must choose between quality and quantity in which case French and French satellite units cost double, or quantity where the units cost the same but they lose their force march and attrition bonuses. The switch from quality to quantity can be made at the beginning of any turn, but it is an irreversible decision.

PLAYING THE MAJOR POWERS
All major powers are to be moved by the English player when neutral or by the French when not. Of course, when neutral, they cannot attack or leave their country. The French player may only move the expeditionary forces of the major powers. This rule prevents the French player from performing silly actions that only aid the future conquest of a now friendly ally.

IMPORTANT: The Prussian initial set-up cannot be altered until Prussia enters the war or January 1806, whichever comes first.

ENGLISH PRODUCTION POINTS
These may be shipped to any friendly or neutral major power, except those conquered within the last year and Russia when restricted by the Treaty of Tilsit.

LANDWEHR
The mass conscriptions of Austria and Prussia were an attempt to emulate the French practice. Austria's large scale conscription was established with the Patent of June 1808. Thus, Austrian Landwehr production cities (Innsbruck and Prague) may not produce until June 1808. Until that time, these same cities function only as major cities and have no bearing, as production cities, on the Alliance Phase. Prussia, more entrenched in past glories, was slower to develop this system and Landwehr were not introduced until late in the period. For game purposes Prussia can begin producing Landwehr from Königsberg immediately after Prussia has entered her second war. At this point, Königsberg will function as a production city for Alliance Phase purposes.
Looking back on Mark McLaughlin's article "Napoleon's Empire—A Tour de Force of War AND PEACE" (Volume 17, No. 1), I was surprised to see him credit the Austerlitz scenario, on the basis of playtest results, with a 60% bias in favor of the French. In the following article, I intend to demonstrate how it is possible to guarantee for the Allies (Austrians and Russians) a 50% chance of victory; how in addition a number of traps may be set for the unwary French Player, the springing of any one of which might well lead on to an Allied victory prior to a resolution at Austerlitz in December.

For the purposes of this study I shall be referring to the Second Edition rules of WAR AND PEACE (rules A-T that is, i.e. without the optional rules). It will, of course, be necessary for me to discount the possibility of extreme die rolls (for example, rolling a "2" on any round of combat), something which will in any event favor the French Player as he will be the only one to initiate combat of any significance prior to the December turn. The Allies should need never attempt a Forced March (hereafter referred to as an FM) of more than one hex (FM1) and I shall assume that all FM's thus attempted are failed (no casualties are inflicted) to indicate what to do whenever an important FM fails to come off. As a counterbalance to this exceptionally active marching on the part of the Austrians and Russians, all French FM's of one hex (whether in winter, or with satellite infantry when die rolls are required) are taken to succeed, as are one or two FM2's and one FM3. Moreover I shall credit the French with better than average Attrition Die Rolls and with favorable combat results.

From the Allied point of view, looking ahead to the probable situation at the conclusion of the French opening move, which will have partly destroyed and totally surrounded Mack's Ulm forces, I shall make the main strategies suggest themselves to the Austrian Player. Both involve the only sizeable mobile force left to the Austrians—Charles' (and Hiller's) command around Venice. The first strategy suggests a possible link-up with John's detachment at Innsbruck. Once achieved, such a liaison offers several notable advantages: a large force there, enjoying the protection of the mountains (a 2 die roll modifier on DRM or DMR against a larger attacking force), will be extremely difficult to dislodge; being in Innsbruck, Austrian units there will automatically be in supply and therefore be capable of overcoming small screening units in the Danube valley, thus maintaining a very real threat of cutting off the French line of supply and even of breaking through to the besieged Mack. The disadvantage of such a policy however lies in the fact that the Grand Army meanwhile enjoys a clear run down the Danube valley and can send ahead a rapid column to seize Vienna (thereby putting a stop to Viennese replacements) and hex H17 (the "Austerlitz hex"), making it difficult for the relatively small, strung-out Russian forces alone to recapture the Austrian capital (and once the French possess the hex required for their victory, they may take it; being 1 die of supply has no effect on defensive strength). In any case, there is little to stop the French from clearing Innsbruck on the first turn which incurs for the French Player the double advantage of mauling John's force (a D2/D3 result and the presence of superior numbers of cavalry wipes out three quarters of John's command) and, upon surrounding Mack, eliminating from the entire area north of the Alps any Austrian forces of consequence capable of holding up the progress of the French Army down the Danube valley.

As Napoleon was heard to murmur on August 13th, 1805, having just dictated to Count Daru, Intendant-General of the Grand Army, the orders that would smoothly send the 'Army of England' flooding towards the Austrian frontier: "My only fear is that we may frighten them too much... What then if the Austrians, seeing themselves about to be overwhelmed, turn and run for Vienna, unite with the oncoming Russians and then fight Napoleon on the ground of their own choosing? Once he has been encircled, it will be barely possible to extricate Mack's force, but what of Charles/Hiller? The strategy I propose is a simple one: in August send the bulk of Charles' force to Leoben (D19). In September throw a curtain of troops across the Danube valley (for example along hexes D18, D17, D16 obliging the French to attack them frontally or attempt a very difficult flanking march through the unfavorable mountainous terrain to the north and south.) Thereafter use the Austrian forces as a shield which, steadily withdrawing on Vienna, aims to prevent the French from launching an assault on the Austrian capital until their last (December) turn; whilst sacrificing almost entirely the Austrian Army, this strategy holds intact in reserve the Russian units, with their morale equal to that of the French, to be committed for the decisive December battle.

So to war...

Initial Deployment

Aside from the obligatory placements, Napoleon, Lannes and Ney muster their units at Strasbourg, whilst Davout and Soult concentrate their forces on hexes H11, to the south-east of Metz.

The Russian set-up is pre-ordained. Of significance however, will be the distribution of forces among the leaders, which will become clear as they move off on their first turn.

Aside from the obligatory placements, the Austrians assemble as follows: KK14 (Ulm): Mack, 51* KK15: Ferdinand, 41* LL14: 21, 3C* KK21 (Venice): Hiller, 41* LL20: Charles, 101, 4C*.

Of particular note here is the distribution of units around Ulm. Setting up the Austrian forces in small groups minimizes the losses they will incur in combat (thus, were Mack to concentrate solely on Ulm, a single D3 result would eliminate five of his Strength Points, whereas three separate D3 results will now be required to inflict equal casualties, even supposing it is in the best interests of the French to attack all three hexes). By placing the cavalry in a box on their own, the Austrians grant themselves three individual mobile columns, all of which must be surrounded if this group is not to escape and live to fight again further down the Danube. Charles is situated so as to be able to strike either towards Innsbruck or Leoben.

There is no Attrition or Alliance Phase on the first turn, and the French receive no reinforcements throughout the scenario, so...

French Move—August

(I give below and throughout this article what I consider to be the best French moves. Note that all these moves take place in sequence, with Forced March attempts occurring first so that, were these to fail, subsequent moves can be modified to accommodate for this. Note also that occasionally a leader will move his units up to one hex and then move off on his own to a currently empty hex. This is done in order to take command of units subsequently carried up to that hex by another leader. A Forced March will only be indicated whenever a die roll is required to accomplish it. Thus, throughout August-October purely ethnic French infantry will always be able to march four hexes, non-Satellite cavalry five hexes.)

1) Massena (entire Milan command) to JJ17 (via JJ18 in case the Italians straggle here), FM1—then Massena alone onto HH21.
2) Napoleon (2G1) to JJ17 (via Zurich), FM2—collecting Massena's Milan command.
3) Leader A (41) to HH21 (handling them over to Massena), then Leader A alone to JJ17.
4) Leader a (31 and 1C, Bavarian ) to A16 (Munich), dropping off one infantry unit at A15; then the Leader alone to A14, FM1.
5) Marmont (31) to I113 (Strasbourg); Marmont's cavalry to J113 (Baden).
6) Soult (81) to JJ13, collecting Marmont's cavalry and J11 (R).
7) Davout (41, CJ) to JJ14.
8) 4C at Strasbourg: IC to LL15; 3C to B14 (violating Ansbach).
9) Ney (31) to KK16, dropping off 31 with Davout at JJ14.
10) Lannes (31) to A14 (violating Ansbach), handling the troops over to Leader A, then Lannes to A16 (Munich) gathering up the Bavarians.
11) Bernadotte (31) to JJ10 (Mainz).
12) Leader b (entire command) to JJ7 (Cologne), FM1.
13) Leader B (41) to Z7, FM3!

Possible variations to the above are to try force marching Marmont's infantry two hexes to Baden and then, if successful, sending Massenon to assume the Bavarian command at Munich, whilst Lannes takes control of the cavalry at B14.

Finally, what happens when a Forced March fails (i.e., in this instance you roll a "6" on any of steps 1, 2, 4, 12 or 13 above)? The answer is that adjustments are not terribly difficult. Thus, if Leader a fails to reach Munich with the Bavarian infantry, then send in the Bavarian cavalry anyway, reinforce it with one cavalry unit from Strasbourg (a 66% chance on an FM2) and launch the upcoming attack on Ratisbon from A15 instead of B14, with a mixed French cavalry, Bavarian infantry force.

If, for example, Massena's Italians straggle at JJ18, then send Massena back from JJ17 to JJ18 (leaving Leader A with his original forces on HH21) from whence Massena can reinforce Napoleon into or at Innsbruck.

If the Dutch straggle at J16, too bad. Press on with the French and collect them later. If Leader B fails to achieve his FM3, then try again next time. I usually plan for him to undertake one FM3 and two FM2s August-October.

French Combat

Soul thrusts on Mack (deployed outside Ulm—he doesn't want to be assaulted within the fortifications and most likely be defeated and forced to surrender entirely this turn) at 2-1 odds, +2. Davout against Ferdinand (2-1, +2). Napoleon against John...
Ratisbon is occupied by two French cavalry and John retires voluntarily to LL18, losing one SP to Napoleon's cavalry.

In fact, Soult and Davout occupy hexes JJ13 and J14 respectively, leaving their cavalry behind in their original hexes to avoid losing them to a severe Attrition Die Roll next turn. For similar reasons Napoleon enters Innsbruck with all but 2I(I) which he leaves behind on J17 with Leader A (had he taken a one SP loss in the previous combat, he would advance into Innsbruck with all SPs available).

**Mack's Dilemma**

Cut off as he is, Mack has two options. The first may be termed "Ferdinand's Ride out of Ulm". In order to jump clear of the trap this turn, Mack must initiate combat against Davout (as Mack's forces is out of supply, it has an offensive strength of "5", and morale, leadership and terrain modifiers combine to make this a 1-1 attack with a -4 DRM from Mack's point of view); hope for nothing worse than a D1 result against him (eliminating two SPs) and oblige the French to retreat them out of the ring of French forces (thereby sacrificing another SP) into the open. Thereafter, the French might allow Mack's battered force to crawl into Prague and, in some further diminished form, even reach Vienna.

The drawbacks of this option are clear enough. Mack's group stands a good chance of being scrubbed from the board in the ensuing suicidal combat, retreat and French pursuit thereafter. Moreover, any hope of Prussian intervention more or less flies out of the window as Mack hands the French a free Victory Point for ejecting him from LL14 (rule H.4) and probably another one during the upcoming French turn for moving him on again.

The second option, which I shall select for the Austrians here, actually sets up a trap for the impetuous French Player. Mack elects simply to enter combat against Davout and from the spot inflicts an automatic D3 result (Rule 0.1.d) on the French screening cavalry at LL15. Note that at the end of the French turn the Alliance Display recorded one point apiece to the opposing sides (the Allies for the Ansbach violation, the French a Victory Point gained for jostling back Mack). Seeing Mack's imposing force thus entrenched, the French might be tempted to strike at it next turn. If they do so, to bring the combat odds up to anything better than 1-1 the French will need to hold back from the Danube valley a large number of forces—so much the better for the Allies. If they attack at 1-1 odds on the other hand, even with Davout or Soult in command, the DRM in their favor will only be +1 and a dice roll of "2" or "3" will both demoralize and prevent the French from gaining another Victory Point (so that they must be haunted throughout the scenario by the outside possibility of Napoleon himself suffering an unlucky defeat and giving three Victory Points to the Allies).

So much for "the unfortunate Mack". Meanwhile the remaining Austrian forces ...

**Austrian Move—August**

1) Hiller (3I—11 is left behind to garrison Venice) to B19, FM1.
2) Charles (10I, 1C) to B16.
3) John (11—leaving behind 2I to garrison Vienna) to F20, Leader A alone to Vienna.

Admittedly, Charles' Forced March to Leoben is very important. Should you be unlucky enough to roll a "6" attempting it, nevertheless send the...

![Figure 1: Opening Placement (Staunsburg-Ulm-Vienna).](image)

(deployed outside Innsbruck for the same reasons as Mack above, and to take advantage of the -2 DRM for defending in the mountains) at 2-1 odds, 0 modifiers (Italian morale must be used). The cavalry at B14 assaults the solitary Austrian infantry unit inside Ratisbon (3-2, +1). Note that all these attacks can scarcely fail.

Ferdinand and Mack should be demoralized and must retreat (reinforcing from hex LL14 merely prolongs the agony and plays into French hands). Under the provisions of Section Q, "if a withdrawing force is currently unsupplied, the opposing Player may determine where it may retreat... provided it ends its withdrawal no further from a friendly supply source (in terms of Movement Points) than the hex it originally occupied". Mack and Ferdinand are both unsupplied and may therefore be legitimately retreated into hex LL14 (where the French did not initiate combat so as not to fall foul of rule Q.1.e, "a force may not retreat into a hex containing friendly strength points which are currently committed to a battle"). Once Davout and Soult have advanced after combat, Mack is sealed in—he may not cross Ansbach, and as he is unsupplied he cannot overrun surrounding French units. The remnant Austrians are thus piled up together at the mercy of an adverse Attrition Die Roll if they stay. Mack and Ferdinand both lose one SP each to pursuing French cavalry—the total at LL14 should be 6I, 3C.
The Attrition Die Roll is a "3" incurring no losses, and the Alliance Phase is forfeited since the display still shows one point apiece.

French Move—September

The French Player's aim then must be to detach the minimum of forces to seal in Mack, whilst hurling the greatest strength possible into the region of the projected Austrian Danube screen, and at the same time seize the Austrian supply point of Venice.

1) Lannes (21, 1C(B)) to E17, FM1.
2) 1C at Ratisbon to E17.
3) Napoleon (2GI, 3I, 1C Italian) to D16, FM2.
4) Leader a (2I—leaving 1I at A14 as part of the force encircling Mack) to D16, then Leader a alone to KK13 (Stuttgart) gathering up the 2I(Wu).
5) Davout (6I) to C17.
6) Ney (2I) to C17, then Ney alone to Innsbruck, collecting the 2I(I) left there by Napoleon.
7) Soult (7I), leaving the 1I (R) at Napoleon.
8) 1C at JJ14 to D16, FM2.
9) 1C at JJ13 to A16 (Munich).
10) Massena (4I) to KK20.
11) Leader A (2I Italian) to KK20.
12) Marmont (2I—dropping off 1I at KK15) to LL15.
13) Bernadotte (3I) to Baden.
14) Leader b (3I, 3I Hesse) to Mainz, FM1.
15) Leader B (4I) to EE10, FM2.

The build-up of forces with Napoleon is no accident—it is intended to prevent the Austrians from placing a purely cavalry screen (two cavalry SPs per hex) at hexes E18 and F17, since Napoleon can overrun either one of these. Alternatively, of course, the build-up could have taken place on hex C17 with Davout, sending the 1C from JJ14 to E16.

Allied Combat

Mack inflicts an automatic D3 result on the French cavalry at LL15. The French cavalry deploy outside Ratisbon, lose one SP but compel John and his single cavalry SP to retreat to the mountains a B17. The French do not advance.

Russian Move—August

1) Cavalry from Lublin to K17, FM1.
2) Kutusov (5I) to L16, FM1.
3) Bagration (2I) to M16 (Cracow).
4) Buxhoden (2GI, 3I) to O16.
5) Constantine (2I) to P16 (Lublin).
6) Cavalry from Brest-Litovsk to N15, FM1.
7) Cavalry from Grodno to Brest-Litovsk, FM1.
8) Benningsen (3I) to S14, FM1.

Note how with this distribution of forces an Attrition Die Roll of "6" next turn will only eliminate two Russian SPs. If Kutusov's Forced March to L16 fails, then try Bagration for the same hex. I do not recommend attempting to Force March the Russians more than one hex unless absolutely necessary.

Allied Combat

Mack inflicts an automatic D3 result on the French cavalry at LL15. The French cavalry deploy out-
behind him. For, should the Austrians attempt to
Austrian Move-September
Massena successfully storms Venice (at odds of 2-1,
to which I shall return. Hence it is vital for Lannes
advance of the Grand Army towards Vienna to one
troops not to be simply
Austrian capital!
11: 1C.

The defensive screening of Vienna—from now on the Allies simply maintain a barrier of troops
down F16, E17, E18, D19.

The point is that with two turns left in hand, the French are still three
hexes distant from Vienna and the Allies can bring into
operation what is probably their most potent
tactic—the defensive screening of Vienna. From
now on the Allies simply maintain a barrier of troops in front of the French, each hex filled with enough
troops not to be simply overrun, and limit the
advance of the Grand Army towards Vienna to one
per turn, so that they never actually assault the
Austrian capital!
The defensive screening of Vienna—from now on an ever-present menace to the French—is a topic to
which I shall return. Hence it is vital for Lannes to
occupy, in strength, hex E17 (so that there is a
clear three-turn run to Vienna: F17 seized in
October, G18 in November, Vienna attacked in
December) and for Napoleon to move into the hex
behind him. For, should the Austrians attempt to
counter-attack in their turn and drive Lannes back
from E17, Napoleon will be able to reinforce the
battle. (Therefore if Napoleon’s two-hex Forced
March fails, Davout must attempt to reach D16—the
odds are on one of them succeeding.)
Finally, it should be clear now why there is no future in Lannes charging for Vienna in September
with a couple of cavalry SPs. Even if his attack is successful, a curtain of Austrian units will draw
closed across the Danube valley behind his back anyway.

French Combat
Soulj inflicts an automatic D3 result on John at
B17, John joining Hiller’s command at B19.
Massena successfully storms Venice (at odds of 2-1,
+3) losing 11 in the process.

Austrian Move—September

The Attrition Die Roll is a “4”, therefore Charles
(modified to a “3”) loses 11, while Mack (5) loses
11, 1C. The Russians take no losses. The Austrians
received reinforcements/replacements.
1) Hiller (3I) to E19, FM1; then Hiller alone to
Vienna.
2) 3C from Leoben to F16, FM1. 1C to F18.
3) Charles (8I—leaving 1I to garrison Leoben) to
E18, dropping off 3; to F17, dropping off 3; to
F18, FM1—dropping off 2I, then Charles alone
back to E18.
4) John to E19.
5) Leader A to J21 (Budapest).
6) The 3I on Vienna entrench.

Note that if Hiller’s Forced March fails, Charles
has no need to garrison Leoben but will need to drop
off troops in E19. If the Austrian cavalry ride to
F16 does not come off, the 3I in Vienna will move
up to F16 instead. There is plenty of time yet for
entrenchment before the deluge.

Russian Move—September
1) Kutusov (5I) to H17, FM1.
2) 1C at K17 to H16.
3) Bagration (2I) to I17 (Olmutz), FM1.
4) 1CG, 1C at N15 to I18, FM1.
5) Buxhowden (2GI, 3I) to K17, FM1.
6) Constantine (2I) to L16, FM1.
7) 1C at Brest-Litovsk to N15, FM1.
8) Benningsen (3I) to O16, FM1.

Allied Combat
After all this, only Mack (with an offensive strength of “4-4") inflicts an automatic D3 on the II
at A14.

French Move—October

The Attrition Die Roll is a “3” incurring no losses
for the French. Bearing in mind the Allied tactic of
defensively screening off Vienna (the mere
existence of which strategem shows what a tightrope
the French Player has to walk towards a
resolution at Austerlitz), the French Player will aim
now to destroy as much of the Austrian screening
forces as possible, to seize hex F17 and to guard
its possession against the possibility of an Allied
counterattack!
1) Massena (3I) to C20, FM2.
2) Leader A (II Italian leaving II Italian) on Venice
to A14, deploying an alternate southern line of supply
from Milan.
3) Lannes (2I, 1C Bavarian, 1C) to E16.
4) Napoleon (2GI, 5I, 2C, 1C Italian) to E16, dropping
off with Lannes and 1C; then to E17, sheding here
all but 1C (to D17).
5) Davout (8I) to D17, then Davout alone to E17.
6) Soulj (7I) to D17, unloading 1I with Napoleon,
then on to D18.
7) 1C (A16) to D18.
8) Marmont (2I) to D17.
9) Ney (21I) to C16, FM1.
10) Leader a (2I Wurtemberg) to Ratisbon, FM1,
detaching 1I (Wu) at A14.
11) Bernadotte (3I) to A16, detaching 1I at LLI5.
13) Leader b (3I, 3I Hesse) to Baden, FM1.

French Combat

Lannes takes on the Austrian cavalry at F16 at 2-1 odds, +2—the Bavarians are committed. Davout
attacks the 3I at F17 (2-1, +3). Napoleon will inflict
an automatic D3 on Charles at E18. Soulj tackles
John in the mountains at E19 (2-1, 0). Massena
storms Leoben (3-2, +3). Let’s see. One Austrian cavalry SP escapes to
G17; an infantry SP from F17 to G18. Charles falls
back on the 2I, 1C at F18, bringing with him 1I. John voluntarily retires to F19, losing 1I to Soulj’s
cavalry.

Lannes advances into F16, Davout into F17 with five
SPs, leaving his 1C behind so as to no lose it to a
vicious Attrition Die Roll next turn. Napoleon
leaves Marmont at D17 with 1I, 1C and carries the
rest (10I) into E18. Soulj, leaving behind his
cavalry, occupies E19. Massena is in Leoben.

Note how this arrangement of forces will enable
the French Player to concentrate Napoleon and 20
SPs on the crucial hex F17 (15 of them by reinforce-
ment) should the Allies instigate a counterattack
there on their own turn.

The Austrian Situation

The Attrition Die Roll is a “2” and has no effect
other than carrying off one infantry SP from Mack
and the ability further to infict automatic D3 results.

The Austrians generate reinforcements/replacements.

An Allied counterattack against Davout, hoping
eject him from F17 and subsequently screen off
Vienna from the Grand Army does not have sufficiently
good prospects. By launching their attack
first from Hex G18, and subsequently reinforcing
from hex O17, the Russians could field 15 SPs
(Kutusov, Bagration and Buxhowden’s commands,
plus three cavalry—Constantine’s 2I guards hex
H17). In addition, aside from those units required
for “scrutiny duties”, the Austrians would be able
to throw in a maximum of eight SPs, making a grand
Allied total of 23 SPs, certainly enough to infict
an automatic D3 on Davout from hex G18 alone.
However, Napoleon (and sooner rather than later, Lannes) will nearly always be able to reinforce the battle on the second round, bringing the odds down
to 1-1 with a -1 DRM against the Allies (since by
now Napoleon will have taken control of the oppo-
sition). In other words, the Allies will need to throw
an “11” to damage, a “12” to defeat Napoleon,
whereas a “15” damages, a “4”, “3” or “2”
destroys the Allies.

Far better then to scratch together the remnants
of the Austrian Army, throw out a final, purely
Austrian curtain in front of Vienna to ensure that
the Grand Army will not be able to assault the capital
until December—by which time the Russian Army
will have concentrated on Vienna, their morale
equaling that of the French. The Entrenchment
Mock cancels out the +1 DRM advantage conferred
on their enemy by the presence of Napoleon . . .

Austrian Move—October
1) Charles (2I—leaving behind at F18 1I, 1C) to
F19, dropping off 1I; then to F20, adding 1I to the
11 already there; then Charles alone back to E19;
2) Leader A (3I) to Vienna, FM1; then leader alone
back to J21 (Budapest).
3) Hiller (3I) carries 2I to supplement the 1I at G18,
and 1I to add to the 1C at G17.
4) John to F20.

Russian Move—October
1) Kutusov (5I) entrenches at H17.
2) 1C (H16) to J17.
3) Bagration (2I) to H16.
4) Constantine (2I) to I17 (Olmutz).
5) Buxhowden (2GI, 3I) to I19.
6) Benningsen (2I—leaving 1I behind at O16 to relay
supply) to K17, FM1.
7) 1C (N15) to L16 (to relay supply from O16).
8) The 1CG, 1C at H18 remain in place.
The Attrition Die Roll is a "5" incurring the loss of 21 from Napoleon's command.

The French Player has, for the time being, more tangible worries. Once again his objectives are to destroy as much as possible of the Austrian army with groups of more than four SPs (so as not to concede the French a Victory Point under the terms of H.4), the Alliance Display still records one Victory Point apiece. Thus there remains still an outside chance (admittedly a very outside chance) of any of the French attacks falling foul of a treacherous die roll, the French becoming demoralized and yielding ground to the Austrians, who bag an unexpected Victory Point and suddenly have a one-in-six chance at the next Alliance Phase of calling in the Prussians.

However, the French Player has, for the time being, more tangible worries. Once again his objectives are to destroy as much as possible of the Austrian army, move to within one hex of Vienna (G18 becomes now the key hex) and be prepared to hold it against any Allied counterattack in November.

That projected counterattack differs significantly from the one the Allies might have launched in October. Now for example, if once again a small French advance-guard occupies the key hex, the Allies can concentrate all their troops on Vienna (they are going to do this anyway), inflicting an automatic D3 on the advance-guard (and if the advance-guard contains as many as 6 SPs, the Allies will very probably be able to concentrate 24 SPs in Vienna and half the force will be expunged, a loss which in the long run the French Player may not be able to afford). The French Player, once the Allies have massed at Vienna, need no longer fear a screening Vienna defense; unless of course his advance-guard was so small (say one to four SPs only) that the Allies could contemplate assembling at Vienna only sufficient forces to inflict the D3 automatic with placing a minimal screen in the hexes immediately adjacent to Vienna hoping to win back G18 and keep the Grand Army out of the capital altogether.

If the French are able to reinforce the demoralized vanguard to such an extent that they gain the upper hand (through only those forces adjacent to the vanguard will be able to enter this action, a fact which might keep the odds in favor of the Allies) then the Allies can break off combat and invite Napoleon to counterattack them at once at Vienna, where the entrenchment marker cancels out the superiority of Napoleon's leadership. A decisive battle in November instead. Thus there remains still a simple solution: ensure that hex G18 is occupied by at least seven SPs—the Allies will surely not be able to muster 28 SPs at Vienna, and even if they do bring off this miracle, there will certainly be no troops available for any screening defense of the capital.

1) Ney (21 Italian) to F16.
2) I (E17) to F16.
3) Lannes carries 11, 1C down to Davout at F17, then returns to his Italian-reinforced command at F16.
4) Napoleon carries 21 onto Davout at F17, then returns to E18.
5) I (D18) to E19.
6) Massena (21) to E20.
7) Marmont (11) to E19.
8) I (D17) to E20.
9) Soult carries 12 to E20 then returns to his command at E19.
10) Bernadotte (21) to D17.
11) Leader A (11 Italian) to D19.
12) Leader B (41) to LI15; FM1.
13) Leader b (31, 11 Hesse)—21 were actually lost to attrition this turn—to A14.

Note how Davout has been favored with nine SPs, enough to withstand losses from two rounds of combat and still be able to advance with seven SPs into hex G18. Notice also how the cavalry units have been sprinkled evenly among the attacking French groups so as to inflict maximum losses on retreat to reinforce Davout on G19 in the event of an Allied counterattack in November. Moreover, Napoleon’s battle is liable to be concluded after the first round, and should Soult be experiencing difficulties ousting Charles, Napoleon will be able to reinforce him on the second round of combat from F18.

Hiller’s surviving cavalry is overwhelmed and Hiller retires to Vienna. The escaping II on G18 reaches Vienna. The 1C still extant at F18 (Napoleon, having no cavalry, is unable to pursue) retires on G19. Charles, sacrificing II to Soult’s cavalry, voluntarily retires on G20. John, having seen his entire command perish, joins him there.

Lannes advances into G17, Davout (with eight SPs) into G18. Napoleon occupies F18, Soult/Marmont F19, and Massena F20.

The Crucial Decision

The Attrition Die Roll is a “4”, causing Mack to lose one infantry and one cavalry SP, but having no Austrian effect. Reinforcements/replacements are taken in.

The Allies have now to consider two possible courses of action. The first is quite dramatic, "Option One", as I shall term it, consists of the Allies concentrating 16 SPs on Vienna (13 of which will be Russian) and Davout at 2-1 odds with zero modifier. The idea is to hope for a dice roll in the first round combat of "9", "10", "11" or "12" (there is a 10/36 chance of bringing this off) inflicting a D2/D3 result on Davout and cutting down three of his SPs; after which, unless Napoleon is able to reinforce him, Davout is forced to retreat. Clearly the success of this tactic will depend to a large extent on the disposition of forces in front of Vienna by the French. Sometimes, for example, Davout has more regular French infantry than any of the groups adjacent to and capable of reinforcing him, so that once he is demoralized he must retreat. At other times, Davout can only be saved from retreating if all the groups adjacent to his can reinforce him on the second round of combat.

Even if Napoleon is able to reinforce Davout, but Lannes fails to do so, the odds will still be 3-2 in favour of the Allies, albeit now with a -1 DRM. And the Allies can always immediately break off combat, retire to the safety of their entrenchment marker on Vienna and invite Napoleon to attack them there at disadvantageous odds to himself.

As a further refinement to this plan, a partial screening defense of Vienna may be undertaken, in the hope of expelling Davout from F18 and advancing 1C (Italian) into that hex.

Here are the necessary orders . . .

1) Hiller (31—leaving 21 under the entrenchment marker on Vienna) to H17, placing 21 under the entrenchment marker there; then to G19, adding 11 to the 1C already there; then Hiller alone back to Vienna.
2) Charles (21) to G19, dropping off II, then to H19; then Charles alone back to G19.
3) Leader A (II) to H18; FM1; then that leader alone back to J21.
4) John to H17.

For the Russians:
1) ICG (118) to H19.
2) I (118) to I19.
3) Kutusov (41—leaving 11 under the entrenchment marker at H17) to Vienna.
4) Bagration (21) to Vienna, then Bagration alone to H17.
5) Bukhodwen (21G, 31) to Vienna, then Bukhodwen alone to H19.
6) Constantine (21) to Vienna, then Constantine alone to I19.
7) Benningsen (21) to I17.
8) I (J17) to I19.

Notice how this defense anticipates Davout retreating on either Napoleon, in which case Napoleon will become capable, in December, of overrunning a screening group of one or two infantry strength points only; or onto Lannes, in which case Lannes/Davout will be capable of overrunning a group of up to two SPs which also contains cavalry. However, they will not be able to reach the II/1C group at H19, nor the 2C group at I19, which Napoleon will not be able to overrun for want of cavalry—remember Davout will have lost his cavalry to the D2/D3 attack (Rule P.3.c) and cavalry may not be overrun by groups which do not contain an equal or greater number of mounted units (Rule L.4).

If the Allies are victorious and Davout is ejected from hex G18, then the French will be able to assault Vienna next turn (in fact only Soult’s cavalry from hex F19 could conceivably bring off a three-hexGrand Army to H18, but it would be destroyed automatically in the first round of combat, as it could not be reinforced).

If you find you have taken greater attrition/combat losses than have the Allies in this sample game, then you may well find it necessary to leave a leader group on screen in hexes H18 and I19, which, while permitting the French to mount an assault on Vienna in their December turn, will reduce the number of forces they can initially bring to bear on the capital. Admittedly Option One can prove to be a two-edged weapon. If the attack against Davout fails in November, with a third of their scattered forces around the capital, the Allies will doubtless find themselves under attack in Vienna at 3-2 odds in favor of the French—for the first round anyway.

However, we must return to the point I was making, that the strategy of the Allies, as described, is one that guarantees them, at the least, 50% chance of victory, there is always "Option Two". This option will apply especially to those who have suffered severe Attrition Die Rolls, or who through combat losses find themselves not able to muster adequate forces for "Option One".
Option Two consists simply of massing the Allied forces at Vienna. In his upcoming December turn the French Player will only be able to achieve 1-1 odds in the decisive battle, with no DRMs applying—the entrenchment marker on Vienna cancelling the effect of Napoleon’s superior leadership. The end result is a 50% chance either way. Only the application of the “French Imperial Guard—optional rule” enables the French Player to enjoy a brief, albeit perilous, +1 DRM.

Here then are the necessary maneuvers for Option Two...

1) Charles (21) to Vienna.
2) 1C (G19) to Vienna.
3) Leader A (11) to Vienna, FM1.
4) John to Budapest.

All Russian units are ordered to Vienna, to be put under the command of Kutusov, with the exception of Benningsen’s group (21) at K17 which moves up to I18 (still relaying supply via the 1C at L16 and the 11 at 016) and passes under the control of Bagration.

Thus, to face the onslaught on the Grand Army in December, the Allies have concentrated under the entrenchment marker at Vienna 17 Russian and 9 Austrian SPs to confront a French total (including units no further west than Leader A at C17), according to his December Attrition Die Roll, of between 30 and 28 SPs.

In view of all that I have demonstrated above, should that playtest bias reported for the Austerlitz Scenario of WAR & PEACE be 60% in favor of the French? Or rather a 50% chance either way? Or even, bearing in mind the accuracy and the diligence in play required of the French Player, and the traps that may be set for him—the most lethal of which is the defensive screening off of Vienna—should it not perhaps be 55%, even 60% in favor of the Allies?

These readers who will protest that such a pro-Allied bias makes the Austerlitz Scenario unhistorical have, I would suggest, only fallen prey to the popular myth of Austerlitz, which sees Napoleon winning the campaign with almost effortless brilliance, against incompetent leaders on the other side. The Austrian/Russian leaders were on the whole incompetent, but Austrian or Russian Players in WAR AND PEACE are rarely so.

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This 35th reporting of game preferences among our readership sees only three games still occupying slots since its inception—surely making SQUAD LEADER, RUSSIAN CAMPAIGN and THIRD REICH classics. For six years they have dominated this polling. But many other changes have taken place among the tastes of hard-core wargamers. As expected, the number of players switching over to the ASL system steadily increases. BEYOND VALOR and PARATROOPER move onto the chart, much as the SL modules once did as each was released. Three air games, two naval-based games, a fantasy trile, a card game, and the granddaddy of all multi-player games—DIPLOMACY—show that no simple label encompasses all our readership.
WOODEN SHIPS & IRON MEN initially included a number of scenarios for naval combat during the period of the American Revolution and the Napoleonic Wars (with the Napoleonic Wars taken to include the period of Republican regime in France as well as the time that Napoleon ruled). Additional scenarios for this game have been published in THE GENERAL, dealing with the Russo-Swedish wars in Finland, the minor conflicts in colonial America, pirates, and Russo-Turkish naval combat in the Black Sea and the Mediterranean, thus extending the original game through the introduction of additional fleets and situations. Here a number of additional scenarios for the Napoleonic Wars are presented. During this period the British fleet took on virtually every navy of the world. French, Spanish, Dutch, Danish, Russian, Turkish, Italian and American ships were engaged, at one point in time or another, with His Majesty's wide-ranging warships.

The eight scenarios presented cover additional situations and several new nationalities. They include a couple of the major battles fought in this period. Frequently the British forces emerged victorious.  These earlier victories helped set the stage for the victorious encounter at Trafalgar by limiting the options and capabilities of Napoleon's navies and would-be allies, and even of the neutral naval powers. The Glorious First of June scenario deals with the first major encounter between the British navy and the ships of Republican France. Cape St. Vincent concerns an encounter between the Spanish and British navies, while Kamperduin was the only major battle between Dutch and British fleets. The battle at Copenhagen deals with the British naval strike against the Danish, one of the hardest fought actions of the Napoleonic Wars. The battles at Algeciras cover the British defeat—followed up with a victory off the southern coast of Spain. The attack on Port Louis at Mauritius signifies a rare instance of a British naval setback. The Lake Champlain scenario complements the other scenarios by bringing the fledging Americans into focus. Together, these scenarios provide a wide variety of situations for the WS&IM addict, along with many new ships from the fleets of that exciting time.

For those who play WS&IM, it might prove of interest to look at the creation of new scenarios. Much has been written recently on the development of scenarios and variants for various popular games such as SQUAD LEADER, the methodology and pitfalls being explored for those who would design such in the future. I'd like to use these eight scenarios to highlight some of the problems with devising scenarios for this game.

Establishing the Orders of Battle

Determination of the OOBs for the fleets involved in these naval encounters varied greatly in terms of difficulty. For the Glorious First of June scenario, it was more or less straightforward to determine the ships present on each side, but the exact position of all ships in the two battle lines was not known. Most of the ships were assigned positions largely at random in the respective battle lines. For the battle of Cape St. Vincent, the complete British OOB is recorded. For both fleets, however, only a few of the actual ships engaged could be identified. For the remainder of the Spanish fleet, names and types were chosen from among ships that could have been present. Even with this approach, however, generally adequate supply of basic needs for the fleet was extrapolated the list. For the battle of Kamperduin, the Dutch crews were considered crack. In effect, the seagoing tradition and generally respected quality of the Dutch navy suggested the higher value, even though Dutch naval strength and performance had passed their peak. The assignment of crack crews to the Dutch ships also made the scenarios more balanced for play purposes.

The non-British forces in the other scenarios were more variable in terms of crew quality. The Danish ships and hulks at the battle of Copenhagen fought well, and the quality of the Danish crews throughout the Napoleonic era was generally seen to be high. On the other hand, freshley mustered volunteers were also used in the defense of Copenhagen. Hence, the Danish units were given variable values. It was assumed that most of the floating gun platforms had the least experienced crews and that the rigged vessels were manned by the more experienced. The Elven and Provostmen were given crack crews based on their performance during the actual battle. In the battle of Lake Champlain, the American crews were assumed to be crack ones.

The French vessels that participated in the battle of the Glorious First of June were certainly of mixed quality. Some crews were freshly pressed into service, while others had large components of experienced seamen. Captains and other officers, in keeping with the new Republican tradition, were raised from the lower ranks and borrowed from the merchant service. In order to reflect the differences, ships that were seaworthy at the outbreak of the war were considered to have average crews while ships under repair or not initially ready for sea were assigned the green crews. The assumption is reasonable and keeps with the pre-formation of specific ships, such as the Convention and Jacobin (bad) and the Vengeur (good) during the actual battle. For the latter reason, the French crews were uniformly assumed to be average.

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The British ships presented another type of problem in regarding to crew quality since not all of them would necessarily have been the same. Analogous to the procedure used for the French vessels at the beginning of the warfare, ships at sea or on Channel duty were assumed to have crack crews, while ships previously in port were given the average crew values. Since the performance of the British ships on the First of June was indeed variable, this distinction is relevant even though the method of assigning crew values was somewhat arbitrary. For the battles, ships engaged in previous major sea battles (or at least those that distinguished themselves) were assigned the elite status while all other British crews were considered to be crack. Thus, the Vengeur, which participated in the Battle of Kamperduin, was given elite status for the battles at Algèciras. By contrast, although the Caforte was involved in the battle of the Glorious First of June, its performance was totally undistinguished. As a result, it was only considered to have a crack crew in 1801. In the battle of Lake Champlain some of the gunboats were manned by militia rather than seamen; they were considered green crews, and did perform accordingly in the actual battle.

Fortifications

Forts were necessarily included in three of the scenarios. Their presence explained the British defeat at Algèciras on the first day and perhaps the
defeat at Mauritius as well. The presence of the guns on shore at Copenhagen were also responsible for the fact that the victory by the British was a very near-run thing. The number of guns available in the various positions at Copenhagen was known, making the assignment of gun squares relatively easy. The available guns in the fortifications in the other two scenarios, however, were not known. Gun squares were therefore assigned in keeping with the actual outcomes of the battles.

The rules for forts in these scenarios are drawn from Mick Uhl’s article on the battle on the Delaware River (“Rules Expansion for WSH/M”, Vol. 13, No. 5). The field of fire for forts is depicted in the accompanying figure. The relevant measuring point for the fortification is the specific hexside rather than hex. Different hexsides of the same fort with overlapping fields of fire can fire as a combined force. Gun squares totalling six or less apply a +1 modifier for the BHT to be used, while groups of seven guns or more add a +2 in determining the appropriate BHT. There is also the appropriate initial broadside modifier and modifiers for rakes, crew quality, and crew section loss. If a fort hexside firing a second or subsequent time combines with a fort hexside firing for the first time, the initial broadside modifier is lost. Similarly, both hexsides must have the rake position, and a crew section loss in one hexside affects the combined BHT. Distance is measured in the case of combined fire from more than one hexside of a fort from the most distant hexside.

Hull hits on forts are ignored. Only crew and gun hits are counted. If a ship ever gets close enough to use grapeshot against a fort, the effects are halved (rounded up) as a consequence of the protection afforded to the troops manning the guns by the fortifications. On every fourth turn, the player with fortifications in play can shift crew squares to new hexsides within the same fort. Individual crew squares can be transferred, not just whole sections. Crew section losses are based on the initial complement of a hexside. A voluntary transfer of crew squares could therefore constitute a crew section loss.

Rather than using the log sheets for fortifications, the required record keeping is probably much more easily done on a separate piece of paper. The players might also wish to experiment with the number of hexsides contained in an individual fort in the various scenarios or the location of the various forts. No more than six gun squares, however, should be assigned to any one hexside, and gun squares cannot be transferred from one fort location to another (unless, of course, a player chooses to have only one fort).

Special Conditions and Rules

Weather conditions were relatively easy to specify for the scenarios and presented no major difficulties. They reflect the actual conditions present in terms of velocity and direction. While the substitution of a normal breeze might suffice for many of the scenarios, in the case of Scenario RN5 the existing weather conditions need to be used per the Advanced Rules to effectively recreate the problems that the British squadron faced in the actual battle.

Outlining the locations of land and shoal hexes was only difficult in the case of the Copenhagen scenario. The required record keeping accommodated the need for these types of hexes well in all other scenarios where they were relevant. The outlines chosen may not do geographic justice to the locations of the battles, but they recreate the general nature of the presence of land or shoals. But by its very nature the Copenhagen scenario required an especially neat solution, but it does provide one means of making a very interesting situation available for play.

An effort was made to keep special rules to a minimum, but they were necessary in some cases to reflect the nature of the battles. Special rules, inevitably, interfere with the play of the game. But all are carefully considered to enforce historical limitations or narrow the options available to the players. The special anchoring features for the Danish vessels at Copenhagen, for example, reflect tactics actually used. Generally, the conditions were limited to make all the scenarios more playable. Special victory conditions were avoided when possible as well. They were included in some cases to provide better balance or force one player (inevitably the British) to take the offensive. Given the strategic considerations behind some of the battles depicted in the scenarios, different victory conditions were necessary.

General Comments

It is to be hoped that the following scenarios will be enjoyable ones for WSH/M players. The Glorious First of June is a large force scenario similar to many of the existing ones, and the Battle of Copenhagen is also pretty straightforward. Cape St. Vicent is a tricky situation for the British player. He has an opportunity to defeat a portion of the Spanish fleet in detail, yet he also faces the threat of being overwhelmed by the sheer quantity of Spanish ships if his opponent is aggressive enough and can successfully press the issue. The scenario will not necessarily be an automatic British victory. The British pursuit of the Spanish and French vessels from Algeciras presents a situation similar to the superior number of French and Spanish ships.

The Copenhagen scenario is perhaps the most intriguing new battle presented. While awkward to set up, it does bring into play different aspects of naval combat in the Napoleonic period. Although requiring a number of special rules and board alterations, the effort seemed worthwhile for such an interesting situation. The other scenarios (first Algeciras, Mauritius, and Cape Champlain) are actions involving smaller ships or smaller fleets that present a number of different challenges to each side. Many players prefer the smaller scenarios, these being readily played in a single sitting, and so a few should be published in each batch of new ones that sees print.

Field of Fire for Fort Hexside

The scenarios were put together with play balance in mind. There was an effort directed toward both simulation of historical events and playability in terms of the situations chosen for the scenarios. The introductions to the scenarios provide details on the actual outcomes of the battles so that the players can compare their performances with the actual results. For those who wish to have game lengths set for determining the victor (potentially important for AREA play or to prevent an opponent from sitting and waiting for a favorable shift in the weather), the following lengths for the scenarios are suggested. The players themselves may eventually find other lengths to be more appropriate.

<table>
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<tr>
<th>Scenario</th>
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<tr>
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<td>40</td>
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<td>RN-5</td>
<td>40</td>
</tr>
<tr>
<td>RN-6</td>
<td>60 (or until all Spanish and French ships exit to Cadiz)</td>
</tr>
<tr>
<td>RN-7</td>
<td>30 (or until British victory)</td>
</tr>
<tr>
<td>RN-8</td>
<td>30</td>
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Recommended for Research


SCENARIO RN-1
THE GLORIOUS FIRST OF JUNE
June 1, 1794

I. INTRODUCTION
The first naval actions in the war between England and France were in the Mediterranean, including the occupation of Toulon by British and Allied forces. The first major meeting between the French and British fleets in the Atlantic did not occur until the Spring of 1794. The French fleet at Brest put to sea in May to cover the arrival of large convoys carrying critically needed grain. This grain would not only help to meet food shortages but would also avoid the unrest the new Republican government faced.

A British fleet under Lord Howe sailed to meet the French convoys, and it contacted the French fleet under Admiral Villaret-Joyeuse 400 nautical miles from Ushant (a small island on the Breton coast near the approaches to Brest). On May 28th, a preliminary action occurred between the two battle fleets, both of which had 26 ships of the line available. The French got the worst of that skirmish, although they managed to prevent the capture of any of their damaged ships. The most badly damaged ships of the line departed for Brest under escort. One British ship of the line was also detached. As of June 1st, additional ships had joined the French fleet bringing its strength back up to 26 ships of the line.

On the morning of June 1st, the battle was once again joined. The British fleet approached parallel to the French line which was downwind and then moved, with greater or lesser alacrity depending upon the ship in question, to engage their opposite numbers. The French line was broken in a number of places and a general melee resulted. The French ships were handled poorly in many cases, and some fought indifferently as well. Other French ships, however, fought fanatically. The performance of the British ships was better on the average, but many of the ships did not press the attack. Five French ships of the line were disabled and captured while another was so badly damaged that it sank. Another seven were badly damaged. Since the French fleet had remained downwind of the British fleet, the additional damaged French ships drifted to the safety of the reformed battle line and thus escaped cap-
I. INTRODUCTION
After the Glorious First of June, there were no major fleet actions in the Atlantic for a number of years since the dominance of British naval power had been firmly established. The balance of naval power shifted, however, when Spain became a French ally. The British navy had lost the support of Spanish ships and ports and now had to detail units to guard against the Spanish fleet as well. Even though the Spanish navy lacked training and Spain was no longer considered a first-rate naval power, British naval resources were stretched more thinly and a combination of a Spanish fleet with the French fleet at Brest or Toulon would present a potentially formidable opponent, perhaps making up in numbers what was lacked in quality. (In fact, one such combination later in the Napoleonic Wars in the Mediterranean did give France temporary naval superiority and permitted the recapture of Corsica.)

In February a British squadron of 15 ships of the line hove into sight of a large Spanish fleet near Cape St. Vincent. The British had eleven ships largely immobilized by damage. The battered French fleet was allowed to withdraw. Meanwhile, the bulk of the grain convoys arrived safely in French ports.

Although the British were clearly victorious in the battle action, the French fleet acquitted itself reasonably well given the major reorganization (or disorganization) that it had undergone during the Revolution. The grain convoys did arrive safely and it could certainly be claimed as a strategic victory for the French navy. Perhaps equally important, the French fleet in being was maintained. It is possible that more aggressive action on the part of the British fleet might have resulted in a greater enemy loss, but the scattered and damaged British ships were in reality very limited in their options.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 5
Wind Velocity: 3—Normal Breeze
Wind Change: 6

III. SPECIAL RULES
1. No anchoring allowed.
2. No land hexes.
3. Towing permitted.

4. Note that the size of the fleets involved means that the boards contain little room for maneuver. The players are advised to use an additional board with a hexagonal pattern from some other game to facilitate play. An alternative setup for this scenario would be to place the two Wx/IM boards end to end (with A35 meeting A.41). Place the first French ship of the line at hex K18, direction 2, and align the remaining ships astern in order with no spacing between the ships. The first British ship occupies hex A19, direction 2, with the others in order in line astern with no spacing between ships. The new wind direction would be 2.

IV. SPECIAL VICTORY CONDITIONS
Given the strategic task of the French fleet to protect the grain convoys, the British player must accumulate 150 or more points than the French player to win. These conditions also reflect the actual magnitude of the victory achieved by the British fleet. Captured enemy ships count double in terms of victory points.

**Enter as room available in line astern on board edge, direction 1.**

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**SCENARIO RN-2**
**CAPE ST. VINCENT**
February 14, 1797
V. ORDER OF BATTLE

There are not enough Spanish counters for the entire fleet, so French ship counters can be used. The six Spanish ships actually known to be present at Cape St. Vincent are marked with an *. The starting position of the Orientie in the main body was not known.

SCENARIO RN-3
BATTLE OF CAMPERDOWN (KAMPERDUIJN)

<table>
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<tr>
<th>Name</th>
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<th>Nr. Hull Qual.</th>
<th>Crew Section</th>
<th>Guns L/R</th>
<th>Car-ronade L/R</th>
<th>Rigging 3</th>
<th>Depth (ft.)</th>
<th>Point Value</th>
</tr>
</thead>
</table>
| BATAVIAN (DUTCH) | 56 SOL 2 R17 | 1 | 9 | Cr 3 3 3 5 5 | 1 1 7 7 7 | 16 16
| Beschermier   | 68 SOL 2 R20   | 1 | 12 | Cr 4 4 3 7 7 | 1 1 7 7 7 | 16 21
| Gelijkhied    | 64 SOL 2 R21   | 1 | 11 | Cr 4 3 3 6 6 | 1 1 7 7 7 | 16 20
| Hercules       | 68 SOL 2 R26   | 1 | 12 | Cr 4 4 3 7 7 | — — 7 7 7 | 16 22
| Tjerk Hidde de Vries | 74 SOL 2 R29 | 1 | 14 | Cr 4 4 4 8 8 | 2 2 7 7 7 | 16 27
| Vrijheid       | 76 SOL 2 R32   | 1 | 14 | Cr 5 5 4 8 8 | 2 2 7 7 7 | 16 28
| Staten-Generaal | 64 SOL 2 R1 | 1 | 11 | Cr 4 4 3 5 5 | 1 1 7 7 7 | 16 20
| Wassemer       | 56 SOL 2 R4    | 1 | 14 | Cr 3 3 3 5 5 | 1 1 7 7 7 | 16 16
| Batavier       | 74 SOL 2 R8    | 1 | 14 | Cr 4 4 3 8 8 | 2 2 7 7 7 | 16 27
| Brandt         | 64 SOL 2 R103  | 1 | 11 | Cr 4 4 3 5 5 | 1 1 7 7 7 | 16 20
| Leyden         | 44 SOL 2 R13   | 1 | 8  | Cr 3 2 2 4 4 | — — 6 6 6 | 15 15
| Mars           | 64 SOL 2 R16   | 1 | 11 | Cr 4 3 3 6 6 | 1 1 7 7 7 | 16 20
| Jupitier       | 74 SOL 2 R19   | 1 | 14 | Cr 4 4 4 8 8 | 2 2 7 7 7 | 16 27
| Haarlem        | 68 SOL 2 R22   | 1 | 12 | Cr 4 4 3 7 7 | 1 1 7 7 7 | 16 22
| Aikman         | 56 SOL 2 R25   | 1 | 9  | Cr 4 4 3 5 5 | 1 1 7 7 7 | 16 16
| Delft          | 54 SOL 2 R87   | 1 | 9  | Cr 3 3 3 5 5 | 1 1 7 7 7 | 16 16
| Galaté         | 18 B 5 U21    | 1 | 3  | Cr 1 1 1 1 1 | — — 2 2 4 4 4 7 7
| Daphine        | 18 B 5 U24    | 1 | 3  | Cr 1 1 1 1 1 | — — 2 2 4 4 4 7 7
| Ajax           | 18 B 5 U27    | 1 | 3  | Cr 1 1 1 1 1 | — — 2 2 4 4 4 7 7
| Waaksambied    | 24 C 3 U30    | 1 | 5  | Cr 2 2 1 2 2 | — — 5 5 5 5 5 8 10
| Minerva        | 24 C 3 U33    | 1 | 5  | Cr 2 2 1 2 2 | — — 5 5 5 5 5 9 10
| Heldin         | 32 E 3 U77    | 1 | 7  | Cr 2 2 2 3 3 | — — 5 5 5 5 5 13 11
| Embusande      | 32 F 3 U12    | 1 | 7  | Cr 2 2 2 3 3 | — — 5 5 5 5 5 13 11
| Atlantia       | 18 B 5 U18    | 1 | 3  | Cr 1 1 1 1 1 | — — 2 2 4 4 4 7 7
| Monnikendam    | 44 SOL 2 U221  | 1 | 8  | Cr 3 2 2 4 4 | — — 6 6 6 15 15

BRITISH

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<th>Car-ronade L/R</th>
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| Triumph       | 74 SOL 2 J34    | 2 | 14 | Cr 4 4 4 8 8 | 2 2 7 7 7 | 20 27
| Ardent        | 64 SOL 2 H32    | 2 | 11 | Cr 4 3 3 6 6 | 1 1 7 7 7 | 19 20
| Bedford       | 74 SOL 2 E35    | 2 | 14 | Cr 4 4 4 8 8 | 2 2 7 7 7 | 20 27
| Lancaster     | 64 SOL 2 E33    | 2 | 11 | Cr 4 3 3 6 6 | 1 1 7 7 7 | 19 20
| Adamant       | 50 SOL 2 B34    | 2 | 8  | Cr 3 2 2 4 4 | 1 1 6 6 6 | 17 17
| Director       | 50 SOL 2 D29    | 2 | 11 | Cr 4 3 3 6 6 | 1 1 7 7 7 | 19 20
| Belliqueux     | 64 SOL 2 B1      | 2 | 11 | Cr 3 3 3 6 6 | 1 1 7 7 7 | 19 20
| Isis           | 50 SOL 2 A45    | 2 | 8  | Cr 3 2 2 4 4 | 1 1 6 6 6 | 17 17
| Circe         | 28 C 3 E9       | 3 | 5  | Cr 2 1 1 1 1 | 2 2 5 5 5 | 12 11
| King Georgie  | 18 B 5 D13      | 2 | 3  | Cr 1 1 1 1 1 | — — 2 2 4 4 4 7 7
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| Martin        | 14 B 5 BB10     | 2 | 3  | Cr 1 1 1 1 1 | — — 2 2 4 4 4 6 6
| Diligent      | 18 B 5 AA15      | 2 | 3  | Cr 1 1 1 1 1 | — — 2 2 4 4 4 7 7
| Rose          | 28 C 3 AA20     | 2 | 5  | Cr 2 1 1 1 1 | 2 2 5 5 5 | 12 9
| Speculator    | 24 C 3 *        | 5  | Cr 2 1 1 1 1 | 2 2 5 5 5 | 9 10
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| Powerful      | 74 SOL 2 H28    | 2 | 14 | Cr 4 4 4 8 8 | 2 2 7 7 7 | 20 27
| Monmouth      | 64 SOL 2 H30    | 2 | 11 | Cr 4 3 3 6 6 | 1 1 7 7 7 | 19 20
| Ruyssen       | 74 SOL 2 E29    | 2 | 14 | Cr 4 4 4 8 8 | 2 2 7 7 7 | 20 27
| Montagu       | 74 SOL 2 D27    | 3 | 14 | Cr 4 4 4 8 8 | 2 2 7 7 7 | 20 27
| Veteran       | 64 SOL 2 BB30    | 2 | 11 | Cr 4 3 3 6 6 | 1 1 7 7 7 | 19 20
| Beaulieu      | 40 SOL 2 AA27    | 3 | 7  | Cr 2 2 2 3 3 | 1 1 6 6 6 | 15 14
| Agincourt     | 64 SOL 2 AA33    | 2 | 11 | Cr 4 3 3 6 6 | 1 1 7 7 7 | 19 20

*End Turn 2 at hex Z21, direction number 2.
public in Holland and the alliance of that state with France. While the Batavian fleet was smaller than that of Spain, it was of much higher quality and its bases were geographically situated to pose a greater threat to England. In 1797, a Dutch squadron was formed to participate in a French invasion of Ireland. On October 11, a British squadron met this fleet off the coast of southern Holland. The British force bore down on the Dutch battle line, which was sailing north with the wind. After a sharp engagement, a number of Dutch ships were captured, and the remainder of the fleet was scattered. The danger of the Dutch combination with French naval forces and the immediate threat to Ireland was avoided, and the superiority of the Royal Navy over yet another opponent of the day was established.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 2
Wind Velocity: 2—Moderate Breeze
Wind Change: 5

III. SPECIAL RULES

1. Anchoring only in shallows.

V. ORDER OF BATTLE

The two WS&IM boards are laid end to end with hex A35 adjoining hex AA1. Use the French and American ship counters for the Batavian ships.

SCENARIO RN-4
THE BATTLE OF COPENHAGEN

I. INTRODUCTION

In 1801, Denmark, Prussia, Sweden and Russia formed the League of Armed Neutrality, theoretically to protect neutral shipping rights during the conflict between England and France. The League was in fact primarily directed against the British blockade of Napoleon and his allies and was designed to permit neutral shipping to continue to trade with France. A British fleet under Admirals Parker and Nelson was sent to the Baltic with instructions to use force as necessary. Although Russia was the prime target of the fleet, Parker wanted to eliminate any Danish threat to the rear of his fleet and communications with England. After the failure of negotiations the decision was made to attack Copenhagen to compel Denmark to withdraw from the League.

The Danish fleet was not prepared for war and was barely seaworthy. The approaches to Copen-
hagen, however, were defended by all available units and batteries on rafts were manned and anchored as powerful floating batteries on the approaches to the city. The Trekroner (Three Crowns) fort also covered the approaches to the inner harbor and other batteries were established to strengthen the defenses. Overall, a formidable defense line had been established, buttressed by the fact that shoals and sandbanks, as well as strong currents, limited the avenues of attack.

Nelson led the assault with a portion of the fleet. The remainder of the British ships remained to guard against the appearance of the Russian or Swedish fleets. The Danish battle line also limited the number of ships that could effectively be utilized. Nelson left the unwieldy, larger three-deckers behind and approached from the south due to the strong current that was running to the northeast. This southern approach also allowed the French ships to drift south to safety without fouling other ships.

The battle itself was hard fought. The British ships made their approach and anchored off the Danish line. The Danish ships and hulks were anchored by bow and stern springs. One set can be cut and the other retained. These ships and hulks can also re-anchor (once).

2. Towing is permitted.
3. The following shoal hexes exist with a depth of 6 feet.
Revolsholm Sandbank: A2-B2-C2-D2-E3-G4-H4-I5-J6-K6-L6-M6-N6-O6-P6-Q6-R6-S6-T6-U6-V6-W6-X6-Y6-Z6

Wind Direction: 3
Wind Velocity: 3—Normal Breeze
Wind Change: 6

SPECIAL RULES
1. Anchoring is permitted. Danish ships and hulks are anchored by bow and stern springs. One set can be cut and the other retained. These ships and hulks can also re-anchor (once).

2. Towing is permitted.
3. The following shoal hexes exist with a depth of 6 feet.
Revolsholm Sandbank: A2-B2-C2-D2-E3-G4-H4-I5-J6-K6-L6-M6-N6-O6-P6-Q6-R6-S6-T6-U6-V6-W6-X6-Y6-Z6

Wind Direction: 3
Wind Velocity: 3—Normal Breeze
Wind Change: 6

SPECIAL VICTORY CONDITIONS
The British must have 50 victory points more than the Danish player to win. Less than a 50-point lead would constitute a draw, and such an outcome would defeat the strategic purpose of the British attack.

VARIATIONS FOR SCENARIO RN-4
1. Allow the Danish player to establish his defensive line south of Trekroner in any fashion that he desires.
2. Allow the Danish player to substitute one 60-gun crack SOL and one 48-gun average hulk for any two hulks or ships in the defensive line. These ships were
SCENARIO RN-6
PURSUIT FROM ALGECIRAS

**I. INTRODUCTION**

After the clash at Algeciras, the British returned to Gibraltar to effect repairs. A Spanish squadron sailed from Cadiz to cover the departure of the French ships in response to frantic messages for support. A French 74 also joined the ships at Algeciras. The Franco-Spanish squadron put to sea in mid-July to return to Cadiz. The French ships had been repaired as much as possible, but they were not totally seaworthy. The available British ships at Gibraltar and a Portuguese frigate put to sea to give chase. The British ships this time got the best of the encounter. One French SOL was captured, and another ran aground on the approaches to Cadiz (later it was refloated and entered the harbor). The major losses were the two 112s of the Spanish squadron. One was damaged by British shot, caught fire and exploded. The other large Spanish SOL was nearby at the time and was so damaged by the explosion that it also sank. (An alternative explanation offered for the loss of the two 112s is that they fired on each other by mistake at night. The fire and explosion on one ship resulting from this gunnery exchange resulted in the sinking of the two ships.) The superior British crews had again proven themselves, and the setback of July 4th was avenged.

**II. PREVAILING WEATHER CONDITIONS**

Wind Direction: 4
Wind Velocity: 2—Moderate Breeze
Wind Change: 5

**III. SPECIAL RULES**

1. Board edge 1 is land.
2. Towing is permitted.
3. Cadiz. If the Spanish and French ships traverse the present two boards and one additional board (either use another board or keep track of the number of hexes that the ships are shifted on the existing boards), the scenario ends. Board edge 1 of the new board becomes a home board edge. The French and Spanish ships can then exit this board edge to the port of Cadiz.

**IV. SPECIAL VICTORY CONDITIONS**

A draw is a victory for the Franco-Spanish player.

**V. ORDER OF BATTLE**

The lowered values for many of the ship attributes reflect the presence of unrepaired damage.
SCENARIO RN-7
ATTACK AT MAURITIUS (ILE DE FRANCE)

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Direction numbers for forts indicate hexside for determining field of fire.

I. INTRODUCTION
Late in the Napoleonic Wars, the French still held the islands of Reunion (or Ile de Bourbon) and Mauritius (then Ile de France) in the Indian Ocean. Bases on these islands were used by French naval units threatening English commerce in the Indian Ocean. As a consequence, efforts were made to eliminate the threat. Reunion quickly fell, but in 1810 the major base on Mauritius at Port Louis (or Grand Port or Port Bourbon as it was then variously known) still was in French hands. A squadron of four British frigates was on blockade duty, supporting and being supported by a small garrison established on a small offshore island. Late in August, the British naval commander took his squadron into the French anchorage in an effort to capture five large French frigates there. Since he was facing five ships supported by land batteries with only four vessels of his own, the outcome was not surprising. After five days, two of the British frigates had been captured. The other two had been forced aground, and their crews burnt them to prevent capture. The now unsupported British garrison on the island was also forced to surrender. In December, a larger British fleet appeared. The port was quickly captured along with the five French frigates, as well as the two captured British frigates. The August foray was both ill-advised and unnecessary.

IV. SPECIAL VICTORY CONDITIONS
A draw is a French victory.

Land hexes are indicated in black on all maps. Shoal hexes in Scenario RN7 are indicated by the darker shading.

SCENARIO RN-8
BATTLE OF LAKE CHAMPLAIN
September 11, 1814

I. INTRODUCTION
During the War of 1812, Lake Champlain was again an important strategic waterway. Control of the lake was necessary for any British military venture south from Canada since the necessary supplies could only be effectively transported by water. The British fleet on the lake moved south and met an American fleet anchored off Plattsburg. The British were forced to attack since the American fleet had to be eliminated in order for planned land operations to continue. In the fierce action that followed, the British ships were one by one forced to strike. The American commander had chosen his position well and had the added advantage of heavier guns on his ships. The destruction of the British fleet ended any threat to northern New York and Vermont. The British had at last met their match.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 4
Wind Velocity: 2—Moderate Breeze
Wind Change: 5

III. SPECIAL RULES
1. American ships are anchored by springs (specify whether bow or stern).
2. British ships may anchor.
3. Use gunboat rules per Section D on page 29.
4. Do not increase hull squares if Advanced Rules are being used.

IV. SPECIAL VICTORY CONDITIONS
A draw is considered an American victory.

V. ORDER OF BATTLE
Use any non-British counters for the American ships required.
 Payne Attention to What’s Going On

There will be long stretches in the game where you may feel that, either because it is not your turn or because you’re at peace with everyone, there is nothing going on of interest to you. Everything that goes on in Empires in Arms is of interest to the good player.

This is a seven-player game, and every time a battle is fought or a war is ended, one person (or more) is gaining victory points, and others are losing them. Where each player is on the Political Status Chart is the most important gauge of success in the game. And where each of your rivals is (and remember a player can be a rival without necessarily being an enemy) will go a long way toward determining your policy toward that country.

It is also a smart idea to observe each battle, if only to see which chits are chosen by the various players. Everyone has his own style of play, and a player who chooses “Escalated Assault” or “Outflank” two times out of three is sending you a message. If you ever fight a battle with him, and you have received that message, you may have an advantage when you choose your chit.

Notice who is building what, and where. If depots and corps start appearing on your borders, don’t assume they have been sent there for their health. And they certainly aren’t there for yours!

As I said at the outset of this article, if you are going to devote a good chunk of your life to a game of this scope, you may as well devote some thought to it in advance. It will be just as useful to pay close attention to the interactions of the other six players throughout the game if you intend to achieve final victory.

Good luck—and here’s one parting thought: the greatest chance of producing a Napoleon “thunderclap” or decisive victory and/or capture of an enemy capital that will change the military balance and possibly drive one or more coalition partners out of the war.

Considering that France has the last move in October, and can move first in November, what French move by the Grande Armee for October 1805 offers the greatest chance of producing a Napoleon “thunderclap”? Assume that ample money is available to all players for shifting depots as needed. If these moves lead to a major field combat, what is the best French chit pick to resolve that combat?

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 include a numerical rating for the issue as a whole and a listing of the three best articles in the judgment of the contestant. The solution to Contest 134 will appear in Vol. 23, No. 5 and the list of winners in Vol. 23, No. 6 of The General.
Dear Mr. Martin,

I would like to comment on Avalon Hill's recent release, EMPIRE IN ARMS. I feel that you did an excellent job on the rules; despite the complexity of the game, I have not yet encountered a problem that could not be resolved by a careful reading of the relevant rules section. The game plays very well. Considering the complexity level, it is relatively easy to pick up on the general flow of play. The pieces are quite attractive (although I have not seen any of the French pieces). Because of this, the Prussian army comes dangerously close to that of the French and Prussians, but I am not 100% satisfied with the game. I'm certain that you can see the reason coming already.

Quite simply, the unmapped mound map is a disappointment. Despite my best efforts at "countering", the map refuses to remain flat. I have invested over $250 in plexiglass in an attempt to solve the problem. I would greatly have preferred a mapped mound in the first place. Even the recent this remake has been a vast improvement over a paper sheet. Although I doubt that AH will do anything, it would really be nice to offer a mound sheet, even as a shaded "optional" accessory on the Parts List. I feel that most players willing to invest $35.00 in the game are serious enough to pay extra for such an improvement.

One other minor complaint-the backs of the counter cards for me it seems like one has to access an expensive copier capable of reproducing colors, much of the duplicates are an unusable gray (due to the color of the back). Thank you for your time.

John Ellsworth
Stoel, Louisiana

Dear Sirs;

In Volume 22, Issue #2 and Volume 22, Issue #6, you announced that you were dropping a series of some of the most popular games. I am one of those that have dropped. I have watched with little recognition to make it work. For this year, year, plenty of ASL, to keep you busy and happy. By the time you read this, YANKS (containing the American OB and scenarios) should be ready for order. Bill McNamara is completely

the first FOF scenario. I do not have the EIA map unnumbered. The reasoning behind the final decision concerns price, of course. The fact that with mound maps we would have incurred the extra costs on mounting the boards, a larger box to store the game and increased shipping cost has driven us to make changes with THE LONGEST DAY. The finished product would have to sell for $60-$65. Prices in that range are unattractive to many of our new and price-conscious players. The fact that you've probably played 25% of them with any regularity. Most of them I look over, examine the rules and contents, and then throw them to the side. Knowing that someday I will meet someone with enough interest to learn the rules and play.

Some of these games I have in storage were put away a long time and effort into EIA and wanted people to buy and play it, not regard it as an expensive experimentation to be thrown away. Even with the extra $20 expenditure for plexiglass (which can be used with many other games and will wear on the beautiful EIA maps), you came out ahead. Regardless of the back of our country, I'd suggest trying another copy. As an experi-

Dear Mr. Martin:

I currently own SL, COI, COD, COAL, BY, PARA, SOF, every scenario that TAHGC has produced (plus two batches by Mr. Mishcon) - all on UP boards. The value of thanks that management should consider appropriate.

Until now, I haven't really noticed the "fan" SL and all its "children" have generated in the pages of THE GENERAL. I was very excited to take this opportunity to TRY to put into words my sincere appreciation to all concerned on this decade-long project. It (ASL) is an superior product. My first experience with SL closely parallels Mr. McNamara's: mail order before retail and a "wait and see" on Mr. Greenwood's comment, "he said patient, it would be the wait." I remember opening G, A & B at the game store and then sending a letter to Mr. Greenwood. CHK..."I tell you, I've been playing a lot of games myself, people (myself included) have no interest in trying a defunct ASL system. What about gamers at large? Will Avalon Hill answer questions on games they've dropped from the line-up?

And so what does all of this mean to me? It means I'll be more selective in buying games, and will not purchase as much as I used to. After all, who's to know that $20-$50 game will be on the market a few years from now?

Monte Gray
Temple, Texas

Dear Mr. Martin:

If the developers at Avalon Hill don't have common criteria for establishing "Complexity", allow me to suggest a system. It won't eliminate the "5" and "3" ratings, a top ten list, brief articles on tactics, etc. I am also sending members a monthly newsletter which will carry player ratings, a top ten list, brief articles on tactics, etc. But for procedures and definitions. I hope it's obvious by now the acceptability

Dear Sir;

Dear Mr. Martin:

If I feel it's obvious by now the acceptability

Letters to the Editor...
The Empire had long ago reached a lethargic stasis. Expansion was nonexistent. In fact, expansionist sentiments were almost universally seen as profoundly reactionary and those who embraced them as untrustworthy beings insisting upon living in the past.

Imperial priorities had changed drastically since the halcyon days of nearly unrestrained growth. Energies once expended upon colonization of here-tofore uninhabited worlds and the conquest of alien environments were now spent upon driving the Imperial standard of living in an upward spiral. The pursuit of luxury was an obsession from the Emperor down to the most lowly lithium processor. Not only was "luxury" the primary field of research and development, but most citizens were so addicted to the prevailing sybaritism that there was no chance of mustering the many millions of immigrants that had made expansion not only possible, but necessary.

This transformation of social and economic priorities had massive political and military consequences. The potent space fleets of the old Empire had been whittled away to a force barely able to counter the power of the Empire’s chief rival, the Confederation of the Twelve Kingdoms. Offensive actions against the Twelve Kingdoms or any of the Empire’s smaller neighbors was out of the question. Similarly, the once-vaunted Imperial intelligence apparatus had atrophied. With no possibility of expansion and insufficient spaceships for aggression, the Empire disposed of most of its scout ships and covert intelligence assets, reducing the Imperial Intelligence Service to a smaller and ostensibly leaner bureau more consistent with “modern” Imperial strategy.

For some time the Empire was able to lead a largely uneventful existence. The Twelve Kingdoms were never able to fully escape their habitual bickering, as Kingdom confronted Kingdom over issues considered important only by the parties involved. Though war did not erupt within the Confederation, its perennial division allowed the Empire to pursue pleasure unmolested.

Two events dramatically ended the Empire’s period of happy passivity and safety. The first was the draft and ratification of the Twelve Kingdoms Compact, a document that strengthened confederation unity at the expense of the individual Kingdoms’ autonomy. Sovereignty was now invested in the confederation government, not in the royal courts. Perhaps even worse for the Empire, the Compact included a multitude of regulations concerning the resolution of almost every conceivable territorial or economic dispute between Kingdoms.

The second event was even more dramatic and of much greater immediate importance to the Empire. One day, the normally bright green sky of a planet in one of the inner Provinces turned to a shade of maroon. Red was the hue of the millions of tiny spaceships entering the planet’s atmosphere. Seemingly oblivious to the pair of orbiting corvettes and the world’s missile defenses that incinerated them by the tens of thousands, the intruders descended to the surface where they used primitive laser and projectile weapons to kill over five million inhabitants. This grim harvest ended only when roving ground troops had succeeded in killing the last of the creatures. So ended the first contact between the Empire and an alien race.

Other attacks by the Swarms, as they came to be known, followed the same pattern: suicidal descent, unrestrained massacre of every sentient being within view, and destruction by soldiers and militia. The only encouragement was that the aliens were physically frail, easily killed by even a juvenile, should it escape intruder’s weapons. The Swarms appeared to originate beyond chartered space. For reasons known only to alien psychology, they attacked only Imperial worlds.

In another era, the Empire would have responded to the challenge of the Twelve Kingdoms by sending squadrons of deathstars on tours to the royal planets, teaching their kings that ambition directed towards each other was far safer than ambition in the direction of the Empire. In another era, scout vessels would have scoured space for the Swarms’ home worlds, leading deathstars to them on a mission to liquidate the murderous race. In the process, bases and colonies would have been founded to support the warships, remaining after the attainment of the primary objective. But times change.

Eventually, the growing threats of the Twelve Kingdoms and the Swarms dictated a change in Imperial policy. To counter the Swarms, some of the energies expended on luxury goods were diverted to the augmentation of planetary defenses. To counter the growing power of the Twelve Kingdoms, the space fleets underwent a slow process of rejuvenation, the best to be expected from an Empire still largely devoted to pleasure.

It soon (well, relatively) became apparent that the fate of the Empire hung in the balance. The Twelve Kingdoms threatened to replace the Empire as the dominate state in the known volume of space, probably dividing the Provinces among its own members. Though a lesser long-term threat to the Empire, the Swarms spread terror in seemingly random manner, bringing red skies and destruction from the fringes to the center of the Empire. Despite the danger, the population could not quite get used to the idea that self-defense could be a worthier objective than hedonism.

Since the onset of Imperial lethargy, millions of malcontents had left the Empire for worlds beyond the fringes of the interstellar states. At first, the Empire had actually subsidized this movement in an attempt to rid itself of its “square pegs”. This ended when the “independent” worlds founded by the emigrants became a thorn in the Imperial side.

In another era, many of these emigrants would have been the heroes rather than the outcasts and eventually enemies of the Empire. But times change. Swift and far-ranging ships similar to Imperial scout ships carried on a thriving illicit trade with planets on the Empire’s edges, circumventing tariffs and import duties. More powerful ships engaged in piracy against Imperial shipping, often with the implicit support of independent planets.

To make matters worse, the Imperial Intelligence Service collected evidence that one, and maybe two, of the independent worlds were rising above the
status of minor pirate states. Dubbed Prime planets, they enjoy large populations, large and technologically advanced industrial complexes, and potent fleets and missile defenses. In time, a Prime world could well prove to be one more challenge to an already embattled Empire.

In former times, Imperial scout ships would have found the Prime planets and led warships to them, which would have effected their entrance into the Empire. The Imperial government did elect to mount an expedition against the independent planets. However, the operation would not resemble the massive Captaincies-General of the past. Based from a poor and technologically backward Province, this Captaincy-General would involve only a handful of scouts and corvettes.

The objectives of the expedition did not end with the placement of a few planets under Imperial rule and the suppression of piracy. The industries of the new Imperial colonies and dominions were to be harnessed to build the ships needed to counter the Twelve Kingdoms and fight the Swarms. Furthermore, success would increase Imperial prestige and indicate to the Twelve Kingdoms that the Empire was not the moribund entity of its current reputation. Should the Prime worlds be found and subjugated, a potential challenge would be pre-empted.

His expedition, one of those of the past, the Captain-General led his ships into the unknown. Perhaps the fate of his Empire was to be decided in these uncharted reaches of space.

DESCRIPTION OF PLAY
In “The Fate of Empire”, all rules of STELLAR CONQUEST apply unless otherwise indicated. The length of the game is 44 turns.

The single player, representing the Imperial Captain-General, must gain control of as many planets as possible over the greatest possible volume of space. He must also destroy pirate ships while losing a minimum of his own spaceships.

As the player gains colonies and dominions and increases the volume under his control, the industrial power at his disposal increases, allowing him to raise the technological level of his domain, augment his forces, and extend Imperial rule to still more planets. But as he acquires planets, the probability increases that the player will attract the destructive attentions of the dreaded alien Swarms.

Therefore he must not neglect the defense of his planets.

PREPARE FOR PLAY
1. The player sets up the mapboard and Star Cards as he would for a standard game of STELLAR CONQUEST. He will also need two Record Sheets, one for his colonies and dominions and another for discovered independent planets, and a sheet of scrap paper. “The Fate of Empire” requires two dice, one red and one white.

2. The player chooses one or two colors of counters to represent his forces. The remaining colors are available to represent smuggler and pirate vessels, generically called “pirate” ships.

3. From his supply of counters, the player draws thirty colony transports and 15 points (see Ship Point Table) worth of spaceships, which must be corvettes or scouts. He receives no industrial points to start, but may select any two of the following Level 1 items from the Research Charts: 3-Hex Speed, Missile Base, Controlled Environment Technology, and Industrial Technology. The player benefits from his chosen research items from the start of the game.

SEQUENCE OF PLAY
1. Consult Random Events Table (Except on Turn 1).
2. Resolve any Swarm attacks.
3. Move any or all spaceships in your force.
4. Explore new stars.
   a. Resolve any Exploration risk.
   b. Discover planets, independent worlds, pirate ships in the solar systems of successfully explored stars.
5. Resolve combat with all pirate ships co-existing in the same star hexes as your spaceships.
6. Resolve any attacks that you wish to make against independent worlds.
7. Debark any colonists or garrison you wish onto friendly planets or conquered former independent planets.
8. Record the passage of one turn on your colony-dominion Record sheet.
9. At the end of every fourth turn, execute Production turn.

RANDOM EVENTS
1. At the beginning of every turn except Turn 1, the player rolls both dice, then matches the results on the Random Events Table. Each random event is explained on the Random Events Key at the bottom of that table.
2. Several of the random events deal with the Empire’s relations with its chief rival, the Confederation of the Twelve Kingdoms:
   a. Tensions on the Twelve Kingdoms’ frontier and limited war last one game turn and end automatically (without Random Event H).
   b. Full-scale war between the Empire and the Twelve Kingdoms continues until a treaty of peace through Random Event H. For the duration of the war, the player cannot receive reinforcements from off-map.
   c. There is no limit to the number of times that tensions, limited war, and full-scale war can occur between the Empire and the Twelve Kingdoms. Nor is there any limit to the duration of a full-scale war.
3. Swarm attacks may take place against only one planet per turn.
   a. If the Random Events Table calls for a Swarm attack, roll both dice and consult the system column of the Swarm Target Table. If the player has a colony or domination in that system, roll one die. If the player has a colony or domination in the indicated orbit (a die roll of “1” means orbit 1, “2” means orbit 2, etc.) of that star, a Swarm attack occurs.
   b. To determine the strength of the Swarm attack, roll one die and consult the Swarm Factors Table. Each friendly spaceship in the system eliminates Swarms as per the Anti-Swarm Table, as does every missile base on the target planet. If the player has Improved Ship Weaponry, each ship eliminates double the Swarm factors indicated on the table. A planet shield on the target planet eliminates all Swarm factors.
   c. Each surviving Swarm factor eliminates one million population. If the player lacks Improved Industrial Technology or Robotic Industry and the attack reduces the population to a point at which there are more factories than millions of population, the surplus factories are immediately destroyed to eliminate the discrepancy. If a planet totally depletes a planet, all factories and all missile bases are destroyed.
   d. If a domination is attacked by Swarms, the entire subject population must be eliminated before the garrison can be affected.
   e. No planet can be rendered uninhabitable by Swarm attack.

FIRST TURN ENTRY
1. Before commencing play, the player must randomly select his original entry hex. He rolls one die. The number indicates the number of the entry hex; re-roll the die if a “5” or “6” is rolled until a result is obtained for entry.
2. All ships enter the map on Turn 1 at a speed of two hexes per turn, unless the player has selected 3-Hex Speed as one of his initial technologies.
3. All future reinforcements must pass through the original entry hex (at the current speed of the player’s ships). Mark the hex for future reference throughout play.

EXPLORATION
1. After drawing a Star Card for each newly discovered star system, the player rolls both dice and consults the Planet Table, matching the die roll with the planet type. If the table indicates that the planet is inhabited, it is an independent world. If the table indicates the presence of ships, then pirate scouts or corvettes are in the star system.
2. If more than one planet in the star system is indicated by the Planet Table to be occupied by pirate ships, all ships are in a single force.
3. Unless the pirate ships are forced to withdraw from the system by combat, their counters are left on the mapboard.
4. When noting the data for newly discovered planets, the player must specify the orbits that they occupy for the purpose of determining later Swarm attacks.
5. On each turn that any of the player’s ships move into a star system containing at least one previously discovered planet currently with independent status, the player rolls one die. Upon a die roll of “1” or “2”, add one pirate corvette to any existing pirate ships in the system; add nothing if 3-6 is rolled.
6. The player can discover a Prime planet on any Tera or Subterran planet. Prime planets can be discovered only once per eligible type of planet, for a maximum of two Prime worlds. If the Planet Table indicates discovery of a Prime planet on a type of world on which a Prime planet has already been discovered, treat the result as uninhabited.

COMBAT WITH PIRATE SHIPS
1. Anytime that the player’s ships end their movement in the star system in which there are pirate ships, combat occurs.
2. The disposition of pirate ships in combat must adhere to the following rules.
   a. Whenever possible, each pirate corvette attacks alone an armed vessel. They may “double up” on Imperial ships only if they outnumber the player’s corvettes, fighters and scouts in a hex.
   b. Pirate ships attack Imperial vessels in the following order of preference: frigates, then corvettes, then scouts. Pirate ships may never attack colony transports unless and until that is the only type of player ship in the hex. Pirate ships will never attack missile bases.
   c. There is a minimum of one round of combat in each star hex in which the player’s ships end their movement. After each round in which the player does not elect to withdraw his ships, he rolls the die and consults the Pirate Disengagement Table. If the die roll is equal to or less than
Random Events Table

White Die

<table>
<thead>
<tr>
<th>Red Die</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>D</td>
<td>I</td>
<td>C</td>
<td>H</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>I</td>
<td>H</td>
<td>B</td>
<td>C</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>E</td>
<td>I</td>
<td>H</td>
<td>F</td>
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<td>5</td>
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</tr>
<tr>
<td>6</td>
<td>F</td>
<td>H</td>
<td>I</td>
<td>D</td>
<td>I</td>
<td>G</td>
</tr>
</tbody>
</table>

Random Events Key:

-A No random event occurs.

A Empire sends technical cadres to Captaincy-General. Five colony transports enter at original entry hex. On next production turn, the player receives ten bonus industrial points that must be expended on research. If these i.p.'s are not expended, they are lost.

B Empire sends military reinforcements to Captaincy-General. Roll one die. A number of corvettes equal to the die roll enter at the original entry hex.

C Empire sends scout ships to Captaincy-General. Roll one die. A number of scouts equal to the die roll enter at the original entry hex.

D Captaincy-General elevated to Sub-Province. Five corvettes, four scouts, and five colony transports enter at original entry hex. On every following even numbered turn, one corvette enters at original entry hex. If the Captaincy-General has already reached Sub-Provincial status, no event occurs.

E Tension on Twelve Kingdoms frontier. Roll one die. A number of ship points equal to the die roll must be immediately removed from one or more star hexes. If there are insufficient ships in star systems to satisfy, additional ships must be removed as soon as they reach their destinations, following all exploration and combat. If the player has Unlimited Ship Communication, ships may be withdrawn directly from task forces in interstellar space.

F Limited War with the Twelve Kingdoms. Roll two dice. A number of ship points equal to the sum of the dice roll must be withdrawn according to the guidelines of Random Event E.

G Full-scale war with Twelve Kingdoms. Same as Random Event F, with the following exceptions. On each following random events procedure until the conclusion of peace, ignore Random Events A-F (no event). For Sub-Provincial status has been reached prior to full-scale war, reinforcements to Sub-Province cease until the conclusion of peace between the Empire and the Twelve Kingdoms. Upon the conclusion of peace, Random Events A-F once again become operative and reinforcements resume. Should full-scale war already be underway, again roll dice and remove required ships as the war is progressing badly for the Empire.

H Peace concluded between Empire and Twelve Kingdoms. Full-scale war immediately ends. If no state of full-scale war currently exists, treat as Random Events I and check for Swarm attacks.

I Swarms attack Captaincy-General (or Sub-Province).
the disengagement number, all pirate ships are removed.

4. The player must keep track of all ships destroyed for any reason for Victory Point purposes. He receives no Victory Points for pirate ships that withdraw from a hex due to disengagement.

INDEPENDENTS AND DOMINIONS

1. An independent planet is any planet given a population specified by its Star Card. Its initial population may never exceed the maximum population level specified by its Star Card. Its population will never grow as long as it remains independent. An independent planet never engages in industrial production. An independent planet is always immune to Swarm attacks.

2. An independent planet is conquered when there are no pirate ships in its hex and all missile bases on the planet’s surface have been destroyed. Combat between the player’s ships and missile bases follows the same general rules as combat between Imperial vessels and pirate ships, except that missile bases and advanced missile bases have different target priorities. The target priorities of standard missile bases are: fighters, followed by corvettes, then scouts. The target priorities of advanced missile bases are: death stars, then fighters, then corvettes, then scouts. Missile bases on independent planets may never attack colony transports. Standard and advanced missile bases may “double up” on ships if their target priorities overlap.

3. As in the standard STELLAR CONQUEST, a conquered planet remains under the player’s control if there is at least one death star, fighter or corvette in its star system (this restriction is lifted once a garrison and dominion is established). But in “The Fate of Empire”, such planets are incapable of industrial production. Furthermore, they are subject to Swarm attack and if they end the game without garrisons, do not earn victory points.

4. Conquered former independent worlds become dominions when the player has placed garrisons on them. A garrison consists of a population drawn either from colonies or off-map reinforcements. It must be at least one-fifth (round fractions up) of the subject population, but can never be more than five million for dominions with subject populations of twenty-five million or more. So long as the garrison is present, there is no need for Imperial warships to remain in the star system to exert control over the planet. The non-garrison subject population of a dominion may now engage in industrial production. It may build any type of ship except colony transports, contribute toward any area of research, and build missile bases and planet shields. Garrisons may never engage in any kind of industrial activity (except in the case of evacuation, see 7.b below).

5. Neither the subject population nor the garrison of a dominion may ever grow in size.

6. Command posts may be placed on garrisoned dominions. They may not be placed on conquered planets without garrisons.

7. Dominions may change in status to either colonies or independent planets.

a. If Swarms destroy the entire subject population of a dominion, the world becomes a colony. Any remaining millions of the garrison population automatically become colonists.

b. The player may voluntarily abandon a dominion by evacuating the entire garrison. This is the only instance in which a garrison may engage in production of any kind. The entire garrison must be evacuated in one turn (there is no possibility of staged or partial evacuation). Evacuated garrisons are never eligible for any population bonus.

c. Evacuated dominions become independent planets. Any factories, missile bases or planet shields built by the player remain. The player receives no Victory Points for evacuated planets.

TECHNOLOGY

1. The player is allowed to conduct research for any item available in the standard game. Industrial plants and subject populations on dominions, as well as factories and populations on colonies, may be used for research.

2. If the player has placed a garrison on a Prime planet, he immediately receives Improved Industrial Technology and Robotic Industry, if he does not yet have them.

VICTORY CONDITIONS

The player has been charged, in the name of his Emperor, with the subjugation of the independent worlds, the destruction of smuggler and pirate shipping, and the extension of Imperial rule to as large a volume of space as possible. Victory points are awarded for achieving these objectives, and are deducted for the loss of valuable Imperial spaceships.

1. The game map is divided into five sectors, Sectors 1-4 and Central Sector. (The systems in each are listed below; it is extremely helpful to mark each sector in some convenient manner.) The player receives Victory Points according to the VP Schedule for the establishment of Imperial authority in each sector.

Sector 1: comprising Scorpii, Barnhard, Hamal, Dubhe, Altair, Kruger, Procyon, Aurigae, Zosca

Sector 2: comprising Hydræ, Acor, Sadir, Rastiban, Mira, Ceti, Iland, Luyten, Pherta, Eridani, Sirius

Sector 3: comprising Dipha, Ross, Deneb, Kapety, Canis, Indi, Ophiuchi, Cepheii, Schedar, Mizar

Sector 4: comprising Antares, tauri, Arcturus, Wolf, Bootis, Vega, Wezen, Polaris

Central Sector: Lyrae, Lacaille, Lupi, Cygni, Alphard, Canopus, Dracoris, Almach, Mirach, Capella, Crucis, Spica, Mirfak, Kocharb, Caph

a. For the player to gain Victory Points for extending Imperial rule to a sector, he must have at least one colony or dominion in the required minimum number of star systems therein. The minimum needed to gain VP for Sectors 1, 3 and 4 is three systems; colonies/dominions must...
be established in four systems in Sector 2; and the minimum for the Central Sector is five.

b. Victory Points received for rule of sectors are in addition to those received for the colonies and dominions themselves.

2. The player receives Victory Points for each Prime planet that ends the game as a dominion. This is instead of the VPs that would normally be received for possession of a planet of the Prime planet's type.

**VICTORY POINT SCHEDULE**

<table>
<thead>
<tr>
<th>Action</th>
<th>Victory Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destroy Pirate Ships</td>
<td>1 per scout</td>
</tr>
<tr>
<td>Establish Colonies or Domains</td>
<td>5 per Barren planet</td>
</tr>
<tr>
<td>Establish Imperial Rule in Space Sectors</td>
<td>5 for Sector 1</td>
</tr>
<tr>
<td>Establish Domination on Prime Worlds</td>
<td>50 for Terran Prime</td>
</tr>
<tr>
<td>Lost Imperial Spaceships*</td>
<td>-2 per scout</td>
</tr>
<tr>
<td></td>
<td>-5 per corvette</td>
</tr>
<tr>
<td></td>
<td>-10 per fighter</td>
</tr>
<tr>
<td></td>
<td>-20 per death star</td>
</tr>
</tbody>
</table>

*Victory points are not deducted for ships withdrawn due to random events.

**VICTORY LEVELS**

**300+ Victory Points:** Decisive Victory. The Empire increases in strength and is much better able to defend itself from the Twelve Kingdoms and the unpredictable onslaught of the Swarms. A grateful Empire elevates the newly acquired volume to the status of Province and awards a hereditary Governorship of it to the Player.

200-299: Substantial Victory. Imperial industrial and military power is greatly augmented, though the Twelve Kingdoms still need to be cowed and the Swarms remain a clear danger to the safety of the Empire. But the player has managed to buy some time before the end of Imperial predominance in the known volume of space.

100-199: Marginal Victory. The benefits of the Imperial expansion outweigh the costs, though just barely. The inevitable conflict between the Empire and the Twelve Kingdoms for interstellar predominance is delayed, but not prevented. Never again will the Empire pin its hopes on such a major expedition. The Emperor pins a medal on the player's thorax, then sends him to rule an isolated system of gas giants orbiting a black hole.

99 or less: Defeat. Imperial prestige suffers a stiff blow, with dangerous consequences for Imperial power. The Twelve Kingdoms become increasingly restive, arming for the final conflict with the Empire. All courtiers advocating expansion prior to the expedition are imprisoned. The player is summarily executed.
Appearances can often be deceiving. What at first glance may seem easy, can in actuality be extremely complex and subtle. Avalon Hill's NAPOLEON is a perfect example of a wargame that takes just a few minutes to learn, but requires months of frequent play to master. The rules are relatively easy to understand and are short. (These are only a little more than four pages long, discounting the historical commentary; compare this with the ADVANCED SQUAD LEADER simulation system!) Yet the strategies and tactics possible are by no means simple; there exists an astonishing degree of complexity in this game—perhaps even more than in the venerable SQUAD LEADER. Past articles, Alan Moon's "The Aggressive Tightrope" (Volume 16, Number 1) and Sam Catlin's "Primer on French Strategy" (Volume 16, Number 5) and Neil Schwarzwalder's "Force March to Victory" (Volume 21, Number 2), have all analyzed the difficult problems faced by the French player and suggested possible solutions. My intention is to examine the Allied (Anglo-Dutch and Prussian) position.

In order to win, the Allied player must fashion a plan of action that will enable him to meet his required victory conditions—either the preservation of his two armies or the destruction of nine French units. However, there are many factors that should be examined before any workable strategy can be determined. The first and primary concern is the relative concentrations of the opposing forces. If the Allied player ever expects to achieve victory, he must find a method of consolidating his troops as quickly as possible. A look at the disposition of each side at the game's start clearly shows why this is needed. Initially, the Allied position appears to be quite strong. The Allies can raise a combined force of 78 combat factors against which their opposition can field only 52. Besides having this 50% advantage in overall fighting strength, the combined Anglo-Dutch-Prussian army also begins with impressive superiorities in three of the four main types of units. Except for horse artillery (where they reach parity), they possess 20% more cavalry, 62.5% more artillery and 72% more infantry than the French. Thus it appears as if the Allies would have virtually no problems; they seem to have enough power to easily smash any opposition.

But in realistic terms, much of their initial strength is merely an illusion. Simply having the necessary quantity of troops on the board is not enough to defeat an enemy. An army must be consolidated to be of any worth. In this area Allied forces are clearly deficient. Because of the original placement limitations, they start with their units scattered across the board. One certain restriction, that the Prussian and Anglo-Dutch forces be separate in their set-ups, removes almost half of their available troops from effective use should the French attack on exclusively one flank or the other. As if this were not bad enough, the rules also curtail their starting concentrations per town (Anglo-Dutch, 3 units per town; Prussians, 4 units per town). With all these limitations placed on them, the Allies can only concentrate their forces slowly. After their first move, the most factors that can be possibly moved to a single city is either 21 Anglo-Dutch factors, 23 Prussian factors or 39 factors of both. This rate of consolidation is sluggish compared with that of the French. Permitted to begin the game with 300-400% more troops per village (12 units per town), the French start out highly centralized. Give their ability to move two groups per turn, it takes but one to combine their entire army (52 factors) in a single city.

With this immense, mobile assembly, they can crush the Allies piecemeal.

Perhaps this is a good place to explain exactly why a higher concentration of force naturally leads to a more efficient (and effective) army. By establishing a situation where one uses all combat factors all at once, a minimal amount of waste occurs. In other words, having the troops does no good at all unless they are used. The higher the ratio between attacker and defender, the more favorable the outcome is towards the larger group. However, the ratio of inflicted losses is not directly proportional to the relative sizes of the two opposing forces, rather it is based on an exponential scale. For example, greatly outnumbered troops in most cases, but particularly in NAPOLEON where the offensive ability of a particular unit equals its defensive strength, cannot extract losses from the attacking party equal to their own. (Consider an illustration from BLITZKRIEG: a stack of three 6-6 marine units is only mediocre against an opposing pile of three 6-4 marine units; but have that same formation assault that infantry in the form of eighteen 1-4 replacements in eighteen separate, single engagements and it is a completely different story.) Concentration of force is an important concept in formulating any strategy. In NAPOLEON, the consolidation of one's army brings even more benefits. Since movement is conditional on a "per town" basis (the French can move the counters in two towns per turn while the Allies are permitted to move only one for the Anglo-Dutch and Prussians, respectively), greater mobility can be found with a greater concentration. Obviously, it takes much less time to move eight units all at once along a single road than it takes to move them one at a time along different routes. With time at a premium, the Allied player must make the best possible use of his moves. He has none to waste. To summarize about the subject of concentration, two primary ideas should be remembered. First, do all that is possible to carry out a speedy and immediate consolidation of the Anglo-Dutch and Prussian units. Second, avoid at all costs situations where you are forced to fight a much larger force. Your armies will be frittered away quickly. Unless concentrated, the Allied army is weak; but when union occurs, they can defeat the French with relative ease.
In addition to concentration, time plays a vital role in determining strategy. Paradoxically, it can work both for and against the Allies. ‘For’ in the sense that the passing of every turn gives an added opportunity for consolidating forces. Every turn the French decide to delay their attack gives a chance for vitally needed Anglo-Dutch or Prussian troops (depending on the exact area being attacked) to be rushed in from a safe base, or, in the case of the Prussians, to defend. Allied turns are precious; too few available before Napoleon moves can lead to disaster. If the French army strikes early, the Allied army may still be isolated and thus overrun piecemeal. But time can also work as a detriment to the Allies. If one of their three supply centers (Liege, Brussels or Ghent) is seized and occupied by the enemy, the rules stipulate that one to four units must be removed at the end of every turn (depending on exactly which cities are taken). In an instance like this, time is the Anglo-Dutch and Prussians worst foe. Many a French victory has been won, not by a decisive battle, but by simple attrition. With a supply city taken early, both Allied armies face defeat before the game’s end. Thus they would have the unpleasant prospect of launching a desperate counterattack upon a well-entrenched occupational force with dubious chances for success. This situation can only occur in the Allied position, where more losses are not given enough time in the first place. Time is an important consideration and must be taken into account by the Allied player in determining his strategy.

You might get the necessary amount of troops together at the right time but if they are not in the right place, the effort still can come to naught. One of the primary demands upon any successful tactician is to effectively utilize his position and surrounding terrain. NAPOLEON, no exception. From the Anglo-Dutch and Prussian viewpoint, their initial set-up positions bring them benefits as well as liabilities. With three diverse points to defend, there is the problem of being stretched too thin. As the Allied player has not any idea of where the main French assault will be, you must cover at least the five major attack routes available. These would be the main roads leading to or close by the supply centers; routes such as these would be most likely to be used by the enemy since the maximum number of units can be moved along them.) Even after the French have made some sort of commitment to a certain area of the board, the Allies still face complications in that they have flanks to protect. Because the Dutch and a much more mobile army, the Anglo-Dutch and Prussian cannot risk rushing to the defense of one city only to have the crafty French switch directions towards another. Of course, the French player does not have this problem. He can maneuver without worrying about defending any territory, freeing all his units for offensive operations.

Before you draw the conclusion that the board itself is the Allies’ worst foe, consider how the initial positions of the two opposing forces give certain advantages as well. Although not specified anywhere in the rules, it is always wise to adopt the role of the aggressor. They have two major incentives. First, they will lose if a tie results. Second, the only way to fight the Allies is to go to them. (No sane Allied player should ever try for the early battle.) Therefore, the burden of attack is placed squarely upon the French. In pursuing either the Anglo-Dutch or Prussian forces across the French natural obstacles in their path—the many rivers spanning the battlefield. Because waterways cut movement across them by 50%, they act as impediments to an advancing army. From the French perspective, there are two very troublesome rivers: the one around Conde and one flowing past Givet, Namur, Charleroi and Maubeuge. No matter what opening set-up the French choose, either one or the other of these barriers has to be crossed. Much valuable time is gained for the Allies from these obstacles. In addition to slowing down the French, this terrain gives the Anglo-Dutch and Prussians a slight advantage. Excellent lateral roads can and should be used as the principal routes by which reinforcements are shuttled from point to point. For example, the Liege-Namur-Braine-le-Compte road not only is a major path which intersects no rivers (thus allowing maximum capacity for movement, eight units), but also connects the scattered supply cities together. The Allied player needs to utilize this advantage from his initial placement on informing his strategy.

The final important concern for the Allied player is that of controlling losses. According to the victory conditions, they stand defeated only when the Anglo-Dutch sustain seven eliminated units and the Prussians, eight. These figures at first suggest that Allied requirements to win are easier. After all, they can afford to lose 67% more units than the enemy. This position is misleading in that although the French have less actual expendable units, each of these individual counters is much harder to destroy than its Allied counterpart. In addition, keep in mind that there are two separate Allied forces that can each be defeated independently. To obtain a picture of the true situation, the average number of combat units lost by the Anglo-Dutch and the Prussian army has a strength ratio of 2.78. Considerably weaker are the Prussians with a ratio of 2.44. But it is the French who are superior with their ratio of 2.89. These results show the true situation. Compared with the French, who must eliminate an average 19.5 factors from each opposing army, the Allies need to destroy 25. Thus, instead of a 67% advantage, in reality on a per army basis, they are 22% weaker. Another liability is that of the excessively weak units (2 CV). These become primary targets as they are the easiest to destroy and they count positions as if they were another unit. In this area the French have but seven units, while the Anglo-Dutch possess six and the Prussians, nine. Do not let initial appearances deceive you. It is imperative that Allied losses be kept to a minimum.

Perhaps the most important area of concern for the Allied player is in his initial set-up. How he first positions his forces is probably the principal reason for determining success or failure. Consider that he has only three turns to position his initial force. If his choice results in a poor beginning position, any attack on the city will usually have to force-march once in order to reach the city. If the Allies are attacking, they can afford to lose 67% more units than the enemy. If the French do take it on the third turn, the enemy force is probably made up of cavalry with a few supporting infantry units. This attacking group’s maximum possible strength (due to road and movement restrictions) is 35 factors. With at least a 31% superior force, the Allied army can still counterattack. Realize that if the Allies take their turn back, there is a greater force, they would require much more time, thus giving the Anglo-Dutch more time to rush over reinforcements. The confrontation is true also. If the French assault on Liege is to be just a feint while the principal attack is elsewhere, fewer Allied units need to be committed.

The next possible situation is an attempt to seize Brussels by way of Philligville and Beaumont (the original strategy used by Napoleon). Here, the Allies can again meet the French with a more powerful force. In three turns, the Prussians can move the units from Liege, Namur and Ligny toArrayOfEdges. During this same time interval, the Anglo-Dutch can force-march infantry from Termomonde through Brussels to this same town. Thus when the French finally attack on their turn, they will be met by a combined force with a combat value ranging from 54 to 60 (31 Prussian factors and from 23 to 29 Anglo-Dutch factors). In most cases, the Allies, with a 3.8% to 15.4% superiority in strength, will have a sufficient concentration of units to achieve victory.

Another likely French assault route also envisions an attempt to take Brussels, but this time from the general area of Mons. Because of several rivers slowing movement (the one around Conde and Hal in particular), any attack on the city would usually come about by the fourth turn. This gives the Allies three turns to reinforce the supply center. During this time, the Anglo-Dutch can put 35 factors into Brussels, leaving 4 factors as reinforcements. The Prussians have two options. Either they can force-march from Namur and Ligny, these two factors (infantry CV3, one horse artillery CV2) into the city from Huy and Ligny, or they can bring in 16 to 23 factors (six infantry CV3, one artillery CV3, one horse artillery CV2) from Namur and Ligny. Depending on force-march die rolls, the Allies can expect to get at least a 5.8% superiority in factors (up to a maximum 13.5% advantage). Although this does not guarantee a victory, on most occasions your extra factors will carry the day.
Perhaps the weakest area in terms of concentration for this particular defense is if there should be an attack on Ghent. Here, the Allied player can expect the city to be under attack by at least the fourth turn. If the French attack earlier, it has to be carried out with less than their full complement of forces. A few likely several units of cavalry with some force-marched infantry. This force can be beaten off with the existing Anglo-Dutch units. However in the event of a careful French assault on their fourth turn that unleases all 52 factors on the city, Prussian aid is vital. In three turns the Anglo-Dutch can easily concentrate infantry with at least 35 Anglo-Dutch units in Alost as reinforcements. For the Prussians, matters are much more difficult. At least five towns lie between their nearest units and the threatened supply center. Given three turns, they can force-march five to ten factors of cavalry and horse artillery directly into Ghent. Or, if reinforcements alone are sufficient, these same units (the ones based at Huy) can stop at Termonde or Alost without having to suffer any force-march attrition. Even with an optimistic outlook for the Prussians, the Allies will still be faced with a force that is at least 6% stronger. However even in this situation, victory is still quite possible. If a French attack was launched this early, Prussian mobility would ensure them a chance to reposition their forces and turn the tables on the enemy. During this time, they should launch an attack on columns with all available units. The principal goal of this tactic is to use this temporary advantage to inflict excessively heavy losses. Eventually it is possible that out-of-proportional French casualties will enable the two supporting forces to reach equality, nullifying their initial superiority. Even if the battle is lost and the Anglo-Dutch Army is destroyed, there is an excellent chance that enough French units will be removed to permit the Prussians to survive.

If this suggestion is too risky for your taste, consider another way of handling the problem. Instead of initially pouring troops into Ghent in pursuit of a dubious battle at mediocre odds, the Allied player could consider giving up the city for one turn. After the French take the town, then it must be retaken with a strong counterattack. (One unit of cavalry, which stands of survival and fire, should be left in Ghent to prevent a possible takeover of the center during the night turn.) The loss of one unit because of the loss of the supply city is more than made up for by the added time gained for further concentration. In four, rather than three, turns the Anglo-Dutch can move their entire army (except for one unit) to either Termonde or Alost. The extra turn is most beneficial to the Prussians who not only have more time to mobilize, but have their distance of travel shortened by a town. So instead of only five or ten factors available for use in combat, the Allied player can muster between 24 Prussian combat factors (depending on how force-march the rolls in) in Brussels. There, they are within marching distance from Ghent, where they can be used in counterattack itself, or Alost, where they can be used as reinforcements. The total strength of the Allied forces will be between 61 and 70 factors. Even if all their forces put en masse in the city, they will be at a 17%-35% disadvantage in terms of usable combat factors. The exact response for the Allied player in this situation can not be fully examined here. There are too many subtle variations to this set situation that could arise.

The basic principle of concentration, however, must still be kept in mind in this particular defense, its main points should be reviewed. First, its primary goal is to concentrate the scattered Allied forces. Second, it provides excellent coverage of all three supply cities: the positioning of the units is more than adequate. Third, in order to gain the previous two advantages, the amount of time available for action is limited. Yet this should not be enough of a liability to outweigh the benefits gained.

### The Delay Gambit

In the set-up just mentioned, it became noticeable that if enough time were available, there would be few problems for the Allies in dealing with any French attack. The problems then become a matter of delaying the inevitable assault on the Allied center. The primary goal is what this new set-up will attempt to meet (see Illustration 2).

There are basically two principal advantages to this set-up. First is the tremendous amount of time gained for the Allies. While delaying units in their path, the French will have a much harder time even reach the three supply centers, especially Ghent or Lierge. For example, in an assault on the latter, it would take at least four turns for any feasible attack to be mounted against the city. On their first move, the farthest the French could possibly advance would be to Dinant and Rochefort. (Remember if an enemy unit occupies a town, attacking forces must stop in that town and are unable to advance any further that turn.) Because of the prohibition on attacks on a night turn, the French forces can advance no closer to their goal during their second turn. The Prussian units in Ciney and Marche prevent any enemy units from entering those two respective towns. In addition, the troops in Namur prevent any attempt to circumscribe the delay. By the third or fourth turn, the French are forced to sit idle. On their third turn however, they can easily break through the Prussian's second defensive screen. They still must advance only one town. Depending on the luck of the dice, there is a good chance that at least one of the French units will be either Ciney or Marche. Even if the French could advance to Dinant could survive the pursuit fire and retreat to Bomal. The odds for this occurring are not that astronomical. Considering that the number of counters used in the attack, not the number of combat factors, determines how many die rolls to make, there is a little better than 50% chance that at least one Prussian unit should survive. [This figure was arrived at by using the formula $(1 - 0.5^6)$ — where “$a$” is the number of the die rolls made and “$b$”, the number of defending factors. This gives only a rough approximation. The actual probability should be greater as the chance for a single factor surviving increases into the three die rolls (original figure). If even one unit could escape to Bomal, the French advance would be forced to halt for at least two more turns. Yet, even assuming that the worst has happened and the entire delaying force has been destroyed, the situation is still well under control for the Allies. After breaking the Prussian's second defensive line, the only feasible route for them to reach the supply center by their fourth turn is to force-march with cavalry and horse artillery. Usually, they will advance only as far as Bomal or Nandring and wait for the infantry to move up. Then they will attack on the third or fourth turn. The most important benefit of this set-up is the time it gains for the Allies. Whereas before they would usually have between one and two turns to react to a threat to Lierge, with the delaying units two or three extra turns are made available. A 100%-200% increase in time is possible. It is no more than a secondary objective for most French players. The most vulnerable supply center is Ghent. Not only is it relatively close to the Belgian border (four towns away), but it is also the hardest place for the Allies to move reinforcements to to (at least two rivers must be crossed to get there). This is why this set-up is designed to delay any assault on the center for at least one-third of the game. On their first turn, the French can advance only as far as Louze and Ath. (Remember the stipulation prohibiting movement through an enemy-occupied town.) For their next move, all the French
to their objective, Ghent. But they will have to wait on towns Renaix and Grammont. (Perhaps it is fortunate this position (for in doing so, rivers must be crossed that there are no automatic victories possible in Napoleon. If they were allowed, this defense would be totally unfeasible.) Again, it takes even more time to circle around the delaying units from this position (for in doing so, rivers must be crossed on minor roads at least three times). French forces next turn can clear out Oundiernaard and Sottegen of Anglo-Dutch units. At this point they are adjacent to their objective, Ghent. But they will have to wait at least another turn to attack. By their fifth turn, night falls again and puts an end to all attacks. Only on the French player's sixth turn can he send troops to Ghent. In a situation with no delaying units, the Allies could have expected no more than three turns to react. This set-up, however, gives them at least five chances to bring in reinforcements to the threatened city.

As was originally stated in this article, the necessary elements for an Allied victory—concentration, time, position, casualties—are interrelated and interchangeable. This particular set-up has as its main purpose the accumulation of time in order to promote concentration at the expense of lost units. As an example, consider a hypothetical French attack on Liege. With this delaying defense, the Allies have at least four, possibly five, turns to consolidate their forces in the supply center. Within this time period, they can rush to the defense of the city somewhere between 32 and 44 factors of troops (depending on force-march die rolls) with eight factors of cavalry and horse artillery as reinforcements. The Anglo-Dutch army face a formidable task; they must force-march over much of the region in order to reach the city. The sequence of moves is as follows. On turn one there should be movement from Waterloo to Quatre Bras. Next, a force-march of this combined group to Namur is necessary. On turn three, only regular movement is allowed, thus the infantry can get only as far as Huy. On their fourth turn, a force-march can get the rest of the units to Liege. For the Prussians, matters are much easier. It takes just a turn for the units in Ligny to reach Namur. Next, this entire force can combine with the units in Huy. Their third move involves sending the cavalry and horse artillery to Waremme while the rest of the units march to Seraing. Finally, on turn four, the infantry and foot artillery can move to Liege. Even assuming that the worst possible numbers are rolled, a minimum of 40 factors will be available for the Allies as either reinforcements or as troops in the city proper. When this is compared with the relative strength of the French, it is easy to see that there is little chance that Liege will fall. In order to reach the supply center by the fourth turn, the attacking force must be comprised of primarily cavalry and horse artillery. The number of units involved in the assault must be limited also. Assuming that the force-marches are made with no losses, the French can field a force of about 33 factors. Clearly, any attack on Liege has a very dim chance of success.

If one flank is so well protected, then how safe is the other? The answer is that its defense is extremely sound. With at least five turns to move in reinforcements, the Allied player has sufficient time to consolidate his diverse troops. He has time to move between 40 and 45 combat factors either into or adjacent to Ghent. For the Anglo-Dutch, matters are quite simple. First, the infantry in Quatre Bras should combine with the force at Waterloo. Next, these six units march to Brussels. On turn three during the night, half of the units would go to Alost with the remainder traveling to Termonde. Then, one group at a time should cross the river to reinforce Ghent with 21 factors with nary a force-march die roll required. It would be wonderful if the Prussians had as easy a situation, but this is hardly the case. Even with five turns at their disposal, there are barely 15 to 20 factors of horse artillery to the defense of the city. The sequence of moves that would probably do the greatest good is as follows. On their first turn, the cavalry and horse artillery in Huy could merge with the infantry and foot artillery in Ligny. While it is still day, this combined force should then move two towns to Brussels (this move involves force-marching the infantry). During the night, three of the infantry units can march to Termonde while all the cavalry goes to the same point by way of Malines. The horse artillery can move there also, but by traveling through Alost. The remaining artillery unit has many options. It can either force-march to Termonde or it can march to Alost as a delaying unit in case the French attempt to attack Brussels instead. On their fifth turn, either

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**ILLUSTRATION 1**

**THE CONSERVATIVE OPENING**

1. Anglo-Dutch:
   - Three CV4 infantry in Brussels
   - Two CV2 cavalry in Alost
   - Three CV2 artillery in Ghent
   - Three CV3 infantry in Termonde
   - Two CV3 cavalry and one CV2 horse artillery in Quatre Bras
   - Map Key: Squares = infantry; Circles = artillery; Diamonds = cavalry; Stars = horse artillery. Color of a unit indicates nationality—red for Anglo-Dutch, green for Prussian.

2. Prussian:
   - Four CV2 cavalry in Huy
   - Three CV3 infantry and one CV3 artillery in Namur
   - Three CV3 infantry and one CV2 horse artillery in Ligny
   - Two CV2 cavalry and one CV2 horse artillery in Waremme
   - One CV2 artillery in Liege

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Alost as a delaying unit in case the French attempt on Liege. In a situation with no delaying units, the combined group to Namur is necessary. On turn three, only regular movement is allowed, thus the infantry can get only as far as Huy. On their fourth turn, a force-march can get the rest of the units to Liege. For the Prussians, matters are much easier. It takes just a turn for the units in Ligny to reach Namur. Next, this entire force can combine with the units in Huy. Their third move involves sending the cavalry and horse artillery to Waremme while the rest of the units march to Seraing. Finally, on turn four, the infantry and foot artillery can move to Liege. Even assuming that the worst possible numbers are rolled, a minimum of 40 factors will be available for the Allies as either reinforcements or as troops in the city proper. When this is compared with the relative strength of the French, it is easy to see that there is little chance that Liege will fall. In order to reach the supply center by the fourth turn, the attacking force must be comprised of primarily cavalry and horse artillery. The number of units involved in the assault must be limited also. Assuming that the force-marches are made with no losses, the French can field a force of about 33 factors. Clearly, any attack on Liege has a very dim chance of success.

If one flank is so well protected, then how safe is the other? The answer is that its defense is extremely sound. With at least five turns to move in reinforcements, the Allied player has sufficient time to consolidate his diverse troops. He has time to move between 40 and 45 combat factors either into or adjacent to Ghent. For the Anglo-Dutch, matters are quite simple. First, the infantry in Quatre Bras should combine with the force at Waterloo. Next, these six units march to Brussels. On turn three during the night, half of the units would go to Alost with the remainder traveling to Termonde. Then, one group at a time should cross the river to reinforce Ghent with 21 factors with nary a force-march die roll required. It would be wonderful if the Prussians had as easy a situation, but this is hardly the case. Even with five turns at their disposal, there are barely 15 to 20 factors of horse artillery to the defense of the city. The sequence of moves that would probably do the greatest good is as follows. On their first turn, the cavalry and horse artillery in Huy could merge with the infantry and foot artillery in Ligny. While it is still day, this combined force should then move two towns to Brussels (this move involves force-marching the infantry). During the night, three of the infantry units can march to Termonde while all the cavalry goes to the same point by way of Malines. The horse artillery can move there also, but by traveling through Alost. The remaining artillery unit has many options. It can either force-march to Termonde or it can march to Alost as a delaying unit in case the French attempt to attack Brussels instead. On their fifth turn, either
the infantry can force-march to Ghent by way of Alost, or the cavalry can get there without the need for force-marching. The remaining factors can be used as reinforcements. In addition to the previously mentioned troops, additional units can be expected from surviving rear-guard units. On the average, perhaps one or two units will survive pursuit fire. These four or five extra factors will greatly augment the supply city’s defenses. Against this, the French player cannot—another will hurt his entire army. Although their total strength will be approximately 15% greater than that of the Allies, they can send at most seven units in their initial attack (because of the river around Ghent). Thus, the most factors that could possibly be sent into the battle is 28. For a short period of time then, these vanguard units will find themselves faced by a defending force that is at least 60% stronger. Although the French army is available as reinforcements, it will take them at least two precious combat rounds for their presence to be felt. Until then, the Allies can and should inflict maximum casualties upon the attackers. With average or even slightly below average die rolls, they should be able to make up any deficits in relative strength.

With two of the major supply cities already discussed, there remains but one more. In addition to providing protection for Ghent and Liege, this set-up does not fail to insure Brussels’s security as well. There are basically two principal invasion routes for the French: from Phillipville and Beaumont or from Mons. If the former is attempted, expect an early battle around Quatre Bras. By the time the French march to this town in force (three turns), the Allies can round up 52 factors in Ligny. The Anglo-Dutch just move their units in Quatre Bras and Waterloo. The Prussians march in from Huy and Namur. And although the relative sizes of the two opposing armies may be the same, the French can launch their attack with only a small portion of their total force (seven out of 18 units). Their chances for victory by this route are slim. The other path, attacking by way of Mons, is also an unviable prospect. It takes a minimum of six turns for the French player to reach Brussels with his entire army. (It is possible for an assault to be mounted in four turns, but only cavalry and horse artillery could reach the city in time. However, these 19 factors are far from enough to take the supply center.) During this time, the Anglo-Dutch can easily move 25 factors (three infantry CV4, two artillery CV2, three infantry CV3) to Brussels. The Prussians have time to move 31 factors (six infantry CV3, three cavalry CV2, an artillery CV3, one horse artillery CV2) to the threatened city. By the time the French do attack, they will be facing a much consolidated, stronger force. Prospects for victory now are even dimmer.

Like the first suggested set-up, this defense is not without flaws. In order to gain the benefits that have just been discussed, several sacrifices have to be made. With delaying units scattered across the board, it is clearly apparent that many Allied units may never see action. Consider a French attack on Ghent; at least 25% of the Prussian army is forced to sit idle. In an assault on Liege, the figures are even worse. Almost 57% of the Anglo-Dutch army is worthless as the battle is taking place on the other side of the board. It is clear that even with this defense, the Allies still face the problem of having too much ground to defend.

Another major problem is that of casualties. To win the game, the French player must eliminate only seven Anglo-Dutch and eight Prussian units. Yet if he destroys all of the delaying units, he needs to remove only four more Prussian units and only one more Anglo-Dutch unit to defeat each respective army. Obviously, the Allies cannot afford the loss of a supply center now. In addition, they must not fight any series of short engagements. What should be avoided at all costs is a situation where the French can inflict a few losses, withdraw, wait for one of the Allied armies to fold up and then deal with the other.

To sum up this defense, it is important to remember a few general points. Because casualties are sustained early in order to gain time (and thus increase concentration), the Allied player must make the most out of his temporary advantages in order to regain his lost relative strength at an opportune moment. Yet in doing so, he comes perilously close to handing victory to the French. Thus in order to win, it is important to aim for one decisive battle. This setup can greatly aid the Allied player, but only if he goes for it all. Caution will bring only defeat; boldness, victory.

**Conclusion**

In playing the Allies, here are two minor tips that can help your general play. First, be prepared to “ditch an army.” This involves removing all units of one of your armies (say the Prussians) to a safe, moderately distant position. For example, if your main army is located around Alost, or the cavalry can get there without the need for force-marching. The remaining factors can be used as reinforcements.
BAMBI'S WAR

Tips for Playing YELLOWSTONE

By Michael Anchors

YELLOWSTONE is a game of strategy in which players assume the role of bison, sheep, elk or dear migrating through that vast national park. No kidding! With a Complexity Rating of "1-2" it is, indeed, a simple game to learn—but as the old saw goes, a difficult one to master. Games magazine included it in the 1985 list of 100 best games. Nonetheless, the majority of GENERAL readers, addicted as they are to combat factors and armor silhouettes, may pass STONE by if I am glad I didn’t. I brought the game to introduce my little daughters to the wonderful world of Avalon Hill games—prematurely, it seems. They cried when the mountain lion ate Bambi, the abandoned fawn of one of the moving herds. I guess their introduction to the hobby must await another day. Meanwhile, I have studied the game with a growing appreciation for its depth. Hence, for those of you (I know you’re out there) who wish to immortalize clothes and parade through the woods on all fours, if only vicariously, I offer the following principles of good play for YELLOWSTONE.

Principle 1 As in all games, learn the rules well. It pays to remember things like the fact that bighorn sheep can’t swim, and that coyotes can kill only the young.

Principle 2 In setting up your herd, put the two young with one female. This leaves a third female free of young and able to travel three hexes per turn. In some games, this tactic will permit the whole herd to reach the Summer Range sooner. Moreover, most females give birth in route, and it is best when the young are born near the Summer Range. If they get separated from their mother, they can reach the range quickly to rejoin a female and safety.

Principle 3 Set up females and young on hexes in the Winter Range closest to the Summer Range. The reason for this relates directly to Principle 4.

Principle 4 Move the females and young toward the Summer Range first and often. It is tempting to send the fleet males out to snatch up food counters in the opening turns, but beware: while the males are foraging, the predators are increasing. When the females and young belatedly get underway, they face a hungry crowd of carnivores. Young separated from their mothers will surely be eaten. On the Summer Range, young can rejoin a female before predators can find them. Principle 4 is less applicable to the return trip in the Fall. In fact, the longer the females and young dally on the Summer Range the better, as more of the grizzlies go into hibernation and opportunities are found to eliminate the other predators.

Principle 5 Move the herd by the most direct route to the Summer or Winter Range. This ensures a massive traffic jam in the middle of the board but, given that each herd has only ten movement points each turn, detours are generally unwarranted. Besides, if you give up the middle of the board, the direct route will be easier for your opponents and they will get to their Ranges first.

Principle 6 Don’t waste movement points on injured animals and separated young. They probably won’t survive anyway. There are three exceptions to this rule, however, First, the unusual game in which there are few predators. Second, the game in which you are hopelessly far behind and your opponents prefer to sic the predators on each other. And third, when young animals are near the Summer Range where they can rejoin a female.

Principle 7 Get in your opponents’ way. Line up across their routes. Block key passageways. Tramp across their Summer Ranges. Of course, your opponents will be returning the favor. After all, their animals can’t enter a hex where one of yours is. Don’t make things easy for them.

Principle 8 Leave one or two males behind on the Winter Range to garner nearby food counters. As long as the males tarry, opponents won’t waste their movement points trying to get the counters themselves. The males can grab the food and sprint for the Summer Range after the young are safe.

Principle 9 Move predators toward your opponents’ herds and away from your own. This is one of the most important principles in the game, and it has many applications. Just consider the lovely ways predators can harry your opponents: occupying food counters on their route with blocking key passes, taking up space on their Summer Range, and of course eating the precious females and young. Consider likewise that predators under your opponents’ guidance will do the same to you. Move your injured and young out of range if possible. Alternatively, if you get the chance, move the predators out of range. Always start predators at the other side of the board from your own. Hunters are particularly nasty “varmits”, able to pop up in the same hex with your females on the Winter Range and do them in. Pay close attention to Principle 12 below.

Principle 10 If you have many animals and adequate food, do your best to reduce the number of predators. You are in a winning position. Jealous opponents will send all available predators your way. If the Seasonal table calls for a predator to be injured, eliminate one that is already injured. Move a healthy mountain lion or grizzly into the same hex with an injured one or vice versa to eliminate it.

Principle 11 Unless your herd is unusually well blessed with food supplies, you should eliminate one or two of your own males before Winter. The reason is that males consume 25 food points, but are worth only one animal point toward victory. Moreover, in the Winter die-off, the more valuable injured females and young are lost before the males. Don’t be greedy. Use predators to cull the herd before Winter does the job for you.

Principle 12 In the Fall, keep the young with females until they get near the Winter Range. There is no loss of movement capability; all the young can travel three hexes/tum in Fall anyway. Moreover, a female and a young moving together use up only three movement points from your allotment of ten. Moving separately, they would use six.

Principle 13 Halt the leading animals short of the Winter Range and let the trailing animals catch up. Enter the Winter Range in right group. Spend as few turns there as possible to avoid losing animals to the Hunters. Rarely is the five food points/tum bonus for being on the Range worth the cost. You would think that maco hunters would aim for the big males; but alas, those devils, guided by your opponents, will pick off the females and young.

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THE EMPIRE STRIKES BACK
An Aggressive Britain in THIRD REICH

By Nayyer Ali

What kind of British player are you in THIRD REICH? Are you highly aggressive, willing to take a risk for a big payoff? Do you disdain sitting on your hands in 1940 and 1941, waiting for the arrogant Americans to come save your posterior? Do you hunger to hit Hitler where it really hurts? Do you turn up your nose at small fish like Norway and Coriscia? Do you just lust after the chance to play "Rule Britannia" in the Chancellery? Is your greatest desire a decisive victory by Winter of '43? If so, read on.

FORCE POOL

Before I share the recipe for preparing delicious crow for Hitler's table, we should take a look at the silverware—the British force pool that dictates the kind of tactics that work for Britain. The most obvious is the size of the Royal Navy. With nine fleets, Britain is the single overwhelming seapower in the game. This navy gives Britain tremendous mobility. She is able to shift forces rapidly from one front to another, from one area to another. She can shut down the Axis navies by her command of the sea. This naval capability allows Britain to attain tactical military superiority at the location of her choice—a tremendous advantage if exploited properly.

The British also possess the second largest air force in the early game (before the Americans enter). Four full-strength air wings give Britain the power to seize any single military objective she chooses outside the core of German control. Airpower is the key to SR, and the ability to rapidly deploy airpower to a particular region is a noted advantage (to win a battle you must be "the first with the most").

Although the Royal Navy and RAF are extremely powerful, the British army is very small. With only four armor units, one of which is half-strength, Britain has the capability to conduct only one offense at a time. This means that Britain must inflict a "death by a thousand cuts" defeat upon Germany rather than employing the Russian "steamroller" strategy. Luckily, the Royal Navy gives Britain the ability to pursue this since it provides the opportunity to shift British forces rapidly from one target to the next.

THE BIG PAYOFF

Before I proceed further, let me divulge the gist of this article. What I propose for Britain is the "Spanish Gambit" in 1941, with the payoff being the acquisition of Turkey as a minor ally.

When Avalon Hill came out with its highly successful revision of THIRD REICH, it added a number of rules whose full effect have yet to seep into the consciousness of most JR players. The two new rules that here concern us most are Rule 33.7: Turkey Activation and Rule 33.6: Foreign Aid. The first rule allows Britain to activate Turkey as its own minor ally upon meeting certain conditions. These are control of several Mediterranean objective hexes, naval factor superiority on the Mediterranean front, and ground combat factor superiority on the Mediterranean front. And, of course, Turkey must still be a neutral state.

Britain begins the game with the Mediterranean objective hexes (Gibraltar, Malta, Alexandria, Suez, and Mosul). The sixth objective can be obtained at Tripoli. The seventh, in most games, comes from the liberation of one of the three Italian objective hexes, most likely Rome. What this means is that usually Turkey cannot be activated against a good Axis player until after the seizure of Rome, probably early in 1944.

The way to circumvent this is by acquiring the seventh objective hex somewhere else, obviously. Istanbul is not a viable option. Belgrade, Athens and Ploesti are also out of the question since they are much too hard to seize in one turn and without thereby running into German intervention. So we are left with Madrid.

The other rule to keep firmly in mind is Foreign Aid. Foreign Aid consists of strategically redeploying BRPs from the granting major power to the recipient minor power. Foreign Aid to a minor power can deny it as a minor ally to its patron. To activate a minor ally, one must roll a "1" or higher on one die. For each point of Foreign Aid your enemy has sent to the country, you must subtract one from your activation die roll; for each point you send, you may add one to your roll. So if your enemy has delivered six more points to the minor country than you have, you are unable to activate. The Foreign Aid points are also cumulative from one year to the next, so getting the jump on your opponent is important. However, like strategic warfare, each country is limited to spending 10% of its BRPs per year as Foreign Aid.

The implication is that Germany, with its higher BRP total each year, can deny Turkey to the "Good Guys". To implement the following strategy, the British and Russian players must work closely so as to keep the Germans from choosing to send their Foreign Aid to Turkey.

LIBYA

But, the first step on the road to Berlin is the rapid acquisition of Tripoli. The way to do this is to seize Cyrenaica (which is the only defendable region of Libya) quickly. Most British players try to defeat the Italians in Libya through a frontal assault. This tactic is too costly and takes too long for our purposes. In addition, the force buildup necessary to do this telegraphs your intentions and allows the Axis player(s) a chance to respond.

My way to take Libya is to launch a flanking invasion of the Libyan beach with two armor units on the very turn Italy declares war. The purpose is to completely undermine the Italian position in Cyrenaica. The British player should start the game with the 2-5 armor and the 4-5 armor in Alexandria. If Italy does declare war in Fall of '39 then the British can launch the invasion immediately (the two fleets in Gibraltar change bases to Alexandria). The Italians will almost certainly let the attack go through since they would risk interception by the French fleet. There is also a strong possibility that Italy will have used a fleet for SR, so they won't be available to intercept anyway.

If Italy declares war in Winter '39, the same action can be taken but an additional British fleet can be added to the invasion force, and the British forces in Egypt can be bolstered with ground and air units. An example of such an invasion in Winter of '39 is given in Figure 1. This attack works best if an armor unit from Egypt can push towards Tobruk, thereby cutting the bulk of the Italian forces out of supply, and prevent the entry of additional Italian forces through strategic redeployment. With the Italians caught in a vise they will be quickly dispatched as soon as Tobruk is captured and their supply source eliminated.

In Winter of '39, the Allies must initiate the first round of the Foreign Aid battle. England should send 12 points of aid to Turkey, and Russia send nine points to Bulgaria. By sending the aid in Winter of '39, the Allies deprive Germany a chance of countering in 1939. They thereby win the first round.

If Italy doesn't declare war in 1939 (a rare, and an exceedingly foolish move for the Italians in my opinion), then you can either wait them out or get the French to declare war for you. In either case, Britain should be able to push through with its capture of Libya.

Once the eastern half of Libya has been secured (hopefully by Spring '40), Britain must rapidly seize Tripoli while France is still in the war. With only one port of entry left, the Italians are in a bad position. If the British can get a unit next to Tripoli, the Italians will not be able to SR anything into Libya. Tripoli's capture will be inevitable. To seize Tripoli, the British should assault the city from both the Egyptian and Tunisian sides. The Italians will not have enough units to keep British armor from taking hexes adjacent to the city. I leave the tactical details to your discretion.

After Libya has been cleaned up (Summer of '40), the British must secure their newly won position in the Med. This means securing all the ports on the African coast with British units. When France falls, it is imperative that Britain prevent the Italians from re-entering Africa through a Vichy colony. The backdoor in Syria can be closed by using William Searight's method as described in The GENERAL Vol. 21, No. 4. Morocco, Tunisia and...
Haven't sent any aid in 1940, they have lost their trust. Britain can offer to help them by bringing in a base from which Spain can be liberated from its Fascist dictatorship.

In 1941, Britain needs to send the other four extra BRPs to Turkey, nine to Bulgaria, and 11 to Hungary.

In Winter '41, Britain should make yet another installment payment to Turkey. She should be able to send 15 BRPs while Russia can send 15 to Hungary or Bulgaria to counter any that Germany may have sent. This Foreign Aid will require an SR and two fleets to dispatch. The rest of the British navy should SR British units into Spain or redeploy themselves so as to facilitate the redeployment of British units to Spain in the Spring of 1942. The Axis will have 25-35 ground combat factors in the Mediterranean (the entire Italian force pool plus some German minor ally forces) so it will be a "close-run thing" for Britain to achieve superiority by the end of Spring '42 turn.

Britain will start 1942 with 60 BRPs in conquests (Spain, Portugal, the French colonies, and Libya); she will have a total of about 185 BRPs, which is not bad at all. In Spring of 1942, Britain should send as many ground combat factors as she can to Spain, hopefully enough to achieve a majority.

How can Britain maximize her redeployment of ground factors to Spain while still keeping enough fleets in the Mediterranean to have superiority? The most effective way to do it is as follows: In Winter of 1941 Britain should send her Mediterranean fleets to Gibraltar or to England. Then, in Spring of 1942, the fleets in Gibraltar change bases to England, and along with the Home Fleet, SEA TRANSPORT the British army to Spain. At the end of the Spring turn, the Royal Navy can then be redeplored back to the Mediterranean front.

If Britain can achieve ground factor superiority in the Mediterranean Front by the end of her Spring turn, she can then activate Turkey in the Summer! If not, she should at least achieve superiority by the end of her Summer turn and be able to activate the minor in Fall. Britain must keep her eyes on the Foreign Aid situation throughout this time period and not let the German player pull a fast one.

SECOND FRONT

With the opening of a real second front in 1942, the Germans are in serious trouble. France is totally indefensible since the Nazis would have to deal with

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PORTUGAL

In the Allied Fall 1940 turn, Britain should invade Portugal from Gibraltar. With the German fleet based in Kiel or Norway, interception will be difficult, especially with the British Home Fleet running interference. Portugal will be made into the base from which Spain can be liberated from its Fascist dictatorship.

In the Winter of 1940, the British and Russians must unleash the second round of the Foreign Aid war. Russia can send 11 BRPs to Hungary while Britain again sends 12 to Turkey. If the Germans haven't sent any aid in 1940, they have lost their chance to respond to the Allied move. Now if Britain is being stubborn with her aid, Britain can offer to reimburse the Russian player (11 BRPs in 1940 translates to three in 1941, so Britain can offer a small sum under ten to be paid in 1941). By the end of 1940, the Allies will have sent 24 BRPs to Turkey, nine to Bulgaria, and 11 to Hungary.

Britain should start 1941 in a good position. She should have control over North Africa, Syria and Portugal, which means thirty extra BRPs to her year start total. She should have five fleets in the Mediterranean (at least three based at Gibraltar) with which to restrain the Italians, and four fleets to protect England based at Scapa Flow.

In 1941, Britain needs to send the other 4-5 and one 3-4 infantry to Portugal to allow the conquest of Spain. Since Portugal has no ports, the additional units must be introduced by re-invading the existing bridgehead (as per rule 29.438). The best way to do this is to first SR the armor to Gibraltar, and then the next turn conduct a second invasion of Portugal with the three fleets at Gibraltar. This reduces the risk of German interception, an unlikely prospect in any case (I will discuss why later). This is a combat mission however, and requires Britain to take an offensive option in the Mediterranean, so it's important that the mission succeed on the first attempt. Britain must also retain one of its naval units to provide supply for the forces already in Portugal.

While Portugal is being beefed up, the RAF should be maintained in England for defense. The RAF can be SRed to Portugal via Gibraltar when the time comes for the invasion.

SPAIN

To seize Spain, Britain needs three armored units and one powerful infantry unit in Portugal. She also needs 15 factors of air. But since there is only one airbase in Portugal (Lisbon) and Gibraltar is out of range of Madrid, the British will need to deploy two airbase counters in Portugal.

Now, if Hitler has four fully loaded fleets, the Luftwaffe, and the paratroops poised to invade England, obviously, you should back off from Spain and save the Home Islands. But if Germany is embroiled in Barbarossa, then you have the freedom of action to pull this off.

Madrid must be seized in Winter of 1941. An example of how such an attack can be carried out is given in Figures 2a and 2b. They show that Madrid can be taken by two 2-1 attacks. If you are a little gun-shy about rolling the "4-6" combination, then you should introduce more ground and air factors in previous turns to allow you to roll 3-1 attacks.

The reason why Madrid should be taken in Winter of 1941 has to do with the impending American entry. While Britain has the power to seize Madrid against the Spanish Army, she does not have the power to hold the country against the certain fury of the Wehrmacht. She needs US assistance to do that. The timing of this is critical. Britain takes Spain in Winter of '41, Germany moves first in Spring '42 and can SR units to the Spanish border, but then the Allies get a Spring-Summer double move as America enters and tilts the BRP balance. Spain is secured.

TURKEY

With the capture of Madrid, Britain has now gained control of seven Mediterranean objective hexes. A Turkish alliance is finally within her reach. She must now carefully use her SR capability so as to fulfill the other conditions of Rule 33.7 in time to activate Turkey in Summer of 1942.

In Winter '41, Britain must make yet another installment payment to Turkey. She should be able to send 15 BRPs while Russia can send 15 to Hungary or Bulgaria to counter any that Germany may have sent. This Foreign Aid will require an SR and two fleets to dispatch. The rest of the British navy should SR British units into Spain or redeploy themselves so as to facilitate the redeployment of British units to Spain in the Spring of 1942. The Axis will have 25-35 ground combat factors in the Mediterranean (the entire Italian force pool plus some German minor ally forces) so it will be a "close-run thing" for Britain to achieve superiority by the end of Spring '42 turn.

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SECOND FRONT

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Figure 2a Spanish "cluster defense". One British infantry and one armored unit attack hex VI1 at 2-1 odds. Two armored units then attack Madrid in exploitation at 2-1 odds. The air factors are added as needed to achieve these odds, while six factors are held in reserve to intercept any Spanish DAS.
a British assault from Spain combined with an American cross-channel invasion. Caught in this pincer, France becomes strategically untenable. The Allies should liberate France by Fall or Winter '42 and reach the Rhine.

From the Balkans, the Turks should liberate Bulgaria, Rumania and even possibly Yugoslavia. Russian forces can be redeployed through Turkey and place very high pressure on the soft underbelly of the Nazis. With her minor Allies eliminated, and with large forces streaming into the Balkans and toward the Rhine, Germany will have to retreat and redeploy units from the Eastern Front, thereby making it easier for Soviet gains. With Americans along the Rhine, the British in Milan, the Turks in Belgrade, and the Communists in Warsaw, and with no West Wall, the Nazi bigwigs should look for some good lawyers in the Nuremberg area. Italy can be forced to surrender in Spring '43 automatically if the Allies can seize Sicily or Corsica and Sardinia in addition to any one hex of mainland Italy.

Although the activation of Turkey is the big payoff of this strategy, it is no failure if Germany does have the foresight to out-Foreign Aid you with respect to Turkey. To prevent Turkish activation, the Germans will have to acquiesce to the loss of the minor Allies for the Germans will have to acquiesce to the loss of the minor Allies for the Turks to Turkey. To prevent Turkish activation, the seizure of Spain and the opening of a second front in Spring of '42, plus the rapid gains that will come in the Spring-Summer '42 double turn, are devastating to the German position. It puts an immediate halt to Barbarossa, and signals the end of any German chance of victory. Even without ever activating Turkey, I believe the great strategic gains of this gambit are more than worth it. With the activation of Turkey, this very good move becomes a game-winning move.

There are two somewhat parenthetical points I wish to discuss before I conclude. Earlier I mentioned that German interception of British naval missions to Portugal was unlikely. The reason has to do with what I call the "psychology of interception". The German and the Italian players both have small navies which they must husband carefully and must choose wisely when they will expose such fleets to destruction. These fleets are expensive, and neither nation has the resources to waste on rebuilding large fleet losses. For both Axis players (and especially the German) the navy is seen as the first line of defense against a direct invasion of the continent (Italy, France or even Germany itself). As such, it is not to be sent out unless it is preventing what is perceived to be a major invasion. Very few German players would see an attack on Portugal as something to be prevented at all costs. Similarly, few Italians could perceive a small landing on the Libyan coast as a mortal danger. By the seeming innocuousness of these invasions, the Axis are lulled into a false sense of security from which they will be rudely awakened.

The second point has to do with those games in which the Germans are also pursuing the Spanish Gambit. Here we have the ingredients of a really interesting situation. In my opinion, the strategy I have outlined actually works well against the German Spanish Gambit. Britain should build up her forces in Portugal in the turn before German attacks Spain. This way, when the Germans seize Madrid, the British are in a position to counterattack and seize ports, airbases, and possibly even Madrid itself. Without control of the airbases near Gibraltar, the Luftwaffe will not be able to lend ground support to her troops on the Iberian Peninsula. If the British can put the German airborne into a ZOC, the German timetable for seizing the Rock will be seriously disrupted. For the German Spanish Gambit to work, the Germans must reduce Spain, Gibraltar, and the English beaches in quick succession so that they can reach London before America comes to England's rescue by invading Germany just one or two turns in Spain, the British will throw a wrench into the German plans and hopefully prevent Sealion from ever taking place.

CONCLUSION

In many 3R games, Britain settles for a low intensity war in the Mediterranean during the period from mid-1940 till the entry of America. What I hope I have shown is that England has the capability to destroy the Axis' chances for victory through the use of long-range planning and intelligent step-by-step pursuit of a definite goal. All the pieces must fit together. Libya must be cleared, then Portugal, then Spain. The Foreign Aid war must be wisely waged and won. The RAF must protect England until it is time to take Spain. If the British player enters the game of 3R with a well thought-out war plan (and not necessarily this one) he can increase not only his chances of victory but also his enjoyment of the game.

My version of the Spanish Gambit has a lot of slack in it. There are only two time-fixed elements: the seizure of Libya while the French navy and army are still around to lend a hand, and the seizure of Spain in Winter of 1941. The taking of Portugal, and the buildup of the expeditionary force, is very open-ended. The British player should use this slack wisely.

I would like to introduce one note of caution however. This Gambit is conducted on a shoestring. Britain has a lot of commitments to maintain, especially in defending England and retaining control of Africa. As the British player, you should always be on your toes and being willing to adapt to an unexpected threat or new situation very rapidly.

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25.2 What happens if Italian (only) units are in physically present in the capital in the intervening year by moving in and out of a 24.5 and/or (c) A. Russia may not attack Italians Rumania and neutral Russia ing year. 

A. No. Britian should be taken as "Europe" in this rule-and in 16.74 and the first 16.71 also.

29.423 May an air unit be sea transported to a port where it could become overstaked after attacker had only one 3-4 unit. In order to match the defender's losses) or only one fleet (to match the loss of a 3-4)?

A. No, it restricts only the Egyptian ports. The Moself where it could become overstacked after 29.414 Suppose, in the Movement Phase.

A. He would have to lose two fleets.

37.3 The Axis control Gibraltar but the Allies can trace a supply line, with or without fleet (to match the loss of a 3-4)?

A. Sardinia yes, Rhodes no. (The former was and is administratively part of Italy; the latter, a colony.

37.3 Does this rule apply when new-Egyptian port sources on the Mediterranean Front are controlled by the Allies?

A. Yes. Players control only the Egyptian ports. The seven line would read better as: "... from non-Egyptian port sources."

37.3 The Axis control Gibraltar but the Allies control Madrid. The Allies have built a supply fleet in a Spanish port, enabling more than four ground units to remain in supply. What about Allied air/avalal units in excess of four in the Mediterranean year?

A. They are fully operational. As long as the Allen control the supply line, with or without supply fleet, to an Egyptian port source, the limit of four air/avalal counters is not in effect.

37.6 Does this rule still apply if Russia has been defeated?

A. No.

49.41 & 49.5 & 49.9 If the Axis acquire control over the Mediterranean Front is deactivated, may they receive BRPs for it?

A. Yes; after deactivation, there are no "Vichy" colonies.

49.41 & 49.5 & 49.9 If the Axis acquire control over the Mediterranean Front is deactivated, may they receive BRPs for it?

A. Yes; after deactivation, there are no "Vichy" colonies.

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

**WARGAME RBG**

**BEYOND VALOR**

Urban Combat on the Eastern Front for the ASL System

As is to be expected for all the ASL system modules, BEYOND VALOR was rated highly by those devotees who responded to the survey. In fact, its rating (Overall Value: 2.09) places it fifth on the RBG listing. I have no doubt that future modules (such as the just released YSS) will also rate equally well.

The ratings for the various components show the usual reflection of high quality and the superb art of Charlie Kibler. It makes a great deal of difference when the artist laboring on a project is himself a fan of the system; and there are few graphics artists at work in this industry with a better grasp of the essentials in presenting information with pen and paint. Somewhat ironically, but perfectly understandable, these strengths for "Playability", "Complexity", and "Authenticity" are very close to those reported for the ASL Rulebook in Vol. 23, No. 2 of The GENERAL. At least we are consistent in our presentation of the best tactical games around. Indeed, all the reader ratings for both the ASL Rulebook and BEYOND VALOR were well below average. In fact, the strongest point is the artist's eye over the playing times for the shortest and longest scenarios. A fair number of responses listed the scenarios they judged shortest and longest, as well as listing the playing time (in ten-minute increments) that it took them to play to a conclusion. The ten scenarios seem to offer everything from a two-hour bout with Scenario 1 ("Fighting Withdrawal") to a mind-numbing six-and-a-half hours for Scenario 10 ("The Citadel"). It will be most informative for us to see how scenarios in later modules stack up, with regard to playing time, to these "dense-terrain" battles.

Overall Value: 2.09 Components: 1.95 Map: 2.16 Counter Aids: 1.84 Player's Aids: 2.87 Complexity: 5.67 Completeness of Rules: - Playability: 5.25 Excitement Level: 5.25

**Coming Up Next Time**

**Knights of the Air**

**Sample Base: 95**
Picking up where Vol. 22, No. 6 of The GENERAL left off, the latest (Vol. 23, No. 2—overall rating of 3.24) offered another long look at the ASL system, highlighted by Messers. ChapPELL and Blox's hard fight in the Series Replay of Scenario 8. Not surprisingly, the reply topped the poll of readers' opinions on the articles. What was surprising was the equally high rating for the brief article on the UP FRONT system. It would seem that the editors need to offer more on this intriguing card wargame. The ratings for all the articles found in Vol. 23, No. 2 are as follows:

SERIES REPLAY ............... 290
MOVING UP FRONT ........... 286
FIRST IMPRESSIONS .......... 172
PIECE(S) OF PANZER LEADER ... 150
SQUAD LEADER NEWBIE ........ 122
SCIENTIFIC DIPLOMACY ......... 114
STAFF BRIEFING—McNAMARA ........ 59
AH PHILOSOPHY ................... 9

There are some folk who seem to thrive on hard work. The PBM DIPLOMACY hobby has more than its fair share. Another novel trend that has Dick Martin (26 Orchard Way North, Rockville, MD 20854) produces two distinct, and distinctive, amateur 'zines. Retaliation is devoted to covering the play of several multi-player games—the likes of MAGIC REALM, ADVANCED SQUAD LEADER, and even Monopoly—with articles and reports of on-going games. For the nominal cost of $1.00 for three issues, it is worth subscribing simply to see if it appeals to you. House of Lords takes a decidedly different tack. It is devoted to ongoing discussions on various hobby topics by gamemasters and amateur publishers; it runs no games, and is available just to anyone. Mr. Martin intends that it serve as a forum for those without another, for those with insights to share, and for those looking for some thought-provoking reading. There is no set policy for subscribing (the last I heard was that for $1.00 and writing something every other issue, anyone could have a subscription). For more information on either Retaliation or House of Lords, contact Mr. Martin; I'm sure he'll be happy to bend your ear.

The AREA Postal Championships for AFRIKA KORPS have finally come to an end with Joseph of "Wargamers" in that sparsely-populated land of your challenge. Focuses on games by or about Canadians. Having interested are encouraged to contact the editor, Mr. Keith Greenwood. Only the highest-rated AREA challenger is addressed, stamped envelope to ensure a reply to those interested. Individual copies are $1.50 each. Those interested in subscribing simply to see if it serves as a forum for those without another, for those with insights to share, and for those looking for some thought-provoking reading. There is no set policy for subscribing (the last I heard was that for $1.00 and writing something every other issue, anyone could have a subscription). For more information on either Retaliation or House of Lords, contact Mr. Martin; I'm sure he'll be happy to bend your ear.

Ours long border to the north has been peaceful for 150 years now, but there is a fair percentage of "wargamers" in that sparsely-populated land of Canada. Actually, they are wargamers—active and involved, literate and pleasant fellows of more than average ability in our hobby. Now comes the Canadian Hill Game Company (4517 Harford Road, Baltimore, MD 21214); please add usual 10% shipping and handling fees to your remittance. Maryland residents please add 5% state sales tax.

The latest issue of our heroic magazine, HEROES, is out—and it heralds a change of editors. With Vol. 2, No. 2, Richard Snider takes over the helm of the flagship of the Avalon Hill/Victory Games role-playing line. Of some interest to boardgamers, the issue also carries a fine article on strategy for the Imperial player in FREEDOM IN THE GALAXY. With a number of new features and columns, Mr. Snider is sure to keep the periodical steadily improving. Subscription rates are as for The GENERAL—$12.00 annually—with $3.00 bringing you a back issue.

Contest 132, posing a tough situation for an American player in UP FRONT, elicited a wide response. After dismissing those entries using the Hero card or laying down fire, and those with no copies of the Sniper card as one played, we were left with some fifteen entries. Our infamous "random drawing" resulted in the following ten winners, each to receive merchandise credit from The Avalon Hill Game Company: Andrea Cantatore, Harrington Park, NJ; T.S. Clark, Memphis, TN; Chris Geggum, Romford, Essex, Great Britain; Don Hawthorne, Clayville, RI; Laurence Kam, Philadelphia, PA; Kevin Lorenz, Appleton, WI; Jeff Pettis, New Boston, MI; Bob Rademaker, The Colony, TX; James Silsby Jr., Ellsworth, ME; Paul Terney, Herndon, VA.

In Contest 133, as commander of the American destroyer the entrants were to cause the greatest possible damage to a lurking Japanese submarine. Mick Uhl plotted the next two moves of the Japanese RO35, which went to a depth of 125 feet, as shown below:

Thus, the Japanese sub's moves would be 1L (depth, 75 feet) on the first turn and 2L (depth, 125 feet) on the second. Given this move, those moves of the American destroyer which place the greatest number of depth charges on it will be declared winners. All other things being equal, those entries placing the DCs at some distance from the Anti-Submarine Attack Resolution Phase of either or both the two turns will be declared winners in the case of ties.

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Dear Sue,

I just bought ASL and it’s great! You know, when 1st came out I thought, I would never have bought it due to its high cost, especially if you consider that here in Italy, after you add postage, import taxes, and distributor’s fee, its price goes up to the equivalent of $75! Anyway, I knew I had to make it mine, so in the end I bought the 1st module 3. I was really excited when I saw it at my local hobby shop.

Well, I just wanted to let you know how much I enjoyed it. I’ve played it a few times and I feel like I’m getting the hang of it. As for the rules, I’ve found them to be challenging but rewarding. I think it’s a wonderful game.

Still a few words to apologize if my English was not perfect and to say to all of you keep up the good work.

Sincerely yours,

[Signature]

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ACADEMY OF ADVENTURE GAMING ARTS & DESIGN
OFFICIAL ORIGINS AWARDS NOMINATION BALLOT

For the year 1986, to be presented at Origins '87, July 2-5, 1987, in Baltimore, MD
(for information about Origins '87, write P O Box 15405, Baltimore, MD 21230)

The Origins Awards, presented at Origins each year, are an international series of awards aimed at recognizing outstanding achievements in Adventure Gaming. The awards are comprised of the Charles Roberts Awards for boardgaming, and the H. G. Wells Awards for miniatures and role-playing games. An Awards Committee of hobbyists (some professionals, but primarily independents) directs and administers the awards system.

INSTRUCTIONS: Read carefully. Print legibly or type nominations. Ballots that are messy, not completed correctly, or show attempts at ballot stuffing will not be counted. You may list three nominees per category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not list selections in unfamiliar categories. YOU MUST SIGN THE BALLOT! Include your address. You may vote only once. Nominations should be for products released during the calendar year 1986. Miniatures figure series nominations should be for new product lines or lines which were substantially expanded in 1986.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. ALL Adventure Gamers are encouraged to vote! YOUR VOTE makes a difference! A final ballot is prepared by the committee and voted on by the members of the Academy of Adventure Gaming Arts & Design. Academy membership, $5.00 per year, is open to active, accomplished hobbyists, both professional and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be mailed to the U.S. address. Present members may renew by sending their check with their ballot. Checks should be made payable to GAMA for $3 U.S. The Academy and the Awards Committee as well as the Origins Convention itself, function under the authority of GAMA, the Game Manufacturers Association.

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16. Best Fantasy/Science Fiction Computer Game, 1986

17. Best Screen Graphics in a Computer Game, 1986 (Given a particular computer's limitations)


20. Hall of Fame, 1986

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