As promised five years ago (see Vol. 19, No. 4 and Vol. 20, No. 1 of The GENERAL), I’d like to involve the readership in revamping and reviewing the READERS BUYER’S GUIDE. The past five years has seen a great many new games added to our listing, and some old favorites dropped from our line due to age and design advances. Innovations in play and components can make any design “outdated.” This is our only chance to compare the new titles with the old “head-up.” And we must eliminate the discontinued titles—both because they are no longer available to the general public, and because I need the space on the RBG for entering games still to come in the next five years. Hopefully this re-evaluation will lead to an even better RBG, one more representative of the true values—the strong points and the weaknesses—of our games. First, however, I’d like to explain some of the changes in the format of this survey.

Much of it should be familiar to long-time readers. “Overall Value” still reflects your thoughts on how the game, in toto, stacks up against the others in our extensive line. “Components” still reflects your judgment on the quality of the art and production of the pieces of the game—with sub-categories covering the two most important elements of the components, the mapboards and the counters. Note that I have dropped the sub-category category “Player’s Aids” and inserted one named “Rulebook”. In these days of ever increasing sophistication, the rulebooks have become much more polished in layout and illustration, always seeking to present the play of the game in the most accessible manner possible to new players. As an adjunct to the rulebook are the various bits of paper that are necessary to play the game—scenarios, note pads, CRTs, “chance” cards, and such. Lumping them all together for simplicity under the heading “Rulebook”, we’ll now ask that readers rate the visual presentation of this mass of information.

Continued on Page 18, Column 2
Once there was a mighty Galactic Empire, peopled by an uneasy alliance of intelligent species. Politicians schemed for power under a figurehead Emperor, while warlike species kept the peace and dozens of worlds traded in ideas, resources and products. Richest of all were the traders of interspecies luxury goods, who cleverly terraformed a world to produce these rare luxuries. Their planet (an unused Rim world named for a minor local deity of the softer pleasures) was a byword for wealth, luxury and shrewd trading; and when the Empire finally collapsed into a dark age of savagery, the memory of the MERCHANT OF VENUS lived on, a legend of the shrewd trader who brought wonderful things from beyond the stars.

Now it is the 32nd century, two centuries after the fall of the First Galactic Empire, and a young, lusty civilization is bursting forth into the Galaxy with the newly-rediscovered star drive. It is the heyday of the independent interstellar merchant, a time when a few daring entrepreneurs can make fortunes and build trade empires.

In MERCHANT OF VENUS you play the part of such a merchant, exploring a cluster of stars to find what remains of the civilizations that once dwelt there. The map portrays a small cluster of star systems, where 14 intelligent species lie hidden in the ruins of the First Empire. Each species is the dominant culture of a different system, but after centuries of savagery, no one knows where each culture dwells. As you discover the cultures you can trade with them, buying and selling exotic trade goods and special devices. In your journeys you can also stumble across other remnants of the First Empire, including unique treasures and weapons that automatically attack passers-by.

MERCHANT OF VENUS is a game of luck and skill. You start with a small spaceship racing to accumulate wealth by transporting, trading and investing. You make money by buying trade goods from one culture and selling them to other cultures. You can use your profits to buy bigger spaceships, with high-speed drives and shields to protect you from the dangers you will meet! As your profits increase, you can build ports and factories to make trading more profitable. As the game progresses, profits will accelerate until one merchant accumulates enough wealth to win the game. The optional rules allow you to play a darker version of the game, in which the cluster is torn with strife and warfare. These rules introduce weapons, forts, swindles, revolts, piracy and the Rastur, an army of xenophobic megalomaniacs who are trying to conquer the Galaxy.

MERCHANT OF VENUS is a design with remarkable versatility. Few, if any, games can claim to be equally exciting whether played solitaire, head-to-head or with three, four, five or six players. Not only can this game claim that distinction, MERCHANT OF VENUS uses it to vary the strategy dramatically as the number of participants change.

MERCHANT OF VENUS is now available for $25.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add 10% for shipping and handling (20% for Canadian orders; 30% for overseas orders). Maryland residents please add 5% state sales tax.
If the balloon goes up, this is how it will be! Armored fighting vehicles grinding forward below flashing helicopter blades under a tense sky filled with screaming jets and smoky missile trails. TAC AIR puts YOU in command in the most intense and technologically advanced combat environment on earth—Central Europe today. As NATO U.S. VII Corps commander, YOU are charged with the defense of the Hof Gap area. As the Warsaw Pact Central Group of Forces commander, YOUR forces must smash the NATO defenses and drive deep into West Germany. TAC AIR is a detailed look at the organization, equipment and capabilities of the modern frontline NATO and PACT forces based in Germany.

- **Graduated Scenario Sizes!** Enjoy a choice of thirteen scenarios (separate games that can be played with these rules) that vary greatly in size and playing time. First, there are skirmishes involving a few brigades or regiments and a handful of fighter-bombers that can be played on a portion of the mapboard in a few hours. Then, battles involving larger forces such as the United States 1st Armored Division, the West German 12th Panzer Division, the Soviet 6th Guards Tank Division and a rich array of modern aircraft such as the American A-10, F-15, F-16 and F-111, the West German F-4F and Alpha Jet, the Canadian CF-18 and the Soviet MiG-27, MiG-29 and Su-24. Last, but certainly not least, a long and massive conflict that covers the entire map.

- **Unique Game System!** In TAC AIR, air operations are covered in detail: air-to-air combats, close-air support and interdiction missions with conventional or standoff weapons, “Wild Weasel” and electronic warfare missions, reconnaissance flights and deadly networks of surface-to-air missiles. Ground operations are not slighted either. There are ground combats between armored and mechanized units, helicopter gunships, paratroopers and airmobile forces, deadly artillery barrages and counterbattery fire, command control and supply considerations, electronic “jamming and more. In short, a complete modern combined arms air-land battle!

- **Complex Concepts—Playable Mechanics!** The four-page Basic Rules allow players to quickly start playing the game and mastering the system. Later, the Advanced and Optional Rules can be added as desired to allow players to choose the levels of complexity and detail that THEY enjoy.

**TAC AIR** is available now for $26.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, Maryland 21214). Please add 10% for shipping and handling to all orders (20% for Canadian orders; 30% for overseas orders). Maryland residents please add 5% state sales tax.
FROM STURDY STOCK
The Peoples of BRITANNIA
By Phil Rennert

The folks at Avalon Hill have come up with the most interesting new game of the year. Called BRITANNIA, it spans a thousand years in the history of Britain, ranging from the Roman invasion to the Norman conquest. Seventeen different peoples compete for dominance in Britain, and waves of conquest wash back and forth across the board. A single turn covers 75 years. The sequence of play is simple: grow, move, fight, and every three turns count victory points. On most game turns, some peoples get exceptional leaders or conduct a major invasion (meaning a double move) according to a fixed historical schedule (which could have had some randomness in it, I suppose, to avoid stereotyping play). An exceptional leader helps his folk for one turn and then dies—a somewhat depressing but accurate view of one man's impact on history. There can also be, in the latter stages of the game, voting for the Bretwald (overlord) or for a King, which gives vent to diplomacy. [DIPLOMACY players take note: agreements should be kept if you're agreeing to support someone for 75 years; and if he backstabs you, you aren't likely to forget it.] Different peoples have different objectives, based on historical and territorial imperatives (e.g., the Welsh get points for holding Wales). Mostly, you get points for holding certain areas and killing certain other peoples and leaders.

The game divides into three distinct periods. First, the Romans, with their awesome military potential, roll up the island folk like a rug while everyone else (the other players get points for killing Romans and raiding Roman-conquered areas) tries to stay alive by avoiding the legions. This continues until Turn 5, when the legions are called home to kill each other in Italy. They make their barbarian subjects responsible for their own defense during this brief interruption in service, promise to return, and then, of course, never do. There then follows the “Anglo-Saxon” period of the game, where everyone expands into the vacuum the Romans left. The two largest powers (the Angles and the Saxons) argue over central England, while the Scots and Picts vie for the north and the Welsh and Irish for Wales. This stage lasts until Turn 12, when the Danes open the period of great invasions. Powerful invading armies come from all directions, and those who were the previous invaders struggle... (often unsuccessfully) to survive. Finally, the invaders turn on each other in a struggle for supremacy, culminating in what we call the Norman Conquest (which gives you a hint of who won).

BRITANNIA is a four-player game; it is advertised as for from three to five, but it's at its best with four. (My comments are all made on the basis of four players involved.) At the end, each player adds up the victory points accumulated by the four or five peoples he controlled, and the highest score wins. A full 16-turn game takes less than four hours to complete with experienced players. As in any multi-player game, there's some opportunity for leader-bashing, but in BRITANNIA it's not always easy to tell who's winning until it's all over.

I would like to present some strategy suggestions for the various peoples and players, and to give some indications of how to judge who's ahead. For reference in the discussion that follows, the four peoples are referred to as “Red” (the Brigantes, Saxons, Irish and Norsemen), “Blue” (the Belgae, Picts, Angles, Normans), “Green” (Welsh, Caledonians, Jutes and Danes), and “Purple” (Romans, Romano-British, Scots, Dubliners and Norwegians). But before proceeding, three general comments on strategy come to mind:

1) To do well in the game, read everyone's victory conditions and keep them in mind. Plan a turn ahead. For instance, when a major invasion is due, don't be standing in its path if you can help it.

2) Don't be seduced by the victory points you get for killing Romans in the first stage of the game; most peoples get more points for holding territory. If you burn your forces up early, you won't be able to.

3) Have a strategic plan. Let the peoples you control work together. There are many situations where a people might give up points to enable its “friends” to get more.

BRITANNIA is a fascinating, and simple to learn, game. It covers an enormous span of history, and offers a wealth of surprises even for master players.

THE PEOPLES

ROMANS

Natural Enemies (or natural fodder): Belgae, Brigantes, Picts

Watchword: “Northward for Caesar!”

Strategy: In addition to the Belgae, the Romans can go for either the Welsh or the Brigantes to start. I think the Brigantes are a much better target because the Romans get big points for territory in the north and few in Wales, and because going north lets the Purple player use the Romans and Romano-British to set up a Scottish take-over of Pictland.

I prefer what I call the “Pennines-in-one” strategy, which gets the Romans into the Pennines before the pesky Brigantes can use it as a redoubt. To do this, send two armies against Sussex, Essex, South Mercia, Hwicce, Avalon and Wessex and three against the Downlands; then send three of the armies from South Mercia and Hwicce to the Picts with the forces from Downlands, Essex and Avalon running interference in North Mercia and York or Cheshire and March. Also take Suffolk. You may have to leave Kent for later conquest. (See Figure 1.)

Next turn, kill as many Brigantes as you can before they submit to you, and go for Dunedin or further north to start killing Picts. Warning: don't let the Brigantes submit while in possession of Cheshire or there is a dirty trick they can pull; they simply move out of it on Turn 5 and you lose three points. Take Cheshire before you reduce the Brigantes to three areas. Leave Wales alone, but inform the Welsh player that any Welsh army that comes out of the mountains dies. Crush any Belgae who aren't in Lindsey. In general, don't try to hold a perimeter; just give most of your high-value Turn 5 forts a guardian legion. Send as much strength as you can spare north. On Turn 3, kill Picts. You can leave the Dunedin fort unguarded to tempt Picts out of the hills. Remember that there's no point holding any fort north of York. By Turn 3, you should have taken Alban or Dalriada—hopefully both. On Turn 4 and 5, kill more Picts if you outnumber them. You want to depopulate the north to clear the way for the Scottish invasion. However,
watch your casualties; you will want to place some Romano-Brits in the north. Don't lose York or Cheshire if possible; they're high-value areas and good starting places for the Romano-British units.

This strategy can make the Romans a high-scoring people for you (my record is 56 points). However, watch out for the unsophisticated opponents who will think you are the leader just because you have more points. Try to convince such novices that Purple actually is not one of the favored players (which is true), so that they need not gang up on you.

Expected Points: 40-55

ROMANO-BRITISH

Natural Enemies: Angles, Saxons

Watchword: "What can we do for our friends?"

Strategy: The Romano-Brits combine very low scoring potential with significant military power, so I say forget about scoring and use them to set up someone else—and the best choice is the Scots. Replace the eight northernmost Romans with Romano-British pieces. The York/Cheshire armies, and anyone else who can, should go to the Pennines; no Romano-Brit can survive for long farther south with both the Saxons and the Angles gunning for them. The armies in Scotland should kill Picts and/or Caledonians, but make sure that at least two survive Turn 6 so Arthur (Cameot in kilts?) can make a killer-stack on Turn 7. It's a shame to use cavalry in the mountains where they won't help you as much. As the Saxons in England will be riding horses in battle for 500 years, until William realizes that horses belong in the plains! You won't accumulate much of a Romano-Brit score this way; but if the Scots take Scotland they can make up for it in a major way. If Arthur or some cavalry can be spared from the north and Hengist is in a vulnerable position, go for him with a wild ride (making sure to cut off his retreat). However, the north comes first.

Expected Points: 0-5

BELGAE

Natural Enemies: Romans

Watchword: "Roll sixes until you die!"

Strategy: Not much of one, since they will be mostly or totally wiped out before they can even move. The Belgae are the only people who should think exclusively of killing Romans. Pull any remnants into the Lindsey swamp and wait for shots at unguarded forts. If you're still there on Turn 4, consider holding an area or two for points. Send everyone in kamikaze attacks on Turn 5; there's no point in living longer.

Expected Points: 0-10

WELSH

Natural Enemies: Irish, Norsemen

Watchword: "Men of Harlech, stand ye steady. Wales for the Welsh!"

Strategy: The Welsh can be one of the largest scoring peoples just by holding Wales for the entire game. This means you must go light on casualties caused by expeditions outside the boundaries of Wales. Since you only get one point for killing Romans, let them be unless you're pretty sure of being able to get home alive or you're near maximum population anyway. Defend the line of rough terrain from Clwyd to Devon. If the Roman player goes after you seriously (not his best strategy), submit and save yourself for later.

Your main problem is the Irish, whose purpose in life is to make Wales into "Ireland East." Keep your territories covered to deny them convenient landing spots; concentrate and crush any Irish landing as soon as the odds are in your favor. If you do this successfully, you should be in good shape to convince the Norsemen to sail elsewhere when they appear.

Remember that you can get six points for doing a cameo appearance in York; consider slipping someone into the Pennines or Lindsey on Turn 6 or 7 to wait for Turn 8.

Expected Points: 35-55 (if they hold Wales)

BRIGANTES

Natural Enemies: Romans, Angles, Danes

Watchword: "Hold Strathclyde and Galloway, and be flexible."

Strategy: This is possibly the most variable of all the peoples of BRITANNIA; there are so many things that can happen to them. The basic strategy is to take to the mountains (Galloway and the Pennines) when a large invader comes around, then come out after he leaves. Plan to stay alive the whole game, conserving numbers and going for territory. Submit to the Romans if you have to, and even to the Angles if you have to. Diplomacize, and for weakness among your neighbors and expand there. Whenever possible (i.e., no one's going to kick you out), grab any open territories of the center map to increase population. Look for opportunities to go into Pictish territory, but make an agreement with a strong Pict player to have him leave Strathclyde alone. Defend that at all costs. If you can't, go to the Galloway redoubt and wait to take it back.

Expected Points: 25-35 if you go the distance; less than 10 if the Romans or Angles really go after you

PICTS

Natural Enemies: Scots

Watchword: "No, this is Pictland!"

Strategy: You can get a lot of points for simply holding what you have (the biggest chunk comes on the last turn of the game). Keep your casualties down unless your population is at maximum. Never challenge the Romans in open terrain, or attack Roman legions (although unguarded forts may be worth the risk).

Try to blow the Caledonians out of the northern part of your territory (as you define it). Since the terrain is so favorable for defense, the best time to kill Caledonians is before they are born; keep their increase low. Caithness is the key. I recommend hitting it with three armies on Turn 1, before he has a chance to move a second defender in. If you can take it, you can hold the Caledonians in the outer islands where the Norsemen will eventually come to finish them off. Consider taking the Orkneys or the Hebrides to increase your growth and decrease his, but remember the Scots are coming.

Encourage the Scottish player to raid and waste his strength in the south. When Fergus comes, pull everyone into the hills in large groups. If the Scots have six or seven armies, concede them Dalriada and Dunedin. Rarely try to hold Dunedin on a victory point turn; somebody stronger than you usually wants it. After Fergus, come out and try
to wipe out the Scots or drive them from your territory. If you can, try to expand into the open region to the south to increase population; but securing the hills comes first. Strathclyde is everything to the Brigantes; attack it to hurt them or threaten it to get them to yield you other southern areas.

**Expected Points:** as high as 60 if they dominate Pictland the whole game; only 10-15 if the Romans and Romano-Brits pave the way for the Scots.

### CALEDONIANS

**Natural Enemies:** Picts, Norsemen

**Watchword:** “De-fense! De-fense!”

**Strategy:** All you want is to hold your three starting territories. Rarely go outside of them. Sit there quietly and grow slowly. If the Pict player doesn’t take Caithness on Turn 1, move the Orkneys’ army in to hold it. Your objective is to build to your maximum with two armies in each area. Usually you only attack to relieve overpopulation. Push for “barbarian solidarity” (i.e., the Picts should leave you alone). Roll lots of sixes when the Norsemen come.

**Expected Points:** 10-20

### IRISH

**Natural Enemies:** Welsh

**Watchword:** “Ireland (East) for the Irish!”

**Strategy:** Don’t waste your limited strength raiding. The Irish can make a lot of points by taking and holding Wales. Encourage the Roman player to go after the Welsh, and the Welsh player to burn himself up against the Romans. Build up strength before you land; a good first site is the rough terrain in Devon/Cornwall if it’s not strongly guarded. Gain a toehold and expand it, but watch the casualties. Your growth will be slow at first. Don’t be seduced by Avalon or Cheshire or Cumbria unless they’re wide open or covered by your Saxon friends. Usually someone stronger will kick you out. The main chance for the Irish to have an impact lies in Wales.

**Expected Points:** up to 30 if they take Wales; otherwise, 5-10

### SCOTS

**Natural Enemies:** Picts

**Watchword:** “Scotland Forever!”

**Strategy:** Again, don’t waste strength raiding. Unless some area is wide open in the north on Turn 4, wait at sea until Fergus arrives. Then go after the Picts, taking Dalriada, Skye and whatever else you can get. Don’t take Dunedin on Turn 7 unless the Angle agrees to let you have it. After that, your goal is to liberate Scotland from the Picts; ideally you want to expand and cover the whole north. You can score high if the Scots supplant the Picts totally. Don’t waste either attack on Turn 7; this is the only time you’ll have a leader to negate the Picts’ mountain fortresses. But watch your casualties. You will grow slowly, and should be happy with that. If the Pict player has two armies in the mountains, wait until you can mass four to go after them.

**Expected Points:** 25-35 if the Picts are wiped out; otherwise, 10-15

### JUTES

**Natural Enemies:** Saxons

**Watchword:** “If we’re still around in 1085, it’s a miracle!”

**Strategy:** The Jutes are one of the lowest scoring peoples, held down by their lack of numbers. Take a raid on an unguarded Roman fort if you can get one; it may be the only way you’ll get points. Consider going after a legion and fort on Turn 5. You have some potentially high-scoring areas as targets, but the Saxons move after the Jutes and will probably blow you out before the turn ends.

**Expected Points:** 0-5

### SAXONS

**Natural Enemies:** Angles, Danes, Normans

**Watchword:** “Grow and conquer!”

**Strategy:** The Saxons are one of the highest scoring peoples, and will win or lose the game for the Red player. Don’t waste their strength on the Romans without at least three armies against an unguarded fort on Turn 4 (or against a legion and fort on Turn 5). When the Romans leave England and Hengist comes, grab all of the south and central areas that you can (also Devon and Cornwall if they’re open). Negotiate or fight with the Angle over the south-central strip common to both. Your vast fertile farmlands will give you a growth rate of three units per turn, and your numbers (plus the Brigantes’ vote) should make you Bretwalda/King every turn if all goes well.

If you can get the Welsh player to accept that everything east of their mountains is yours (and maybe Devon/Cornwall as well), try to get their aid against the Angle. You could use your major invasion to give Devon and Cornwall to the Irish (see Figure 2). However, it’s not worth making an enemy if the Welsh would otherwise have gone after the Angles. When the Danes come, get out of their way (or hold in large groups). Remember they only need to pass through to score points. When the Normans come, you’ll probably be wiped out. But that’s okay, the points are in the bank. Hide in rough terrain (Cornwall and Devon are the best), put Harold with four armies in the rough, and try to keep him alive to see the dawn of a new age in England.

**Expected Points:** Including the points for Bretwalda/King, 60-75 if you dominate England; 40-50 if the Angles do.

### ANGLES

**Natural Enemies:** Saxons, Danes, Norwegians

**Watchword:** Like the Saxons, “Grow and conquer!”

**Strategy:** Like the Saxons, the Angles are one of the highest-scoring folk and will win or lose the game for the Blue player. The Saxon suggestions...
apply just as well for the Angles. Watch your casualties in the major invasion; you will need numbers for your main task of holding central England. If the Red player is doing well, you must crush the Brigantes to win. Hold your leaders' birthplaces strongly the turn before they arrive on the scene. Since you move after the Saxons, the Angles can count how many territories they need to claim the Bretwala-ship or Kingship, and go after them. When the Danes and Norwegians come, get out of their path and hide in rough terrain. Don't be too dogmatic about holding York; many folk seem to want it. Try to get the Welsh player to help against the Saxons; point out often that the Red player is leading in points (whether he is or not). Consider sending some armies north if your Pict friends need help.

Expected Points: 60-70 points if they dominate England; around 40 if the Saxons do. But only 20 if you really blow your major invasion with high casualties.

**NORSEMEN**

**Natural Enemies:** Caledonians (or whoever's in their place), Welsh

**Watchword:** "What do you mean, our boats can't reach there?"

**Strategy:** The Norse have a tourist list (areas to visit anytime between Turns 12 and 16) and a settlement list (to hold on Turn 13). The problem is that once your boats land, they don't have the range to get from the north to Wales or vice versa. Cheshire is the only exception, and is a good resting place and keeps your options open. If you can, keep the men at sea on Turn 12. Remember the overpopulation rule, which limits what you can bring ashore unless you find some open territories to support them. Most of the Norse points come in the north (you should definitely hold the Orkneys/Hebrides/Cumbria on Turn 13). But the north is apt to be strongly defended. Look for any weaknesses to help decide which way to shift your reserves. Remember you get points for anywhere on Turn 16.

**Expected Points:** 15-20

**DANES**

**Natural Enemies:** Angles, Saxons, Norwegians, Normans

**Watchword:** "Whatever's not nailed down is mine!"

**Strategy:** Conserve your numbers on your turn of raiding; you'll need them for the big points. Negotiate with the players of the Angles and the Saxons to clear out of the way on their Turn 11; offer to take your points and then vacate for them to reoccupy for points on Turn 13. Grab lots of areas if possible on Turn 12 for maximum growth. Hide in rough terrain or large groups on Turn 13, then roar out again led by Canute on Turn 14. Run away again on Turn 15, and stay clear of the Norwegians and, especially, of the Normans; then see what you can get on the last turn.

**Expected Points:** 30-45

**DUBLINERS**

**Natural Enemies:** Angles, Danes

**Watchword:** "How bad do you want York?"

**Strategy:** Don't waste your time raiding; wait for the major invasion. Negotiations consist of informing all and sundry to expect seven Dubliner armies in York on Turn 13. In practice, three or four may be enough. Grab Cumbria as well, and one or two other areas (seven armies need four areas to support them, or someone starves). Run away and hide after Turn 15 (the Pennines and Galloway are good places). Try to come back to York or Cumbria on Turn 16. The Dubliners are not a high-scoring people, but the Purple player will need every point he can get.

**Figure 3:** The Dubliner/Norwegian maneuvers are tricky. On Turn 13 the Dubliners invade, placing four armies in York and one each in Cheshire and Cumbria. On Turn 14 the four go to the Pennines and the others remain in place. On Turn 15 the Dubliners move the single armies to Hwicce and Dunedin. On Turn 15 the Norwegians invade, clearing York, North Mercia, Bernicia, Cheshire, Lothian (in the first part) and March, Strathclyde and move through Cumbria back into Cheshire (in the second half). On Turn 16, the Dubliners then move three armies into York and one into Cumbria while the Norwegians take all the areas they can (including those just vacated by the Dubliners).
expected points: 0-10

Norwegians
natural enemies: Saxons, Normans
Watchword: "What's ours is ours!"
Strategy: Loudly announce your determination to take all five of your areas on Turn 15; then do it. The Normans and the Dubliners should go through a little dance to avoid attacking each other; ideally, it goes something like this (see Figure 3):

Turn 13—Dubliners take York, Cumbria and Cheshire.
Turn 14—Dubliners take Pennines, and hold it strongly.
Turn 15—Dubliners put three or four armies in the Pennines, with their other armies somewhere the Normans don't want (Lochian, Dumedin, Galloway, Hwicce—but not Cheshire. The land goes invade, and on the first turn grab Cumbria. On the second stage, they go into and out of Cumbria, ending in Cheshire. Grab all of the VP areas, but don't leave anyone in York. Spread out if you can to earn maximum reinforcements.

Turn 16—The Dubliners leave the Pennines and other territories they've been in, York and Cumbria. Any excess Dubliners should be settled out of the Norwegians' path (in Scotland if they're not in the Scots way; or go south to slow down the Normans). The Norwegians grab the Pennines and all English areas they can hold. Leave Harold either with a blue stack, or too far north for the Normans to reach him. If this strategy works to perfection and the Scots take Scotland, the game can end with the map covered in purple from the Norse in the Hebrides/Orkneys to the Angles in Mercia. In which case, the Purple player will probably win the game.

Expected Points: 15-20

Normans
natural enemies: Saxons, Danes, Norwegians
Watchword: "This is our land, from the Sherwood Forest to the . . ."
Strategy: You have the best army in the late game, but only two turns to use it. Try to grab two spots on your list, plus Harold's (or Harald's) head on Turn 15. Spread out or kill Harold to earn reinforcements. If Harold is too well defended, let him go to conserve your forces. You want to be at maximum for your kingship on Turn 16. Don't lose William. Remember that the Normans move last, so carefully count what you need for it. A reliable medium to high scoring people.

Expected Points: 25-35

The Players
For reference, adding up the expected victory points for each people (using the middle of each range), we get the Purple player scoring 102.5 points; the Red, 112.5 (90); the Blue, 112.5 (87.5); and the Green, 100. The two numbers for the Red and Blue players differentiate between what happens if the Saxons dominate England, or the Angles do. With this in mind, let me summarize the player positions.

With inexperienced players, or if each people were to seek a victory condition independently, the Red player has the edge, followed by the Blue; Red's dominance over Blue comes from Red's having two peoples in England (Brigantes and Saxons) and thus a good shot at the lion's share of the Bretwalda/King votes.

With experienced players involved, however, the game is well balanced. Some of the reasons for this:

1) For the Purple player to have any chance at

all, he must wipe out the Picts with the Romans and Romano-British, to leave Scotland to the Scots.

2) When the last Pict dies, Blue has lost his edge and is in big trouble, leaving the game to the Red player. However, there is something that Blue can do about it, and which benefits himself in the process. Use the Angle major invasion to wipe out the Brigantes or Dubliners.

3) Once the Brigantes are crushed, the Red player is hurting. And this set of circumstances can leave the Green player with a clear chance of winning. However, there is an option for the Red player to pick up a few points at the expense of the Green—a joint force on Wales on Turn 6. This assault should almost certainly be made if the Welsh are weak (say, only one army per space), but can be costly if the Welsh are strong. Some diplomacy can be useful here; the Red player should determine whether the Welsh are going after the Red or Blue (once the Welsh are maxed out, they have to go after somebody or squander their growth for nothing); if he's attacking the Red anyway, grab the points. If not, consider letting the Blue Angles suffer the attrition.

If all these things come to pass, the game is very well-balanced; it's not uncommon for all four final scores to be within ten points of each other. There's one inexperienced player, however, he can change the course of the game and hand it to the one opponent he should be attacking. The most inexperienced player should be given the Green peoples to play. Green's position is basically defensive until the Danes appear, and having to score the least. The most experienced player should probably get the Purple peoples. Here's my analysis:

Red—Most favored to win, if you can keep the Brigantes in the game. If the Brigantes are viable and the Saxons dominate southern England as usual, you'll be Bretwalda or King every turn. Possible sandwich attack on the Angles. If the Irish are around, your Normans can help them against Wales. The Saxons invasion Turn 6 can be used to give the Irish Devon and Cornwall. However, Red is vulnerable in that the Brigante's Strathclyde is the most valuable single territory in Europe.

Blue—Next best chance at winning. It rides on the Angles; keep casualties low and dominate England with them. If the Picts remain strong, you'll mass many points on the last turn. Use the Angle major invasion against the Brigantes. Look at a possible sandwich attack on the Scots as well, helping the Picts with the Angles. Then help the Angles (if they are still around) with the Normans on Turn 16.

Green—It's possible to win. If the Caledonians hold and the Welsh hold and the Danes romp through, and neither the Red nor Blue player is doing very well as they fight each other, it could happen. Attack sparingly in the early game with the Welsh and Caledonians; keep their population up. Since the Jutes are worthless, attack Romans with them if opportunity knocks; or go help the Welsh. After the Welsh beat the Irish, they have some excess military potential; use it against the Angles or the Saxons, whoever you perceive to be doing well. Impossible without a very strong Scotland. Use the Romans and Romano-Brits to set up Scotland. A possible Dubliner/Scot attack on the Brigantes offers some points. Coordinate the Dubliners and the Norwegians very carefully: If you've scored a few up and have to attack yourself, Purple is the balance player in the late game. Use the Norwegians to go over Red or Blue—whatever's ahead.

It's often hard while playing BRITANNIA to tell with a glance at the mapboard is a bit harder. But there are some guidelines for players. Red is looking at a victory if the Saxons are doing well, or the Brigantes are doing well, or the Irish are doing well. If the Picts are strongly entrenched, or the Angles are doing well, then the Blue player looks to be winning. If the Welsh and Caledonians are holding their areas, and neither Red nor Blue are dominating England, then Green is in fine shape. For the Purple player, if the Romans have made 50+ points and the Scots are overrunning Pictland, you can hope for the best.

So That's What You've Been Playing

Title Listed: 112
Total Responses: 405

Rank Times

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Thanks to some well-deserved attention in our recent issue, DIPLOMACY and EMPIRES IN ARMS seem to be getting some well-deserved play among our responding readers. And, no sooner do they appear on store shelves, two of the newcomers—RAID ON ST. NAZaire (featured last issue) and THUNDER AT CASSINO (to be featured next issue)—make their appearance on our survey. ASL continues to dominate this poll of preferences, with those respondents who indicated specific scenarios being played seeing several of the modules onto the list (PARTISAN!, BEYOND VALOR, and YANKS). As usual, a number of titles didn't make the cut. Thanks for your patience, and we'll see you next time. And again, UP FRONT which has been on every list for the past four years; I expect it'll be back when the expansion kit (bringing in the Italians and French) is released. In the meantime, if you're looking for opponents at the various game conventions, you can't go far wrong by carting any of the above games along since so many folk seem to be playing them.
ERRATUM BRITANNIA
By Bruce Shelley

The following are the official changes and clarifications for BRITANNIA. Readers will find that instituting them will eliminate most rules arguments and generally make the game more challenging to play.

**TURN RECORD TRACK:**
- **Turn 5:** Add a parenthesis before “English Channel”.
- **Turn 7:** Add a parenthesis after “(Irish)”. Add “1 Irish (Atlantic)”. Add a parenthesis after “(Irish)”. Turn 9: The word “if” should be in italics, as it is in the Turn 10 quote.
- **Turn 11:** Add a parenthesis before “785-860)”. Add parentheses before and after “North”. Add a parenthesis before “Frisian)”. Turn 14: Should read “3 Dubliners” (not 2).

**VICTORY POINT CARDS:**
- **ROMAN-BRITISH:** “Kill Hengist” should be on a separate line.
- **DANES:** Add “1” after the Turn 11 statement. Add “S. Mercia” to the areas worth two points in Turn 12.
- **JUTES:** Add “Kill King Arthur (3)” to the During Any Game Turn listing. Add under Notes the following: “3. Cannot land north of Cornwall on the West Coast or north of Mar on the East Coast.”

**RULES:**
- **5.4:** The accompanying example is wrong. A move from Cheshire to Skye is not legal according to rule 5.16. It should be read as Cheshire to Dalriada.
- **5.4 and 9.1:** What constitutes a “boat move” needs to be clarified, as follows: “A unit moving by boat counts the sea area it moves into as one move and the area it lands in as its second move; it can move no further. A unit with a leader, a cavalry unit, or a Roman unit could make a third move, either before moving into the sea area or after landing at a land area.”
- **7.1:** The rulebook states that “Raiders” are denoted by bold italic type on the board, when in fact they are listed in simple italics.
- **10.4:** Add “The Romans build more than 25 forts.”
- **10.5:** Add “If there are no Romano-British units on the map and there are no vacant areas, Arthur and his cavalry units do not appear.”
- **12.1:** Add “There is no vote for Bretwalda on Turn 16 even if no King is elected.”

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**CONTEST 141**

You are the Blue player in a four-player game of BRITANNIA, and things are not going well. Your Angles have been pushed back to strongholds in the Pennine mountains, and William’s Norman army has been bludgeoned. It is now the start of the Angle move on Turn 16. You count points and realize that if you make no moves at all, your score will be 100 points—putting you dead last behind Purple with 105, Green with 106 and Red with 115. You will get one Angle army due to population increase, and one Norman infantry army is waiting in the English Channel. Consider only the following forces (plus your new units) in your solution.

Things look bleak, but it’s not over yet! Your task is to specify the moves for the Angles and the Normans that will guarantee a win for the Blue, no matter what anyone else does (use the “diceless battle resolution” procedure below to resolve conflicts).

**Diceless Battle Resolution:**
1. Add up the value of each side in the battle. For an infantry army, count “2”; for a cavalry army, count “3”; if a leader is present, add “1” for each army; if attacking in the hilands, subtract “1” from each army.
2. In the first round of the battle, the side with the smaller total point value suffers one unit lost. If the values are equal, both sides suffer one loss. In each subsequent round, both sides suffer one unit lost. As usual, either side has the option to retreat after any round of battle.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Simply indicate the move of each Angle and Norman unit in the space provided. Ten winning entries will receive merchandise from The Avalon Hill Game Company. To be valid, an entry must include a numerical rating for this issue as a whole and a listing of the three best articles in the judgment of the contestant. The solution to Contest 141 will appear in Vol. 24, No. 6 and the list of winners in Vol. 25, No. 1 of The GENERAL.
The Roman Invasion of Britannia

Kill 'Em All and Let God Sort 'Em Out

By Rex A. Martin

Even though the Purple faction faces the most difficult path to victory, it seems that every game I engage in brings a clamor when it seems that the poor dispenser group of peoples. Some of this desire among the gaming cronies is traceable to the challenge—usually if you win, or if you hint at the back for a "darn good try" if you don't. But there is also that lurking appeal of being able to kick everybody's collective butt for the first three turns of the game, with the added incentive being that the better you kick, then the better your chances of winning BRITANNIA.

The Roman military machine, in this game anyway, is truly awesome. Not in size perhaps (some of the other peoples may eventually have more pieces on the mapboard), but certainly in special abilities. To have hope for victory, the Purple player must make fine use of these Roman advantages, both obvious and not. On the mapboard, in conquering England and then holding on to as much of it as long as possible (or at least until 410 AD), he has the advantages of speed, concentration, fortifications, battle prowess; off the field, among the players, he must make use of negotiation from strength, offering leniency for submission of concessions and threatening extermination, while setting the pace of the game in these opening decades. Let's take a look at the implications of some of these facets of Roman play.

The first thing that catches the eye of any wargamer when he or she reads the rulebook for BRITANNIA is all the exceptions to standard practice when considering the Romans. For instance, while most of the barbarians have to plod along with being able to move only two areas a turn, the Romans may move up to three. While most peoples have limits on their stacking, these are eased for the Romans—allowing them unlimited stacking in any open area and double the norm for any hill area. With 15 pieces to start the invasion with and the enemy tribes spread out one piece to an area, the Roman player will be able to make good use of the Overrun rule (5.3). In battle, the Romans have a 16% better chance of eliminating an enemy piece, and themselves are harder to eliminate by 16%! And, once the Romans have cleared an area of the barbarians, their departure doesn't leave it open to the wolves; a Roman fort is placed that acts like an immobile bastion by leaving behind a unit or two in the south; the Wiscons and the Belgae are favored to win most games of BRITANNIA, and, of course, mention often that the Blue and Red players must make fine use of these Roman advantages, both obvious and not. On the mapboard, in conquering England and then holding on to as much of it as long as possible (or at least until 410 AD), he has the advantages of speed, concentration, fortifications, battle prowess; off the field, among the players, he must make use of negotiation from strength, offering leniency for submission of concessions and threatening extermination, while setting the pace of the game in these opening decades. Let's take a look at the implications of some of these facets of Roman play.

In conjunction with this military might, the perspective player will quickly catch on to the fact that he doesn't necessarily have to wield his military might to get what he wants. The actions of the Purple player in the first turns will be crucial in setting the course of the game. If he decides, for example, that he is intent on crippling the hopes of the Welsh (and hence, of the Green faction in toto), he might ignore all else to force them into submission and so keep them from gaining points for several turns and halt their growth entirely under his reign. Should he decide to conquer the mapboard, he will have to realize the implication of what comes after—both for his other peoples, and those of the Red and Blue players as well. On the other hand, he could instead use the mere threat of such a pogrom to gain concessions or neutrality from the Welsh while the Romans hie on to crush, say, the Brigantes. If you hope to play off to crush, say, the Brigantes. If you hope to play

The Romans can land in any or many of the areas washed by the Channel. Since their first turn constitutes a "Major Invasion", and since they can possibly move as much as three areas each half of the turn, it is perfectly possible that they can reach the Brigante kingdom on the first turn. This is precisely the goal of the "East Coast Drive". The end result of this sledgehammer attack is to wipe out the Belgae quickly and project Roman forces into the north in a hurry.

During the first half of the invasion, two Roman armies go into each of Wessex, Sussex, Kent, Essex, Suffolk and South Mercia; three invade the Downlands to ensure that no pocket of Belgae resistance remains behind and to anchor the flank. Only the Belgae in Suffolk and South Mercia can possibly survive to retreat, and their chances of that are slim. The Belgae have been reduced to their Lindsey-North Mercia-Norfolk line. Only Lindsey, should the unit in Suffolk manage to retreat there, could possibly offer any check to your second-half push north. (A note here regarding the order in which you resolve battles is in line for those new to the game. Usually you want to do so from south to north, both to insure that the enemy cannot retreat and to insure that the option is open to you if you feel pressured in combat.)

In the second phase of the invasion, the Romans in Sussex go to North Mercia; those in Kent to Norfolk, and those in the Downlands to Lindsey. This puts the paid to the Belgae before they can propagate or move. The rest of your army drives northward, leaving forts in their wake: Essex to York, South Merica to Bernicia, Suffolk to March. (In fact, the attack on March is merely a sideshow to gain some leverage on the Welsh; if previous combat has been such, you may need these troops to replace casualties or to help overrun North Merica or Lindsey if some Belgae have retreated there. You might try for an "if you win, I consider you the winner" situation to try for an "if you win, I consider you the winner" situation.) The Roman forces left in Wessex are moved to garrison positions, and are prepare to occupy any vacated Welsh holdings in England.

There are variations on this eastern drive. You could, for instance, ignore Bernicia and March to concentrate these forces in the Pennines, splitting the Brigante kingdom asunder. And, of course, catastrophic losses can throw any plan out of kilter. But by the end of Turn 1, you should have secured a springboard from which to seize Strathclyde and Dunedin and Cheshire (most important for later VP on the second turn, and take Dalriada and/or Alban on the third. Remaining Roman forces to the south can harry the Welsh out of England and/or force the Brigantes into submission. Your projected point total for the three turns would be in the neighborhood of 26 to 32 VP. Only Wales escapes the Roman wrath.

Turning to the diplomatic aspects of this approach, you've nothing to say to the Blue player as you aim to exterminate the Belgae and cripple (if not destroy) the Picts. But you've much to say to the others.

First, the golden-tongued Roman should speak to the Welsh. Point out that you want only Hwicce and Avalon, and that it is never too early for him to worry about the Irish. Promise that if they withdrew from Hwicce and Avalon into Wales, you'd return the favor by leaving unsupported forts in March or Avalon for him. Stress that if they didn't withdraw voluntarily, not only will you take Hwicce and Avalon, but your own force (with units not moving north) then have no reason not to attack Devon, Gwent or Powys as well in an attempt to cushion their high-VP fortresses from its depredations. Lastly, note that he loses nothing much by cooperating; his growth in units will be steady over the three turns and this seems to be his only chance to avoid the effects of overpopulation. And, of course, mention often that the Blue and Red players are favored to win most games of BRITANNIA; only by working together at this stage can you two open
up the possibility of a Green or Purple victory.

The Roman takes a slightly different tack with the Brigantes. "Submit or be exterminated!" Obviously the Roman player wants the VP for the northern regions; just as obviously, if he can't reach the Picts rapidly, he might as well concentrate on the Brigantes. Point out that those Red units can get out of your path painlessly and voluntarily (and perhaps feather his own nest later), or painfully—in which case you will show no mercy. Control of Strathclyde is your leverage. Next comes the terms: with your forces lapping his holdings from March, York and Bernicia, all you want is for him to step aside. He is to withdraw the Brigantes during their first turn to Galloway, Cumbria and the Pennines and then immediately submit. This clears your path to the Picts and gives you coveted Cheshire without a battle. The Brigantes will be able to hold steady in population. You could even dangle the "notion" (which you want him to adopt) of letting him have Strathclyde while you occupy the Pennines instead. Then he could actively help you against the Picts and have a fair chance of holding his three-VP area for a bit. Point out that your pattern of attack (notably aimed at March rather than Cheshire) will allow him to easily place two units in each of these remaining areas. Lastly you play the trump that, unless he cooperates, you will have to concentrate the Romano-British in the south and insure that their prime target will be the Saxons. Of course, with them under attack and with strong Pictish holdings, the game has been tossed to the Blue player. On the other hand, if he submits and husbands his strength to fill the void as the Romans withdraw, your preferred target is the peoples of the Blue player (whom you never liked anyway).

If the Welsh and Brigantes buy this (talk to them before the game begins), the Roman invasion bodes to gain you quite a few points. What are the repercussions of this strategy? Obviously, it leaves the Welsh fairly well off. And it hurts the Blue and Red factions. (Note that the Brigantes may well submit, easing their burden somewhat.) And any such drive north cannot fail but be of help to the Scots who will show up later. Indeed, you could continue to put pressure on the Picts, perhaps in conjunction with your friends the Caledonians and Brigantes, to insure that the Scots gain a fair number of VP in the game; but in the process, you will certainly be sacrificing some of the VP the Romans can gain at the end of Turn 5. (More on this later.)

THE WESTERN TOUR

Suppose however, you have an antipathy for whoever's playing the Green faction, or perceive him to be the best player in the game (second to yourself, of course). Or perhaps he rejects your pre-game advances concerning a Roman drive up the east coast to Pictland (as described above). What recourse do you then have but to plot the demise of the Welsh, his strongest people. At the very least, the next time you play the Romans, the Green player may be more sympathetic if you prove you're willing to aim the invasion square at him. Here's how I advise conducting it.

During the first half of the invasion, four armies strike Devon and two come ashore at Cornwall. Two more each hit Wessex, Avalon and Hwicce. The Downlands are overrun by three Roman armies yet again. The Welsh, when the dust has settled, occupy but five areas of Wales proper. They are just about ready to submit. At this point, everyone else will be applauding your astute play. The Brigantes will be pointing at the Belgae as the prime target for your second phase, while the Belgae will point at the Brigantes. Regardless of your choice on this matter however (and you will have to make one—negotiate for the best deal with the Red and Blue players), remember that once committed you must force the Welsh to submit or so cripple them it won't matter if they don't.

Let's suppose you want to strike the Belgae. From the Downlands, you move two armies into Essex and one into Kent. From Hwicce you strike South Mercia and from Wessex invade Sussex. Now for the Picts. Swimming strongly, the legionaries from Devon reach Dyfed and Gwent; the force from Cornwall advances into the vacuum in Devon and will later garrison some of the forts. Last, the Roman units in Avalon can join the force in Gwent to insure victory there, strike into Powys to put maximum pressure on the Welsh to submit, or strike North Mercia. If in Powys, resolve this battle first so that, once they do submit, the Welsh position has been done maximum damage; otherwise, attack Gwent first and if that doesn't force the stubborn fools to submit, then clear out Dyfed.

Figure 1—Roman Positions prior to Second Stage Combat in the Eastern Drive.

Your other option from the positions held at the end of the first stage is to commence the drive north. The Roman advance against the Welsh from Cornwall and Devon is as described above. From Wessex you march north to March; from the Downlands you strike Cheshire (one unit) and York (two units); from Hwicce you reach the Pennines or Bernicia. The Roman troops in Avalon can again strike Powys or join one of the other battles. The end result is that you reach much the same position in the north as in the East Coast Drive, but you have a vigorous tribe of Belgae in your rear and some complaisant Welsh. Note, however, that the Belgae have only a maximum of ten pieces they can put into play (meaning at least five areas must be held); obviously most of their population increase will be squandered. The Romans fresh from spending 60 years campaigning in Wales should have no great difficulty compressing them into a stronghold in Lindsey. But cleaning the Lindsey pocket would be a tough prospect; better to simply convince them to stay there and look to gain points in Turns 4-5.
**THE SOUTHERN SWEEP**

Thus far, two common themes have dominated our thinking. Both the Eastern and the Western approaches have targeted one barbarian tribe for attention (the Belgae and the Welsh respectively). And in both plans, Roman power has been concentrated for maximum shock in battle. Suppose instead that we make use of the Roman advantage in combat in a diffuse drive to clear the south as rapidly and completely as possible. Casualties might be high, but the rewards of such a strategy even higher.

First step in clearing the island is to gain a lodgement. Two Roman units enter each of Sussex, Wessex, Devon, Avalon and Essex. Passing through these, one army enters Kent, Suffolk, South Mercia, the Downlands and Hwicce. Start in the south and resolve each combat; with five one-on-one battles, it is possible that some of the barbarians may retreat northward or that, horrors, the Romans may even lose a battle. In the second phase of the invasion, first priority is to eliminate any such pockets of resistance behind the front (either Kent or the Downlands) and press boldly ahead with all other units.

Let’s assume that all has gone well. Here are the proposed movements for the second stage of your Major Invasion: Suffolk to Norfolk; Kent to Lindsey; Sussex to North Mercia; Essex to York; South Mercia to Bernicia; Wessex to March; Avalon to Cheshire; Hwicce to Cumbria; Devon to Powys; and Downlands to Clywd or Gwen. The push to Bernicia and/or Cumbria can be sacrificed if some pocket of resistance remains or if a Belgae unit has survived to retreat.

Obviously, this strategy seeks to capitalize on the Roman die roll advantages in open combat; Romans have a 75% chance of killing a single enemy unit with two pieces in one round and a 50% chance with one piece. You are looking to destroy as many enemy pieces as you can in the first turn. The second and third turns can be spent (in order of priority) forcing the Welsh to submit, eliminating the Belgae, forcing the Brigantes to submit, and killing Picts to occupy Dunedin, Dalriada and/or Alban. In attempting to accomplish “everything,” the Roman’s casualties may be higher than in either previous plan—but what the heck, you’ll be back up to ten units come Turn 4! Roman diplomacy should seek to persuade the Welsh and the Brigantes to “bend the knee.” This plan of assault carries the potential of gaining all 36 occupation VP by Turn 3. Your losses will be replaced on Turn 4 (up to a point) and can be used to occupy key Limes.

Personally, I am not fond of this course. With such a diffuse policy, casualties will be high and the Roman may run out of steam just shy of capturing the Pictish hiland areas—a most frustrating turn of events, as I can testify. Convincing the Welsh and the Brigantes to submit may well be tough, since if they refuse (especially the Welsh) you will waste a turn concentrating to show them you mean business. If the Welsh, and to a lesser extent the Belgae, manage to hold out, they will be sniping at your forts long before any reinforcements arrive on Turn 4 to bolster your defenses. All things considered, this plan of invasion is a risky venture; but it is worth using if you are faced with playing a number of old friends who have seen you play conservatively before this. The shock on their collective faces is occasionally worth the possible humiliation of witnessing the Romans overwhelmed on Turn 5.

**TAKING THE MIDDLE PATH**

As most who play against me soon learn, I like to keep my options open—especially in any multiplayer game. To those for whom, like me, “waffling” is a fine art, this is my preferred plan of invasion.

In the first stage ashore, two Roman pieces end up in Hwicce, Avalon, Wessex, Sussex, Essex and South Mercia; three armies claim the Downlands. The second stage sees the centrist philosophy continue. My armies move as follows: Sussex to North Mercia; Essex to York; Wessex to March; Avalon to Cheshire. The forces in South Mercia and in Hwicce combine to meet in the Pennines. From the Downlands, one Roman unit goes to each of Lindsey, Suffolk, Kent.

With the conclusion of this turn, your options remain as open as they did before you came ashore. Roman power is concentrated in the middle of the mapboard; some ten to twelve Roman units...
dominate everyone else's concerns. On Turn 2, you can, for instance, easily hit the shield of Wales (Clwyd, Powys, Gwent) a cracking good blow. Or you could easily crush the Brigantes and strike Dunedin. You would be able to shift the Pennine forces to Alban or Dalriada if the Brigantes are willing to submit (offer to let them keep Strathclyde and Galloway). Whatever you chose to do on Turn 2, the Roman remnants in the east concentrate on whatever Belgae freehold is left (with luck, it will be in Norfolk).

But, for me, the strength of this approach through the heart of England is the ability to use negotiation to get what you want. Diplomacy is everything. It should be fairly easy to make the Brigantes see reason, since they have only five areas left to their kingdom and Roman legions can so readily overrun any or all of them in one turn. Get the Red player to withdraw the Brigantes into Strathclyde, Galloway and Cumbria (promising to allow him some growth if he only has five counters remaining). After getting what you want from the Brigantes, lean on the Welsh. By pulling the pieces from Cornwall, Dyfed and Gwynedd, the Welsh can legitimately submit to Roman rule. Be sure to point out that Roman units cannot reach the Welsh rear areas, so they can be reoccupied by the Green player next turn. If the Romans promise to allow population increases (and honor that promise), the Welsh can add six more units to his force by the end of Turn 5—making Wales virtually impervious to later threats. Strive to sell this to the Green player; and if he doesn't submit by the end of Turn 1, you can throw four armies against each of Clwyd, Powys and Gwent or Doron on Turn 2—and still be able to hammer the Brigantes on Turn 3.

**HOLDING THE LIMES**

By 260 AD, the Romans have about reached the limit of their expansion. For the next 150 years you will settle down to defend what you have, specifically the forts in the areas that will bring you points at the end of Turn 5. Cast an eye over the Roman VP listing: forts (or subjects) holding some 17 areas can bring the Purple faction as many as 31 VP. Basically, these areas amount to all of England except Galloway, Lindsey and the Downlands. The core area, your prime area of concern, is encompassed by Cheshire/West, the eastern and southern coasts, and the Welsh border. So there is no longer any good reason (although there are some 'half-good' reasons) for remaining in any areas you've taken in Wales or Scotland.

Your first problem in Turn 4 is to withdraw from these fringes of the Empire and secure as much of the core as possible. One could, I suppose, garrison the high VP areas (York, Cheshire, and Essex) with two Roman armies each and the other 2-VP areas with one army each. Unfortunately, that requires some 14 armies and is usually not possible. So, it behooves the Roman to occupy what he can—in priority from highest VP and most likely to be subjected to seaborne raiders down. As a fort cannot be taken until any Roman armies in the area have been eliminated first (and they still have all the combat advantages enjoyed previously), you can expect that most opponents will be looking to level your forts in the occupied areas. Especially as they will hope to husband their strength to sweep into the vacuum Roman departure at the end of Turn 5 entails.

It should be pointed out at this point that early threats (meaning, in the first three turns) to your fortresses are slight. Simply refer to Mr. Rennert's views on this aspect in his article in this issue. Only the Welsh really pose any concern. The Picts will not come out of the north, and will settle for eliminating forts as you withdraw from Scotland.

And any early threat from them will be non-existent if you are hammering your way north for they certainly can't fight their way through the bulk of the Roman army. Likewise the Brigantes won't pose any concern if you push north, and may even have strong incentives to submit and try to hold certain areas for you to gain Limes VP. The Belgae, if any remain, are too busy trying to survive. And that leaves the Welsh, who could try to pick up a point or two at your expense. But they will usually only do that if overworked, for any raiders they send out will not be able to get back into the hilands before a southern Roman garrison (like the one I proposed be stationed in the Downlands) catches them next turn.

In 260 AD, a whole host of new peoples arrive to bedevil the realm. Discounting the Scots (another member of the Purple faction), the Saxons (Red), Angles (Blue), Jutes (Green) and Irish (Red) can all gain VP from leveling Roman forts or occupying areas of England. On Turn 4, two Irish units, two Jutes, three Saxons and three Angles appear offshore; at the beginning of Turn 5, these numbers can double. All of these (including the Picts) will be considering raiding the shoreline. But you don't have to worry too much about those barbarians staying; most players of these peoples will be content with sniping at your holdings while awaiting the "void" on Turn 6 and/or their own major invasions.

The Purple player can usually coerce the Irish into leaving the Limes alone. Using diplomacy backed with iron, you can probably aim them at the Welsh; place garrison armies in Cheshire, Hwicce and Avalon and point out to the Irish player that he gets as many points for killing Welshmen as Roman forts. You might also use glib words and some logic to deflect the Angles north. Point out that Roman forts in Dunedin, Lothian and/or Bernicia are far easier to deal with for him than your garrisoned core areas and garner just as many points. Should the Brigantes still hold any of these areas, encourage his future plans by voicing the benefits of proposed being stationed in the Downlands) catches to deflect the Angles north. Point out that Roman forts in Dunedin, Lothian and/or Bernicia are far easier to deal with for him than your garrisoned core areas and garner just as many points. Should the Brigantes still hold any of these areas, encourage his future plans by voicing the benefits of proposed being stationed in the Downlands) catches to deflect the Angles north. Point out that Roman forts in Dunedin, Lothian and/or Bernicia are far easier to deal with for him than your garrisoned core areas and garner just as many points. Should the Brigantes still hold any of these areas, encourage his future plans by voicing the benefits of proposed being stationed in the Downlands) catches to deflect the Angles north. Point out that Roman forts in Dunedin, Lothian and/or Bernicia are far easier to deal with for him than your:

**Figure 3—Roman Positions after the Second Stage March in the Central Drive.**
course, suggest how they can use their fourth turn raids to help allied peoples: offer an uncontested Wessex to the Jutes (I used to use Avalon for this purpose because Bruce outlawed it; see his "Erratum BRITANNIA" in this issue), who can surrender it to the Welsh and perhaps move into an empty Downland. On the next turn to ready themselves for the Saxon wave: point out to the Saxons what each eliminated Welsh unit means to the Irish. Don't count on either of these plays being accepted except by novice or foolish opponents; but words cost nothing. Trust in your own garrisons, and expect to lose a fort or two when facing experienced players.

Turning back to the "retreat" of Turn 4, how this is carried out depends much on the position of Roman units on the mapboard and the number available at the beginning of the turn. Best case is to have suffered no casualties and have Roman troops spread across the central portion of England; worst case would be to have ten units all in Scotland putting down the Picts. Between these extremes exist a wide range of situations. Further complicating the picture is your relations with the original inhabitants of the island: have the Welsh and/or Brigantes submitted, or might you have negotiated "agreements" with them? Does a Belgae stronghold still exist in Lindsey; how far back have you pushed the Picts? As an exercise in how such situations can affect the protection of the core area, let us together consider how best to deploy fifteen units, and how to deploy ten.

With fifteen units in play, there are likely four to six south of the Pennines; if there aren't, you aren't thinking far enough ahead to play the Romans well. Use these to occupy Essex and Cheshire and the southern coast. March those in the north south as far as possible on Turn 4, occupying what can be reached. Ideally, you want two armies in Essex, York and Cheshire; one each into Hwicce, Wessex, Sussex, Kent, Suffolk and Norfolk. An army in Avalon secures the coast (no raider can penetrate the swamps of Lindsey to reach the inner areas). If the Welsh haven't submitted, place a unit in March; if the Belgae are hold up in Lindsey, a Roman army moves into North Mercia. Spend Turn 5 reaching those southern Limes left unguarded, making adjustments for barbarian depredations (trust the Saxons or Angles to pick off any unguarded two-point forts they can reach).

Now, suppose you instead have ten or less Roman units remaining in play after the march of conquest. If these are north of Hadrian's Wall (as in the "worst case" scenario posited above), my advice is to let the Limes fend for themselves and continue in your effort to exterminate the Picts; if you've managed to get the Legions into such a pass, you might as well try to garner maximum points with the Scots. However, if your forces are in the central sector (around North Mercia) or you have reinforcements coming in from the Channel, look to place a single army in each of the following: Cheshire, Hwicce, North Mercia, Wessex, Sussex, Kent, Essex, Suffolk, Norfolk and York. The one-point VP forts are sacrificed, and you may lose one or more of the others in the Lime core. Any reinforcements that arrive on Turn 5 can be used to protect South Mercia or double the garrison in Essex (and York or Cheshire if casualties have been that high).

Come 335 AD, things really start to unravel. If there are any Belgae left, there is a very good chance they will attack (even if ringed by manned fortresses) simply because it's their last opportunity to grab VP. The Saxons and the Angles each could have six units at sea; expect them to each attack one or two coastal areas despite your pleas and promises (about the Romano-British). The Picts, unless in dire straits, will probably raid an ungarrisoned coastal fort north of York. After all this, I consider accumulating 25 VP for Limes to be an accomplishment worthy of note.

CONCLUSION

Now the curtain falls on Rome's attempt to civilize the barbarians. Darkness descends over the island, and the Purple player is left with the likes of Scots and Dubliners to gain his points. When I play the Purple faction (which is fairly regularly), I aim to amass 54 points with the Romans (29 from conquest and 25 from Limes). I have most often gained this level when using the middle approach. This is not to say that it is the best possible; obviously luck with dice figures heavily in this game. Likewise, the ability to make others believe what you are proposing (and that means, like DIPLOMACY, the personalities of the players take a leading role in the game). But I think you'll find it the most successful over many playings. As one civilized man seeking to spread enlightenment to another, as one Roman to a countryman, I recommend it.

To polish off this strategy, a word about the inheritors of the banner of civilization—the Romano-British. You can play these peoples, who will be substituted for your powerful legionsaries on a one-for-one basis (up to eight) at the opening of Turn 6, one of three ways. You can try to establish them as a viable kingdom; you concentrate and try to hold English areas at the end of Turn 7. Odds are that you won't swing this. Too many folk want those areas, and too many folk get points for killing Arthur and Romano-Brits. The second option is to use them to feather the Scottish nest, as some have suggested. If the Brigantes aren't in the way (remember, you can't attack Brigantes or Welsh units, although you might have to defend yourself from them), you can certainly chip away at the Picts or form a buffer to keep the Angles to the south.

But you sacrifice gaining any meaningful bloc of VP (in the range of six to ten) with them. Unless I have a real chance of eliminating the Picts entirely, I rarely find the points lost harassing them offset by any VP the Scots might gain. Finally, you can use the Romano-Brits to raise hell all over England for a couple of turns, scrambling the race for victory. By hiding in any hilands (the Downlands, Pennines and Lindsey come to mind), you should be able to bedevil the Angles and Saxons until at last wiped out. Use this strategy to negotiate with the other players, gaining concessions for your Scots and Dubliners perhaps in return for attacking a named target—Jute, Angle or Saxon. In the process, you just might gain some VP for your faction by spending the blood of a lost people. Again, my perchance for opportunism leads me to most often pursue this course of play.

So, in conclusion, a brief synopsis of my strategy. I like to use the middle course in the initial invasion, driving into the Pennines on the first turn. Negotiation with the Welsh and Brigantes to submit without hassles determines Roman play through the second and third turns. As well, I keep an eye on positioning my units to defend the Limes. Turns 4 and 5 are spent hanging on, whining and cajoling and threatening to keep raiding barbarians at bay. With the Romano-British, I aim to raise a little hell, seeking to gain concessions for the other Purple peoples. After all this work, I can at last settle back to enjoy the game—and that's the point of this hobby, I'm told.

Such is Roman play in BRITANNIA, a game that is one of the finest multi-player designs available. The game is fairly easy to teach friends and children (mine have had some fun with it, even though it might have destroyed any lingering illusions they have about Dad). It can be comfortably played in an evening's time. And it is enjoyable enough, yet demands just that right touch of skill, to make any true gamer want to play it again.
The Roman army in CAESAR is one of “combined arms”. Its bulk is composed of legion cohorts, acknowledged some of history’s best infantry. These reliable and disciplined units are supplemented by secondary forces of widely differing strength, mobility and special capabilities. Ten legions of the Republic’s professionals and auxiliaries (recruited throughout the subject peoples from Africa to Germany) form an army that is a ready match for Vercingetorix’s far larger mob.

But Roman victory is far from assured by the relative sophistication of the Roman forces. Even a player who keenly understands the principles of combined arms warfare in the ancient world can be defeated by a skilled and lucky Gallic player. One who fails to fully exploit the strengths and capabilities of his mixture of units while minimizing their weaknesses will almost certainly lose.

Dr. Robert Bradley’s classic design of CAESAR demonstrates his acute awareness of the dynamics of combined arms conflict in the Roman era. His “Designer’s Notes” further illustrate the differences between the Roman military machine and the Gallic swarm of warriors, from both the perspectives of the gamer and of the historian. Nonetheless, the Roman army is worthy of deeper analysis. It is one of the best examples of the dictum that understanding one’s resources is a prerequisite of victory.

The best way to do this is to examine the Roman forces along functional lines. Different types of units are better suited for different tasks than others. Using the components of his army optimally is as important to the Roman player in CAESAR as it is to a player of any other game, regardless of era.

LINE INFANTRY
The backbone of the Roman army in the game is nine standard legions and 22 cohorts of Northern Italian recruits. They constitute the majority of the player’s mobile units and bear most of the burden. These are his “line” units. The function of the line units is to man the forts and ramparts and engage the Gauls in hand-to-hand combat. By activating the lethality of the outer works and the forts’ missile capability, line units can cause losses far out of proportion to their numbers and strength.

Though marginally weaker and slower than the legion cohorts, the North Italian units are highly useful. Interspersed among the legion units on the ramparts, these can help maintain the Roman player’s lethal advantages at the line and reserve units in that they are worse than useless in hand-to-hand fighting. Their function is to attrit the advancing Gauls with missile fire before the Roman army is engaged by other Roman units in combat.

In this they are the most specialized units in either player’s order of battle. The missile units have the mobility to accompany the reserves but are more appropriate for use in the line. The combination of outer works, fort artillery, ramparts, and missile units can make it possible for the Roman player to lend their advantages in combat where and when needed most.

MISSILE INFANTRY
The Numidian archers and Balearic slingers differ greatly from the line and reserve units in that they are less than useless in hand-to-hand fighting. Their function is to attrit the Gauls with missile fire before other units can engage them.

In this they are the most specialized units in either player’s order of battle. The missile units have the mobility to accompany the reserves but are more appropriate for use in the line. The combination of outer works, fort artillery, ramparts, and missile units can make it possible for the Roman player to lend their advantages in combat where and when needed most.

FORTS
Forts are not combat units in the narrow sense, nor are they terrain features (as are the ramparts and outer works). Despite their immobility, however, their placement by the Roman player does place them within the purview of any serious examination of the Roman army. Because of their inherent artillery function, forts can be regarded as “super” missile units. They share with other missile units the function of attritting the Gauls before hand-to-hand combat.

This is not their only function. They have the obvious trait of aiding in the hand-to-hand fighting itself. Occupying units are doubly defended, as though on the ramparts, with the added benefit of not being obligated to attack an adjacent Gallic unit. Ironclad, this negation of the zone of control can further help the Roman player by lending the same inherent advantage to the Gallic player. He now has the option of bypassing forts in favor of attacking the ramparts or unprotected Roman units, leaving other Roman units and operational artillery to his rear.

This allows the Gallic player the option of making the wrong decisions regarding the local dispositions of his forces. Of course, the Gaul can make the right decisions, but that will be due to his own perception and skill—not the dictate of the ZOC rules.

Dr. Bradley’s recommendation that forts be used as “bridges” across difficult terrain is mandatory reading. Maintaining the mobility and flexibility of both your line and reserve units is necessary if the Roman is to offset the Gaul’s numerical superiority and tactical surprise. An inconveniently placed river can fatally reduce the Roman player’s ability to react.

The designer’s only dubious recommendation is his belief that forts be placed on salients of the ramparts. It is not worth the time to erect the zone of control necessary to turn the outer works into a killing zone, so a fort on a salient eliminates up to three outer works hexes as traps. The benefits of the fort for hand-to-hand and missile combat at these points do not outweigh the effective removal of the adjacent outer works.

In addition to rivers, forts are best placed in gaps between the segments of the outer ramparts. This makes it far more difficult for the enemy to flank a Roman position, and there is no effective detriment to the Gallic player’s order of battle. Forts placed on rivers markedly enhance the mobility and flexibility of the reserves. They are not the most powerful missile units, but they are the only ones permitted to remain adjacent to the enemy.

THE GALLIC ADVISORY
In sharp contrast to the Roman army, the Gallic horde is divided sharply into infantry and cavalry. Infantry consists largely of Gauls, though also originating from off the map and Alesia differ only in that the Alesia force has a greater range of combat strengths. The Gauls lack a qualitative counter to every Roman advantage. They are inferior in mobility, lack “highways” similar to the Roman ramparts and units of missile capability; they have no tactically significant leaders, and no missile units. The Gallic player’s two most important edges lie in quantity and surprise. He can and often does win by exploiting the numerical superiority of his units, by making tactical decisions, but that will be due to his own perception and skill—not the dictate of the ZOC rules.

The only Gallic advantage of a qualitative nature is his secret off-map movement. The corollary to a player’s ability to secretly move his units is that he retains the ability to enjoy tactical surprise. The Gaul can look for the weaker sections of the Roman line while hiding his own weaknesses, launch feints, and conduct the decisive attack shrouded in the “Fog of War”. The Gallic player ultimately has sole control over where and when the game will end.

CONCLUSIONS
The term “combined arms” carries connotations of armor, artillery and infantry in the age of gunpowder and great conflicts. It is just as applicable...
BREAKING THE RING
Gallic Play in CAESAR

By James Werbaneth

CAESAR is an unusual game in that one player has a crushing quantitative superiority, yet is very hard-pressed to win. The Gallic player possesses an enormous number of battlegroups; but Roman unit cohesiveness, missile weapons, ramparts, and outer works combine to give many of these Gallic units a chance only to be destroyed. One can readily argue that if the Roman order of battle were any larger, the Gallic player would have no prospect of victory.

Nonetheless, a Gallic player who combines a knowledge of his own capabilities with a well-conceived game plan has a very real possibility of winning in CAESAR. The section of Dr. Robert L. Bradley's "Designer's Notes" (Vol. 14, No. 1) dedicated to Gallic options is a very good initial guide to tactics. However, these recommendations are best viewed as the starting point rather than the comprehensive word regarding Gallic play.

One of the factors that most often leads to Roman victory is a lack of understanding by the Gallic player of the capabilities of his two armies. Effective use of both the relieving force and the besieged army are necessary for the Gallic player to win. Unfortunately, this is a luxury enjoyed by Mr. Bradley. A Gallic player will frequently place the burden of victory on his relieving units. The relieving force's size and hidden movement capability are powerful temptations toward this error. But the Gallic player must remember that he has another army upon which he should depend for decisive action.

RELATIVE ADVANTAGES OF GALlic FORCES

The Gallic relieving force is much larger than the one bottled up in Alesia. Considering the need of the Roman player to begin the game with his units dispersed throughout his network of fortifications, the relieving force can assault the outer ramparts from four different off-board zones with great numerical superiority, even if a modest reserve is retained. Furthermore, the Gallic player can move units of the relieving force on the Off-Board Movement Chart, informing the Roman player only of the zones in which Gauls are present. This contributes to a high degree of uncertainty in the Roman player's mind, as a zone could contain anything from a single cavalry squadron to a massive concentration of infantry battlegroups.

But the Alesia force has advantages of its own. Though it is much smaller than its off-board counterpart, it has the strongest units of either player's order of battle—the 7-6s and 8-6s. The presence of 4-6 units, good for little but "missile fodder", does not greatly diminish the Alesia force's capability for a single game-winning stroke. From the first turn until its commitment to action, the besieged Gallic army occupies a central location on the map, which adds to its flexibility. Units from the town can be on the outer works of the inner ramparts in three or fewer turns after activation. Perhaps most importantly, the Alesia force begins the game with Vercingetorix. The chief is the key to victory, and the besieged army is vital to his survival and exit from the board.

ROLE OF THE RELIEVING FORCE

As urged by Bradley, the first task of the relieving force is the activation of the units in Alesia. The best zones from which to satisfy the Gallic Attack Coordination Rule are II and X. It is virtually impossible for units to reach the outer works from Zone I on the first game turn, so the Gallic player can take the turn to move his units to Zone II or X. These zones have the added attraction that surviving units can be readily withdrawn to them immediately after the activating attack.

By Turn 6, there should be at least one Gallic unit in every zone of the Off-Board Movement Chart. The player should execute this even if he begins attacking the Roman defenses before the sixth turn. The Off-Board Presence Indicator is his best tool for confusing his opponent, and such confusion can be particularly means of similarly sowing doubt in his opponent's mind.

Dr. Bradley recommends that Gallic players make a serious attack on the outer perimeter in conjunction with a "fae feint". This may not be the most effective strategy. A diversionary assault that is not sufficiently earnest will not fool the Roman player, and will be of worth for Gallic units if feint by too many battlegroups. It most frequently accomplishes its purpose, but the commitment of strength beyond that needed to fool the defender will unnecessarily strip units away from what the Gallic player perceives as his main effort.

The best alternative is to launch two simultaneous and independent assaults, both of which are massive enough to be effective. The efforts would be conducted independently, but would be mutually supportive in that most Roman players will treat one as a feint, shifting forces from one to meet the other. A Gallic present in every off-board zone would do much more freeze Roman units harmlessly away from the action.

Roman uncertainty is vital to the Gallic cause. Only the Gallic player has to know that neither of the primary assaults is a diversionary action, and only he has to know that the only off-board units opposite inactive Roman forces are but one or two cavalry squadrons. The Roman player has no comparable means of similarly sowing doubt in his opponent's mind.

About 45% of the Gallic relieving units that survive the "activating" assault should be allocated to each main assault. The remaining units, including some 8-6 infantry battlegroups, should be used to occupy the Off-Board Movement Chart zones and act as a central reserve. There are three possible uses for this reserve. It could be added to either assault. It could be used to launch a true feint to the Varus units from the more hotly contested sectors of the ramparts. It could be also used to occupy ramparts denuded from Roman units, accomplishing the work of the two assaults in a single bold stroke.

The primary Gallic efforts have two objectives. The first and most important is to gain control of a corridor, free of Roman units, through the outer ramparts. This corridor must either reach through the inner fortifications, or be in position to do so in the near future, as judged by the Gallic player. The second objective is the destruction or retreat of Roman forces on either side of the corridor. The corridor must be protected from flanks, yet cover sufficient area to make its envelopment and destruction by Roman units improbable. Its territorial size is also important because Vercingetorix must be protected from Roman missiles.

The Alesia force should sortie in three or four primary echelons of battlegroups stacked in groups of two. The first rank should be comprised primarily of 6-6s and 7-6s. The center of the second line should be made up of the powerful 9-6s, flanked by 8-6s and 7-6s. Vercingetorix is placed in the center, stacked with two 9-6s. The third echelon should consist of all remaining 7-6s and 8-6s, with some 9-6s. All remaining uncommitted units follow.

There should be one or two hexes between each echelon of battlegroups. This insures that the Alesia force covers sufficient territory to prevent being surrounded or Vercingetorix's exposure to missile fire. In addition, this provides avenues of vacate for any flank or van unit may retreat if defeated in hand-to-hand combat. Furthermore, if the army's progress is impeded or if the vanguard suffers severe casualties, battlegroups may be more readily brought up from the other ranks.

The force's route must be direct. The Gallic player cannot afford to get into a foot race with his opponent, especially one involving Vercingetorix. Therefore, the Alesia force should move to the vanguard of the most successful assault in the shortest number of turns.

Once the Vercingetorix counter has crossed the inner rampart line, the Gallic player should move...
it in its full movement allowance toward the nearest mapboard edge of the corridor must be maintained. Vercingetorix should be followed as well by units from both the Alesia and the relieving forces. If the Gallic player can do this for two or three turns, victory is his.

SECOND ASSAULT PERIOD

The Gallic player should try to win CAESAR by the end of the first assault period. As Bradley states, a Gallic player who uses the first assault period to "soften" up the defense will most often find himself the one who is softened up. Nonetheless, despite the Gallic player's best efforts, he will sometimes have to renew his attacks in the second assault period.

The general situation at the start of the second assault period is much different than at the commencement of the first. The Gallic relieving force is greatly depleted and begins in every zone instead of just Zone I. The Alesia force is probably largely intact if not entirely unscathed, beginning once more from behind the impregnable walls of Alesia. The Roman player's position is almost always much stronger at this point than that of his opponent. His unit losses are comparatively few. He is also allowed to inspect the Off-Board Movement Chart and redeploy his units.

The altered situation in the second assault period mandates a change in Gallic plans. He must not use a separate attack to activate the Alesia force. He cannot spare battlegroups for this. Instead of attacking on the second turn, he should wait for the third turn or later. Each turn that passes before the main Gallic effort decreases the probability of Roman intelligence gaining through inspection of the Off-Board Movement Chart, increasing the Roman player's uncertainty.

There should be only one Gallic assault, again on a two-zone front. The Gallic player will almost never have an adequate number of relieving force battlegroups to conduct effective feints or multiple assaults without significantly decreasing his chances of success. He should, however, keep one unit in every zone of the Off-Board Movement Chart until the latest game turns. Until that time, when he needs every available unit to fight for the corridor, that sort of devotion is necessary.

If the Gallic player is to win in the second assault period, he has to do so quickly. The "brutal aggression" recommended by Mr. Bradley is especially in order for this stage of the game.

CONCLUSION

CAESAR ALESIA is a classic confrontation of quantity and quality. The Gallic player has a heavy quantitative edge, but no real quality. Roman units in difficult tactical situations can often be extricated. Gallic units in similar predicaments most frequently disintegrate. Roman fortifications, outer works, and missile units can transform serious Gallic threats into massacres. The Gallic player has to properly coordinate his two armies in order to win. The relieving force, the larger of the two, is essential to victory. But it is the Alesia force, committed in its entirety at the critical point of the battle, that delivers the coup de grace and allows Vercingetorix to escape.

Swords . . . Cont'd from Page 16

to the Battle of Alesia, with the "arms" being types of infantry, cavalry, missile troops and fortifications. Each has its own inherent advantages and disadvantages, and optimal role, in the Roman army.

The Roman player has to maintain a reactive stance in order to win. He has little opportunity to dictate the course of the game; but as Dr. Bradley points out, he does not actually have to win, just as long as he prevents his opponent from doing so. Thus, a strategy of reaction is both a product of the Gallic player's near monopoly on tactical surprise and on victory conditions that place the initiative squarely on Gallic shoulders.

There is a basic three-stage progression of Roman tactics. As the Gauls of the relief force approach the outer ramparts, they suffer attrition from the fort artillery, the missile units and the outer works. Second, the line units hopefully stop or repulse the Gauls in hand-to-hand combat. Third, if needed, Roman reserves are sent in to buttress the line or aid the counterattack. The initial Roman deployment should be along the outer ramparts, with the exception of the forts used as bridges. Though the Gallic player can attain decisive action with the Alesia force, the first attacks must be made with the relief force. Roman reserves can be deployed behind the outer perimeter—and even the field if they are within easy reach of the outer ring.

In few simulations are the opposing forces more different than in CAESAR ALESIA. The Gallic player must rely on a mixture of aggressiveness, surprise and brute force to free Vercingetorix. The Roman cause, on the other hand, requires the subtle coordination of specialized units. One player has a mob; the other, an army.
CAESAR’S LEGIONS is a game that I have found in the past to be enjoyable, and I rediscovered it recently when a fellow gamer became interested. On the one hand, it is a relatively straightforward game in many respects and the basics are easily learned. But, there are subleties that come to the fore with repeated play, and among these is the best tactical use of the units available to each side. Choosing the right forces to bring on the board at the beginning of the game can be very important in determining the final outcome. Both players have some choice in terms of the units that will be involved. One fact has become clear over my time with CAESAR’S LEGIONS is not always the best. Oftentimes smaller or weaker units are much more valuable to have on the board than the larger, and more ponderous, units.

A few general points should be born in mind for the comments that follow. What the Roman player should usually not do, the German player should take advantage of if he does; and vice versa. If possible, the other player might “encourage” his opponent to misuse his units. Also, in most scenarios attrition works to the advantage of the German player. This fact is particularly true in the first half of Scenario #6 when casualties among non-leaders for the Germans do not affect the troop levels in the second half of the scenario (see David Meyler, “The Initial Invasions” in Vol. 14, No. 6, for the setup and details for Scenarios #6, #7 and #8). The German player can usually afford to trade units with the Romans. Thus, the Germans can be aggressive in nature in their use of the units available in many, though not all, situations. Finally, the combat table at first glance is not particularly bloody. An even odds attack will not eliminate either side if large stacks are involved with normal die rolls between one and six. However, the DRMs can change combat results significantly, particularly if the tactical cards are being used. The fact that combat can be continuous (barring a “No Effect”, “No Combat”, or successful withdrawal result) means that the tide can turn quickly. A 1-1 combat situation becomes a 3-2, then a 3-1. The battle can quickly turn against the weaker side, and even occasionally against the initially stronger one.

GERMAN MEDIUM INFANTRY

The best units available to the German player appear to be the veteran and powerful medium infantry. These 12-3 and 11-3 mobs in groups seem to have at least a chance of standing up to a single Legion, but this appearance is illusory. These units are the only German troops that the Legions can outrun. Thus, a complete Legion can pursue them; and even if caught in the forests, the Legions will have an edge in combat due to combat factors in most cases. If these mobs take advantage of a village or a temple to stack five high, they may well face an attack by two combined Legions. The favorable DRM for the temple will not be enough to offset the unfavorable combat odds. If two Legions are not immediately available, a single Legion can pin the German units down due to their slow speed until a second arrives. Worse, the 12-3 and 11-3 mobs will be brittle in combat. A one unit loss to the Roman will cost him a 3-4 auxiliary cohort or a 5-5 legionary cohort. The German will lose a 12-3 or 11-3 if no chief is present, or have the 12-3 or 11-3 break down to a 5-4 when a leader is in the hex. In an isolated battle such exchanges invariably favor the Romans, even though such attrition may be to the advantage of the German player in the scenario as a whole.

The more powerful German infantry do have some advantages with their higher combat factors. They can be important troops to have available when the German player is forced to make a last stand, particularly in forests stacked with a light infantry unit. A good die roll or correct guess on the tactical matrix could place a Legion in jeopardy. Two adjacent powerful mobs in the forest can also accomplish a positive gain. The first stand could sufficiently bloody the Legion in the Roman phase so that an attack by the second stack in the German phase will have a chance of victory. The trick, of course, is to get the Roman player to attack during his phase, permitting the crucial second attack by the German player. The strong German infantry units may also serve as the best troops to attack fortified villages, as in Scenario #3 or in the second half of Scenario #6, although their limited speed can...
be a liability. They can be particularly useful in this capacity in the second part of Scenario #6 since it might be possible for the German player to position them near fortified villages with relatively small garrisons. Five 11-3s with a leader present may be able to persist in attack longer than a similar stack of 10-4s. The strength of the Roman garrison, of course, will be the key. Overall, these units have a role to play in the game, but not in the front lines early in the game. As a result, in those scenarios where the German player mobilizes tribes sequentially, these units are probably not the first ones that should be brought into play.

The 10-4 mobs are the bulk of the German infantry forces. These are somewhat brittle in combat, like the larger Roman infantry units, but a single unit loss with a leader present is usually equivalent to a single Roman loss. Their movement allowance of ‘’4’’ will permit them to avoid Roman Legions and auxiliary infantry in most cases, but not independent legionary cohorts. They can traverse the forest hexes two at a time as well. They will do the bulk of the fighting and often be the sacrifices. They can be used to shield more important units from damage. Thus, a 10-4 stacked with four 11-3s attacking a fortified village can take the first casualties. If it is eliminated, the German commander might initially see the need to bring a fresh 10-4 can be brought forward to join the attack. This tactic is particularly appropriate when the extra combat factor available with a 11-3 is not essential for the next higher odds column.

For many players, the 5-4 infantry warbands are not normally brought into play unless the German tribes are almost fully mobilized and there have been few casualties; yet these units can play a vital role by choice rather than necessity. In those scenarios where control of villages may be important, sending two 10-4 mobs without a chief toward the Roman rear areas to threaten villages or draw off Roman troops from the major German forces is an useful tactic. Four 5-4 hnds, however, serve even better. A single unit loss is less devastating. Two Roman 5-5 cohorts can attack either group in the open at 1-2 odds with the favorable Roman DRM making the battle in effect even. A D1L against the two 10-41 means that the next combat will be 11 odds with the favorable Roman DRM present. Against the 5-4s, a AL 1L1 result is a good one, whereas it is an indifferent result for the two 10-4 mobs (except to the extent that exchanges favor the German player). The 5-4s also may be useful in Scenarios #1 and #2 where there is a shortage of German leaders. Since Caesar must keep the area west of the Rhine clear of German marauders, the warbands serve as well as the mobs against small Roman stacks trying to clear this area.

The value of the 9-5 mobs, like that of the 5-4s, is often overlooked. Why choose a unit with fewer combat factors when there is a choice of these mobs is their speed. They can outrun Legions and the auxiliary Roman infantry. The extra combat factors that are lost may be unimportant in raids into Roman rear areas. If they are without a chief, there is no disadvantage in terms of breaking down to accept casualties since a mob will be lost in any event. Thus, in many cases their speed will more than compensate for their lower combat factor. In Scenarios #1 or #2 their speed will make it very difficult for the Roman player to clear Gaul of German units. The 9-5 infantry (as well as cavalry and light infantry), in addition to threatening villages, can also attack tribes, tribes, thus weakening the enemy forces. The elimination of such auxiliary units may be very important since the Legions do need them when venturing into the forests. Do not discount the advantages you can gain through clever and imaginative use of such assets. Upon occasion, they can win the game for you.

GERMAN LIGHT INFANTRY

Probably the most important asset the German player has other than sheer numbers is his light infantry. Stacks in forests, particularly ones containing chiefs or leaders must have a light infantry unit in them. The reason is that this unit has the effect of moving the odds one column in the German's favor. In this regard, the light infantry unit can be worth a 45-factor Legion in combat, and the light infantry units are more plentiful than full-factor Legions. The light infantry unit is even important beyond its obvious combat value in wooded terrain. Its speed is an asset in that it can move faster than the bulk of the Roman forces. When moving through the forests, it is virtually uncatchable. These units, in essence, can move through Roman lines to threaten rear areas, joining with other forces to attack villages or isolated enemy forces. They can also serve as bodyguards for chiefs or leaders being moved to other areas or withdrawing from dangerous positions. In combat, a 5-5 unit with a chief has the advantage of breaking down on a D1L or AL1 with only a minimal loss to the overall combat strength of a German stack.

GERMAN CAVALRY

While the light infantry units are a major advantage for the German player, his cavalry units also provide him with a slight edge. The German units can easily outrun the Roman cavalry. Only the Roman 2-8 light cavalry units are a threat in terms of speed. The German player will have the advantage of the lack of movement strength to slug it out with the German mounted forces. The German cavalry can successfully threaten the Roman rear, put pressure on occupied villages, attack isolated Roman units, and serve as bodyguards for German leaders on the move. Their movement factor will permit them to move three hexes within the next phase for that purpose.

In Scenarios #1 and #2 the loss of an eagle will mean a German victory. In Scenarios #4, #6 and #7 their capture by the German players results in victory points. For the Germans in the case of Scenario #3, the loss of Arminius will result in the desertion of German units. In effect, this second consideration often negates the importance of the favorable DRM since the supreme commanders should never be placed in danger. They can be used to limit casualties in attacks where elimination of one's own troops is extremely unlikely, even if the commander were not present. It is wise to involve them in attacks when bloody combat could lead to the battered remnants of the forces involved being taken by the enemy playing German in the next phase. It is obvious that when victory hangs in the balance in the last turns of a game, the supreme commanders may have to be committed, but it is always a good idea to have them available in these turns for that purpose.

THE LEGIONS

The heart of the Roman army, and the game, are the Legions with their eagles. They give the Roman player a tremendous advantage in terms of their stacking in their ability to break down to accept casualties. The favorable DRM in open terrain also limits the ability of the Germans to defeat a Legion on such ground. In fact, on open terrain a Legion is virtually indestructable. In villages and rough terrain the Legion's ability to take losses better than the German stacks lead to victory in most circumstances. In a temple hex the favorable DRM for the Germans makes it unwise for a single Legion to take on a powerful German stack since the Legion will likely be outnumbered and suffer an adverse column shift in any event (unless the supreme commander is present).

Roman Legions should never be lured into the forests to attack powerful German stacks that include a light infantry unit and a chief unless the auxiliary units are available to accompany them. If circumstances dictate, the presence of the supreme commander and the absence of a chief with the German army could make such attacks advisable, depending upon game circumstances. Such attacks with or without the commander, however, are ill-advised if German reinforcements are nearby and Roman reserves are not. In this situation, even if the initial attack is successful in eliminating the German units, a German counterattack would finish off a weakened Legion and capture the invaluable eagle. If a single German stack is present and reserves are available, a foray into the woods may
be worthwhile since the danger of permanently
losing the eagle is greatly lessened and the availa-
bility of German combat forces can be reduced.

Fortunately for the German player, the Roman
Legions cannot always avoid the forests. For
example, they will lack forces to adequately
garrison all the villages that must be held or cap-
tured in many of the scenarios. Nor can he ignore
German forces lurking in the woods waiting for the
Legion or smaller garrison forces to be left out of
range or effective support. Isolated units or even
a Legion could be weakened by successive German
assault and then eliminated. The Roman player
also lacks the time to use a slow approach to sur-
round and eliminate the Germans in one stretch of
forest by concentrating his troops when given the
Roman victory conditions in most scenarios.

Similarly, any eagles lost (or those to be recaptured
in Scenario #4) cannot be recaptured in open terrain
since there is little likelihood that the German player
will be obliging enough to leave them in such a con-
venient location.

The Roman player, thus, is usually forced to
venture into the wooded terrain if he wants to win
the game, but the dangers inherent in this activity
can be minimized by the Legion being available
with its full or nearly full complement of auxiliaries.

The extra steps will allow attrition of German stacks
and lead to their demise. If a light infantry is in the
German stack, 3-2 odds are necessary to equalize
the combat; therefore, the auxiliaries will be im-
portant to counteract his speed. Second reserves
should be available in the vicinity of the attack for
any attempts to recapture lost eagles or rescue a
battered Legion. Third, it is possible to flush
German units from the woods with a lessened risk
of casualties. Attack once and then cease the assault,
forcing the German player to choose 5-5 cohorts at
bad odds or evacuating the hex on his turn. A
55-factor Legion with 17 factors of auxiliaries could
attack a chief, three 10-6 mobs, and a 5-5 mob at
2-1 odds and probably survive with a maximum loss
of one cohort (barring an exceptionally bad choice
on the tactical matrix) even though the German
receives the DRM for the presence of the light in-
fantry. Rather than continue the attack after the first
round (unless a ½ DE result), the Roman can let
the German attack at 1-2 or 1-3. Such a maneuver
can effectively clear stretches of forest or break
down strong German defensive positions, such as the
one suggested by the author “View from the Other Side”
in Vol. 17, No. 6), where captured eagles and the supreme commander are placed in
a woods hex with a strong stack surrounded by six
other large stacks also in woods hexes. Advancing
and then declining further combat would permit the
German line to be breached and might force some of
the German stacks onto less favorable terrain. It
would also permit the Roman player to lessen the
chances of a Legion being seriously weakened in the
Roman turn and then eliminated by German
counterattacks.

In addition to using the Legions as Legions, the
Roman player can use the 5-5 cohorts as independent
forces. These legionary cohorts are faster then
auxiliary infantry and some of the Roman cavalry.
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Roman player can use the 5-5 cohorts as independent
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The Legion auxiliaries are an important addition to
the Roman forces. The 7-4 and 3-4 infantry units form
the bulk of the forces available in all the scenarios.
Since their speed characteristics, they are
similar to legionary cohorts but weaker in the open
terrain. One of their primary purposes should be
to serve with Legions in the forest terrain. They can
also serve as garrisons and expendable force to
spring ambushes, to hold flanks, and to prevent the
escape of German stacks onto less favorable terrain.

The Romans are probably better suited to make the
shorter 3-4 thrusts (5-5 is necessary to eliminate an
important Legion stack) to keep the cohorts lost as a result.

The auxiliary infantry can be useful in dealing with
German troops in the Roman rear as well, but as
noted they should be teamed with a legionary cohort
in the open. Two 3-4 cohorts may be more
effective than a 7-4 double cohort in a combat situation
since two attacks may be necessary to eliminate
them. There is nothing worse than losing a 7-4 unit
in a DL1 or ALL-DL1 in an even odds attack by a
9-5 mob. Save the 7-4 double cohorts for stack-
ing with the Legions in woods or other terrain where
the presence of an eagle can save at least part of the
unit.

The Legion cavalry are either too slow or too
weak for most jobs. The 2-8 light cavalry units are
the ones with the best chance of running down a chief
(carrying an eagle perhaps), but any kind of
guard with the chief means an attack would be
suicidal. The 3-6 units are stronger, but slower. Any
units they can catch are probably going to be too
strong to be attacked. The 9-4 and 4-4 units are
stronger still, but hopelessly slow, particularly in
wooded terrain. Their advantage in open terrain lies
in the slightly higher combat factor. The Roman
player has the additional disadvantage of lacking the
option of mixing various types of cavalry units since
he receives only a few cohorts in each scenario.

Since the Roman player is limited in the number of
cohorts available, speed is probably more
importance than strength. The 3-6 units can operate
in rear areas more readily with 5-5 legionary
cohorts, and they might even be successful in catch-
ing a chief seeking to gain friendly lines and be
strong enough to attack. Their movement factors
will permit them to add their combat factors to a
battle more easily. If the situation set up in a
particular scenario seems to require an eventual
major battle in the woods (as is the case for Scenario
#4), one 9-4 double cohort might be chosen in the
initial mix and preserved to send into the forest as
one auxiliary with a Legion in an effort to defeat
the Germans before the Romans capture an eagle.

FORTIFICATIONS

Fortifications generally aid the Roman player, but
they can be a subtle trap. While the units inside are
doubled and gain a favorable DRM with a 5-5 cohort
in the garrison any loss has a doubled impact, mean-
ing that the odds could turn against the Romans very
quickly. If the German has a number of turns to
freely assault the village and replace losses, the
3-6 units are probably a better choice against a
German forces but exposed to raiders, the doubling
effect will be important for the Roman forces; but
large German stacks will present a danger to smaller
garrisons, even those inside of fortifications.

The fortifications can be a trap in that they
provide a false sense of security. A 3-4 auxiliary
cohort is more effective trapped by two cohorts
provided by a single 10-4 or 9-5 mob that occupies the
hex with the fortification counter. The German unit
will not have to attack, and the 1-2 attack by the Roman
garrison is not particularly inviting to the Roman
player. While the various garrisons are under siege,
other German forces may begin reducing the garrisons one by one. The Roman player can avoid
this problem to some extent by keeping the garrison
outside the fortifications, at least as long as only
a single Roman unit is allocated a large distance
away.

The appearance of larger German forces will mean
that the garrison either has to retreat inside the for-
tifications or seek to combine with other friendly
forces. Remaining outside the fortifications will at
least give the Roman player more options.

While the German player may be able to use for-
tifications to his advantage at times, on the whole
they only create difficulties for him. He can,
however, prevent their construction easily enough.

Since fortifications are not finished if the hex is con-
tested, a sacrificial 5-4 or 2-5 can attack to contest
the hex. As a consequence, a few units can delay
the construction of the fortifications while a larger
German attack force approaches. This process will
be too expensive to be continuously applied, but it
may be effective if selectively applied. The last few
turns of the first half of Scenario #6 would be one
such circumstance where it could be used to the
advantage of the German player to prevent a key
village from being defended in the winter quarters.
In this instance, any German casualties suffered are
immaterial since the German forces available at the
beginning of the second part of the scenario are
unrelated to troop casualties suffered in the first part.

CONVENTION CALENDAR

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

The Avalon Hill Game Company does not necessarily attend
or endorse these gatherings, nor do we guarantee that events
using The Avalon Hill Game Company's games will be held.
Readers are urged to contact the listed sources for further
information before making plans to attend.

JULY 1-4

DIPCON XXI, San Antonio, Texas
Contact: Pete Guthman, 3121 East Park Row #165,
Arlington, TX 76010.
Note: The American National DIPLOMACY
Tournament.

JULY 9

CAPITOL-CON IV, Springfield, Illinois
Contact: Bill Wilson, 3200 Gaines Mill Road,
Apt 4, Springfield, IL 62704. (217) 787-7092.
Note: Among the many one-day tournaments are
those in B-17, CIV, DIP, PL, TCR and W&P.

JULY 9-10

COLONIAL CITY GAMEFEST VI, Mount Vernon,
Ohio
Contact: Mike DeWinter, Mt. Vernon Games
Association, 205 West Gambier Street, Mt. Vernon,
OH 43050. (614) 397-3785.

AUGUST 18-21

ORIGINS '88, Milwaukee, Wisconsin
Contact: Robert Bigelow, 1411 Washington,
Waukegan, IL 60085. (312) 336-0790.
Note: The year's largest gaming convention with
plenty to keep anyone busy.

OCTOBER 1-2

JUST-A-CON '89, Charlotte, North Carolina
Contact: James Jeffreys, 9232 University City
Blvd., Apt. 35, Charlotte, NC 28213.
Note: Planned events include competitions in TITAN, CIV, DIP and CM.
Dear Rex,

Once again I am drawn to the typewriter, or, computer to convey my thoughts and opinions, which I know you’re dying to read.

After calming my wife down from fits of rage when she learned that the latest issue of “That Generality” magazine arrived yesterday and had become torn in my recent move to my new address, I decided to do a little research and start reading. There can’t be a better place to start than the first page.

“All Philanthropic endeavors, after reading the first line my heart started to sink. Let’s be real, more space devoted to SL&L! Then I read on. A magazine devoted to the largest periodicals, we have no shipping only for the heavy coverage of Gonzales, sexy, and the rest. Unfortunately, I was not able to figure out where our policies are an “injustice done to our Canadian neighbors” since their application equally applies to the other members of the “Canadian Market.”

Interestingly, I have been asked to promote our hobby in Canada. Given this, it always amazes me that we are located in the middle of a country that promotes our hobby in all the places and counts them as supporters and friends.

Rex,

1. You’re probably going to get a lot of letters about this, but here goes:

I was surprised to see Kenneth Burke’s letter in The General (Vol. 24, No. 3). This type of raving, name-calling drivel has little to do with wargaming, and I hope you’ll urge your range to print Gardens of the Finest in the future. But, just for kicks, let’s take a look at his remarks.

Kenneth Burke does seem to be a somewhat of a right-wing, and this bias shows in his various FIREPOWER articles. But this has been defended with “features” elsewhere in your pages—D-DAY, a true definition of a classic. This article caused me to pull out my copy of the best wargame in the world, and I think you’ve misspelled a line in it.

As for the issue as a whole, I downgrade it to B+ on your scale. However, I can see why you’d say that. Right-wing opinions wouldn’t stand for it, I’m sure, but then, I’m not sure.

Dear General,

It is a pleasure to receive your letter. I would like to offer the following suggestions for improving our hobby. I believe that your recent move to a new location has been a success, and I hope to hear from you soon.

Rex,

In general, I think your recent move to a new location has been a success, and I hope to hear from you soon.

Rex,

The perfect Axis attack proposed for HITSER’S WAR by Mr. Mustaffa (Vol. 24, No. 3) is illegal on two counts.

1. Only one of the invasion forces in the Spanish Civil War can move to Guadalcanal. Once you’ve moved in, you can then go to Guatemala to Nicaragua (for $12 money) and we will give you all the help you might like.

2. The Logistic attack has only for the Axis to knock France out so easily—which it hasn’t. By the time the Axis decided to move to Guadalcanal, they had to evacuate some of their forces, and this makes it a little more difficult for the Germans to convert the railline at AAF.

Rex,

I agree that Poland should be left alone on the invasion. I have your number—call me.

Linsey

Dear Mr. Martin:

I can see no reason why we cannot handle this one. It is a well-known fact that Avalon Hill’s responsive to customer complaints is one of the best in the business. If you have any problems, I will be more than happy to help.

Regards,

Rex,

In addition, there is the unqualified courtesy of the people who work at Avalon Hill. They are always helpful and courteous, as well as knowledgeable about the products they sell.

Rex,

I’ve been a subscriber to The General for two years. I have found it to be a valuable resource, and I recommend it to all. Thank you for your service.

Rex,

I would like to thank you for all your help and support throughout the years. I have found your publication to be a valuable resource, and I recommend it to all. Thank you for your service.

Rex,

I am writing to express my appreciation for your efforts in producing The General. I have found it to be a valuable resource, and I recommend it to all. Thank you for your service.

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Rex,
I have been an aficionado of GLADIATOR since it was first published. It is rare to find a game that provides two players with the same level of excitement in a game with this format. However, since the original series of articles about GLADIATOR (Vol. 18, No. 4) I have read no more about rules modifications or revisions. The original rules, to the limit of their scope, provide the players with an exciting game that is easily learned and played. The inherent realism is as close to reality as one can get without actually donning a sword and shield and engaging in a little slash and parry.

During the few hundred games that I and my friends have played, numerous omissions and inequalities became apparent. So began the evolution of the "Billings Rules" (named after the town we reside in). The intent of the rules changes and additions was not to increase the complexity of the game to the proportions of, say, a certain friend's game (Greek likely). The converse can occur of course, resulting in a pipsqueak (a Greek word for "small"), in which the cases dictate the numbers dictated by the rules.

The revisions below represent the refined version of all that transpired. They are all tried and tested, and serve as a guide to the proper use of the confining walls of the arena; how one should move within them into a logical order as they occur during the turn. The original special actions left six hexes within that one side to the other as events dictated, a real bother in a fast-paced game.

As our modifications were refined, the need for one "Gladiator Table" became apparent. So I sorted out all the "events" that comprise a turn, and placed them into a logical order as they occur during the turn. This made for a three-page table (refer to tables at conclusion of article), but each page represents a particular segment of both the game and turn. The three sections are as follows:

1. Gladiator Creation and Maintenance
2. Movement Phase
3. Combat Phase

Let us work through these step-by-step.

GLADIATOR TABLES

3.7 Physical Characteristics

The original Physical Characteristics Chart by and large generated gladiators that can best be described as mediocre to average. Only 56 options were available. This lead to the adoption of Mr. Medrow's "Physical Characteristics Table" (from his article "The Wisdom of the Arena" in Vol. 18, No. 4). A few minor changes were made in the values of some categories, but they are basically the same.

The use of three dice generates a bell-shaped probability curve centered around "10" and "11". So the "average" gladiator will start his career with about 11 or 12 combat factors, 11 wounds and a constitution of three or four. The possibility now exists, of course, for a player to roll five outstanding rolls and be rewarded with a real monster (a Gaul, no doubt). The converse can occur of course, resulting in a pipsqueak (a Greek likely).

One suggested variant for those who want a touch more control of their destiny is to roll five times and arrange the physical characteristics as the player sees fit, in so far as the numbers dictated by the values rolled allows.

3.6 Armor Coverage: Purchasing Armor

Again, this is adapted from Mr. Medrow's table. I felt, however, that his purchase limits for the various gladiator categories were too low—particularly for the light gladiators. I admit, I have a bias for armor. I like to have my gladiators wear lots of armor. The new values are as follows:

- Light: 400, Medium: 850 and Heavy: 1100
- The Retarius is now classified as a light gladiator in armor capabilities. The 400-sesterce limit allows him, or a regular light gladiator, to purchase at least two pieces of useful armor or up to five pieces of B5 armor. (I have found that 5-class armor is about as useful as a snow shovel in Rio de Janeiro.)

Medium gladiators have enough sesterces to buy armor in the seven range of coverage. Two dice generate a bell-shaped probability curve centering around "7". This makes the armor useful an average of 55% of the time.

The heavens are truly tanks on feet. Unless he opts to buy C-class armor, a player can be assured of at least B-class, with a coverage of not less than "7".

Rolling for Armor

With a few changes, this table is the same as the original. In either armor option (purchase or random), the size of the shield in the light and medium categories must be rolled.

19.2 Missus

A gladiator who has won several matches is definitely a crowd-pleaser. Historical records show that the crowd was quite knowledgeable about the gladiators, had their favorites and followed their careers. So, after the computations to determine the column used on the chart are finished, the player checks his record of wins and losses. For every two matches that a gladiator has won previously by either a kill or a missus, he is advanced one column until he is rolling on the "61 or More" listing. Any excess wins are discarded.

However, for each and every previous match that a gladiator was granted Missus himself by the crowd, roll on the next lower column on the chart—until rolling on the 1-15 column. Any excess downward modifiers are ignored. All modifications, both for wins and for Missus, are cumulative (and can even cancel out). As an example: a gladiator with six wins and two missus granted is rolling on the 16-30 column; the wins advance him to the 61+ column while the two missus lowers the final column to the 31-45 range.

These modifications justly reward a gladiator with a string of victories who has bad luck in the current match. Likewise, it can represent the growing ire of the crowd towards a gladiator who finds himself continually appealing to them for mercy.

21.1-21.44 Healing and Improvement

This is an extensive section of the rules codified for ease of play. Players first must heal all wounds of their gladiator, adjusted for failing rolls if any. All experience points are then computed and purchases may be made if the player so desires. The only alteration made was to the spending limits. A gladiator can "buy" two factors of training or one of training and one other (whether it be AG, ST, CON or W).

MOVEMENT TABLES

16.3 Endurance Loss

The table is unchanged, but it is now placed in its logical place at the beginning of a game turn before any other action commencements. As per the rules, this table is consulted at the start of each game turn beginning with the second turn.

14.3 & 15.7 Fall Prone

Contrary to the rules, I feel that a player who falls prone as a result of stumbling in the previous turn should not be penalized for one turn before he can roll (RO). A stumble result in the previous phase now indicates the possibility of a fall. If the gladiator does not fall, then the mechanics of stumbling dictate that he remain in the same hex that turn. If he does fall prone, instead of lying motionless like an anesthetized cow awaiting butchering, he should be allowed to RO. He must, however, still remain motionless for one turn when he rises to his knees. "Fall Prone" is now rolled before any other written moves are made. If the gladiator falls, then he can RO, but not KN. At any time thereafter, a gladiator may spend at least one phase motionless and prone before he can KN.

3.4 Move

In accordance with the change in armor classification for the Retarius, a Retarius is considered a Light in movement capability with six available moves per game turn.

6.3 & 6.4 Movement and Special Actions

This section shows the majority of our modifications. The original tables are fine with the one-hex range of movement; all six adjacent hexes can be reached with one or the other Standard Actions. In the three-hex range, the C notation is still the only manner in which a gladiator can shift three hexes.

But this leaves us with the two-hex range. The original special actions left six hexes within that two-hex range that could not be reached. Specifically, these are the six hexes which resemble the move of a knight in chess (2 F,B of S & L1 or R). In Diagram 1, these hexes have been shown graphi-
cally. Those that can be reached using the original actions have been indicated; this leaves the hexes even numbered as unreachable.

To enable a gladiator to enter these hexes, we devised an additional four Special Actions. The first two—Quick Forward (QF) and Quick Backwards (QB)—can only be used in conjunction with a Side-step Standard Action. The remaining two, Right Quick (RQ) and Left Quick (LQ), can only be used with an F or B Standard Action.

For example, a movement of “SFR(Q)” will move the gladiator one hex right and one hex forward as shown in Diagram 2. A notation of F(QR) will place him in the same final hex, but move him one hex forward and one hex right. Diagram 2 shows all notations necessary for a gladiator to reach each hex. Making all of the hexes in the two-hex range available for movement has opened a multiplicity of possible flanking actions against an opponent; it also makes guessing where the enemy will move that much more difficult. And it is more realistic.

One last addition to the Special Actions is our notations “(AR)” and “(AL)” for About-Face Right and About-Face Left. This is simply a 180-degree turn in the hex and eliminates the cumbersome “(RRR)” and “(LLL)”. In all respects these are equivalent.

13.0 Knee Standard Action

Definition of which specific hex is used for a KN Standard Action from a prone position was found to be necessary. After all movement is plotted for both gladiators, a die is rolled for the gladiator who is kneeling. On a roll of “1-4” the KN takes place in the hex containing the prone gladiator’s torso. On a roll of “5” or “6”, the KN takes place in the hex containing his legs.

Stun: Movement into the Wall

This is new section of the rules to be used whenever movement would take the gladiator to the board edge. Diagram 3 illustrates how Stun is accrued by movement. If a gladiator is adjacent to and facing the wall and moves F or SF into the wall, he automatically receives two factors of Stun. If he is one hex away and either SF(Q) or F(Q) into the wall, he receives four factors of Stun. If he is two hexes away and charges C, he is awarded six factors of Stun. The same method applies, of course, to all SB and B moves, with the exception that a gladiator gets only one factor of Stun for each hex moved. Thus, (QF) garners two Stun; (QB), only one Stun; (RQ) or (LQ), two or one Stun depending on the Standard Action selected.

Running into the wall is very rare once players are familiar with the effects and new movement plot. But collisions with the wall occasionally do happen, much to the amusement of the enemy!

14.2 Stumble, Backward Move

This equation remains the same as the original, placed after the movement section, and used when applicable. A note of clarification only: if a gladiator is plotted SB(QB) or B(RQ) or B(LQ), the net modifier is −3 excluding any possible Stun. SF(QB) equals −1 when using this table if the item is in the final hex.

12.7 Kicking Weapon/Shield

Again, the equation is unchanged, but notice should be made that an (AL) or (AR) Special Action still counts as three written actions.

In the occasional instance where a gladiator is attempting to recover an implement (with or without an R Standard Action) while at the same time his opponent is attempting to kick it, both players roll one die. The highest roll completes his action. In the event of tie, continue until one player rolls higher. If the player attempting recovery wins the roll, he rolls and if successful the opponent’s kick is ignored. If the player kicking wins the roll, he completes his action and if the item falls out of reach of the player attempting recovery, the enemy action is annulled.

Collision, Crossed Paths of Movement

This is a major change and alters Rule 7.2. If two gladiators end their movement in the same hex, or if one gladiator enters a hex that the other did not move out of this turn, a collision occurs normally (use the regular rules to resolve). If, however, the gladiators both move and cross paths during movement, the possibility of a collision occurs. Diagram 4 shows an example. This rule does not apply to the hex that either gladiator occupied at the beginning of the phase. It does not apply if the paths intersect due to a following movement.

To see if a collision actually occurs in this instance, each player rolls a die. If the net result is doubles, a collision occurs and is resolved normally. Any additional movement plotted beyond the hex of collision is cancelled. If the die roll is not doubles, the nimble gladiators have avoided contact and both complete their plotted movement.

7.5 Impact Factor

Because of the additions to the Special Actions, some revisions had to be made to the movement dice roll modifiers. Diagram 5 shows the modifiers for all hexes for the various movements. Move (QF) = +2; +1 if used with a SB Standard Action. (RQ) or (LQ) equal +1 if used with a F Standard Action; −1 if used with a B Standard Action.

Positional Advantage

“If both gladiators moved, and end their movement in the same hex, a collision occurs but no modifiers for positional advantage are received by either gladiator.” (from Thomas Springsteen’s article “Gladiator” in Vol. 18, No. 4) Because too many arguments erupted because both gladiators moved but one had his back to the other in the collision hex, we chose to reverse Mr. Springsteen’s statement. The following now applies in The Billings Rules.

Positional advantage DRMs are determined even if both gladiators moved. To do this, both players move their gladiators to the last hex occupied before entering the collision hex. Careful observation is made of the respective facings entering the collision hex. Then any final changes plotted for the next hex are performed, until both gladiators are presenting the facing that will net his opponent the smallest DRM for positional advantage. This is based upon the facing in relation to the hexside that the other gladiator enters the collision hex through. When these pivots are completed, both enter the collision hex and collision is resolved normally. Diagram 6 illustrates an example.

If the facing entering the collision hex is the best that the gladiator will have prior to any facing changes plotted, those additional turns are cancelled. If a gladiator has no additional turns written down, his facing will stay the same and any DRMs are computed from that final facing.
When collision occurs where one gladiator is presenting one of the three rear facings to his opponent, while his opponent presents one of the three frontal facings, the enemy will receive appropriate DRM. The first gladiator would receive no DRMs regardless of the front facing of his opponent. When both gladiators present rear facings to each other at the time of collision, neither receives any DRMs.

This procedure, although complex in explanation, is not that difficult in concept or practice. After a few trials, the process will become second nature.

This process is not performed if the collision was due to crossed paths of movement (see above). In that case, the DRM for positional advantage is calculated according to the facing as the gladiator entered the hex in relation to the hexside crossed by his opponent (and vice versa, of course). Diagram 7 illustrates this situation.

As a final change to the collision rules, if the net impact factors of both gladiators after all DRMs and the die roll result in a tie, both gladiators are Stunned and consult the table on the CRT. They are placed adjacent to and facing each other disregarding the contested hex. Since the net result was a tie, “0” is added to the two-dice Stun roll.

7.52 Collision Results

The only addition to this table concerns the Wall. A gladiator who, by losing a collision (ties do not count) is forced into a wall, automatically receives four factors of Stun in addition to any factors he may receive from the CRT. If this occurs, the gladiator who won is returned to the hex he was in preceding the collision and the loser remains in the collision hex.

14.1 Stumble, Collision

We have omitted the “or net” section because this will be covered by a different table now. All other rules are maintained, with one exception—a gladiator falls prone if he was already in the S mode this phase, loses the collision, and fails his check for stumble. The next turn he may RO or KN.

12.6 Recovery of Weapon/Shield

For some reason, this equation was omitted from the original tables. We have placed this table following those for collision and before those for Net Throw. In effect, a gladiator will be attempting to recover a weapon while a Retarius is casting his net. If he fails and is ensnared, then the modifier for ensnarement would apply next turn. The same applies for Net Swing attacks, any stumble modifiers becoming effective the next turn.

Recovery attempts during Net Lay attacks are resolved somewhat differently. If the securit, by use of an R Standard Action, S mode or no movement notation, does not move out of the hex he started the phase in, he resolves his recovery attempt first, before the net attack is resolved. If, however, he moves and either ends up in, or passes through the hex plotted for Net Lay before he attempts recovery, the net attack is resolved and if successful, the “Gladiator Stumbling +4” modifier would be in effect. As a further clarification, this means that if a gladiator enters a hex that has a Net Lay attack plotted and announces a recovery attempt as he enters that hex, the net attack is still resolved first.

Many disagreements occurred concerning the “+4 Gladiator Collision BEFORE Recovery Attempt” modifier. Prior to the Billings Rules allowing the possibility of collisions due to crossed paths, the only time this came into play was if two gladiators ended movement in the same hex and collided. The main contention among our players occurred when the gladiator did not leave the hex he started the phase in and was involved in a collision. One group held that the gladiator tried to recover his sword/shield first, before the other arrived in the hex and collision occurred (and was not therefore subject to the collision modifier). The others thought that he was still affected by the collision during that phase. I feel that any collision is detrimental to a recovery attempt—this regardless of the time of collision. Too, I felt that a collision should not cancel a R Standard Action, as some argued.

So now, the collision modifier is altered to read as follows: “+4 Gladiator Involved in a Collision This Phase.” This is in effect regardless of the point of collision in the phase. However, a collision does not cancel any R Standard Action. The gladiator still has the -6 modifier, but also garners the +4 collision modifier. All else being equal, this leaves him a fighting chance to recover his weapon, making it more palatable to use the R move when in range of an enemy. Effects of Stun from the collision are not added to the recovery attempt if the gladiator does not leave the hex that he started the phase in, or both gladiators moved, or the recovery attempt is made in a hex prior to movement into the collision hex. Stun, if any, is added if the recovery attempt takes place in the collision hex after the recovering gladiator or both moved. (Accumulated effects of Stun from previous turns are applied normally, of course.)

17.34 Net Toss

We added one more modifier to the table. A Retarius must add -4 DRM if he was involved in a collision in the phase he tossed his net. Since net tosses are resolved after all movement, if he was involved in a collision it would have a detrimental effect on his accuracy.

17.45 Net Swing

The -4 modifier for being involved in a collision is added.

17.55 Net Lay

In addition to being effective at the time of hex
entry during a recovery attempt, the Net Lay is also effective during phases where collision occurs. There is no -4 DRM applied. If the secutor steps into the net lay hex at any point during his move, the attack is resolved first. If a stumble result occurs, the secutor completes his move, and collision occurs but with the -2 DRM added.

Regardless of the outcome of the collision, the secutor is always stumbling. If he loses the collision as well, he is then under a double penalty provision. If he fails this stumble roll, he falls prone.

Collision occurs normally if the secutor did not step into the net lay hex during his move, or if the secutor did not leave the hex he started the phase in and the Retarius initiated the collision by entering that hex. If the latter is the case, the Net Lay is cancelled but the Retarius still expends the two CFs. The net lay attack is also cancelled if the collision is due to crossed paths of movement. Although net lay attacks are resolved when the secutor enters the plotted hex, he still moves his entire plotted move. Any stumble results take place in the hex where the secutor ends his movement.

If the final hex is the collision hex, the Retarius first completes any turns as indicated by the new positional advantage rules (see above) for collisions. Then he lays his net in the designated frontal hex in relation to this final collision facing.

14.1 Stumble, Net

We changed this from the original formula as shown on the chart. A stumble resulting from a net attack is more a matter of the secutor's agility than of Stun. Aside from a lucky critical hit on a head wound, the only way Stun can be assessed is by losing a collision and/or running into a wall. For the Retarius, given the fact that he is a Light and has no shield, a collision is precisely the situation he wants to avoid. The old stumble equation greatly hampered the use of the net. It was impossible to get a stumble because the secutor had to have Stun factors before a check for stumble from a P result would be effective. (Several can surely remember discarding the net and fighting with the trident alone because of this, a rather strange reflection after all those gladiator movies we watched as kids.)

Our new equation balances this. It makes the net the potent weapon it was. This is offset by the increase in M results on the CRT, and by the fact that in two of three attacks the Retarius cannot use his net for the next turn or two as he untangles it.

11.5 Recovery from Stun

Recovery from Stun now takes place after all movement activities, as is only logical.

**COMBAT TABLES**

12.5 Throwing Weapon/Shield

We found that the original hit tables did not truly reflect the basic hit probabilities inherent in any thrown object. In all cases, the player throwing the implement had one chance in six, regardless of the range. Yet the scale of the mapboard seems to be about three feet to the hex. Manifestly, a gladiator hurling an object at an opponent is going to have a much better chance of scoring a hit at close range.

So we developed the system of modifiers contingent upon range and training as shown. Now a gladiator of average training has at least a 50% chance of hitting with a shield, sword or damaged trident at one hex range (and 66% if with an undamaged trident). The probability falls commensurately with the range. I placed the trident in its own category since it is a weapon meant to be thrown if the occasion arose.

The training modifiers represent the relative skill of the gladiator in an unusual circumstance. A gladiator with a high TR will be much better versed in all uses of his weaponry—including throwing. A gladiator with little training has probably never thrown his equipment before.

All implements can be thrown a maximum of six hexes (18-20 feet). In the event of a miss, the object will still land at the unmodified distance as prescribed by the die roll. If the object lands in the opponent's hex after a miss, no hit occurs. The gladiator throwing the item must roll less than or equal to "1" to score a hit. And hit results have been modified to include a method of where the hit occurred on the body.

The hit equivalents on the CRT were changed to be more deadly. A player will usually discard his shield when it is rendered useless, often by throwing it. In this state, the shield would be crumpled and have gashes along the lip; this makes for numerous sharp edges that would cause a wound. A thrown shield now "attacks" on the "O" column if a hit is scored. Likewise, a thrown sword or damaged trident has far deadlier potential effects than originally allowed; these "attacks" on the "3" column when a hit occurs. The values for an undamaged trident remain the same.

In summation, playtesting has shown this system to be a much more playable and realistic method for determining the effects of a thrown object—both in hit probability and in the potential for wounding the target. A player will wait to throw an object until he is at close range, which is only logical. To throw a weapon or shield away otherwise is a mark of extreme desperation or stupidity.

8.5 Combat Results Table

This table has been expanded to include attacks of up to eight factors. I have also limited the total factors allowed in any one attack to eight. This is admittedly arbitrary, but the feeling is that there is a human limit in how many factors could be devoted to any one attack. Let's face it, an attack with eight factors is bonecrushing—particularly with Light gladiators. We felt that the capabilities of a gladiator with, for example, 20 CF is more accurately represented in his ability to deliver more heavy attacks per phase than one titanic attack (10 CF) followed by a string of weaker ones.

At the other end of the spectrum, we felt it unfair that a gladiator be forced to divide his available CFs until he reaches a level of one CF. This is a noticeable departure from reality. A gladiator which finds himself wounded to the extent where his CFs are greatly...
reduced may want to conserve his strength, to make one heavy attack in lieu of several small ones. If he so chooses, then he is still at a disadvantage if his opponent has multiple attacks planned—but his own single effort is still dangerous. Therefore, if a gladiator has a total (including positional advantage) of six or less CFs at the beginning of a combat phase, he may elect to use these in one attack. If he has a total of seven or more, he must divide them into multiple attacks as per Rule 8.31.

Another change in the combat tables made was to increase the number of M results. This more accurately reflects the possibility of a miss even on a moderate attack. As a corollary, it makes net attacks a much more dangerous proposition with regards to a grabbed net.

8.32 Defense Allocations

We have chosen to incorporate Mr. Greenwood’s matrix system (“Defense Modifications for GLADIATOR” in Vol. 18, No. 4) as a standard format in the game. The five defense cards allow the gladiator, with certain limitations as defined by the individual cards, to protect an unarmored or badly wounded body area in a low-cost (2 CF) method. Only one such option may be selected per combat phase. A gladiator may still allocate additional CFs to other body areas as per Rule 8.32.

12.2 Weapon Drop

The original equation for dropping a weapon did not take into account the strength of the defender. In this new equation, the defender’s strength (DS) is added to the roll. Note that a negative strength value is actually detrimental to the defender’s dice roll. This makes it harder for a weapon to be stripped from a strong gladiator and easier against a weak one. And this makes the use of the “D” defensive card a much less chance proposition in the face of heavy attacks on the arms (that is, if the defender has a positive ST value).

12.1 Shield Drop

We added the “+DS” for the same reasons explained above.

CONCLUSION

In closing, the Billings Rules have added greatly to our enjoyment of GLADIATOR. These rule changes, although they do not complicate the game for a novice, helps immensely in challenging the experienced player. The reorganized charts have allowed us to teach and play the game with much ease.

But the evolution of the Billings Rules has not finished. What of the gladiator who loses his weapon; does he have no recourse but chance recovery attempts and collisions? We are now experimenting with incorporation of fists and kicks in the game system. And consider the poor Retarius; historically he had a knife to defend himself with if he lost his trident. The original rules made no provision for such. We’ve lately added a rule that if he loses his trident he may use his knife for attack and defense; however, all attacks made with the knife are halved in value—and it cannot be thrown. We’d love to hear your thoughts on these, and other, ways to improve this most tactical of all games.

**CREATION & MAINTENANCE**

**PHYSICAL CHARACTERISTICS CHART**

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**ARMOR COVERAGE**

Light & Retarius=400 Medium=850 Heavy=1100

**HEALING OF INJURIES**

2 dice—Wounds in Body Area > 1

Failed Healing Roll:

Area 1, Subtract amount from CON
Area 2, Subtract amount from W
Area 3, Subtract amount from V
Area 4, Subtract amount from ST
Area 5, Subtract amount from AG

Improvements:

Total CF on Off—Total CF on Def divided by 3

Fraction discarded = Experience Points

Gladiator scores Kill = 10
Slow Kill, killed by two or more attacks to same area
T1 = 20, T2 = 15, T3 = 10, T4 = 5, non thereafter
Fast Kill, first wound results in Kill or Missus in one area
T1 = 12, T2 = 9, T3 = 6, T4 = 3, none thereafter

Gladiator’s Opponent granted Missus = 15

Gladiator granted Missus = 5

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Limits: 2TR or ITR and one other per purchase
NEW & REVISED GLADIATOR TABLES
Billings Rules

**MOVEMENT**

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**SPECIAL ACTIONS**

- (Q) Quick Move
- (QF) Quick Forward, used with sidestep
- (QB) Quick Backward, used with sidestep
- (QR) Quick Right, used with F or B
- (QL) Quick Left, used with F or B
- (R) Right Turn
- (L) Left Turn
- (AR) About-face Right
- (AL) About-face Left
- (K#) Kick Item
- (TN) Toss Net (6CF)
- (SN) Swing Net (4CF)
- (LN) Lay Net (2CF)
- (RN) Repel Net, no other Special Action may be used

**COLLISION IMPACT FACTOR MODIFIERS**

<table>
<thead>
<tr>
<th>DRM</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>Heavy Gladiator</td>
</tr>
<tr>
<td>+1</td>
<td>Medium Gladiator</td>
</tr>
<tr>
<td>+2</td>
<td>Gladiator has Large Shield</td>
</tr>
<tr>
<td>-2</td>
<td>Gladiator has no Shield</td>
</tr>
<tr>
<td>+2</td>
<td>per hex Gladiator moved F this phase</td>
</tr>
<tr>
<td>+1</td>
<td>per hex Gladiator SF this phase</td>
</tr>
<tr>
<td>+3</td>
<td>if Gladiator plotted F(RQ) or SF(QF)</td>
</tr>
<tr>
<td>0</td>
<td>if Gladiator plotted SF(QB) or SR(QF)</td>
</tr>
<tr>
<td>-1</td>
<td>per hex Gladiator moved B or SB this phase</td>
</tr>
<tr>
<td>-2</td>
<td>if Gladiator Kneeling</td>
</tr>
<tr>
<td>-3</td>
<td>if Gladiator attempted to recover Shield/Weapon</td>
</tr>
<tr>
<td>-2</td>
<td>if Gladiator Stumbling</td>
</tr>
<tr>
<td>-1</td>
<td>per stun factor of previously stunned Gladiator</td>
</tr>
<tr>
<td>+ST</td>
<td>Strength factor of Gladiator</td>
</tr>
<tr>
<td>+AG</td>
<td>Agility factor of Gladiator</td>
</tr>
<tr>
<td>+?</td>
<td>Modifier for Positional Advantage</td>
</tr>
</tbody>
</table>

**COLLISION RESULTS**

2 dice+[attacker IF−defender IF] to STUN on CRT

If Impact Factors equal, both Gladiators stunned and consult STUN on CRT

Automatic 4 factors of Stun if loser forced into wall (in addition to stun received from CRT)

**STUMBLE: COLLISION**

die−Sun≤0

Loser Prone if already in S and fails Stumble Roll again.

**STUN: MOVEMENT INTO WALL**

- Each hex F=2
- Each hex SF=1
- Each hex SB or B=1
- (QF)=2
- (QB)=1
- (RO) and (LQ)=1 or 2 (depending on Standard Action)

**COLLISION: CROSSED PATHS**

Each player rolls one die; doubles=collision

**STUMBLE: NET**

2 dice+[AG=Sun] ≤ 8

**NET LAY ATTACK MODIFIERS**

<table>
<thead>
<tr>
<th>DRM</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>+7</td>
<td>Positional Advantage</td>
</tr>
<tr>
<td>-2</td>
<td>per CF loss to Retarius’ arms</td>
</tr>
<tr>
<td>+2</td>
<td>per CF loss to target’s legs</td>
</tr>
<tr>
<td>-6</td>
<td>if target in (PN) position</td>
</tr>
<tr>
<td>+5</td>
<td>per hex target moved B this phase</td>
</tr>
<tr>
<td>+4</td>
<td>per hex target sidestepped this phase</td>
</tr>
<tr>
<td>+2</td>
<td>per hex target sidestepped B this phase</td>
</tr>
<tr>
<td>+1</td>
<td>per hex target moved F this phase</td>
</tr>
<tr>
<td>+1</td>
<td>if target Heavy Gladiator</td>
</tr>
<tr>
<td>+1</td>
<td>if target Light Gladiator</td>
</tr>
<tr>
<td>+7</td>
<td>Retarius’ NF−target’s NF</td>
</tr>
</tbody>
</table>

H=Ensnares; P, P*=Check for Stumble

**NET TOSS ATTACK MODIFIERS**

<table>
<thead>
<tr>
<th>DRM</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>+7</td>
<td>Positional Advantage</td>
</tr>
<tr>
<td>-2</td>
<td>per CF loss to Retarius’ arms</td>
</tr>
<tr>
<td>+1</td>
<td>per CF loss to target’s legs</td>
</tr>
<tr>
<td>+2</td>
<td>if target adjacent to Retarius</td>
</tr>
<tr>
<td>+1</td>
<td>if target two hexes from Retarius</td>
</tr>
<tr>
<td>-6</td>
<td>if target is in (PN) position</td>
</tr>
<tr>
<td>+4</td>
<td>if target Kneeling</td>
</tr>
<tr>
<td>-4</td>
<td>if Retarius involved in collision this phase</td>
</tr>
<tr>
<td>+1</td>
<td>per hex target moved B or SB this phase</td>
</tr>
<tr>
<td>+2</td>
<td>if target did not exit hex he started phase in</td>
</tr>
<tr>
<td>+1</td>
<td>if target Heavy Gladiator</td>
</tr>
<tr>
<td>+1</td>
<td>if target Light Gladiator</td>
</tr>
<tr>
<td>+7</td>
<td>Retarius’ NF−target’s NF</td>
</tr>
</tbody>
</table>

H=Ensnares; P, P*=Check for Stumble

**NET SWING ATTACK MODIFIERS**

<table>
<thead>
<tr>
<th>DRM</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>+7</td>
<td>Positional Advantage</td>
</tr>
<tr>
<td>-2</td>
<td>per CF loss to Retarius’ arms</td>
</tr>
<tr>
<td>+2</td>
<td>per CF loss to target’s legs</td>
</tr>
<tr>
<td>-2</td>
<td>if target adjacent to Retarius</td>
</tr>
<tr>
<td>-6</td>
<td>if target is in (PN) position</td>
</tr>
<tr>
<td>+3</td>
<td>if Retarius involved in collision this phase</td>
</tr>
<tr>
<td>+2</td>
<td>per hex target moved B this phase</td>
</tr>
<tr>
<td>+2</td>
<td>per hex target sidestepped this phase</td>
</tr>
<tr>
<td>+2</td>
<td>per hex target moved F this phase</td>
</tr>
<tr>
<td>+1</td>
<td>if target Heavy Gladiator</td>
</tr>
<tr>
<td>-1</td>
<td>if target Light Gladiator</td>
</tr>
<tr>
<td>+7</td>
<td>Retarius’ NF−target’s NF</td>
</tr>
</tbody>
</table>

H=Ensnares; P, P*=Check for Stumble
**COMBAT**

**THROWING WEAPON/SHELIERD**

To Hit: die + modifiers ≤ 1

**Modifiers:**
- **Shield:** 1 hex = -2; 2 hexes = -1
- **Damaged Trident or Sword:** 1 hex = -2; 2 hexes = -1
- **Undamaged Trident:** 1 hex = -3; 2 hexes = -2; 3 hexes = -1
- **Gladiator Training:** 8 or less = +1; 9-11 = 0; 12+ = -1

**Area Hit:**
- **die roll area:**
  - 1 H
  - 2 C
  - 3 G
  - 4 A
  - 5 L
  - 6 Miss

Shield = 0 CRT; SW and DT = 3 CRT; UT = 5 CRT

**COMBAT RESULTS TABLE**

<table>
<thead>
<tr>
<th>dice</th>
<th>net attacker advantage:</th>
</tr>
</thead>
<tbody>
<tr>
<td>roll</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>M</td>
</tr>
<tr>
<td>4</td>
<td>M</td>
</tr>
<tr>
<td>5</td>
<td>M</td>
</tr>
<tr>
<td>6</td>
<td>M</td>
</tr>
<tr>
<td>7</td>
<td>S</td>
</tr>
<tr>
<td>8</td>
<td>S</td>
</tr>
<tr>
<td>9</td>
<td>S*</td>
</tr>
<tr>
<td>10</td>
<td>S*</td>
</tr>
<tr>
<td>11</td>
<td>S*</td>
</tr>
<tr>
<td>12</td>
<td>P</td>
</tr>
<tr>
<td>13</td>
<td>P</td>
</tr>
<tr>
<td>14</td>
<td>P*</td>
</tr>
<tr>
<td>15</td>
<td>H</td>
</tr>
<tr>
<td>16</td>
<td>H</td>
</tr>
<tr>
<td>17</td>
<td>H+1</td>
</tr>
<tr>
<td>18</td>
<td>H+2</td>
</tr>
<tr>
<td>19</td>
<td>H+3</td>
</tr>
<tr>
<td>20</td>
<td>H+4</td>
</tr>
<tr>
<td>21</td>
<td>H+5</td>
</tr>
<tr>
<td>22</td>
<td>H+6</td>
</tr>
<tr>
<td>23</td>
<td>H+7</td>
</tr>
<tr>
<td>24</td>
<td>H+8</td>
</tr>
</tbody>
</table>

Limit: 8 factors maximum in one attack

**WEAPON DROP (P or P*)**

3 dice = -5 - NAA - Arm CF Loss + DS ≤ 0

**SHIELD DROP (S*)**

3 dice = -5 - NAA + DS ≤ 0

**WOUND & STUN SEVERITY TABLE**

<table>
<thead>
<tr>
<th>dice roll</th>
<th>wounds</th>
<th>stun factors</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 or less</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>9-10</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>11-12</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>13-14</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>15</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>16</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>17</td>
<td>6</td>
<td>7 &amp; weapon drop</td>
</tr>
<tr>
<td>18</td>
<td>7</td>
<td>8 &amp; shield drop</td>
</tr>
<tr>
<td>19 or more</td>
<td>Kill</td>
<td>9 &amp; prone</td>
</tr>
</tbody>
</table>

**CRITICAL HITS**

2 dice + (each wound > 1) = see CHT

**CRITICAL HIT TABLE**

<table>
<thead>
<tr>
<th>Area Hit</th>
<th>Dice Roll</th>
<th>2-6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14+</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Head</td>
<td>—</td>
<td>V</td>
<td>S</td>
<td>H</td>
<td>2x</td>
<td>2xM</td>
<td>3xM</td>
<td>K</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2. Chest</td>
<td>—</td>
<td>—</td>
<td>1</td>
<td>1</td>
<td>ST</td>
<td>2x</td>
<td>2xM</td>
<td>3xM</td>
<td>K</td>
<td></td>
</tr>
<tr>
<td>3. Groin</td>
<td>—</td>
<td>—</td>
<td>1</td>
<td>1</td>
<td>AG</td>
<td>2x</td>
<td>2xM</td>
<td>3xM</td>
<td>K</td>
<td></td>
</tr>
<tr>
<td>4. Arms</td>
<td>—</td>
<td>—</td>
<td>1</td>
<td>1</td>
<td>ST</td>
<td>WD</td>
<td>SD</td>
<td>SAM</td>
<td>2xM</td>
<td></td>
</tr>
<tr>
<td>5. Legs</td>
<td>—</td>
<td>—</td>
<td>1</td>
<td>1</td>
<td>AG</td>
<td>LMP</td>
<td>STU</td>
<td>SAM</td>
<td>2xM</td>
<td></td>
</tr>
</tbody>
</table>

**MISSUS CHART**

<table>
<thead>
<tr>
<th>die roll</th>
<th>Attack CFs—Defense CFs Total:</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-15</td>
<td>16-30</td>
</tr>
<tr>
<td>31-45</td>
<td>46-60</td>
</tr>
<tr>
<td>61 or more</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Down</td>
</tr>
<tr>
<td>2</td>
<td>Down</td>
</tr>
<tr>
<td>3</td>
<td>Down</td>
</tr>
<tr>
<td>4</td>
<td>Down</td>
</tr>
<tr>
<td>5</td>
<td>Down</td>
</tr>
<tr>
<td>6</td>
<td>Up</td>
</tr>
</tbody>
</table>

**ATTACK SEQUENCE CHART**

One per Combat Phase:

A. **Duck:** -+1

The Duck defense can be used only if the defender is not currently under the effects of Stun. The Duck defense yields an automatic "No Effect" result to any attack against the defender's head. In addition, the attacker is assumed to be off-balance and will be the victim of a +1 DRM to the next attack made against him in that phase, unless he makes a subsequent attack first.

B. **Block:** S

The Block defense can be used only if the defender has a shield. The Block defense yields an automatic "S" result to any attack against the defender's chest. Checks for shield damage are made normally.

C. **Back Step:** -1/-1

The Back Step defense can be used only if the defender is on his feet and not currently in a Stumble mode. The Back Step defense yields an automatic "No Effect" result to any attack against the defender's groin. However, the defender is assumed to be off-balance and must add a -1 DRM to his next attack unless a subsequent attack against him is made first.

D. **Parry:** P

The Parry defense can be used only if the defender has a weapon and has not lost more than 2 CFs from his hands. The Parry defense yields an automatic "P" result to any attacks against the defender's arms. Checks for Weapon Drops are made normally.

E. **Leap:**

The Leap defense can be used only if the defender is on his feet and has not lost more than 2 CFs from his legs and/or endurance. The Leap defense yields an automatic "No Effect" result to any attack against the defender's legs.

All other charts in the game remain unaltered.
CIVILIZATION is a fun game. It may not offer the in-depth strategic challenges of, say, EMPIRES IN ARMS; but it is easy to learn while still requiring some intelligent play for a victory. Among other things, this makes CIV a very good way to introduce new gamers to our hobby.

The key to winning and becoming a winning CIVILIZATION is to realize that it is not a wargame, despite the wargame-like cardboard counters and rules for conflict. It is a "race" game. CIVILIZATION is won on the "Archaeological Succession Table" (the AST), not on the mapboard. (For a differing view, see Mr. Hail's article elsewhere in this issue.) The player who keeps a weather eye on the AST will be "money ahead" in this game. The player who seeks a military victory will find himself laughably barbarized. This feature makes it attractive to folks who might not be attracted to traditional wargames.

Your girlfriend or wife, perhaps?)

Furthermore, the absence of randomness and the difficulty of prosecuting a successful military campaign, even with allies, combine to make CIVILIZATION a game won consistently by the most skillful player—not the most daring. If that has not described you in the past, it will if you take my advice to heart.

CHOOSING CIVILIZATIONS

This is the most critical phase of the game in many ways. A foolish choice here will doom your chances. There are two cardinal principles to keep in mind:

1) Choose an "easy" civilization, or
2) Choose an "isolated" civilization.

Which of these rules is paramount depends on your place in the order of selection. If you are first, you will have no idea where your neighbors will be. If you are last in the order, all the easy-to-play civilizations may already be taken.

For example, look at Italy, Ilyria and Thrace. If you've been paying attention, you have just picked up the AST to study rather than the map. (If you are looking at the map, go back to the beginning of this article and start over.) These three civilizations have forever before they need to get their first two cities on the map. Thrace and Crete have extra barbarized. This feature makes it attractive to folks of this article and start over.) These three civilizations becomes paramount. See my later notes on each before deciding.

BUILD CITIES

The game really revolves around the cities. Proper handling of urbanization will not win you the game, but poor handling will surely lose it for you. Below are my pointers on dealing with cities:

Do n't build them all. The player with nine cities draws Trade Cards last. This means that the midrange cards are often all distributed when his turn comes. To add insult to injury, the Gold cards will frequently be all bought up, too. This leaves you with no "6s" or "7s", and no "9s" to boot. All you have to show for that ninth city is national pride. Try to buy Civilization cards quickly! Nine cities also means lots of taxes, which means a huge treasury, which means city revolts unless you can find a way to spend the loot. Release your foolish pride. Six or seven cities are all you need for a thriving economy.

Build them on farmland. If you build cities on your best farmland, where will the rural folk live? Build your cities on barren areas whenever possible.

Consider fertile areas as sites. I realize that this seems to contradict the previous suggestion. (Who says being a "God-King" is easy?) Try to keep one or two cities on sites that can support three or more tokens. When the inevitable calamaty reduces your proud cities, these will become five or more after growth, rather than just two. A city on good land can be rebuilt quickly and with minimum disruption.

Build wilderness cities. A "wilderness" city can turn a barren area into a productive center for your civilization. Barren areas are good for little else anyway. This can also return a large number of tokens to stock if necessary to avoid a revolt—and do so without angering neighbors or over-urbanizing.

Use inland sites. Remember the pirates around Africa. You can demonstrate that you are smarter than the average player (and than our own government) by building elsewhere.

Ignore this advice when necessary. The perfect city lies on a dry, non-coastal site in a barren area. There is exactly one such site on the mapboard. There is an ancient conflict between efficiency and security. The city sites in CIVILIZATION tend to be on the coast and in high-population areas due to the economic activity generated there. If you want to be secure, you will have to pay the price to locate your cities in the wilderness.

CARDS

After cities, the next most important aspect of this game is the trading. It is through trade that you acquire Civilization Cards and, so, become civilized. Here is where you can exhibit the diplomatic strategy you have chosen. You may be parsimonious, and try to strangle others' advancement until they bounce. Or you may be friendly and generous, helping those less fortunate to advance themselves. Those who do not grasp this learning are not destined for the purple.

Buy for cheap. Buy only the valuable Civilization Cards. Would you buy your girlfriend a plastic ring? Neither your girlfriend nor the ring is likely to be with you for the next 1500 years. Your Civilization Cards will be. Bear this in mind, and fix your priorities accordingly. No player should buy cards worth less than 80 points unless forced to do so by a shortage of more valuable cards. (See especially the notes on Egypt and Babylon in this regard.) If you buy cheapies, then at the end of the game you will certainly not be able to mount a higher total than any of your co-finishers.

Ignore the benefits of Civilization Cards. Buy for the power value and to avoid scarcity, not to obtain temporary benefits. Mysticism is worthless; never buy it under any circumstances. Pottery and Clothmaking are not worth polluting your hand with to achieve their silly advantages. The discounts that Music and Drama & Poetry bring you are trivial, and can easily be overcome by trading to full potential. It is only permissible to consider benefits when weighing the value of two cards of approximate equal discounted value and similar scarcity. Any benefits the card brings are strictly and always a secondary consideration.

Watch for tricks. The rules require your trading partners to be honest about three things only—the number of cards involved, the total value of the cards, and the identity of one card. By thinking through, you can usually avoid receiving calamities.
A very helpful technique for this is to trade in pairs. When someone says, "I have three cards worth 25 points and one of them is a "cloth," be very suspicious. Two Cloth cards make the 25, and the remaining card must have a zero value. It is a very good idea to check the point totals you are receiving against the totals of what you are getting. Frequently, perfidy will reveal itself to such a check.

Aid cripples. Be generous to those behind you on the AST. Do not lay calamities on them. Do try to help them build their own sets. This will buy goodwill—something that can be very valuable when distributing "spillover" calamities. Certainly you can afford to be generous, as they are going to lose anyway.

Hurt the competition. Be stingy to those ahead of you on the AST. Your best shot to bring them down is to hurt their trade. This is much, much more effective than direct military action. Laying a judicious calamity on someone ahead of you can be helpful. "Piracy" and "Civil Disorder" can drag some foe down. "Epidemic" is less effective, since the victim has so much choice over lost units. "Iconoclasm & Heresy" is less effective because the cities don't have first choice to offer to you. You can do the best time to play one of these is when the opponent is already facing another serious calamity, such as "Famine." A double whammy can really hurt them.

In order to dump a calamity on an experienced player, caution is needed. The best way is to hold onto the value of one of your cards and then trade a Salt along with the calamity card. Say you offer, "three cards worth ten points including a Spice". If he has been wanting that last Spice card for his set, he will think in terms of a Spice plus two "junk" cards (worth "1" and "2") equalling ten points. Trading a Salt card in place of the two junk cards he expects brings you the room for that calamity. Of course, such trades inevitably give him an advantage of some sort by helping him build up sets needed to gain high-value Civilization Cards—which is after all how you win. There's a reason he wanted that Spice card. And trading calamities builds ill will. Usually a "trade embargo" is more effective. Famine. When you get hit with it, just smile and take your lumps. Only distribute loss to players ahead of you on the AST; leave those behind you alone. As a sop to the running, and should be made allies—not enemies. Do not under any circumstances buy Pottery just because you drew a Famine. Pottery is a cheap Civilization Card and will hurt you much more than this temporary setback.

Civil War. Ouch. The worst calamity in my opinion. If you play without my house rule (outlined below), choose your nominee carefully. Factors I consider are:
1) Can you get the forces back? If you have many tokens in stock, choosing someone who can't take all the tokens or cities could lead to them reverting to you.
2) Is the other player your neighbor? Crete is more likely to try to hold on to Byzantium than is Egypt. Choose players far away.
3) Can you deplete a leading player's stock? If so, the player will suffer revolt of cities, possibly returning some to you.
4) Once you have these things figured out, you must split your forces. In making this decision, consider carefully which one to try for first. Depletion of nominee stock, choose cities. Greedy nominees will almost certainly try to grab your cities, to avoid bankruptcy; so your chance is at the start. Someone trying to hurt you seriously will try to leave you with all the tokens or all the cities. Consider: 35 tokens alone means backsliding on the AST, which is death; seven cities alone means reducing at least three. If you choose all cities, choose those with high population values. If you have seven or more cities and 35 or more tokens on the map, your best bet is two cities and five tokens. To choose otherwise is to leave yourself in a "Civil War" in the path of an oncoming flood. Next time perhaps he will believe your threats of divine retribution.

Aid cripples. Be generous to those behind you on the AST. Do not lay calamities on them. Do try to help them build their own sets. This will buy goodwill—something that can be very valuable when distributing "spillover" calamities. Certainly you can afford to be generous, as they are going to lose anyway.

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population from the city site or reduce the tokens you can take with you. By all means make the full five allowed.

I favor the early-boat strategy personally because it lets you grab land earlier and raises your total tokens on the map. Twelve tokens is a lot to commit so early in the game, however. Build your wilderness cities later. Irrespective of which strategy you choose, splitting your population will always be possible. The "2" and "3" spaces on the coast near Egypt can easily become a trap that your people cannot escape. Until you can afford boats, try to keep a minimal (i.e., one) token garrison on the Egyptian border.

Italy, Illyria, Thrace. Generally, there will only be two of these in any given game, and you should make it a point to try to amicable moves with your neighbor. This shouldn't be too difficult, as there is sufficient farmland in the region for two players to share. If there are three of these in play, then all will stagnate.

These civilizations have two strategic options. They can race for the Balkan city sites, or they can move into the boot of Italy. If they race for the Balkans, this will bring conflict with Crete. That people will almost certainly gain Greece and the four excellent city sites there, but you should be able to grab those three without that, along with all the good farmland. Moving into the boot means conflict with Africa, which is usually in a mutually suitable farmlands. If that player refuses to be reasonable by limiting his demands to Sicily, kick the Africans out. If Italy, Illyria and Thrace are all three in the game, kick them out whether they are reasonable or not.

If Italy should start in the "4" if it wants to race to the Balkans, the "2" to gobble up the boot, and the "1" if unsure. Illyria has one, and only one, advantage—its big start area can put them one turn ahead in the race to Greece. Thrace has the option of expanding over the water into Asia Minor, and should consider doing so if both Italy and Illyria are in the game. Or if the Assyrian and Cretan are inexplicably ignoring the region.

Crete. The Cretan situation is a delicate one. The first time one tries it, usually things will not work out well. But with careful planning, Crete is one of the stronger civilizations to play in CIVILIZATION. To see why, examine the AST. Crete has an advantage at all transition points after the first. Assyria, their main potential is very low—a mere 1200. Even at the first hurdle on the track, they enter left behind on the same level. This will keep it out of the Assyrian race, which is not a bad strategy. You will usually wind up occupying Asia Minor, though if you like you could try to switch with Assyria and go for Palestine. That would confuse matters a lot.

 Assyria. Your position is quite good for someone on this half of the board. You have plentiful farmland, adequate city sites, and many strategic options. Watch for the opportunity to decapitate Asia, if it's in play. Even if you decide not to take advantage of the chance, at least explain to him how it works and what a swell guy you are for allowing him to live. Possibly he will return the favor some other time.

You can move from where you start to several areas: Asia Minor, Palestine, or Babylon. Move in the direction of any vacancy. There is enough farmland in each region, and good city sites as well. Put two cities on inland sites on the turn you reach the first AST barrier. Do not build any earlier than that. If you have avoided wasteful conflict, maximized your population growth, and avoided inapt placement of surplus population, you will have 40 tokens on your following turn. You can then build through the remaining new city sites at once and be a "mature" civilization.

You should be able to protect yourself from "Piracy" by simply not having any coastal cities. Sneer at anyone who plays it on you.

Egypt and Babylon. The designers penalized you for being so successful in that version of CIVILIZATION, we were as "history". Avoid getting stuck with these powers. They start the first turn behind the others, and will never catch up on the AST unless you are blessed with incompetent co-players.

The requirement that you build two cities with your measly sixteen tokens will kill your momentum. You can either comply with that to progress along the AST, or ignore the requirement. If you comply, you will be perpetually impoverished; you will take what seems like forever to recover sufficient population to allow more urbanization. But you don't have forever. You will be forced to build sooner in order to have sufficient cards to trade to afford even the cheap Civilization Cards. These you will be forced to buy just to meet transition requirements. Ultimately, this burden will prove too much and you will bounce later. Not only this but you will do so as a has-been empire. Far better to take your lumps early on.

If you ignore the requirement, delay your urbanization, and bounce for a turn early in the game, you can gain some advantages. Those who watch the AST (i.e., the good players) will not regard you as a threat, will speculate famines and plagues to others, not you. Should they be unaware of the situation, don't hesitate to point it out. Cry over being behind. Sometimes they will be generous and change their minds.

Now, just because you want them to be generous to you is no reason for you to be generous to them. Egyptians and Babylonians who win CIVILIZATION are vile and mean-spirited. Look for every chance to drag another civilization back to your level. Trade sharply with them. Holding on to the last card in the set they are collecting is a very effective tactic. Play dirty. Pretend innocence. After each one falls back, as your power starts to erode, be bold, even stoop to the next. Show mercy only when all have bunched at least once. Then your handicap is removed and you can be a nice guy once more. Go back and review the notes on what to do when you are behind.

Then live by them. Other than this, Egyptian or Babylonian play is fairly obvious. Try to keep minimal forces on the flood plains. Each of you would rather be in Palestine than where you are. Move in that direction, and establish a mutually acceptable border between yourselves. The handicapped should stick together.

CHANGES

In order to correct perceived problems with the rules, I have developed the following “house rules” to cover the more egregious difficulties:

Civil War Nominees. The nominee must always be the player with the most tokens in stock. This prevents people from using their own “Civil War” as a tool to drain another’s stock in order to cause revival or to turn.

Trade Card Shuffling. Sharp players have been known to count the Grain cards as they are cashed in or discarded. By careful counting, they are able to determine that, say, the third player to draw cards will be cursed with the “Civil War”. This inspires a mad rush to avoid being the third player to draw cards by manipulating one’s city count in otherwise foolish ways. To counter this, I recommend shuffling the Trade Card stacks just before dealing them out. It is best, as a sop to the Egyptian player, to begin shuffling each pile only after it has been drawn from once. This allows him to be sure he will not be hit with an “Earthquake” as he builds its two cities with a pitiful 16 tokens. However, it is also possible to begin with that first draw, or only after the first cards have been returned to a particular stack.

Enforced Scarcity. For games with fewer players, the replacements to remove the Mysticism Cards. This is silly, since no one in his right mind would play Mysticism in the first place. A much more effective method is to remove one of each card in games with four or five players. For a really tight four-player game, remove two of each Civilization Card.
WARRING AND WINNING
Conflict in CIVILIZATION

By Guy R. Hall

In CIVILIZATION some nations have a better chance of winning than others do. Egypt, Babylon, Thrace and Italy are the most frequently picked among the gamers I play with because the players of these nations have won more often than those playing some other nation. In our games, these four nations do seem to have a better winning chance because of our “peaceful” style of play. In most of our games, a few nations never engage in conflict until the last or near last turn. We attempt to harm opponents’ progress on the “Archeological Succession Table” (AST) only through the trading of disaster cards or the spread of the consequences of disaster. In his introductory article on CIVILIZATION (GENERAL Vol. 19, No. 4), author Stephen Hall readily admits that the nations of Egypt and Babylon have abundant city sites and arable land, and so can move comfortably and steadily along the AST unless their development is interfered with. But the setbacks inflicted by disasters are seldom powerful enough to slow a nation’s progress on the AST.

Some nations have a better chance of winning because disaster cards do not surface as frequently as in other areas because Thrace’s neighbors have easier access to the basin than do Babylon’s or Egypt’s neighbors to the Tigris-Euphrates or to the Nile, respectively. Because disaster cards do not surface as frequently when playing with the Expanded Trade Deck (again, see Vol. 19, No. 4), the ability of a player to trade a disaster or to affect a player by sharing his own disaster is certainly reduced. However, the larger trade deck allows a player to build enough cities to maintain the cost of a war in taxes. With the expanded deck, a player may still draw enough cards to trade and to buy Civilization cards even when conducting a war. At the Origins 1984 CIVILIZATION tournament in which I played Egypt and lost, I learned the value of the new trade deck. At this tournament the original trade deck—not the expanded one—was used and frequently I did not get to draw a Grain, Cloth or Bronze card. Worse, I drew most of the disasters from the trade card stacks because the other players hoarded the commodities. With the expanded trade deck, war will not be interrupted by disaster as often. When not playing with the expanded trade deck, Mr. Hall hinted in his article that a nation should not build nine cities because the lower value card stacks will be exhausted and the player with the most cities will lose the trade. I believe this situation was designed as a play-balance device to convince Babylon and Egypt (who draw last from the trade card decks by AST order) to build and maintain fewer cities, and thus artificially retard their progress. The expanded deck removes this balancing artifice from the play.

The ramifications of taking a city can be awesome. The city surrender rule (11.8.1-2) can force an opponent to lose key cities he would prefer to retain in a disaster. If an opponent has fewer than six tokens in stock at the beginning of the conflict phase, his cities may be attacked and captured under the city surrender rule. But do not attack any of his tokens because a defender may request that conflicts between tokens be settled first (before any conflict between cities and tokens) to provide sufficient tokens to convert the city under attack into counters. And if you are not moving last, an ally of your victim might join in the attack on him to provide him with the tokens necessary to avoid the consequences of the city surrender rule.

Conflicts in this game have three goals: to remove supporting population from a nation forcing it to reduce its cities (and pick fewer trade cards); to gain valuable agricultural land or city sites for one’s own nation or to deny those same areas to a propping opponent; or to capture the opponent’s cities for your own use.

Cities are the obvious key to success in warfare. The city surrender rule (11.8.1-2) can force an opponent to lose key cities he would prefer to retain in a disaster. If an opponent has fewer than six tokens in stock at the beginning of the conflict phase, his cities may be attacked and captured under the city surrender rule. But do not attack any of his tokens because a defender may request that conflicts between tokens be settled first (before any conflict between cities and tokens) to provide sufficient tokens to convert the city under attack into counters. And if you are not moving last, an ally of your victim might join in the attack on him to provide him with the tokens necessary to avoid the consequences of the city surrender rule.

War in CIVILIZATION can have three goals: to remove supporting population from a nation forcing it to reduce its cities (and pick fewer trade cards); to gain valuable agricultural land or city sites for one’s own nation or to deny those same areas to a propping opponent; or to capture the opponent’s cities for your own use.

In CIVILIZATION some nations have a better chance of winning than others do. Egypt, Babylon, Thrace and Italy are the most frequently picked among the gamers I play with because the players of these nations have won more often than those playing some other nation. In our games, these four nations do seem to have a better winning chance because of our “peaceful” style of play. In most of our games, a few nations never engage in conflict until the last or near last turn. We attempt to harm opponents’ progress on the “Archeological Succession Table” (AST) only through the trading of disaster cards or the spread of the consequences of disaster. In his introductory article on CIVILIZATION (GENERAL Vol. 19, No. 4) author Stephen Hall readily admits that the nations of Egypt and Babylon have abundant city sites and arable land, and so can move comfortably and steadily along the AST unless their development is interfered with. But the setbacks inflicted by disasters are seldom powerful enough to slow a nation’s progress on the AST.

Quarrelsome neighbors can do more harm than disasters by attacking the cities left untouched by Civil Disorder, Iconoclasm, Heresy and Civil War and by invading agricultural land depopulated by Famine, Flood or Plague. The Babylonian nation can hog the high-value agricultural areas and adequate city sites of the Persian Gulf and Babylon have abundant city sites and arable land, and so can move comfortably and steadily along the AST unless their development is interfered with. But the setbacks inflicted by disasters are seldom powerful enough to slow a nation’s progress on the AST.

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Africa, I had an Italian opponent who was saving his taxes to offset the difference between his grain hoard and the cost of the Civilization card he desired; soon he had twenty tokens in his treasury. I captured all of the city sites on the Italian peninsula for my own use before he could respond.

Attack cities which are difficult to rebuild. Cities which are not built on city sites require twelve tokens to build. These twelve-token cities are excellent targets for attack. In many games, one will see Africa laboriously build cities in the interior; they are excellent targets, but relatively safe because they cannot be reached by sea. Consider the sites of target cities carefully. There are four cities in Greece (Athens, Corinth, Argos and Sparta) in areas with agricultural limits of one or two which are difficult to rebuild when all four are in use. If Sparta is reduced, then the owning nation has a poor piece of agricultural land left. Any of the four are difficult to rebuild after an attack because the adjacent areas are occupied by cities and the six required tokens for reconstruction must be brought in by ship.

The population base of a nation is not as vulnerable a target as a nation’s cities. Unless a player relies on agriculture to meet the city support requirements, an invasion simply to reduce his token count is usually futile. In the phase where unsupported cities are reduced, the first one reduced often supplies enough tokens to restore the city/token balance. But if a nation will be drawing a calamity card, or if you can arrange to pass one to the target nation, an attack on the population base coming immediately after the effects of a disaster can cripple the enemy nation for some time—perhaps permanently.

For example, if a nation has recently suffered an epidemic, then it is likely that a few cities were reduced to compensate for the depopulation of agricultural areas. Many of the areas will now hold only one or two tokens. A concerted attack on these can so reduce a nation’s territory that the agricultural areas remaining to him will not support enough cities to draw the higher value trade cards and so purchase Civilization cards.

The instruments of war in CIVILIZATION are population tokens and a large base of arable land capable of regenerating lost tokens, the Civilization cards directly benefitting you in conflict... and ships. Ships are the often overlooked tool of the warrior. They allow a nation to project its power away from its home territory. A seaborne invasion allows a nation to make war on an opponent who has not purchased ships and is incapable of striking back in the same turn. War across the water can be made on unsuspecting and ill-prepared opponents. Almost all of the cultures of CIVILIZATION are located on the seas; Crete, Egypt, Africa, Italy and Thrace (or whoever controls Asia Minor and Greece) frequently have 50% or more of their cities and agricultural land on coastal areas. This makes them a tempting target for the aggressive and smart player.

When a war is launched over land, the warring nations share a common border which, if either has based its diplomacy on good relations with its neighbors, has been partially blocked by fortresses (otherwise known as cities). Tokens cannot move into a area occupied by the nation’s own cities, and a mutual border of cities can be impassable. A good example of this is the Babylon-Egyptian border in Palestine. Abundant city sites in this region of low agricultural values almost guarantee a double line of cities that either nation has to cut through to get to its new enemy. A nation’s own cities are more of a barrier than an opponent’s because its own cities can be reduced only with the aid of a disaster! Compared to the speed of a seaborne invasion which can deposit attackers in several important areas at once, a war over such land must fight through defenders to reach vulnerable areas. When warring over land, if the defender moves after the invader he may even counter-attack by moving his forces into the areas the invasion came from.

Several of the Civilization cards have a strong influence on the war a nation can conduct, both by an aggressor and by a defender. These may not always be obvious. "Cloth Making" can allow one's ships an extra move, important in bringing even more areas under threat (for example, the Cretan navy has difficulty sailing along the coast of Greece without this skill). "Astronomy" lends an advantage to the warrior for he can now bypass the crowded and numerous coastal areas and move directly across open sea to invasion sites. An invasion force on the Eastern Mediterranean coast can, with "Astronomy" and "Cloth Making", sail from the Nile delta or Palestine directly to Sardinia and Corsica.

"Metalworking" and "Engineering" give obvious advantages. Against an opponent with "Metalworking", an invader must expend one token per battle simply to offset the advantage of his metal weapons. On the other hand, if an invader possesses...
this skill, a smaller invasion force is possible because the defender must remove a token first in each battle. (Possession of the card by an invader or defender also offsets the other owning the same card.) Against an opponent with "Engineering", any invader must allocate an additional token to each attack on a city.

The "Agriculture" card had offensive and defensive benefits. It can allow a defender to mass more of his populace to meet a threat. The agricultural benefit is not too effective when population tokens of different nations occupy the same area (Rule 22.3.10). A ship-borne invasion depositing population tokens across a wide number of agricultural areas can effectively reduce by one-third to one-half the agricultural support and resources. "Agriculture" has a use for the attacker as well. To engage in and continue a war for several consecutive turns requires a large population base which expands to replace tokens lost in battle. Few areas on the board supply adequate coastal areas to launch invasions and also have a hinterland capable of replacing all the tokens taken away on ships for the invasion. The Nile delta is such a region; Tunis is another, and southern Asia Minor likewise. Other regions can support indefinite invasion waves only if cities do not block the march of the population tokens to the sea and if one player can monopolize the region to provide a large enough base. "Agriculture" can allow even marginally productive areas to function in this manner as well.

A large population base for war functions so: four areas along the coast have two or three counters in each (depending on the agricultural limit of the area); behind the coast is another belt of areas with an agricultural limit of "2", "3" or even higher. When the population expansion occurs, the areas are above their limit and each contain four or more tokens. All population on the coast are loaded aboard ships and used in the invasion. The tokens in the hinterland are then moved in to replenish the coastal areas to maximum while retaining enough in the inland areas to gain a two-population increase next turn. The ships can be bought anew each turn to diminish the treasury and maintain the stock necessary for maximum population growth. (Alternately, if the player holds the "Coinage" card, a low tax rate can leave tokens in stock for population expansion and the taxes can be spent to maintain the ships if they can make a round-trip to the invasion sites.)

Successive waves of invasion can be maintained if the player simply continues to have enough tokens in stock to replace the invasion forces. This requires that most of the tokens participating in the attacks on an opponent must be lost in the resolution of battles. The best method to lose all of an invasion force in an attack is to assault enemy cities, especially those which can be captured or those in low agricultural areas. Your waves of invasion become an ulcer the enemy can't afford.

If you are playing a nation that can follow such a strategy of successive waves of invasion, then it may likely be moving after a stronger opponent or even may move last. The advantages of moving last, or at least after your targeted enemy and his allies, are numerous. Should your opponent move after you and has population to spare, any attack on his cities can be met by him at little cost; a player looking to save a city from attack need only move in enough tokens to reduce the attacking force to six counters (or seven if the defender holds "Engineering"). A player moving after an invader can evacuate the invasion site, compelling the removal of most of the invaders due to surplus population controls. And if moving after, he can of course always invade the invaders' homeland if conditions allow.

Playing CIVILIZATION with a war-making strategy in mind should help your nation to move last most of the time—or at least after the leading "civilized" nations. Any player planning on making war against the leaders should endeavour to have six or seven cities. Such a nation will benefit if the game is played using the original trade deck because those with the fewest cities will draw from the deck first. With only six or seven cities, the minimum population required to support them is in 12 or 14 population tokens. After expansion, the player will have 24 to 28 tokens, or even up to 36 if a margin against disasters is maintained (and such a margin can be ignored for a short time when using the expanded trade deck). A nation with a population of 24 to 36 should move after those nations which have nine cities and a large supporting agricultural base, after those nations seeking to rebuild lost cities by accumulating population, and after those who have not adopted a war economy or overly fear the effects of disasters.

As a last example, let's consider Babylon. The nation of Babylon normally has a large population base from fear of flood or because it has expanded to cover the area between the Mediterranean coast and the Persian Gulf. It also has a secure and difficult-to-approach area, allowing the Babylon player to progress comfortably along the AST. In many games, the leading player (often Babylon) marches along the AST to a 16-turn victory; he never misses hitting a barrier. In these games, the Babylonian player was allowed to hold an unmolested homeland and, incredibly, an uninvaded coastal area in Palestine. Both novice players and sharp traders prefer to play Babylon. It need never attack anyone first; the winning strategy for Babylon is simple to understand and play out: trade well and stay quiet. The nation frequently has many trade cards because its cities lay in relative safety, and a crafty player can avoid receiving calamity cards in trades or plan to ameliorate their effect. Unless you are the Babylon player, war in this case is necessary to prevent his unroused victory! There is little to be gained from playing a peaceful game in which he has all the advantages. But these advantages can be cancelled with a well-conceived and well-executed war.

In short, war is as much a part of CIVILIZATION as any other facet of this game. Make use of it to your best advantage.
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THE COMING SIEGE
A Preview of SIEGE OF JERUSALEM
By Don Greenwood

In recent years I’ve observed much gnashing of teeth and beating of breasts by war gamers over the lack of attention given by publishers to subjects other than the three “N”s—Nukes, NATO, and Nazis). The trend is even more pronounced today as publishers continue the return to traditional wargame offerings to embrace more salable “Adventure Game” themes. Gamers are all too eager to condemn publishers for printing what sells as opposed to what their own esoteric appetites require and totally ignore the reason that there is no game on their favorite bit of military trivia is that there is no market for it. One such writer recently took me to task for the company discontinuing CAESER—ALESIA—"one of the finest ancients games ever"—while publishing "trash" like TV WARS. Well, "trash" is very much in the eye of the beholder. The latter is one of the finest games I’ve ever played. And while I too admire ALESIA (indeed, it was I who brought it to Avalon Hill in the first place and developed it into its final form), I can well understand why it had to be dropped. While ALESIA was often cited as the best ancients wargame ever done, there are only so many gamers out there who care anything about ancient warfare. Once they had bought their copy, there was no one left to sell it to. Good as the game was, we simply weren’t selling any more of them.

The simple economic facts of life must govern the decisions of publishers. In 1965, Avalon Hill’s annual release was the only (war)game in town. Today it is just one of a bewildering array of choices for the gamer’s dollar. All of this doom and gloom is actually predating a bit of good news, fellow wargamers, for I’ve been busily working on the re-development of a classic ancients wargame of considerable repute to replace ALESIA in our line. Not only is the subject outside the realm of the three “N”s, but it is also very much a throwback to the old-style wargame. All of which is my way of saying that here is at least one more instance where we are following our heart and not our pocketbooks.

Fans of Avalon Hill are about to witness the rebirth of SIEGE OF JERUSALEM—a private-label game initially done in the 70s, original copies of which have recently been commanding prices of $100 or more among collectors. The contract for this game was signed in 1983, but given more pressing matters we’ve allowed it to languish until now. Though its rumored status has been the subject of many inquiries over the years, I’m happy to report that the long wait is almost over. Those of us involved in playtesting the game think buyers will find the delay worthwhile.

For those newcomers among the readership who may be unfamiliar with the game, SIEGE OF JERUSALEM simulates the Roman siege of that city in the Spring and Summer of 70 AD, the climactic event of the Jewish Revolt against Rome. The game consists of a campaign scenario (simulating the entire siege) and an introductory scenario detailing the disastrous assault of the veteran XII Legion four years previous. This introductory scenario is play-able in the space of an afternoon, and serves nicely to introduce players to the rules and tactics of the design. Although not as elaborate as the Campaign scenario, players will find it a challenging and intriguing game in its own right.

The Judeans are outnumbered, poorly trained and equipped but imbued, as Flavius Josephus put it, "with an inviolable attitude towards liberty which drove them to acts of desperation." Unable to prevail against the highly disciplined Legions in the field during their revolt, the Judeans relied on stout walls and bolstered their courage with the knowledge that defeat meant enslavement or extermination. Counters for the Jewish forces include both missile units and various infantry, as well as key Jewish leaders, all color-coded by faction.

The Roman player takes on the role of Titus, son of the emperor Vespasian, first of the line of Flavius, in the Campaign Game scenario. His power base lay in the eastern provinces of the Roman Empire. Consequently, the Roman player is under pressure to suppress the Jewish uprising as soon as possible. The longer the Legions are tied down at Jerusalem, the more likely a new revolt elsewhere or foreign invasion in the east. The latter was of special concern as the Roman frontier had been demobilized of Roman troops for the Judean campaign, leaving these areas to the protection of local auxiliaries and under threat of Parthian incursions. The brutal subjugation of Jerusalem would solidify the position of the Flavian dynasty for years. Playing the Roman forces gives the player the entire might of four Legions; the scope of his playing pieces brings him the true combined-arms effect, as they include heavy infantry, cavalry, siege engines, Syrian archers, and all other manner of auxiliaries. His ability at co-ordinating these diverse units will determine if the crown of victory will be his.

This is no simple matter of an existing design thrown into a pretty box however; instead our version represents a complete refurbishing of a once proud, but since dated, design. The most obvious difference between the editions will lie in its appearance; all the components have been upgraded. Charley Kibler has worked his usual magic to transform the original two-color map into another of his magnificent panoramic, full-color views. The map itself should be accurate enough for any wargamer—updated by the latest archaeological findings on the site—and enlarged 20% to diffuse stacking problems. Just one example suffices: recent information indicates that a high bluff in the New City dominated much of the length of wall protecting the Tyropean Gate, altering the entire tempo of the battle at this point. The map, due to its 48" x 33" bulk, will be unmounted which, given our experiences with such monsters as THE LONGEST DAY and EMPIRES IN ARMS, is probably the best way to go with any map of such dimensions for reasons of both expense and convenience. Counter art will be eye-catching, in line with today’s expectations among gamers and feature the figures and equipment of the battle (see above for some examples). The counters themselves will be double-laminated to accommodate the new step-reduction combat system. The net result will be a game that is much more attractive, far more playable, and durable as well.

The rules have, needless-to-say, undergone a great deal of study. Both the original designers and I, as well as many playtesters, have had their shot at making these the best ever to reflect the "feel" of tactical warfare of the period. The rules have been divided into sections that allow new, and old, players to readily assimilate movement, combat (both missile and melee), breaching of walls, escalades, tactical formations (such as the Testudo), reinforcements, and much more. Supplementing these rules are numerous, easy to use charts that pack all you need to know into concise bits.

Nevertheless, SIEGE OF JERUSALEM is still very much a "monster" game unplayable in one sitting unless you resort to the shorter scenario. But for many, nothing less than the full siege will do, and that will require an entire weekend for each of the five separate Assault Periods. The rules have been simplified and brought up to the state of the art to speed play. Paramount among the changes is a continuous combat feature allowing the legions to cut their way through the defenders to clear great sections of the city in a single turn if they can rout the defense. Morale considerations take center stage, playing the biggest role in a combat system since SQUAD LEADER and ALEXANDER THE GREAT. But, this is a game only for those who can master it, not one for the "weekend warrior".

I’d recommend to anyone learning the game that they first play the introductory scenario—"The Assault of Gallas". Six months after Gessius Florus’
garrison was ejected from the city, in November 66 Cestius Gallus, the Governor of Syria, reached Jerusalem with the veteran Legio XII Fulminata to achieve a lodgement, and when his Legion, once inside, could operate advantageously. Had his attack succeeded, the Jewish revolt would have been doomed. But the Romans failed to achieve a lodgement, and when Gallus received warning of the approach of a Zealot relief column, he ordered a precipitate retreat westward. The Zealots, under Eliezer ben Yair, decimated his garrison was ejected from the city, in November 66 Cestius Gallus, the Governor of Syria, reached Jerusalem with the veteran Legio XII Fulminata to achieve a lodgement, and when his Legion, once inside, could operate advantageously. Had his attack succeeded, the Jewish revolt would have been doomed. But the Romans failed to achieve a lodgement, and when Gallus received warning of the approach of a Zealot relief column, he ordered a precipitate retreat westward. The Zealots, under Eliezer ben Yair, decimated his

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THE EVENT DECK

The Event Deck has been the subject of two previous articles in The GENERAL, one by Mick Uhl (Vol. 14, No. 2) and more recently by Tim Williams (Vol. 20, No. 4). The changes proposed in Mr. Uhl's article were later made into a variant card set, which should be purchased by all readers from their local 4-H club. These cards slow play a little, but can serve to make the weak strong and the strong weak. All included in the variant set should be added to the Event Deck.

Royal Death: This card provided a compromise for us. If the card is drawn as an event, the deck is immediately reshuffled. If it is drawn as a battle resolution, the deck is not reshuffled. This simple system has eased the tensions between the different factions in our circle, and could in yours.

Royal Visit: This card is used frequently; however, we've found it works best to determine his/her destination: "1-2" to Scotland, "3-4" to Ireland, "5-6" to France.

Royal Heir Escapes: This card rarely affects play in any four- or more player game. Therefore, it should only be included when playing KINGMAKER with two or three people.

Mutiny: These cards are a fine idea in concept; however, for our gaming circle, it doesn't go far enough. We changed the card to read "Runs Aground". The ship named on the card is removed from the board and returned to the Crown Deck. Any Nobles on board the ship when it is wrecked are lost. The Warden's ships and the Admiral's ships remain unaffected. Each of the other ships in the game should have a "Runs Aground" card for them.

Defeatism Rife: This card can also be put into play. However, again we changed the card to read "Faction in Disarray". The faction drawing this card lost 20 points from their total. Any 20 points lost in this manner is lost for the round. This is a great idea and can really stimulate play when one player's faction is wiped out.

Assassination: These cards must be added to the deck in groups of two. The first should read as Mr. Williams directs, but the other reads "First Noble Next Card is Killed."
THE FAR LANDS

Three areas exist outside the England of KINGMAKER. These are Ireland, Scotland, and the Continent. The rules for incorporating these into the game are slightly modified and when played, as detailed below.

The Continent: No changes here. An event card to recall the French Mercenaries must be added to the deck as well as no use of the French Treachery card. Before the Refuge card was invented, our group of players had ended the tactic of hiding on the Continent with the inclusion of a French War card. Added to the Event Deck, it effectively plagued the Continent. In the event of a French War, all counters in France were required to roll two dice; heirs and bishops died on rolls of "2-5" and Nobles died on rolls of "2-7". All surviving pieces were immediately returned to Rye (refugees from the warfare). For one round, no combat was allowed in Rye as the factions sorted themselves out. If the French inflicted any casualties when the card was drawn, then the Continent (Calais included) was off limits for the rest of the game as the French settled their own dynastic war. If the French Mercenaries were in play, they were not affected, but when used in battle and discarded there would be no place to reactivate them. For a free-wheeling game, try this variant.

Scotland: It received similar treatment in our game. Edinburgh has been added to the mapboard as a 200-strength town/port. Combat in Edinburgh is allowed as it is in Calais. An event card to plague Edinburgh is added to the deck. The Guardian of Edinburgh has been added to the Crown Deck. It grants control of Edinburgh, 50 permanent troops outside Edinburgh and 150 troops when in Edinburgh. A Guardian to Edinburgh card was added to the Event Deck. The same penalties as the Captain to Calais imparts are imposed on Edinburgh should the Guardian not respond to this event. A 25-strength Scottish Mercenaries Crown Deck card is created, and these mercenaries are used just like the French are. A recall card is added, and we also incorporated a Scottish War similar to the French War discussed above. The only difference is that the survivors of a Scottish War return to Preston. Ireland: Dublin, an open 200-strength town/port has been added to our game. As combat is allowed in Ireland (unlike that of Scotland and the Continent), it was deemed that no combat could occur in the Dublin area. A plague card was added for Dublin. The Irish Mercenaries (50-strength) was added to the Crown Deck and treated just as the French and Scottish mercenaries; they could only be gathered in Dublin. A recall card was added; but the limits imposed by Mr. Williams in his article were not enforced. An Irish War was added; survivors returned to Milford's Haven. Finally, should the government not return to Ireland if called for by the event card, then Dublin becomes "part" of Ireland, thus allowing combat there for the balance of the game. Any defender of Dublin would receive the garrison benefit.

Refuge cards are now needed by the Lieutenant when the Captain is in Scotland (not Edinburgh) and on the Continent (not Calais) by the Captain. As can be seen, each of the outer areas now has a 200-strength town/port, a plague for that town, a mercenary card, a recall for those mercenaries, an office, a call for that office, and a war. The effects of these cards for Scotland and the Continent are identical, while the Irish cards are slightly different. These rules add few complications to the play, and bring in an excitement and flavor worth the trouble.

THE CHURCH

The Clergy received excellent treatment in Mr. Williams' article. Our group has gone a step further. Bishops now have their own counters! Blanks were used, and each Bishopric received its own identity. Small changes in the rules are needed to make this transformation complete. In regards to events, battles, wars, and plagues, the other pitfalls that may break a game, the Bishop's die is for death and loyalty are those of a new owned Royal Heir. The Bishops will also need an extra Free Move card, just as Royal Heirs do when the stack they are with wishes to move extra areas. The Bishops, to prevent capture, can be put to the sword just as Royal Heirs can. Any Bishopric done in this manner is automatically done nor lose. This small change in the game has created a number of new strategies for us; many a player has queted for complete clerical power once his chances for an heir have vanished. The player with complete control of the clergy (and thus, the coronation) is a player to be reckoned with—a true Kingmaker.

CONCLUSION

We have a few additions to the game that have not yet been playtested extensively, but that look promising. Try these:

1) If there is no sole King, King's Pardon cannot be used.
2) If a faction holding an office card loses control of all of the cities and towns named on that card, it is discarded. (The Noble has been stripped of his office.)
3) One King's Pardon is designated "Yorkist" and one "Lancastrian". If captured by a Yorkist, the Lancastrian card is of no value, and vice versa. With this rule in effect, each card will be added to a pence to two pieces.
4) Before the start of play, allow each player to randomly draw one Raid or Revolt event card. This card may be held and played in place of the card drawn as an event in his turn. Both are then discarded.

There you have it. These variations in the rules for KINGMAKER, combined with some changes proposed in past articles, should make the hardest knight quiver in his armored boots. Our typical KINGMAKER game is fast-moving, fun and furious. The amount of blood spilled in the game has increased. If your taste in intrigue runs in the same vein, try some of these suggestions. You won't be disappointed.

AUTHORS

We're looking for some accomplished gamers, who can nicely turn a phrase, to supplement our literary staff with articles on strategy and tactics, Series Replays, historical commentaries, game analyses, new scenarios or variants about our newer titles—both those out within the last couple of years and those soon to be released. If you've ever had the urge to see your name in print, and feel competent to write on some of these, consider submitting your efforts for the consideration of our editors. The GENERAL was founded on the efforts of the gamers themselves, and for 25 years has relied on their good works. The GENERAL even pays for such—$600 per technical, or $120 per non-technical. If interested, please contact us with a brief sketch of your topic and approach. We'll let you know if we can make use of it and send along a copy of our Guidelines for Submissions to help you in preparing the piece. Who knows, fame and fortune might be waiting—well maybe not much fortune, but certainly a little fame.
For years members of our gaming group has been reading about how bloodless KINGMAKER can be. We have been reading about new event cards, adding town mercenaries, taking defeated enemies Crown cards to make the game more combat oriented; yet at the same time we were shedding our Nobles’ blood from the Warden’s Northern Domain to Penzance, Land’s End. As our Nobles fell time and time again, we wondered what we were doing wrong.

The rule changes that follow are ones that have crept into our play, either through mis-interpretation or design. The new rules for the Commission card, and the Revised Nobles Killed Table and Loyalty Table are probably the biggest reason for the increased bloodshed in our games.

The following rule suggestions are structured in the same manner as the current KINGMAKER rulebook. Some suggested changes are ones that have been expounded on in previous Editorials; when such is the case, the issue and author is noted. All the rules—Basic, Optional, and Advanced—are in effect unless otherwise noted.

I. Setting Out Counters:

A. The advanced game Royal Heir (Edmund, Earl of Rutland) should be used.

B. The Heirs should be set up randomly, following the guidelines in the fine article by Tim Williams, “The Hazard of the Draw” (Vol. 20, No. 4).

C. Note that the Heirs are not set up until after the deal and after each player’s Nobles have been set up.

II. Sequence of Play:

The order of the first round is the order that all future rounds will follow. Do not alter the player sequence after the first round even in the event of changes in Offices or Bishops.

III. Royal Heir Movement:

A. A Royal Heir may never stack alone, nor move alone with a Plantagenet.

IV. Combat:

A. The two turn siege resolution system found in Vol. 14, No. 2, “And Still More KINGMAKER Surprises”, by Mick Uhl should be used instead of the normal one turn resolution system.

B. The Basic, simple odds combat system is to be used (not the advanced battle system described in the rules). Reason: Our gaming group includes a number of non-wargamers, we’d advise that you use the simple odds system.

C. Ambushing is allowed (and is a must).

1. The ambusher must have a 1-4 attack or less on the stack it ambushes.

2. Titled Nobles may not ambush. Reason: Plantagenets would ambush with impunity as they always return to the faction that controlled the Heir. Example: Neville cannot ambush, nor can a titled Scrope.

3. Once the above criteria are met, the ambusher may select the stack as the target, or a single Noble or Heir (he need not have a 1-4 or less on the Noble selected, only the entire stack). Example: Hastings has no chance against Mowbray (50), Neville (50), and Roos (20), so he elects to ambush. The odds are 10 to 120, 1 to 12; nor is he titled. He can select Roos as his target if he wishes, he has met the criteria for ambushing a stack.

4. A surviving defending Noble must be in the ambushed area for the ambusher to be captured. Example: Percy with Marge is in Wells; Berkeley ambushes, is successful, kills Percy and takes control of Marge as there are no surviving, defending Nobles in the ambushed area.

D. The Advanced Nobles Killed Table, instead of the Basic system, is used as modified.

E. Use the Loyalty Table, as modified.

F. Sea Combat, as described in “And Still More KINGMAKER Surprises” by Mick Uhl, should be used with the following change.

1. To blockade a port, the fleet that blockades must be at least as strong as the fleet that is being blockaded.

2. If the above rule is not used then the blockaded fleet may set sail and need only leave an equal amount of ships in the blockading fleet’s sea zone. The remainder may sail on normally.

V. Parliament:

The advanced Parliament rules are used with but one change. Offices, Titles and Bishops are all returned to the Chancery if not allocated. Reason: Players would often not cooperate if not given what they wanted. They would rather rely on the random draw. This change makes cooperation imperative and makes control of Parliament a crucial power as offices are not returned to play if not allocated.

VI. Transfers:

The Advanced Ransom and Executive rule is used.

VII. Trades and Gifts:

A. The Optional Trade and Gift rule is a must. Reason: A Free Move card is a very powerful card; not being able to trade it is a mistake, sometimes two or three lesser cards can be had for a single Free Move. Too, this ability to trade cards livens up the game for the non-wargamers, who universally enjoy this aspect.

B. Traded cards can be used on the turn they are acquired. This will slow the combat phases slightly as players try to wheel and deal some mercenaries to prevent that majority victory, or reduce that 2-to-1 to a 3-to-2. However, the players will soon know if the dealing will be successful or not and the combat can be resolved with little extra hassle.

VIII. Commission:

A. This proves to be the biggest change of all, and the most important. (It comes from playing the game the day you buy it, and having four guys impatiently waiting for you to read the rules.) The new rule is rewritten below in our current form.

"A writ card now assumes an additional function besides its use in Parliament. As a commission, a writ card may be utilized by a player to substitute a Noble in his faction or in another faction, for any Noble in his faction responding to a raid or revolt. The commissioned Noble must be equal to or greater in strength than the specific Noble, Title or Office card being summoned. If a bishop or archbishop has been summoned, only a Noble with a bishop or archbishop attached card can be sent. One writ card is used for each Noble named on the event card."

Notice the change. The lowly writ is now a powerful weapon. Examples in our game abound as to the power of this change. One that actually occurred: Neville, Chamberlain of Chester, was hiding in Wales with King Henry. The Marshal of England and the Constable of the Tower of London were in London, with the only other Heir, a crowned Richard of York, wondering how to get to Neville, when low and behold... ‘PEASANT REVOLT: Constable of the Tower of London to St. Albbans; Marshal to Barnet’. Victory is almost assured. The Constable stays in London, and the Marshal writes Neville to go to Barnet in his stead. Neville must come to Barnet. Neville with 50 troops and being the Chamberlain with 50 out of Wales meets the 100 strength required by the event. The odds are overwhelming, as Neville has the misfortune to be in the ‘Shadow of the Tower’, fails to the attack, and the game is won.

Writ cards assume awesome power; a player with great power or a great opportunity, but without a writ, will often trade his soul for a writ. (Remember, trade cards CAN be used on the turn they are acquired.)

B. Notice that it is no longer Noble(s) but Noble.

C. One cannot writ a writ (i.e., once written you must go, there is no way out of a writ).

D. Use the same rules for who can be Commissioned as you use for who can be writ to Parliament.

IX. Alliances:

A. Discard all rules pertaining to Alliances.

B. Alliances can be formed or terminated before any phase of a player’s turn.

C. Each player retains control of his or her own nobles, no leader is selected.

D. Division of spoils is decided by the allied players. If an agreement cannot be reached, the cards are discarded, the Heir terminated, the Nobles executed, etc.

E. No counter can exceed its normal one turn capabilities when allied. Example: On one player turn Percy ducks into Scotland; a ship meets him there, also on this player turn. On the next player’s turn, Percy allies before the movement phase. In our games, Percy normally cannot move to sea because the ship and Percy have moved this round. (However, there is still a way for Percy to move. The ship has not ‘Free Moved’ this round. A free move is played, Percy sails to Ireland and grabs Edmund.) The rule of thumb we use is that if it could have been done in one player turn, then you can do it in two, or more.

Another example: Cromwell and Hastings ally before movement and move to Black Heath to attack Clifford. Cromwell breaks the alliance before the combat phase, turn ends. Cromwell and Clifford ally during the next combat phase and well... These examples do not happen too often. Every gaming group has a player no one would ever ally with because of distrust and we all have others you would let your 16 year-old sister date because you
trust them that far. The following line from the Third Reich rulebook is appropriate here (and for all diplomatic games): "The only penalty for breaking an agreement is to ensure the offended player's distrust for the remainder of that, and possibly future games."

X. Revised Nobles Killed Table:
A. Each Encounter or Siege
1. Larger force noble or Heir 2-killed
2. Smaller force noble or Heir 2.3,12-killed
B. Ambush
1. One selected noble or Heir 2,3,4-killed
2. Each noble or Heir in stack 2,12-killed
C. Raid and Revolt
1. Each noble or Heir responding 2-killed
D. Plague
1. Each noble and Heir in the afflicted town/city: 2 through 12-killed. Getting caught by a plague, by not counting the cards, is unpardonable; you deserve all you get.

XI. Revised Loyalty Table:
A. Titled Nobles killed or executed in battle, siege, plague, town fighting, ambush or Raid and Revolt: 2 through 7-Loyal
B. Crowned Royal Heirs that are killed are just that. The game is long enough already. A Crowned Beauford is considered a Titled Noble not a Royal Heir.

XII. Changes in Event and Crown Cards:
This topic has been the subject of several other fine articles. We have implemented most of the suggested Event deck changes discussed in earlier articles. The biggest problem is that there have been more new cards suggested than there are blank cards. You must be selective until Avalon Hill decides to sell blank cards. Example: Do not put Dublin on the board if you cannot plague it. Do not add the Scottish Mercs, unless they can be recalled. And so forth. Each event usually requires two cards.

XIII. Conclusion:
A. Make things simple for new players and non-warriors; none of the above rules are overly cumbersome. Keep it simple. Kingmaker can be a fast and furious game. Bogging the game down with the advanced battle system, for instance, detracts from the fun of the game.
B. Add your own rules and cards. Try different things. However, be at least semi-historic in your imaginings. Do not add "Turkish Invasions" or "Embassies from Venus."
C. Remember that Kingmaker is supposed to be fun. Arguments, lengthy discussions on the moral implications of breaking alliances, or justifications for back stabbing, can wait until after the game.

**KINGMAKER 2nd Edition**
Available now from The Avalon Hill Game Company. As usual, please add 10% shipping and handling (20% for Canadian orders and 30% for overseas orders). Maryland residents please add 5% state sales tax.

**BACK ISSUES**
Only the following back issues of The General remain in stock; price is $4.00 per issue (plus usual shipping and handling charges). Due to the low quantities of some back issues, if ordering, please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the "Opponent's Game Abbreviations" or "Grid Location Table", some errata and questions/answers on the game, and information on the Variant Event Deck has been included.

14-3: AW-H, DN-S, Q, TRC-S, JR-S; STAL-S; WAS-V, PB-S
15-2: PL-V, Sc; STAL-S, JR-V, DD-DN, RR-S; VTP-S
16-1: AQ-S, DN, JR-S, NP-S; PB-SR, 1776-S; DIP-S
16-4: MR-Q, DN-Q; COI-Q; JR-S, TRC-S
17-4: FE-S, P, DN-V, MD-V, Q; COI-SR, VTP-S; 1775-S; WO-A, SST-V, NAP-S
18-2: AF-A, Sc, Q; AK-V, JR-DN, TB-V, SL-S, Sc, ATV-S, VTP-S, DIP-S, DD-S
18-6: FT-A, Sc, DN, V, DTP-V, Q, MD-Q, Q, SOTN-Q, A, Sub-Q, SC-BL-V
19-1: SOA-S, V, DN, SR, Q; TLD-Q, A, JR-S, Q, DWTKE-DN, TB-A
20-1: GL-S, A, DN, V, Q, VTP-S
20-3: FRED-S, V, Sc, Q; PB-A, 1776-S, DWTK-S, V, Q; DIP-A, CON-V, S
21-1: UF-S, A, SR, DN, Q, SOA-S, GI-H, S, TRC-S, DD-S
23-3: SUB-V, Sc, ASI-S, Sc, BV-SR, RW-V, BL-V, Q, BR-A
23-4: ETA-S, DN, WAP-V, Q, WSGM-Sc, SC-V, NAP-S, YF-S, JR-S, Q
23-5: KOTA-S, Sc, Q, WAP-V, Q, WAS-V, Q, Q, WAP-A, SL-S, VTP-S
23-6: ASI-S, Sc, DN, Q, FP-S, SC-V, WAS-A, DIP-A, SL-S, TLD-S
24-2: KOTA-S, Sc, Q, WAP-V, Q, WAS-V, Q, Q, WAP-A, SL-S, VTP-S
24-4: KEN-H, D, A, SR, V, Q, ASL-V, S, SC; FE-S, JR-S
In eight years of watching and playing MAGIC REALM, the players I have seen winning most often always follow one of two strategies: the “Robin Hood” strategy, and the “Saint George” strategy. 

The “Robin Hood” method may be used for any character, but is usually utilized by those playing light, poorly armed characters. Hoods plan to ambush other characters or natives and trade their loot in dwellings. Players using this strategy put one Victory Point in Gold, one in Treasure and the rest in Notoriety. If the “Development” optional rule is in effect, a less developed level may even be chosen to reduce the victory point requirements.

Heavy, well-armed adventurers or those with powerful attack spells have a second option—the “Saint George” strategy, which is more certain to produce victory. Georgists eschew the valleys, teaming with treacherous humankind, and seek out the monsters of the Realm in their lairs. Monsters, albeit big and powerful, are inherently stupid. Their repertoire of attack and defense is limited, and their direction of attack predictably follows their maneuver. The risk of attacking a particular monster is calculable. The risk of attacking the Captain with knapsack full of hidden treasure weapons is unknowable.

Georgists, killing monsters, garner both Fame and Notoriety, contributing to two victory requirements simultaneously. Hoods get only Notoriety and a bit of Gold pocket change for their work. Too, killing Tremendous Monsters opens a safe route to a Treasure site, and the victorious Georgist gets first crack! Most treasures offer more Notoriety than Fame, so my recommendation for aspiring Georgists is: Great Treasure, one or two points; Fame, two points; Notoriety, one or two points. The sum must be five points because Georgists should select the highest level of Development. The monsters are fully developed!

Having set his Victory Conditions, the Georgist next peruses Table 1 to see which monsters his character can safely kill. His eye often fixes on high-profile monsters, like big dragons, but the small fry should not be overlooked. Great profit can be made by slaughtering a clutch of the little critters. The value of each victim is multiplied by the number of monsters previously killed by the character in a battle. Killing a gaggle of monsters earns 21 points;
The right half of Table 1 is read as follows: if the player can kill the monster better than 66% of the time a green dot appears in the box. If the character wins less than 33% of the time, a red dot appears. If the character has a certain escape, a circle is entered. Hence, in a situation with a red dot surrounded by a circle, the character cannot be killed, but he can escape. A entry with no dot is a “fair fight”. The character has a 33-66% chance to win. In MAGIC REALM losers don’t survive, so smart Georgists should avoid a fair fight unless behind in points near the end of the game.

The table assumes the character is at the highest stage of development, armed per initial specs, with all action chips available. Magic characters have “Stones Fly”, “Fiery Blast” or “Lightning Bolt” and enough color to go two rounds. Each non-magical character has his weapon in a state of Alert. The Berserker is berserk. Each magical character has an alert Magic counter for his best attack spell.

In some cases, the outcome of battle depends on terrain. In the Spider match, the Wizard can win in a mountain clearing because he can cast “Lightning Bolt” there. He gets restored on the plains because “Fiery Blast” is a weaker spell. Neither is really a winner. Situational lists are indicated by red half-dots on the chart.

The table suggests that the Witch King can never escape a predator. Actually, his situation is not quite so desperate. Witch King can escape most of the times, but not all. He can win in a mountain clearing because he can cast “Lightning Bolt” there. He gets restored on the plains because “Fiery Blast” is a weaker spell. Neither is really a winner. Situational lists are indicated by red half-dots on the chart.

The information in Tables 2 and 3 can be used to plan the first move. The Georgist consults Table 1 to see where his prey may be found. In the “Habitat” column, the letters “M”, “C”, “V” and “W” stand for Mountain, Cave, Valley and Woods tiles respectively. In cases where a monster may be found in either Mountain or Caves tiles both letters appear. The Monster’s column shows which tiles the monster can be found on. If the monster is more apt to be found on Mountain tiles, the entry is “Mo”; if the reverse is true, the “mc” is entered.

At this point, the Georgist can select the dwelling at which his character should start, from the list of dwellings allowed for him. He should choose the dwelling offering offering the shortest route to the tiles with the monsters he wants to hunt, crossing as few as possible of the tiles with monsters he wants to avoid. He should choose a dwelling with few threatening sounds and he might also give consideration to a dwelling with a character who might agree to an alliance (see my last article on this subject in the Vol. 23, No. 6 issue of The GENERAL). Finally, if there is a dwelling with friendly natives, possessing useful items, the character might start at the dwelling simply to make a good trade.

Characters can improve their monster-hunting prospects by obtaining: treasure boots, gloves, potion, etc.; extra armor; better weapons; a horse; more color; hired natives; and character allies. If house rules limit the game to four to six weeks of game time, Georgists cannot afford to dally in the valley looking for bargains. Ten Gold pieces won’t buy much anyway. However, if the game is to last two game months or more, the true Georgist can try to fill out his shopping list before getting into serious monster play.

On the road at last, the Georgist has to watch which Warning, Sound or Site chips are turned up. The information is important because each Warning or Sound chip can summon only certain types of monsters. After a few turns, the location of most of these chips is known. Table 2 shows which monsters may appear at each Warning or Sound chip. (The Treasure Set-up card shows which monsters show up at Site chips.) Table 3 shows which Sounds or Sites can be found in each clearing number.

The information in Tables 2 and 3 can be used to stay out of trouble or seek opportunities in unexplored tiles. For instance, inspection of the tables reveals that a character arriving in Clearing 5 of the Borderland can expect to face only Goblins, if “Cairns” was seen in another tile. Bats will appear for the first time only in Clearing 1, and only if “Flutter” has not appeared elsewhere.

Table 3 also shows which Sounds or Sites can be found in each clearing number. The information in Tables 2 and 3 can be used to stay out of trouble or seek opportunities in unexplored tiles. For instance, inspection of the tables reveals that a character arriving in Clearing 5 of the Borderland can expect to face only Goblins, if “Cairns” was seen in another tile. Bats will appear for the first time only in Clearing 1, and only if “Flutter” has not appeared elsewhere. Table 2 and 3 are less useful in well-traveled tiles, where more monsters have appeared and roam on their appointed die-rolls.

When the Georgists does come face-to-face with a monster, I can offer no better advice on tactics than that offered by Richard Hamblin in his article “Magical Mystery Tour” (Vol. 16, No. 4). Only the tactic of piling up monsters in a single maneuver box is obsolete. The 2nd Edition rules force the player to distribute the monsters and their appendages evenly in the boxes. The Georgist should still aim to deliver the first, unavoidable lethal blow. If he can deliver an unavoidable blow, he should pair his attack and maneuver, hoping to match directions with the monster.

The new rules present additional challenges to the Georgist. Attacks in the crucial first round of a battle are resolved in order of length, longest to shortest. Most monsters attack with the shortest length (tooth/claw), but not all. The Georgist cannot assume he will strike the first blow. Goblins are armed with axes, spears and swords. Dragons have heads with the length of a broadsword, and Giants have clubs with great sword length. Demons and Imps cast spells with a length of “l7”, which beats “Stones Fly” and “Fiery Blast”, but not the “Lightning Bolt”. If the Georgist won’t get the first shot, he should split the character’s attack and maneuver, hoping the monster’s blow will miss.

Finally, inspection of Table 1 reveals that the White Knight, Berserker and Dwarf are best suited to the “St. George” strategy. The Black Knight, too, if he can get a heavy weapon in short order. Players intent on playing “St. George” should choose one of these characters. Characters to the right of the Druid in Table 1 can switch to a “St. George” strategy, but only if they acquire a mean treasure weapon or native henchman in the course of play. Characters between the Dwarf and Dwarf have more flexibility.

TABLE 2:

<table>
<thead>
<tr>
<th>Warning</th>
<th>W-tiles</th>
<th>C-tiles</th>
<th>M-tiles</th>
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<tr>
<td>Bones</td>
<td>Ogres</td>
<td>Trolls</td>
<td>Bats</td>
</tr>
<tr>
<td>Dank</td>
<td>Vipers</td>
<td>Serpents</td>
<td>Spiders</td>
</tr>
<tr>
<td>Ruins</td>
<td>Wolves</td>
<td>Goblins</td>
<td>Bats</td>
</tr>
<tr>
<td>Steal</td>
<td>Smoke</td>
<td>Dragons</td>
<td>Flying Dragons</td>
</tr>
<tr>
<td>Sunk</td>
<td></td>
<td></td>
<td>Giants</td>
</tr>
</tbody>
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TABLE 3:

<table>
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<tr>
<th>Clearing</th>
<th>Number</th>
<th>Sound</th>
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<tr>
<td>1</td>
<td>Flutter, Lost Castle</td>
<td>Altar</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Patter, Flutter</td>
<td>Statue</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Slither, Lost City</td>
<td>Vault, Lair</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Roar, Howl</td>
<td>Shrine</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Patter, Howl</td>
<td>Caipns</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Slither, Roar</td>
<td>Hoard, Pool</td>
<td></td>
</tr>
</tbody>
</table>

MAGIC REALM
2nd Edition

Available now from The Avalon Hill Game Company is the 2nd Edition MAGIC REALM Rulebook. Richard Hamblin, designer of this most popular fantasy boardgame ever released by Avalon Hill, labored over a year to produce this new 80-page revision. Best of all, the new rulebook demands no new components to play the game. The second edition rules will henceforth be included in all copies of the game packaged. For those long-time fans of the MAGIC REALM, the 2nd Edition rulebook is available for $4.95 direct from The Avalon Hill Game Company. As usual, please add 10% for shipping and handling (20% for Canadian orders and 30% for overseas orders). Maryland residents please add 5% state sales tax.

Mature opponents for pen/PL. Horse system preferred. I will finish all games and answer all letters. Arthur Devoe, 1401 Siniated Circle, Huntsville, AL 35803, (205) 882-2646.

Come join the East Valley ASL Club. Contact: Pierre Ocracer, 5046 E. Decatur St., Mesa, AZ 85203. (602) 985-4050.

Wanted: flyers or particularly interested in games in Orange County area. N.B., Customers and TTC's. Contact: R.M. (amboy coloring) 1776 Main St., Etiwanda, CA 91738. (714) 651-3016.

Admirals wanted for gamemaster of FT or 2nd Street. Interested parties send SASE requested. Also, AREA 115 desires WSM, pen rated only. Stuart Russell, 1447 Powell Rd., Oceanside, CA 92056, (714) 726-0406.

Wanted Statis-Pro Basketball managers for 1988 season, new league will use player draft and continuous ownership. Kenneth Higgins, 1942 Via Cortez, Placentia, CA 92870, (714) 996-5227.

Seeking rated pen WSM, TAC, PK, GL. Must be able to field a team, pay entry fees, etc. You name it, I'll pay it. AREA Rated 1200, Unprov. (Paul). T. Baudrion, 10103 Woodpark Dr., Santa Fe, NM 87508.

Confederates rally round the Colours! South Carolina is recruiting for soldiers to defend our Southern heritage. If you are a South Carolina Volunteer Infantry Regiment Battle Reenactments, Michael J. Ehsh, 173 Tumberry Way, Nova Scotia, Canada B2J 2R5. (207) 889-0356.

Average adult (23) player looking for weekend fttf opponents for WPK, WSM, WAT, DE, FT, SL, Willing to visit other areas especially ASL. Any AREA clubs? Jeffrey A. Raczynski, 97 Ripton Ridge, Monroe, CT 06461, 261-6555.


Two gamers seek additional opponents for fttf, SL, PP, PGG and more. Also want to start multi-player games. Interested in all type games except miniatures. Tom Leferink, 18 Rider Avenue, Seymour, CT 06483, (203) 888-1799.

Wanted opponents North Danvers area for 3r, EIA, DIP, FT, and others. Karl E. Brockmeier, 11612 Community Drive, #41, Northport, NY 11768-1557. (516) 532-5806.

Any AREA club? I have a few opponents. I have numerous opponents, especially ASL. Any AREA clubs? Jeffrey A. Raczynski, 97 Ripton Ridge, Monroe, CT 06461, 261-6555.

Wanted opponents North Danvers area for 3r, EIA, DIP, FT, and others. Karl E. Brockmeier, 11612 Community Drive, #41, Northport, NY 11768-1557. (516) 532-5806.


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I desire info on the where of quotes of Phil Konst, author of "Chopper Blits" in BF special ed. I desire his opinion on rule clarifications. Ken Burke, 6 Meadowbrook Road, W. Hartford, CT 06105.

Wanted: Opponents North Danvers area for 3r, EIA, DIP, FT, and others. Karl E. Brockmeier, 11612 Community Drive, #41, Northport, NY 11768-1557. (516) 532-5806.

I have numerous opponents but few games. Pen or fttf old and some new games, including DIP, KM, EIA, DIP, FT, CIV, EIA, SL, WSM. Henry Lin, 8255 W. S. St. Mili., Fl 33155, (305) 271-1277.

To Arms! ASL. Berserkers needed for fttf combat in the Nippon. Forrest Myers area. All letters will be answered. Dean Leferink, 3548-B Mercantile Ave., Naples, Fl 33492, (305) 774-2535.


Adult player seeks game for Vietnam, 3r, PK, BB in Tampa preferred but will play. Want to learn new games. Bruce McCormack, 31921 Ellett Dr., Englewood, 33212 Cavalier Dr., Tampa, Fl 33614, (813) 254-2480.


I am looking for non-AREA opponents in Champaign Urbana area for FOG, ROA, SST, TRC, NATO. SUB, NF, BL, AK. James Falling, 709 W. Green St., #114, Urbana, Fl 61801, 328-3852.
**MAGIC REALM 2nd Edition**

**Q.** Is the second edition rulebook new, or is it just a variation of the first edition?  
**A.** The rules were totally rewritten. The rules are reorganized into four Encounters (treasure hunting and trading, combat with monsters, war, and magic) with separate sections on the game pieces and how to set them up. There are also optional rules, many illustrated examples of play, reference tables, lists, and so on. The result at least has the virtue of being complete; the new rulebook runs 80 pages.

**Q.** Does the game play the same way it used to?  
**A.** The introductory versions changed because the Encounters were rearranged, and some optional rules are now built into the standard rules. However, the final version (with magic and the optional rules suggested in The GENERAL) plays the way it did.

**Q.** What happened to the magic rules?  
**A.** The Spells are explained in detail, including how they interact with each other and with someone already transformed. Their effects are dependent on the strength of the design participant. The situation of someone who is already transformed. MELT INTO MIST supersedes ABC; and when PLYT collides, the strongest one rules.

**Q.** When a character must choose which monsters go into each melee section attacking group, is it now possible that the largest group has ever fought?  
**A.** Yes—as long as each box has at least one. Each and every character is in a different box on guard against situations that can ruin the game.

**Q.** What happened to the dice?  
**A.** Yes, the head and body turn over separately.

**Q.** Does attacks that exceed “tremendous” ever kill?  
**A.** Yes, always.

**Q.** When a tremendous dragon is turned red-side up, is its head also turned red-side up?  
**A.** No, the head and body turn over separately.

**Q.** When a character must choose whether to play the second stage of the game?  
**A.** Yes—just a variation of the first edition?

**Q.** Do the players still record their victory conditions?  
**A.** Everyone starts the game hidden.

**Q.** Are there any changes in the way the game starts?  
**A.** Yes. To avoid early attacks, the Dwarf can start at the GUARD house, the Woods Girl can start at the HOUSE, the Captain and Wizard can start at the GUARD house or HOUSE, the Pilgrim and State Knight can start at the CHAPEL, and the WITCH can start at the GUARD house or GUARD house, respectively. The players do not have to avoid the GUARD house.

**Q.** Can a second stage character play the second stage of the game?  
**A.** Yes.

**Q.** Does the player still roll one die for his final score to victory points, subtract the points he assigned (minus scores are tripled) and multiplies the result by the points assigned?  
**A.** Yes, he assigned (minus scores are tripled). The character with the highest total score wins. To enable the characters to compare strengths of the design, they are obviously putting more thought into their games; the ratings for “Game Length” (43.4 and 283 respectively) shows that this is a game that is more than an evening's simple pastime.

**Ah RBG Rating Charts**

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.

**Empires in Arms**

Grand Strategy in the Age of Napoleon

A slightly better response to our attempt to rate this “monster” game than last time is more than an evening’s simple pastime. With the devoted few now putting more thought into their games; the ratings for “Game Length” (43.4 and 283 respectively) shows that this is a game that is more than an evening’s simple pastime.

**Overall Value: 2.77**  
**Components: 2.85**  
**Map: 3.23**  
**Counter: 2.83**  
**Player’s Aids: 2.46**  
**Complexity: 8.38**  
**Completeness of Rules: 2.72**  
**Playability: 2.88**  
**Excitement Level: 2.53**  
**Play Balance: 2.15**  
**Authenticity: 1.84**  
It was rather obvious from the responses to Vol. 24, No. 3 that the readers either loved DIPLOMACY, or hated it intensely. At least they voiced their opinions. The editors of the 'zine believe that we extended coverage of this classic multi-player game in these pages. Actually, many compliments were received on this issue, and it seems that quite a few more liked our featuring this classic than disliked it—the issue garnered a 3.10 Overall Rating. Surprisingly, Mr. Lawson's historical look at the pre-war diplomats of France scored high in the poll, encouraging us to look at bringing more articles on the history behind the featured games to the readers. The ratings for all the articles of Vol. 24, No. 3 are as follows:

<table>
<thead>
<tr>
<th>Article Title</th>
<th>Rating</th>
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<tbody>
<tr>
<td>A STAB IN THE DARK</td>
<td>4.41</td>
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<tr>
<td>MASTERS OF THE GAME</td>
<td>1.56</td>
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<tr>
<td>THE VIEW FROM DOWN UNDER</td>
<td>1.06</td>
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<tr>
<td>GAINING AN ALLY</td>
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<td>3.06</td>
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<td>RETHINKING THE CONQUEST</td>
<td>4.7</td>
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<tr>
<td>BLITZ AND KRIEGS</td>
<td>4.1</td>
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<tr>
<td>AH PHILOSOPHY</td>
<td>3.5</td>
</tr>
<tr>
<td>DARK NIGHT STRATEGY</td>
<td>2.7</td>
</tr>
</tbody>
</table>

Tom Oleson's old nemesis Don Burdick has wrested the ANZIO PBM AREA championship away from him in Tom's first defense of the title. A rematch is already under way. Others in the AREA Top 50 willing to face the winner should forward their challenge to Tom Don Greenwood, The Avalon Hill Game Company. Meanwhile, even as the ANZIO title is undergoing its second challenge, the D-DAY and BULGE '81 titles have yet to be decided. Don Burdick is involved in the final games of both matches, and reports a comfortable lead at the 2:35 AM turn over Frank Peterson in BULGE '81. Things are still confused in the D-DAY championship where the dual matches are only in the fifth and seventh weeks, and where Kevin McCarthy is still holding strong.

After a number of requests, it has been decided that the dividers for the ASL Rulebook may now be ordered as a separate item, along with the individual chapters. Cost for the divider alone (the ones included with the original release) will be $10.00 and can be ordered directly only from The Avalon Hill Game Company (4517 Hartford Road, Baltimore, MD 21214); please add the usual 10% shipping and handling fee.

From Belgium comes a fine little zine devoted to ADVANCED SQUAD LEADER, entitled ASL News, its second issue has just been published. With articles on strategy, tactics and events of interest to devotees of this system in French, and with the scenarios in English, it proves that ASL truly does reach across borders now. The editor has instituted a column that explores the changes in the rules from the old SOUND LEADER system and serves to introduce these concepts to long-time players. Finally, as with their American brethren, the Europeans can't resist their skills—and so the staff of this 'zine have begun the first round of what is hoped to become a yearly ASL tournament in Brussels. For those interested in ASL News, you can learn more by contacting its editor: M. Ph. Leonard, 28 Avenue Seghers, 1080 Bruxelles, Belgium.

The editors of the GENERAL are always looking for the best of articles on Avalon Hill games, and the amateur hobby press counts some fine writers and players among its contributors. If you produce a hobby zine, we would like to encourage you to send us a copy of those issues which carry material on any of our wargames titles.

Contest 139 was less straightforward than we had expected. Sure looked simple to us, but some fifteen ace diplomats saw a way to gain three centers rather than the two we thought to have been possible in best of DIPLOMACY tradition, they allied with Turkey, orchestrating his moves against Russia. And then "stabbed" Turkey in the back to gain Smyrne, as well as Greece and Budapest. Whether done with or without Turkish acquiescence, this brings three titles to the Italian and gives him the dominant position in the Balkan and Eastern Mediterranean. The following season, the fall of Serbia to Italian forces seems assured. Both countries are Italy's "preferred enemy," and titles are placed in all three Italian home centers. In fascinating letters (a sure mark of the true DIP buff), several pointed out exactly how the negotiations and moves should proceed; we decided all who took such a devious course deserved recognition. Of the over 100 entries, the following will be awarded Avalon Hill merchandise certificates for garnering three centers in our contest: Michael Brophy, State College, PA; Jim Burnett, Clinton, TN; Frank Calzagno, Billings, MT; R. Chinnery, Loughton, MI; Brad Cole, Lebanon, PA; Don Del Grande, Greendale, CA; Glenn Harden, Wilmington, KY; Eric Kirchner, Hampton, VA; Eric Klen, Chalmersford, MA; Jeff Miller, Clark Summit, PA; Bob Rademaker, The Colony, TX; Philip Rennert, Fairfield, VA; Jed Roach, Fayetteville, NC. (I must remember never to get into a by-mail DIPLOMACY game with any of the fine players.)

The solution to Contest #140 was to move both Haines and Newman to 232, and Hodgson to 340 of the RAID ON ST NAZAIRE map. With only two MP, it would take Hodgson at least three turns to reach 201 for two turns to reach 212, from where he could afford Bradley some blocking protection. However, because it is an Assault unit (11.31), by moving to 340 he will immediately draw fire from Flak Tower 434 away from Bradley, improving the latter's chances to set charges by avoiding the +1 drm for being attacked in a turn. Haines and Newman move to 232 to guarantee that all German mobile units in the zone will move toward them rather than toward Bradley. Any other move (or non-move) by Haines and Newman would result in the German "B" Stosstruppe unit in 222 (and possibly the "7" in 226) either reaching 201 where they can fire on Bradley, or at least moving closer to Bradley for possible attacks on him in future turns. More importantly, by moving to 232, Haines and Newman increase the chances of their own survival and of eliminating all major German forces in the immediate vicinity. Regardless of the German movement, in each turn the five strongest German units in the vicinity will reach 232 in their move where you'll have a 75% chance of eliminating them all with grenade attacks. Even if your grenade attacks fail, only two of the five German units will be able to return fire from the same area. Only a German movement to movement will leave German units (the 25P unit adjacent to 232 with a chance to fire (each with a 16% chance of a hit). Any other British move would increase the probability of German units being adjacent and able to fire, and consequently decrease the British chances of survival.

<table>
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<tr>
<th>Title</th>
<th>Column</th>
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<tr>
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<td>ASL News</td>
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<tr>
<td>ADVANCED SQUAD LEADER</td>
<td>2.80</td>
</tr>
</tbody>
</table>

Once again we have turned to the amateur press for a fine article on our featured game. Phil Rennert's lead piece on BRITANNIA in this issue first appeared—in vastly different form—in Politesse, the journal of the Washington Area Reunite of (Tactily) Highly Organized Gamers. (For those in the Washington-Baltimore area interested in the doings of this fine, slightly mad group of hobbyists, contact Mr. Ken Paul at 8708 First Ave, FC, Silver Spring, MD 20910.) The editors of the GENERAL have always been on the lookout for the best of articles on Avalon Hill games, and the amateur hobby press counts some fine writers and players among its contributors. If you produce a hobby zine, we would like to encourage you to send us a copy of those issues which carry material on any of our wargames titles.
Was Grant a Great Strategist ...or Just Lucky?

The Civil War

From the epic campaigns of the East to the ceaseless skirmishing in Missouri—and throughout the vast lands in between—the American Civil War was a conflict memorable above all for its staggering scope and legendary leaders. A dynamic portrait of this immense struggle, from its infancy to its final gasp, The Civil War depicts the nation and its leaders as no game has done before.

The Civil War is for the IBM® PC and compatibles. Color graphics card is required. $35.00
A one or two player game.

This strategy game puts YOU in command of the armies of the North and South. Each player must determine in advance where his major campaigns will take place—in the East, West or Trans-Mississippi Theater. From there, armies must be formed and leaders assigned. Once movement orders are issued, it is up to the individual commanders to gain the initiative, move their forces and engage the enemy.

The Civil War is a detailed simulation of the situation faced by Jefferson Davis and Abraham Lincoln. Although blessed with a larger population and industrial capacity, the North suffered from a lack of quality leaders. The South on the other hand had excellent leaders, but was forced to field smaller armies. To recreate the difficulty field commanders had in finding the enemy and bringing him to battle, players enter their orders secretly. The game becomes a see-saw battle with the North attempting to capture cities by invasion and amphibious landings, with the South striking back with quick sorties.

The Civil War comes with a number of special features.
★ Full-color 16"x22" reference map.
★ Hexes are color-coded to indicate ownership.
★ The game also records the results of battles and saves them in a special file you can print out and review later.
★ Four year-long scenarios; each may be played out to the end of the war.
★ Ironclads, sea transport, amphibious landings, Union blockade and Confederate commerce raiders.
★ Over sixty leaders available, rated for tactical and strategic ability.

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WHAT HAVE YOU BEEN PLAYING?

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

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

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

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

1. 
2. 
3. 

CONTEST 141

Indicate the final area occupied for each of your following Blue units:

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<tr>
<th>Unit</th>
<th>Starting</th>
<th>Ending</th>
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<tr>
<td>Norman Army (new)</td>
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Issue as a whole... (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles
1. 
2. 
3. 

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<td>Lee vs. Grant</td>
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<td>Mosby's Raiders</td>
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Shipping Charges: Add to total
Note: Orders to Canada and Mexico, add 20%. Overseas orders, add 30%.

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### GULF STRIKE 2nd Edition

**#30000  $34.00**

Since Victory Games, Inc., first published Gulf Strike in 1983, the Iran-Iraq war has intensified. Now the open waters of the Persian Gulf have become the main battlefield as each side continues to attack the supertankers delivering the oil that is necessary for the world's economy. US naval forces and European allies have taken up station in the area to support freedom of navigation and to keep the Soviet Union from gaining regional influence. At any moment, the situation in the Gulf—the world's most critical flashpoint—could flare up, drawing the superpowers into head-to-head confrontation.

**Gulf Strike 2nd Edition** updates the original game with extra counters, a new map section, and a booklet containing a 1988 Gulf War scenario. Variants to the new scenario examine the potentials for expanded conflict in the region. One of the most thorough simulations of modern warfare ever, Gulf Strike uses a highly interactive sequence of play to create an intense game of continual action and reaction. This is the ultimate game that explores all aspects of contemporary warfare on land, on sea, and in the air.

**Contents:** 1040 playing pieces depicting military forces of 14 nations; three 22" x 32" map sheets portraying the entire Persian Gulf at strategic and operational levels; one 8" x 32" map sheet extending the Iran-Iraq front; rules booklet; charts and tables booklet; scenario update booklet; decimal die; counter storage tray.

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| 1990                 | 1. | 2a | 2b | 2c | 3a | 4 | 5a | 5b | 6a | 6b  |
| 1991                 | 1. | 2a | 2b | 2c | 3a | 4 | 5a | 5b | 6a | 6b  |
| 1992                 | 1. | 2a | 2b | 2c | 3a | 4 | 5a | 5b | 6a | 6b  |
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| 1999                 | 1. | 2a | 2b | 2c | 3a | 4 | 5a | 5b | 6a | 6b  |
| 2000                 | 1. | 2a | 2b | 2c | 3a | 4 | 5a | 5b | 6a | 6b  |

*Note: The above table does not include all the battles and indices listed. For a complete list, refer to the original document.*
1988 RATINGS—THE AVALON HILL
GENERAL READERS BUYER’S GUIDE

The following is the form for the readership-generated RBG, which appears on Page 46 of every issue of The GENERAL. The validity of this survey depends entirely on reader participation; every reader is encouraged to take the time to rate each game with which he is familiar. The listing of titles is taken from our latest Price List and reflects our current game line.

The categories of the new RBG are explained in the AH Philosophy of this issue. The actual procedure for rating each category should, by now, be common knowledge. Simply rate each category by placing a number from ‘1’ through ‘9’ in the appropriate space to the right (‘1’ equating to ‘excellent’; ‘5’, average; ‘9’, terrible). EXCEPTION: Rate items 7a and 7b, in terms of minutes necessary to play the game to conclusion, as recorded in ten-minute increments. (Example: if you’ve found that it takes two and a half hours to play the classic scenario of FIREPOWER, enter ‘15’ in category 7a, for that game.) Enter ratings only for those categories relevant to the game in question. Please consider only the latest edition when rating each game.

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

A complete recording and analysis of the results of this survey will follow in Vol 25, No. 2 of The GENERAL. This review sheet, or a facsimile, should be addressed to The GENERAL, attn. Rex Martin, The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Many thanks in advance for your time and trouble in helping us make this survey reflective of the consumers’ collective judgment.

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RBG Survey continued on reverse...