EASING INTO NAPOLEON'S BATTLES
"Meeting Your Waterloo" Made Simple
By Craig Taylor

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A NAPOLEON'S BATTLES Primer
By Seth Owen

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There are 28 Pro Football Teams, 27 are listed below, see if you can figure out the missing team.

1. Seven Squared
2. 747's
3. Army Insect
4. Streakers are this
5. Hostile Attackers
6. Various Iron Workers
7. Suntanned Bodies
8. I.O.U.'s
9. Helpers to relocate
10. Toy baby warm
11. Birds trained to kill
12. Lubricants
13. Six rulers
14. Opposite of Ewe
15. Class of Boy Scouts
16. American Gauchos
17. Fundamental Rules
18. Credit Card users
19. Indian Leaders
20. King of Beasts
21. Used to be girls
22. A Dollar for Corn
23. Ocean going birds
24. Hot Epidermis
25. Louie Armstrong's favorite
26. Rodeo Horse
27. Six Shooters
28. __________

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Having taken my shots at the "professionals" of wargaming (all in fun, I assure you—not an ounce of truth to any of it), now I have time to turn to the consumers. And you thought you’d get off easy, didn’t you? After nine years of observing and dealing with wargamers, I can safely say the con­cepts and concepts of these "hobbyists" are at least as entertaining for me as those of the "designers". I’ve had a bit of wargames ripped off my "Murphy’s Law" calendar that seem particularly appropriate to players. Too bad I can’t ramble on for pages to do those justice, so I will highlight a few.

First though, let’s make something clear. The current state of game design is not all the fault of the designers and developers and artists these days. I suspect that those who have been in this business for awhile finally realized that No matter what the anticipated result there will always be someone eager to (a) misinterpret it, (b) fake it, or (c) believe it happened due to their own pet theory. If you think that there is only one way to play a game by the rules, take a stroll through any tournament at ORIGINS and see how some of these goons gamers can twist them. This phenomena gave rise to that creature found in the wild only at game clubs and conventions (otherwise known as the rutting season)—the dreaded "rules-lawyer"—a particularly vicious beast. I always thought that lawyers in general were a stunted branch on the tree of human evolution, and rules-lawyers a twig on that branch. But this predator does serve a useful function in the educated to ferreting out all these little problems. I doubt about it, there are as many versions of a war­game being played around the country as copies sold (another reason for the rise of "rules-lawyers", who like to believe themselves our "purity police"). Game clubs are a virtual breeding grounds of tinker­ing, for the meddling can be done by committee. And we all know how committees work, don’t we? The irony of wargamers tinker­ing with the rules is that, When an error has been detected and cor­rected, it will soon be found to have been correct in the first place. It just take awhile for this fact to sink in for these fellows.

Turning to the quality of the play I’ve observed among your peers, I can say that The best laid plans of mice and humans are about equal. In wargam­ing terms, it continues to amaze me how inept some gamers are in grasping the essentials needed to win a game. A game, any game, is comprised of a series of decisions. String these decisions together, and you have what we euphemistically term "strategy". A bad decision, anywhere in this string, and you have a losing strategy. Since in a crisis that forces people to choose among alternative courses of action, most people will choose the worst course possible, it seems inevitable that most strategies collapse in the heat of competition. That home-spun perfect plan never survives the trip to the big city.

The most noticeable aspect of the many stupid strategies (which war­gamers so love) is their lack of focus. You’ve seen it yourself—the fellow who spends his game turn gleefully destroying every Russian unit on the board but taking not one step toward the capture of Moscow, which is the condition for victory. The fellow is brilliant with his tactics, expert at setting up and conducting his attacks. He has spent many hours of his short life studying and analyzing, memorizing and refining his play. Now he happily thrashes his opponent. But he’ll lose the game. No amount of genius can over­come a preoccupation with detail.

Occasionally the gifted wargamer does indeed hit upon the "perfect plan" for his favorite. In one rare moment of insight and ability, he strikes the balance that will give him victory time-after-time. He wins that game; but, he proceeds to lose the next dozen. Churchill’s commentary on Man holds true: People will occasionally stumble over the truth, but most of the time they pick themselves up and continue on.

Second only to stupidity, the major dictum against "perfect plans" in wargaming is luck. I’m not sure why the first wargame designers decided that the outcome of battle is governed by random chance, but that’s the burden we poor players have carried for three decades. Any plan can be derailed by the fall of the dice—giving players another "excuse" for losing. Admit it, we’ve all used this one... with some justification. The probability of anything happen­ing is in inverse ration to its desirability. A certain die roll or card to cap masterful play to claim victory? Forget it! You’re about to lose to that bozo across the board, even if it makes the rest of the afternoon. Does your opponent have a 0.00001% chance of eking out a win with a specific series of a dozen die rolls? I could make book on the outcome.

A last word to the wise: Anytime things appear to be going well, you have overlooked something. This has nothing to do with playing the game itself, but instead relates to all those responsibilities that impinge on your fun. It’s Saturday evening, your plan is working well, and the dice are falling my way. Your opponent doesn’t smell too bad, and actually has a grasp of the rules. He brings the beer. Then you remember that dinner date with the in-laws, or the son’s elementary school band concert. A rapid con­cession, gift-wrapped in guilt and disappointment. Indeed, wargaming can be a downright bummer.

Virtue is its own punishment. Hmmm. I must have saved this one because it seems particularly applicable to the players of my favorite, DIPLOMACY. The most successful among them are truly despicable people, not at all the sort you’d want to associ­ate with socially. They win so often because they are so very good at lying, whining, wheedling, back­stabbing and cheating. (Course, I’m not a very good player, so I console myself that I don’t exhibit these traits.)

Speaking of multi-player games, seems that when you want to enjoy one, somebody must always be coerced into joining to make up the requisite number. Ever notice how often you must twist a few arms to put together a game at home, at the club, at the convention? Ever notice how often The one who least wants to play is the one who wins? One of the greatest mysteries of wargaming. It really bugged me that my mother, who could care less and only played to humor me, used to regularly beat the snot out of her only son in BISMARCK. Or that my wife, when dragged into a game of ENEMY IN SIGHT, thinks nothing of embarrassing me in front of my friends.

Finally, I’ll wrap this up with Ginsberg’s Theorem: 1. You can’t win. 2. You can’t break even. 3. You can’t even quit the game. And my own observation that Murphy was an optimist. “Nuff said.”

I must note that the sentiments expressed in "The Avalon Hill Philosophy" over the past year (especially in Vol. 26, No. 3) are my own and do not reflect the views of The Avalon Hill Game Company. I hereby apologize for any misunderstanding or inconvenience these may have caused for anyone retailers, wholesalers, designers or readers.
ATTACK SUB

PING ... The ship reverberates with the metallic echo which brings stark terror to a submariner. Only moments before the skipper had checked the surface and found only unrelenting waves. Sonar reported no discernible screws in the area. Yet, there was no mistaking the groping fingers of active sonar against the hull. An ASW aircraft must have dropped a sonar buoy nearby.

PING ... The sound, stronger now, temporarily paralyzes everyone. Not a word is spoken. No one moves until the Captain's barked commands signal a burst of hushed activity.

"Right Full Rudder, rig for silent running."

PING ... Was it fainter this time? Or just wishful thinking? Did the aircraft gain a strong enough fix on them to fire?

PING ... Yes, it was definitely fainter now. They were moving away from it. The sense of relief is broken by a shout from sonar.

"Fish in the water! Bearing two-six-zero."

Such will be the life and death drama played out under the sea in the next war. ATTACK SUB is a simulation of contemporary submarine warfare that re-creates the tension of high-tech warfare beneath the waves with low tech playing cards in a fast-paced game of skill. Despite the encroachment of technology, the cat-and-mouse game between sub and surface ship that has characterized warfare at sea since men first waged war beneath the waves remains essentially unchanged as we enter the 21st century. The submarine, the lone hunter, relies on concealment to stalk its prey. The escort hunts in packs and works in concert with other surface and air elements to locate and overwhelm the solitary hunter. It is high stakes tension even in the age of computers and electronics.

Players command 48 of the world's best warships in 13 scenarios ranging from simple sub vs sub encounters to combined fleet actions. A deck of 128 quality playing cards are used to resolve the action with rules similar to those that won accolades for its sister game UP FRONT. However, unlike its award-winning predecessor, ATTACK SUB is extremely easy to learn and can be played in under an hour. Indeed, the easy-to-use components make reference to the rules almost unnecessary.

ATTACK SUB is now available for $25.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add $4.00 for domestic shipping ($8.00 for Canadian orders and $12.00 for overseas). Maryland residents please add 5% state sales tax.
EASING INTO NAPOLEON’S BATTLES
“Meeting Your Waterloo” Made Simple

By S. Craig Taylor, Jr.

NAPOLEON’S BATTLES may still be a new game to many of our readers, so Mr. Taylor’s comments attempt to cover the basics of the game system to permit even those totally unfamiliar with the mechanics of wargaming in miniature to put on their cocked hat, stick a hand inside their jacket, and follow the action in Mr. Owen’s article.

NAPOLEON’S BATTLES provides a grand tactical miniatures wargaming system for simulating the larger actions fought from 1792 through 1815. Ground scale (in 15mm) is one inch equals 100 yards. At this scale, players serve as corps, wing or army commanders.

Luck can play a role in the game (that’s what reserves are for), and all die rolls make use of tensided dice. Casualties are determined by comparing opposing die rolls made by the players, so the game lacks a conventional CRT for reference—which speeds both learning the game and actual play. To keep the effects of luck to a minimum, there is a “vanity roll” optional rule that allows players to trade in a free-roll marker and so roll again.

Board and miniatures wargamers have been borrowing (stealing?) elements from each other for many years, so wargaming with miniatures may not be as alien as some hardcore boardgamers might think; a few comments on the mechanical differences (appearance is, in reality, probably the most profound one between board and miniatures wargaming) should allow an understanding of what goes so terribly wrong on the French right flank in this Waterloo game. Although primarily intended for games using 15mm scale figures and equipment (allowing most historical battles to be resolved on battlefields the size of ping-pong tables), other scales can also be used with NAPOLEON’S BATTLES. Alternately, die-cut counters and full-color terrain pieces are provided with the game to permit introductory actions on card-table size battlefields with “miniatureless” forces of about a corps on each side.

Since the game was designed for fighting larger actions, players move masses of troops. The individual figures represent either 120 actual infantrymen or 80 actual cavalrymen; but these figures do not have to be individual—being mounted four to a base—saving those of us with stubby fingers from bouts of clumsiness and perpetual embarrassment. A number (three-to-five cavalry or four-to-seven infantry bases—roughly 1000-3400 soldiers) of these bases operate together as “brigade” combat units. Similar to step-reduction in boardgames, the number of bases/figures in a brigade unit provides an easy evaluation of its strength as losses accumulate. Casualties are marked on the figure, and a base is removed for every four losses.

A model gun and two (for horse artillery) or three (for heavy foot artillery) gunner figures on a base represents a reserve artillery battery combat unit of, usually, six to eight guns. Because light and medium field artillery were loaded up and moved directly to the infantry, the effects of these guns are factored into the infantry fire and combat values, and they are not represented by separate battery units on the tabletop.

“General” units are used to control the infantry, cavalry and artillery. The infantry units are represented by single bases with one figure (divisional commander), two figures (corps commander), three figures (wing commanders), or four figures (army commanders). In addition to the extra figures, general bases also get larger (from 1" x 1" for divisional commanders to 2" square for army commanders) while moving up the chain of command.

Labels (which are provided for the Avalon Hill scenarios) are tacked to each combat and general unit to identify and provide reference information about each specifically, in the same way that printed designations “factors” present this information on board game components. All information is modified if the unit is part of a larger formation, as for example the French I Corps at Waterloo (shown in Illustration #1).

In board wargames, it is common to show changes in unit formations by using markers or by flipping the counters. In most miniatures wargames, and in NAPOLEON’S BATTLES, formations are shown by varying arrangements of the unit’s bases (as shown in Illustration #2). There is no grid on a miniatures tabletop, so the units’ movements and firing ranges are handled using rulers or tape measures and templates instead of hexagons.

Most of the information about a type of unit is found on the game’s Information Cards. For a specific scenario, only the units needed are copied onto an “Information Chart”. The information for all the unit types mentioned in Mr. Owen’s article are shown in Table 1, and briefly explained below: The “Unit Type” column identifies the type of unit. For example, FrI Line Infantry is in this column, at the left of the line showing the information relating to all French line infantry units.

The four “Combat Mods” columns give a unit’s combat modifiers, depending on the unit’s current formation/or and/or situation. For example, French line infantry in a column (“COL or LIM”) formation has a -1 modifier. In line (“LIN or ULM”) formation, the modifier is +2. A unit’s current formation always determines the modifier unless there is a “Versus Other” (“VS OT”) situation. The “Unit Type” column identifies the type of unit. For example, FrI Line Infantry is in this column, at the left of the line showing the information relating to all French line infantry units.

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The “Fire Mods” (Fire Range/Fire Modifier) column shows a unit’s maximum fire range in inches and its fire modifiers. Since mounted cavalry may not fire, this entry is left blank for cavalry units.

The three “Movement” columns give that unit’s maximum movement in inches, depending on the unit’s current formation. Note: the “LIN or ULM” (Line or Unlimbered) factors are the ones used if any formation changes are made. The “Move Mods” columns show the movement costs used by a unit in various situations. For example, British light cavalry moving backwards (use the column headed “BCK or SID”) uses the rate 2 1/2—subtract two inches from the unit’s movement factor for each inch moved backwards. Table “ED” (Estate or Reserve) column simply shows a value in inches; if a unit changes formation, the given number is subtracted from the unit’s movement in inches.

NAPOLEON’S BATTLES is a “scenario” game; that is, it provides a game system that can be used in a great variety of different situations. A point system is provided to allow players to design their own scenarios and/or to balance historical scenarios. In addition, there is a reference list with the command ratings for over 800 of the era’s generals. The original game also includes eight scenarios: two hypothetical and six historical (Marengo, Auerstadt, Eylau, Talavera, Borodino and Waterloo used as the basis for Owen’s piece). We’ve also published a module with nine more scenarios: one hypothetical and eight historical—Valmy, Friedland, Corunna, Aspern-Essling, Ocano, Salamanca, Leipzig (a real one), and Craonne. With the printing of this issue of scenarios for Quatre-Bras and Ligny, there are now 19 published scenarios (16 of them available from Avalon Hill).

So, you have the battlefield laid out and the troops are formed up in their starting positions. Now what? The next issue will explain on how such information above is used in the “Sequence of Play”. The Sequence of Play in NAPOLEON’S BATTLES is the old, familiar “move/countermove system”, but this is what best reflects the grand tactics of the period (with some interesting bells ‘n’ whistles). Proceeding clockwise around the battlefield (with some less-important steps are left out) manner, a turn starts with the “First Side” Phases. In the Battle of Waterloo scenario, the French are the “First Side”. Once the First Side Phases are completed, an identical “Second Side” Phases sequence is per-
formed by the Second Side (in this case, the Anglo-Allies).

A side begins with its Control Phase. During a Control Phase, a side brings any arriving units onto the battlefield and attempts to rally routed combat units that have a commanding general touching them; but checking “command control” is usually the most important part of this phase. Every general has a “command span” expressed in inches, and can exercise control over units below it in its chain-of-command that are located within the command span. A divisional general can control subordinate combat units within his span, but higher echelon generals may only control subordinate general units within their span; a corps, wing or army commander must touch a combat unit to control it directly. But a general unit that touches any combat unit or units (such attachments are necessary to rally routed troops or to add a general’s combat modifier or quality level to a unit) controls only the units in actual contact (i.e., the command span drops to zero inches). Combat units that are not in the command span of a divisional general or touched by a higher echelon commander may not be moved. Basically, subordinate general units that are not in control of a higher ranking general must make a “response roll”. If the general’s response number (printed on the label on each base) or less is rolled with a die, the general’s subordinate units may be moved normally (a reduced move in some cases); or, if the roll exceeds the response number, the general’s combat units have their movement reduced (in some cases, they may not be moved at all).

At Waterloo, the command situation greatly favors the French, as all of their corps have commanders (with 6” to 9” command spans) and both Napoleon (the army commander with a 22” command span) and Ney (a wing commander with a 10” command span) are available in the upper reaches of the chain. Wellington’s army has no wing commander and, of three corps and a cavalry reserve, only one corps and the cavalry reserve commanders are available (with 8” and 7” command spans). Wellington himself has only a 17” command span to control a horde of otherwise uncommanded divisions (the command spans of his divisional generals vary from 3” to 5”), although use of the optional rule that allows Wellington to react and move to a crisis area after the French move does help.

Next, we come to the Maneuver Phase. This is when the bulk of the movement takes place, and it is divided into three important steps. First (and not shown in the Waterloo replay here) is the “All-Out Attack Step”. A sort of “send in the Guard” rule, this allows some special elite infantry units (only the French Old Guard infantry is eligible in this scenario) to attack and keep attacking (although each combat round expends movement) until they are beaten or their movement allowance is exhausted. Firing and/or combat occurs each time a unit moves (handled as during the Fire and Combat phases explained below), but only with or against the units that have just moved. Using this step can be a powerful ploy in itself, but the attacking units can also be moved during the next step. Just don’t get too cocky! The guardsmen are as easy to hit with firepower as militia, and when they are routed or eliminated they count as multiple units lost (a French Old Guard infantry brigade counts the same as five normal brigades for army morale).

The “Movement Step” follows, when all of a side’s eligible units can be moved. If desired, any cavalry unit that is not moved or already marked with another status marker may have a React marker...
phasing side's cavalry units with a React marker firing side. Any modifiers are applied and the cavalry that can be maneuvered into combat contact with the enemy cavalry that was just moved. Since stacking is not allowed (at least not with my miniatures), there must be room to actually place any reacting cavalry unit. The Fire Phase is next. The non-phasing side fires first; then the phasing side fires. One unit takes a ‘shot’ by firing at one target unit that lies to its unblocked front within its firing range. A Fire Phase simulates long-to-medium range artillery fire, skirmisher fire, and possibly long-range musket volleys. Losses from the non-phasing fire can affect the phasing fire. (For example, a phasing unit that is disordered by non-phasing fire cannot be fired, as disordered units may never fire.) A ‘shot’ is resolved by both players rolling one decimal die. Each firing unit has its own modifiers (e.g., +1 for British line infantry), and other generic modifiers may apply for cover (−2), the number of infantry bases firing (+1 for six bases, −1 for three), and so forth. All firing modifiers always apply to the firing side. Any modifiers are applied and the numbers then compared. If the firing side’s modified roll exceeds the enemy’s roll by two times or more, two hits are marked on the target unit (only one hit on an artillery unit). If the modified roll simply exceeds the enemy’s roll, one hit is marked on the target unit (no hits on an artillery unit). Otherwise, the shot misses.

Following the Fire Phase is the Combat Phase. A Combat Phase simulates close range musket and artillery fire and possible hand-to-hand combats. Individual combats involve opposing units that are actually touching. Combats should be divided up so that each individual combat contains only one combat unit (attached artillery units are not treated as separate units for this purpose) on one or both sides. An individual combat may require a number of “combat rounds” to resolve, as combat continues until somebody routs or drives off all opposing units (an advanced rule allows units to attempt to withdraw). Since artillery and general units may be “attached” to a friendly cavalry or infantry unit that they touch, touching an attacked artillery or general unit is considered to be the same as contacting the infantry or cavalry unit to which they are attached. A combat round is resolved by both players rolling one decimal die, but the comparison is handled differently than for firing. Any modifiers (each unit has its own combat modifiers depending on formation and situation, and other generic modifiers may apply for holding cover, the number of bases involved, etc.) are applied and the modified numbers compared. If one side’s modified combat roll exceeds the enemy’s roll, a number of hits equal to the difference are marked on the unit with the lower roll. This is tempered by the fact that no unit can lose more figures in an individual combat (regardless of the number of rounds) than its roll number. If no enemy unit is routed, dispersed, or eliminated in a combat round, any cavalry involved will be disordered and “bounce” out of the combat. If opposing units are still in contact, another combat round (where the combat modifiers may be different) is resolved, etc., until all contact between opposing units end. A winning unit always takes one loss for routing or eliminating one or more enemy units in an individual combat.

A Pursuit Phase rounds out a side’s turn. At this time, the phasing side may, as desired, move any of its cavalry units with a React marker, and the non-phasing side may then attack any of these with any of their reacting cavalry. Firing and/or combats occur as during the Fire and Combat phases, but only with or against the units that were just moved.

The Second Side then repeats all of the above. When this is done, the passage of one “Turn” (30 minutes) is recorded, and the next turn begins. If a battle goes the full number of turns, victory points for terrain objectives and casualties are counted to determine a winner—actually a form of "marginal victory". For a side to claim an immediate victory...

Continued on Page 40, Column 3

**TABLE 1: INFORMATION CHART**

<table>
<thead>
<tr>
<th>UNIT TYPE</th>
<th>COL or LIM</th>
<th>LIN or ULM</th>
<th>SQ or CV</th>
<th>VS or OT</th>
<th>DRD</th>
<th>RSP or DSP</th>
<th>FIRE or MODS</th>
<th>MOVEMENT or COL</th>
<th>LIN or ULM</th>
<th>MCH or COL</th>
<th>RGH or SQ</th>
<th>BCK or SID</th>
<th>CG or FM</th>
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<td>General Officer</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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<td>2/1 1/1 1/1</td>
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<td>+2</td>
<td>-</td>
<td>+1</td>
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<td>8/B</td>
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<td>3/1 2/1 2/1</td>
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<tr>
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<td>+2</td>
<td>-</td>
<td>+1</td>
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<td>-</td>
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<td>+7</td>
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<td>+8</td>
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<td>6/D</td>
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<td>-5</td>
<td>-3</td>
<td>f</td>
<td>f</td>
<td>6/K</td>
<td>10°/1+2</td>
<td>11° 3° 18°</td>
<td>1/5 1/1 1/1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Br3# 6# Horse Artillery</td>
<td>-5</td>
<td>-3</td>
<td>f</td>
<td>f</td>
<td>6/K</td>
<td>9°/1+2</td>
<td>12° 4° 15°</td>
<td>2/1 2/1 2/1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DnNI Line Infantry</td>
<td>-2</td>
<td>+1</td>
<td>-6</td>
<td>2/3</td>
<td>4/D</td>
<td>3°/1-1</td>
<td>9° 3° 16°</td>
<td>3/1 3/1 3/1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DnMI Militia Inf.</td>
<td>-4</td>
<td>-2</td>
<td>+1</td>
<td>-7</td>
<td>1/3</td>
<td>3/E</td>
<td>2°/1-3</td>
<td>6° 1° 15°</td>
<td>3/1 3/1 3/1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DnMI Horse Artillery</td>
<td>-5</td>
<td>-3</td>
<td>f</td>
<td>f</td>
<td>5/K</td>
<td>9°/1+2</td>
<td>11° 4° 21°</td>
<td>3/1 3/1 3/1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>HoNI Landwehr Inf.</td>
<td>-3</td>
<td>-1</td>
<td>+5</td>
<td>-6</td>
<td>1/3</td>
<td>3/E</td>
<td>2°/1-2</td>
<td>8° 1° 15°</td>
<td>3/1 3/1 3/1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>HoNI Line Infantry</td>
<td>-1</td>
<td>+2</td>
<td>+7</td>
<td>-4</td>
<td>2/3</td>
<td>5/C</td>
<td>4°/10</td>
<td>10° 2° 16°</td>
<td>2/1 2/1 2/1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTES:** If used the current formation modifier. k. 2 fire hits from one shot or 1 combat hit are required to eliminate an artillery crew figure (also disorders the unit). Any artillery unit is eliminated with 2 eliminated crew. * Yes, these are the world famous “Guard Militia” immortalized in Seth Owens’ Waterloo article!

**ABBREVIATIONS:** B = British, DB = Dutch-Belgian, Fr = French, Hn = Hanoverian, NS = Nassau.
The Napoleonic Wars have always been the backbone of the miniatures wargaming hobby. Twenty years of European conflict produced a bewildering, colorful, variety of units, uniforms and unique situations. The entire period is now named after one of history’s “Great Captains”, and the wars his rise spawned created “strategy” in the modern sense. Two of the great military theorists (Jomini and von Clausewitz) had their thinking molded by their experiences as participants in those wars. Because it is such a popular subject among miniaturists, it should come as no surprise that there are plenty of different opinions over how best to simulate the period on the tabletop. Just as there have been more books in more languages about Napoleon than any other general, there have been more Napoleonic rules sets published than on any other miniatures topic.

Our local group has tried a number of these rules over the years, including some of the most popular, and have found them wanting. We were intrigued when we heard that Avalon Hill was finally going to take the plunge into miniatures gaming. When NAPOLEON’S BATTLES came out, we were impressed enough to start remounting all of our extensive collections of figures. I daresay that no better compliment can be paid to a set of miniatures rules than going through the bother or remounting hundreds of small lead figures onto new stands.

We also decided to do what we could to popularize this excellent set of rules. We decided to restage one of the grandest scenarios from the scenario book, and share our experiences with readers of The GENERAL, who may be more familiar with boardgames. The members of our group play both miniatures and board wargames about equally, so we felt that we might be able to explain the game to readers who do not. And, since no battle is more famous in Western history, what better choice than Waterloo—Scenario Eight in the game.

We initially planned to play out the entire battle and report on it in detail, but in two practice games we found that the French had battered the British so severely in the early going that the Prussians were barely able to enter the map, let alone come into play. So for our third (the one here) run-through, we opted to play the “Short Scenario”, which is but 12 turns long. Simply put, if the Allied army manages to avoid breaking in those 12 furious turns, it wins.

Taking the role of Wellington was Peter Landry, who has been in the “AREA Top 50” for a number of years and who was a finalist in the recently-completed WATERLOO PBM tournament. Peter is, as one would expect, a very good player, and one with a particular interest in the Napoleonic period. Assisting him was Scott Hendriques as the Prince of Orange, an able player known for his aggressive style of play.

Napoleon was played by Mark Fastoso, who has over ten years experience in both miniatures and board wargaming. Sharing command of the French army with Mark were Steve Cabral (as Marshal Ney) and Dean Medieros (as Drouot, commander of the Imperial Guard); Steve has a very conservative style of play, while Dean is known for taking chances (that usually pay off).

With the field set, and the 15mm figures arrayed in their trays, we leapt into battle.

**PREGAME**

We conformed to the initial placement as shown in the scenario book—with one exception. The diagram shows all of the Guard cavalry setting up behind IV Cavalry Corps on the French right flank, when in actuality only the light cavalry was there. The Guard heavy cavalry division historically was deployed behind the III Cavalry Corps at the start of the battle. We left any other minor errors in setup alone, not wishing to depart too far from the scenario as published. For some reason, the scenario also shows the III Cavalry Corps as light cavalry, when our reading indicates they were dragoons and cuirassiers—very definitely heavy cavalry. Very few published scenarios, regardless of the set of rules, are played exactly as presented. Modifications are made by the gamers based on their miniatures available, different historical sources, and the rules in use. With these changes agreed to by all, Wellington set up his forces first.

**Wellington**

Our group has played this scenario twice before with the NAPOLEON’S BATTLES rules. Having taken the French twice, I know how powerful their army is, in both mobility and organization. Looking at the Allied army, I am shocked at its disorganized set-up. Uxbridge’s cavalry is split so he cannot possibly control all seven brigades. The Prince of Orange’s corps has divisions spread across the whole front, holding both flanks! Like Uxbridge, he will not be able to command his whole force. At least Wellington can help the Prince. Even the troops directly under Wellington are dispersed and cannot all be in command on any one turn.

The Allies, as I see it, will have to be very careful early. They will have to maximize their command (i.e., try to concentrate some of the spread-out formations, especially Uxbridge) while still posing a threat to the French advance. My overall strategy is to put up an aggressive defense. To put every gun to the enemy as possible, organize Uxbridge as fast as possible, to get the most of reaction moves, and to use the artillery reserve to either plug any holes or, when the initiative is mine, to prepare and support our own attacks.

The left flank from Papelotte to La Haye Sainte is where I expect the French to push the hardest. With the open ground there, they can start the assault in earnest by 1200. I choose to place Wellington himself near this flank at the beginning so that all of this sector will start in command. Uxbridge is the key, as I see it. If he starts in the center, he can command four of his seven brigades on the first turn. But this leaves the left flank without cavalry support, and the two cavalry brigades on the far left stranded. I will place Uxbridge with the two far left light cavalry brigades, leaving the other five out of command for the time being. The center will not, I expect, be threatened early in the game. The two brigades starting in command will hopefully be
enough of a threat to keep the French wary. I will maneuver these westward so that Uxbridge can gain control of more of his force as soon as possible.

With the British Guard in Hougomont, I anticipate it will be a tough nut for Napoleon to crack. The more time the French waste here, the better. The key to the defense of the far right is Clinton. He will be out of command control, so he must roll his response number two out of the first three turns to get him into position in time. Here I will have to trust to luck. The Prince of Orange can support with his Dutch-Belgians, but they lack a bit in quality (not to underestimate the "Guard Militia"). In the two previous playings, the Dutch-Belgian militia had shown an amazing resilience—once even routing a brigade of the French Guard (admittedly caught at a disadvantage). Hence the reference to the "Guard Militia".

Since we are playing the short (l2-turn) scenario this outing, time is on my side. The French don’t have a lot of time to rout or disperse 21 of our brigades. Any setback will force them to push even harder, taking more chances, and any significant setback may not be recoverable.

After the British set-up, the French commanders huddled to discuss strategy. Napoleon decided to depart from the previous French practice, which had been a general advance along the entire front with particular emphasis in the center:

**Napoleon:** I will try to take out Hougomont as quickly as possible using the II Corps, III Cavalry Corps and the Guard heavy cavalry under Ney’s command. I will commit the Guard artillery to the left flank under the command of Drouot, who will coordinate with Ney. The Guard infantry will remain in reserve near la Belle Alliance. I Corps, IV Corps and the Guard light cavalry under my own command will turn the English left. This will bring about a double-envelopment that will crush the Allies.

This division of forces took advantage of Ney’s status as an overall wing commander, able to command any unit in the army. Virtually every French unit was in command control range of either Ney or Napoleon for the rest of the battle. Because of the historical deployment imposed by the scenario, large portions of the Allied army would start out of command control, and every turn throughout the battle the Allied players would have to roll initiative for a few generals. This command control problem had caused major problems for Wellington in the first two games.

**1130 HOURS**

On the first turn, the French began a general advance on each wing. Drouot began leading the Guard artillery grand battery towards Hougomont, while II Corps infantry closed on the chateau. The Allies countered by moving up the Dutch-Belgian cavalry division and the Brunswick division. On the Allied right, Clinton made his roll for command and also headed towards Hougomont. Uxbridge pulled in the two cavalry brigades on the far left near Papelotte to a new position behind Picton’s division. There was no serious combat, aside from a few potshots by artillery batteries. There were no casualties.

**Wellington:** The French advance along the whole front. They appear to be flanking Hougomont with II Corps. I hope Clinton takes matters into his own hands, since he will be out of command for awhile. I trust the Prince of Orange will take care of his flank, though I will send him the Dutch-Belgian
On Turn 4, Napoleon decided it was time to launch his grand assault on Picton's thin, red line. During the Maneuver Phase, the French moved up the infantry brigades first (to prevent the British from forming square), then to contact with the cavalry. In the Reaction step, the British in turn charged the 4th light cavalry brigade to contact the Guard light cavalry on the flank. While the British had several other cavalry brigades with 370 markers on them, there was no room for them on the battle line.

Using his special ability, the Wellington stand was also moved during the Reaction step and attached to the 4th Brigade of Picton's division. Under the rules, Wellington could have also been attached to Picton's 1st Brigade (a general should be attached to more than one combat unit at the same time), but the British player did not take advantage of the option, wishing to minimize the danger of losing Wellington in the case of defeat.

**Fire Phase:** (Figure 1)

The 1D/2DB/1A, made up of Dutch-Belgian militia, opened the firing with a shot at the French light infantry of 1B/2/1. The modifier for Dutch-Belgian militia is "+3"; no other modifiers applied. A "6", modified to "3", was rolled by the British; a "9" by the French. Because the defense roll was higher than the modified attack roll, there was no effect.

The British 6# battery attacked the 2B/5-6 then fired on 1B/2/1. The die roll modifier for being British 6#s is "+2", but a "-2" (firing unit not protected versus attacking cavalry) cancelled that. No other applied. The British rolled a "5", while the French had a "4". Because the British result was higher than the French, but not double it, the 2B/2/I took one hit. As it requires two hits to disorder French light infantry, there was no other effect.

The 2B/5-6 then fired on 1B/13C/IVC. British line infantry firing ("+1"), not protected against cavalry. A French modifier of "-1", Wellington rolled a "10" (modified to a "9") and Napoleon a "6". One hit on the cavalry, again not enough to cause disorder.

The 9# guns (A/5-6) attacked to 4B/5-6 fired on 2B/3/1. British 9# fire with a "+2" modifier, with a "-2" for being unprotected against attacking cavalry. The British result was a "10" on the die; and the French rolled an "8", taking one hit.

The 4B/5-6 infantry fired on 1B/14C/IVC. British modifier of "-1" (by now, readers should know why this value). Wellington rolled a "10", modified to "9"; Napoleon an unmodified "9". Because the fire roll did not exceed the French roll, there was no effect. Napoleon now decided to use a re-roll chit to attempt to disrupt at least part of the French attack. The re-roll optional rule lets a player re-roll the dice once at the cost of surrendering one of a finite number of chits. The second time, Wellington ended with a "1" and Napoleon with a "10". No effect again!

Last on the firing line was 1B/5-6, firing on 1B/1/I. British line infantry firing ("+1"), so a British roll of "1" modified to "2". A French roll of "8". Wellington surrendered another re-roll chit to try again. Things seemed better with a British roll of "9", modified to "8", until Napoleon countered with a die roll of "9".

**Table 1: British Fire Phase**

<table>
<thead>
<tr>
<th>Attacker</th>
<th>DRM</th>
<th>DR</th>
<th>Defender</th>
<th>DRM</th>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>2/DB</td>
<td>3</td>
<td>6</td>
<td>1B/2/I</td>
<td>0</td>
<td>9</td>
<td>NE</td>
</tr>
<tr>
<td>Br #6</td>
<td>0</td>
<td>5</td>
<td>1B/2/I</td>
<td>0</td>
<td>4</td>
<td>1 hit</td>
</tr>
<tr>
<td>2B/5-6</td>
<td>-1</td>
<td>10</td>
<td>1B/13C/IVC</td>
<td>0</td>
<td>6</td>
<td>1 hit</td>
</tr>
<tr>
<td>A/5-6</td>
<td>0</td>
<td>10</td>
<td>2B/3/1</td>
<td>0</td>
<td>8</td>
<td>1 hit</td>
</tr>
<tr>
<td>4B/5-6</td>
<td>-1</td>
<td>10</td>
<td>1B/14C/IVC</td>
<td>0</td>
<td>9</td>
<td>NE</td>
</tr>
<tr>
<td>reroll</td>
<td>2</td>
<td>10</td>
<td>1B/14C/IVC</td>
<td>0</td>
<td>9</td>
<td>NE</td>
</tr>
<tr>
<td>1B/5-6</td>
<td>+1</td>
<td>1</td>
<td>1B/1/I</td>
<td>0</td>
<td>8</td>
<td>NE</td>
</tr>
<tr>
<td>reroll</td>
<td>+1</td>
<td>7</td>
<td>1B/1/I</td>
<td>0</td>
<td>9</td>
<td>NE</td>
</tr>
<tr>
<td>AVERAGE</td>
<td>6.38</td>
<td></td>
<td></td>
<td>7.88</td>
<td></td>
<td></td>
</tr>
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</table>

Now it was the turn of the French to fire. Napoleon opened with the 1B/2/I. French light infantry gets a "+1" modifier, plus another "+1" for having six bases—a total modifier of "+2". Napoleon rolled a "4"; Wellington a "9", avoiding any casualties. The 1B/3/I fired next; no modifiers affected the French roll of "3" or the British roll of "7". Again, no effect.

The French fired upon the 4B/5-6. Because the French unit had only three bases, its fire was modified by "-1". Still, a "10", modified down to "9", was double the opposing roll of "4". The Dutch-Belgians would take two hits. However, Wellington balked at having the unit he was attached to go into disorder, so he spent another re-roll chit hoping for a better result. The second French roll was a "7", the British roll a "2", so Wellington had to accept the two casualties and a disordered brigade around him.

Napoleon hoped that another good roll would rout the 4B/5-6, but he was to be disappointed.

The 2B/1/I result was a "5", with no modifiers. The British also rolled a "5", so there was no effect. Napoleon elected not to spend a re-roll on what appeared to be a certain victory.

The 1B/1/I fired last, rolling an unmodified "6" against the 1B/5-6 roll of "2"—two hits. Again Wellington tried to reverse fate with a precious re-roll, and again it failed (Napoleon—"10"; Wellington—"3"). The Allies would face the crucial Combat Phase with three of the brigades at the point of the assault disordered.

**Table 2: French Fire Phase**

<table>
<thead>
<tr>
<th>Attacker</th>
<th>DRM</th>
<th>DR</th>
<th>Defender</th>
<th>DRM</th>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1B/2/I</td>
<td>6</td>
<td>9</td>
<td>2B/5-6</td>
<td>0</td>
<td>9</td>
<td>NE</td>
</tr>
<tr>
<td>1B/3/I</td>
<td>0</td>
<td>3</td>
<td>2B/5-6</td>
<td>0</td>
<td>7</td>
<td>NE</td>
</tr>
<tr>
<td>2B/3/I</td>
<td>-1</td>
<td>10</td>
<td>4B/5-6</td>
<td>0</td>
<td>4</td>
<td>2 hits</td>
</tr>
<tr>
<td>reroll</td>
<td>-1</td>
<td>7</td>
<td>4B/5-6</td>
<td>0</td>
<td>2</td>
<td>2 hits</td>
</tr>
<tr>
<td>2B/1/I</td>
<td>0</td>
<td>5</td>
<td>4B/5-6</td>
<td>0</td>
<td>2</td>
<td>2 hits</td>
</tr>
<tr>
<td>1B/1/I</td>
<td>0</td>
<td>6</td>
<td>1B/5-6</td>
<td>0</td>
<td>2</td>
<td>2 hits</td>
</tr>
<tr>
<td>reroll</td>
<td>0</td>
<td>10</td>
<td>1B/5-6</td>
<td>0</td>
<td>3</td>
<td>2 hits</td>
</tr>
<tr>
<td>AVERAGE</td>
<td>6.71</td>
<td></td>
<td></td>
<td>4.57</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
the English. The good news is that I Corps has taken Papelotte and the infantry is not disordered. We should be able to attack the English with some success this coming turn, although their shooting has been accurate. I plan a combined arms attack with cavalry and infantry along the English line. By moving the infantry up first, I can prevent them from forming square when the cavalry charges. [Under the rules, a unit cannot change formation if it is within one inch of an enemy unit.]

**Wellington:** Clinton is active again! He is now in position to support any assault against Hougomont, and is putting out enough fire to keep two French brigades disordered. Well done! The Guard grand battery is definitely heading west of Hougomont, but it is still out of position to do us any damage. Whew!

But Papelotte has fallen, with the Nassau brigade routed out of the town. Our line east of La Haye Suime is solid, with squares backing it up. Uxbridge is ready to react with some of his cavalry (if there is any space for him to fit). I expect a major French assault at 1300 by the French I Corps. I still have a lot of cavalry and all of the artillery reserve to plug any holes. The center is still quiet, so Picton's command will hold on one more turn, then retire 100 paces if the attack doesn't come as next turn anticipated.

**Orange:** The French infantry line on my flank is disordered and quickly disintegrating, although a possible cavalry charge from the French is also in the works. Napoleon—Movement to Hougomont is slower than anticipated. Will not fall soon.

**Drouot to Napoleon—Finally in position; we shall light up Hougomont and the British light infantry with little problem.**

**Orange to Wellington—Sir, have you consolidated our cavalry yet? There is heavy cavalry massing in my area. If the grand battery concentrates on Hougomont, I shall abandon the position in favor of saving my troops.**

**1300 HOURS**

On the right flank, Napoleon sends in I Corps, IV Cavalry Corps and the Guard light cavalry in a grand charge against Picton (see sidebar for details). While the battle rages between Papelotte and the French infantry line on my flank is disordered and quickly disintegrating, although a possible cavalry charge from the French is also in the works.

**Ney to Napoleon—Movement to Hougomont is slower than anticipated. Will not fall soon.**

**Drouot to Napoleon—Finally in position; we shall light up Hougomont and the British light infantry with little problem.**

**Orange to Wellington—Sir, have you consolidated our cavalry yet? There is heavy cavalry massing in my area. If the grand battery concentrates on Hougomont, I shall abandon the position in favor of saving my troops.**

**Combat Phase: (Figure 2)**

Napoleon, as the phasing player, decides to resolve the combat on the right flank first. Here he had the 1B/2/1, 1B/3/1 and 1B/13C/IVC attacking the 2B/5-6 and an attached battery of British 6-pounders. Napoleon had forgotten, when he set up the attack, that the "modifying unit" for resolving the resultant fire roll for a combat is always the largest one. Therefore, the modifying unit for this combat was not the four-base cavalry unit he had intended, but the six-base 1B/2/1.

The modifiers were: French light infantry in column: "-1"; attached General Delort, "+1"; 14 bases against five for a 100% numerical advantage, "+1"—total French modifier of "+1". On the British side, the only modifier that applied was for "infantry vs. other"—"-3". (If the light infantry had not attacked, the French would have lost the "+1" for numerical advantage, but gained "+5" for "cavalry vs. other" instead of the "-1" for light infantry in column; the morale: "More is not always better.") Napoleon rolled a "3" (modified to "4") and Wellington an "8" (modified to "5"). In combat, the difference between the modified fire rolls is translated into the number of hits on the loser, so 1B/2/1 (the French modifying unit) took one hit. Because the enemy was not routed or eliminated, the French cavalry "bounced" (along with the attached Delort) to the rear, becoming disordered.

This non-resolution caused the melee to go another round. Because of the loss of numerical advantage and of General Delort, the net French modifier was now "0". As the French cavalry had left the fight, the British infantry was no longer "vs. other", but now a "+3" for being in line formation. Napoleon rolled a "2" and Wellington a "4", which became a "7". No matter how much a combat is lost by, a unit can never lose more than its rout value. The rout number for French light infantry is "4". As one hit had been taken in the first round of the melee, an additional three hits were to be applied.

Napoleon decided to use a re-roll in an attempt to salvage the attack. He rolled a "6", and Wellington a "9" (modified to the maximum allowed of "10"). The three hits stood, and the 1B/2/1 routed away!

This left 1B/3/1 alone to face the awesome power of British infantry in line. Without numbers in their favor, the French modifier is now "-1", while the British modifier remains "+3". Both sides roll a "2", modified to a British "5" and a French "1". The French 1B/3/1 is routed, thus ending this combat. The steadfast British 2B/5-6 takes one hit for routing the enemy and winning the combat.

Next, Napoleon went after the Duke himself. The 1B/14C/IVC, 2B/1/1 and 2B/3/1 attacked the disordered 4B/5-6 with a battery of 9/6 guns and Wellington attached. For the French, the modifying unit was the cavalry brigade (if two units are tied as largest in terms of bases, the owning player decides which to use). The French modifier was "+5" for heavy cavalry "vs. other" (because the British were in line, not square). Napoleon was one base short of getting the "+1" for numerical advantage, though. The British modifiers were: line infantry "vs. other", "-3"; Wellington, "+3"; disordered, "-3". The first result was a French roll of "5" (modified to "10") and a British roll of "1" (which couldn't get any worse, under the rules). The Iron Duke requested a re-roll. The second time around, the French had a "7" (roll of "2" + 5) and the English a "4" ("7"-3), putting three hits on the 4B/5-6.

But the result actually represented a British victory, of sorts. Because they did not rout away (which would have required five hits), the French cavalry "bounced" off in disorder. Napoleon could not call for a re-roll since Wellington had already forced a revision to this combat (only one re-roll is allowed per combat round). Now the modifying (largest) unit for the French became the 2B/1/1. Sole French modifier was "-1" (French line in column). The British enjoyed a "+3" (infantry in column, Wellington and disordered). Our Napoleon rolled a "7"; Wellington a "9".

The French demanded a re-roll this time, but fared worse—a "4" pitted against another British roll of "9". The French 2B/1/1 infantry took four hits and routed away.

![Figure 1: Fire Resolution](image-url)
Only the 2B/3/I remained of the original attackers for a third round of combat. The French net modifier remained a "-1"; but the British now have six bases facing three, so the British modifier increases to "+4". A French roll of "5" (modified to "4") and a British roll of "6" (modified to "10") brought the expected results. The French unit is routed, and the stalwart British 4B/5-6 takes one hit for winning the combat.

A disgusted Napoleon moved on to the next fight. The 1B/1/I, with a modifier of "-1", attacked the 1B/5-6 which had modifiers for infantry in line ("+3") and disorder ("-3"), or "0". The first set of rolls—French "4" and British "2"—left one hit on the British. This brought a second round of melee with the same modifiers. This time the French rolled a "3" while the British rolled a "5". This caused three hits on the French, disordering it (a "-3") or (modified to "-3") 1B/1/I, but the British now have six bases facing three, so the British modifier of "-3" becomes a "0". The British "2" put a fourth hit on the French, who ran away. Napoleon elected not to re-roll in this lost cause.

Last, but not least (since there was the possibility of a cavalry breakthrough), was the combat between the Guard light cavalry (at "+1") and the KGL (at "-1"), both in column formation. Napoleon had a glazed look on his face when the Guard cavalry got a "2" and the KGL got a "8". The Guard cavalry routed away with four hits.

So ended the grand assault by the French 1 Corps.

### Table 3: Combat Phase

<table>
<thead>
<tr>
<th>Round</th>
<th>Attacker</th>
<th>DRM</th>
<th>DR</th>
<th>Defender</th>
<th>DRM</th>
<th>DR</th>
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<tr>
<td>#1</td>
<td>1B/2/I, 1B/3/I, 1B/13C/IVC</td>
<td>+1</td>
<td>3</td>
<td>2B/5-6 and</td>
<td>6# Art</td>
<td>-3</td>
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<td>#2</td>
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<td>2</td>
<td>2B/5-6 and</td>
<td>6# Art</td>
<td>+3</td>
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<td>6</td>
<td>2B/5-6 and</td>
<td>6# Art</td>
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<tr>
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<td>2B/5-6 and</td>
<td>6# Art</td>
<td>+3</td>
</tr>
<tr>
<td>#1</td>
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<td>9# Art</td>
<td>-3</td>
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<td>+5</td>
<td>2</td>
<td>4B/5-6 and</td>
<td>9# Art</td>
<td>-3</td>
</tr>
<tr>
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<td>9# Art</td>
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<td>4</td>
<td>4B/5-6 and</td>
<td>9# Art</td>
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<td>#3</td>
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</table>

Figure 2: Combat Resolution
1330 HOURS

With I Corps repulsed, Napoleon’s hopes of a decisive victory seem shaken. Napoleon and his generals spend the turn trying to rally their men and rebuild some semblance of a line. The collapse of the I Corps and the failure of II Corps to make any compensating headway has brought grim looks to the faces of the French high command.

Wellington also rearranges his front, though he takes advantage of the French disorder to make off with some guns and bring up his own disordered units.

Around Hougomont, Ney and Orange engage in a fencing match of thrust and counterthrust, charge and countercharge that leave neither side with a clear advantage. The “Guard Militia” of Chasse’s division comes through again, forming square in the face of a potential breakthrough by Pires’ cavalry division from II Corps and causing a “bounce”.

(In NAPOLEON’S BATTLES, if a cavalry unit fails to win the first round of a melee combat, it must move back. A cavalry unit that wins a melee can continue attacking other units so long as it maintains “control”. It is thus possible for a single cavalry unit to roll up an entire flank if used judiciously and with luck.)

Wellington: With the figure attached still to the 4th brigade, I must roll for all commanders, and have exceptional luck with the command response rolls—only failing with Picton. Between my disordered division from II Corps and causing a “bounce”, the Brunswick horse artillery in square. The Brunswick horse artillery reserve is moved forward to prepare for the I Corps action on the fourth turn. The French had an advantage of 1.5 pips while defending against the British fire, getting away with only three casualties and no units disrupted. They did even better in their own Fire Phase. Over a 2.0 advantage on the die rolls allowed them to dislodge two of the three defending British infantry brigades. But what goes around . . . The British turned the tables on the French with a vengeance. In the Combat Phase, Wellington enjoyed a 1.5 edge himself.

I would hope that the above brief report, and the extensive look at one sequence of tactical actions, have whetted your appetite for NAPOLEON’S BATTLES. We really enjoyed the entire experience of Waterloo. Our next project: Borodino!

ENDGAME

At the beginning of Turn 6, the French agreed to “throw in the towel” (since our purposes for this piece had been served we felt). With Wellington ready to advance against the still rallying elements of I Corps, it seemed unlikely that the French could get anywhere near the 21 routed/dispersed units needed. Indeed, it appeared more likely that most of I Corps would itself be destroyed. A couple of final thoughts from our cast:

Napoleon: I feel that the scenario should allow the French Guard artillery to be split between heavy and light guns. As it is now, you are forced to make a grand battery out of them. I would have preferred to use half the guns to support the I Corps attack.

Looking back on it, I don’t think trying an envelopment was the correct strategy in the short scenario. There isn’t time for a flank attack to develop properly. But I was very disappointed with the attack of the I Corps. I should have won at least a couple of those battles. If even two had been successful, the game would have been in the balance and would have continued.

Orange: I don’t think Hougomont is as critical as it is made out to be in the victory conditions. Even in a long game, events can be changed up by skillful maneuver. Trying to hold it is not a good idea, especially when opposed by 13 batteries of artillery (including the Guard).

The failure of the French attack I chalk up to luck. Some parts should have been successful. The Allies must be extremely aggressive on the defensive, lashing out whenever possible.

CONCLUSION

In retrospect, as a “neutral observer”, it strikes me that Mark’s decision to move the Guard artillery over to the left flank was probably a mistake, because it prevented them from firing for several turns in a scenario that was a mere 12 turns long. As it turned out, the I Corps artillery was able to clear Hougomont with only minimal help from the guns of the Guard. Mark should also have pressed forward in the center to force Peter to make a choice as to where to send Wellington. An awkward command situation is the greatest weakness of the Allies. The failure of the I Corps attack was due partly to pure luck, though retaining a reserve might have mitigated the problem. The light infantry brigade on the right flank actually weakened the attack as we have seen. Keeping that unit back would have shored up the line in the event of disaster.

The lack of the die swing dramatically between the players in the course of the I Corps action on the fourth turn. The French had an advantage of 1.5 pips while defending against the British, getting away with only three casualties and no units disrupted. They did even better in their own Fire Phase. Over a 2.0 advantage on the die rolls allowed them to dislodge two of the three defending British infantry brigades. But what goes around . . . The British turned the tables on the French with a vengeance. The French resolve begins to waver. Uxbridge and the troops surge forward . . .
THREE DAYS IN JUNE
Bijlant's Brigade and the Campaign of 1815
By David Meyer

That the British commanders were paranoid about their Dutch allies in 1815 is, perhaps, understandable. Having been under French domination since 1795, and direct rule from 1810, the army of the newly-constituted Kingdom of the Netherlands inspired little confidence in those who had fought Napoleon through that period. It was a logical conclusion that politically unreliable troops were also militarily unreliable. This impression has been reinforced in Captain W. Siborne's seminal account of the Hundred Days campaign, which appeared in 1844, and which has been uncritically carried over by later historians. But what does the result of the battlefield actually show? This article, looking in detail at Bijlant's Brigade at Quatre Bras and Waterloo, will attempt to show the Netherlands Army of 1815 in a new light.

The great irony of this is that throughout the Napoleonic Wars, it was the French who had the most right to suspect their Dutch allies. Relations between the French and the Dutch were never easy. The Dutch revolutionaries, the "Patriots", were not just carbon-copies of their French counterparts. They owed more to the humanist tradition of Erasmus than to the theoretical meanderings of Rousseau. To the growing frustration of succeeding French administrations, the Dutch never proved to be a mere proxy for French policy.

During Napoleon's rule, various Dutch governments had to tread a very careful path. Aside from the Emperor's frustration with Dutch party politics, there were three main irritants for him: the Dutch refused to implement national conscription (political suicide for the party in power); they refused to repudiate their national debt (economic suicide as the Amsterdam money market remained one of the few underpinnings of the Dutch economy); and, most serious, the Dutch refused to actively participate in the Continental System.

In 1806, Napoleon made his younger brother Louis monarch of the newly-crafted Kingdom of Holland, expecting that this would give him a plain puppet state. Instead, true to Bonaparte character, Louis took his role seriously and, to the surprise of almost everyone, provided an able administration and protected Dutch interests more than the Dutch themselves could have done. But, by 1809, the end of Dutch independence was in sight. Napoleon's demands for troops and money for his wars could not be put off indefinitely. Finally, in 1810, after 15 years of staving off what was inevitable, the independence of the Netherlands was snuffed out. Louis was "asked" to abdicate and, direct French rule was imposed.

Conscription was instituted and the ban on trade with England rigorously enforced. When the Allies finally approached the Netherlands in 1813, French rule collapsed like a house of cards. Radical democ rat and conservative alike could finally agree on one thing: Napoleon had to go. The French occupation of four years had created a single national will, something the previous 30 years of internal politics had failed to achieve.

In 1813, William, Prince of Orange (son of the William exiled in 1795, and deceased in 1806), returned and became King William I of a newly reconstituted kingdom, including the former Austrian province (Belgium) as well as the northern provinces. He attempted to rebuild an army along the British model, but in the emergency of 1815 had to resort to conscription. Only about one-fifth of his troops had seen previous military action, but his offensive was more constrained by the political situation.

While those who had lost positions of privilege with the fall of Napoleon may have welcomed news of the Emperor's return, most Dutch-Belgians were cynical. Their growing nationalism was hardly compatible with a renewed French empire on the continent. Dutch troops in 1815 generally evidenced a strong patriotic spirit, viewing the French as hostile invaders; the Belgian troops can best be characterized as politically indifferent having served a succession of foreign administrations over the previous three decades, this was hardly surprising.

In spite of Wellington's misgivings about his allies, Dutch units were the first that made contact with the advancing enemy. While Wellington expected Napoleon to attack his right flank, and thus had concentrated his forces to the west, the French in fact struck at what amounted to the British left flank. Here, on the road to Brussels, near Quatre Bras was Perponcher's division, composed of Goedecke's Nassau brigade (Saxe-Weimar took command on 16 June) and Bijlant's brigade of Dutch and Belgians.

The force had been ordered to move west to Nivelles, but Perponcher ignored the order, as forward elements of his command had already contacted the French vanguard on 15 June. This turned out to be the entire French II Corps under General Reille, and an early disaster for the allies had been narrowly averted. It was Napoleon's intent to split the Anglo-Allied and Prussian armies apart; a move to Nivelles by Perponcher at this point would have accomplished that very neatly without any fighting at all.

The situation for Perponcher was far from secure, though. It would take some hours for reinforcements to reach his solitary division (even this was not yet at full strength), and for the time being he was on his own. Nassau outposts at Frasnes were driven off on 15 June, but resistance (notably from Stevenart's Belgian foot battery) had been strong enough to make the French cautious. Only by late evening on 16 June was II Corps ready to attack; the controversial battle of Quatre Bras was about to begin.

Traditionally, British accounts of the battle, based on Siborne, begin around three o'clock when Wellington arrived on the field of battle. (Precise times during this action are impossible to determine.) As the first British reinforcements moved up at this point, all they saw were Dutch and Anglo-Allied units falling back, some in disorder.

The battle, however, had already been under way for perhaps 90 minutes, possibly as long as two hours. Perponcher had concentrated his forces along the woods of Bossu and the adjacent high ground on the right of his position. The five Nassau battalions were placed in dispersed order in Bossu itself. Of Bijlant's brigade, the 5th Militia battalion—true farm lads from the Dutch province of Gelderland—occupied the key position of Gemioncourt farm, which covered the road to Brussels. The 7th Line battalion (Belgian) and 8th Militia (Dutch) were in reserve in Quatre Bras itself, while the 7th Militia was still en route to the battlefield (and would not arrive in time to take part).

To cover the left flank, the Dutch 27th Jaeger battalion (a strong unit with 800 men) was placed in a very dispersed line over 1500 yards long, supported in place by the guns of Stevenart's battery and Bijlant's horse artillery battery. Unfortunately for Wellington's plan, the French opened the fight on this flank. The third line of Jaegers was soon forced back by the clouds of French skirmishers preceding the cautious but steady advance of Foy's and Bachelu's divisions. Bijlant's forces successfully evacuated his guns back to Gemioncourt, while Stevenart attempted to move back to Bossu Wood. Stevenart, however, was killed and the men panicked and fled all the way back to Quatre Bras.

The 5th Militia now moved past Gemioncourt in line, but French fire soon forced it to move back behind the farm. As the Dutch battalion moved back, the 5th and 6th Lancer Regiments of Pire's Light Cavalry Division saw their chance to carry the field and charged. The 27th Jaegers was scattered, and several dozen men were ridded down or spared. But the 5th Militia formed square sharply and beat off several attacks, although taking heavy losses from the French artillery. Sheltering in the woods, Bijlant's battery opened fire in support. Meanwhile, the 7th Line had moved down to cover the gap between the farm and the woods.

William of Orange, 22-year-old son of King William and commander of the I Corps, much liked by his troops, led the 5th in a spirited charge, raking the French line. While the 7th Line bore the brunt of the fight outnumbered four-to-one and were slowly pushed back through the heavy growth.

At this point, now about three o'clock, Wellington arrived. Van Merlen's (or Merlin in the game) 2nd Light Cavalry Brigade also arrived, but exhausted after its nine-hour trot. The allied line was under severe pressure still. Pire's lancers charged the battered 5th Militia yet again but still could not break them, while the 7th Line moved back into the woods for protection. Van Merlen sent in his 6th Hussar Regiment, a recently raised Dutch formation, despite their obvious fatigue. The lancers counter-attacked the up at this point, all they saw were Dutch and Nassau units falling back, some in disorder.

The battle, however, had already been under way for perhaps 90 minutes, possibly as long as two hours. Perponcher had concentrated his forces along the woods of Bossu and the adjacent high ground on the right of his position. The five Nassau battalions were placed in dispersed order in Bossu itself. Of Bijlant's brigade, the 5th Militia battalion—true farm lads from the Dutch province of Gelderland—occupied the key position of Gemioncourt farm, which covered the road to Brussels. The 7th Line battalion (Belgian) and 8th Militia (Dutch) were in reserve in Quatre Bras itself, while the 7th Militia was still en route to the battlefield (and would
With the hussars scattered, Van Merlen himself charged with the 5th Light Dragoons, a veteran Belgian unit. These men had fought under the French, but in 1814 had voted to join the Austrian army as part of the anti-French Belgian Legion. Although his former comrades called on him to desert, Van Merlen refused and a bitter hand-to-hand fight resulted in the middle of the field. Political considerations aside, one should not discount military pride; to desert was hardly honorable and regimental loyalty was certainly not limited to the English. (The only major desertion to occur during the campaign was the defection of the commandant and staff of the French 14th Division to the Prussians.) The Belgian dragoons were forced to fall back, but the lancers had been distracted for the moment. Moving back towards Quatre Bras, the Belgian horse were then mistakenly fired upon by recently-arrived English infantry, killing 40 men including the regimental commander Mercx (first of several cases of mistaken identity between the allies with tragic consequences).

Now, with the steady arrival of British units, the situation was stabilized. Most of Perponcher's units were pulled back in reserve, although the 7th Line was still committed with the British Guards in the skirmish line but thinner than the usual three-rank line) with a reserve line 100 yards behind based on positions originally held by Perponcher's men. Wellington led a general counterattack which every British battalion, the 33rd and 73rd Foot, panicked and could not now follow up this sudden success. At 11 AM, the 7th Line was pushed back onto the reserve. The Dutch army as part of the anti-French Belgian Legion.

In fact, the 7th Line, again supported by the bulk of the militia, participated in Picton's counterattack against D'Erton. The brigade remained in the line until the time of Ney's major assault on La Haye Sainte—afternoon, when the whole brigade was pulled back into reserve due to lack of ammunition. The 7th Line, at a military review in Paris in July, received a special commendation from Wellington for its actions at Waterloo (and the commander-in-chief was not known to be liberal with praise). Losses at Waterloo were heavy: 85 men in the 27th Jaegers, 148 in the 7th Line, 286 in the 7th Militia, and 162 in the 8th Militia.

Only the 7th Militia shows a suspiciously high number of “missing” on its rolls, and if significant desertion did occur on the battlefield it was probably from this unit. The 7th Militia had not arrived at Quatre Bras in time to take part in the battle; thus 18 June was its baptism of fire, always a critical test for an untried unit. Thus, it would appear that this failing of one green battalion has resulted in the general condemnation of all Dutch-Belgian troops for over a century.

While the role of Bijlandt’s brigade has been the focus here, a summary of other Dutch units is enlightening. The much maligned cavalry division of General Coarraet saw extensive action throughout the long afternoon. De Ghigny’s 1st Light Brigade (the 2nd Dutch Light Dragon and the 3rd Belgian Lancers) charged the French 3rd and 4th Lancers east of La Haye Sainte which were supporting D’Erton’s first assault. The brigade was then moved west and charged the cuirassiers during the massed cavalry charges. A third charge was made by the Grenadiers a Cheval, which never reached the target in the face of massed French artillery fire.

Meanwhile, van Merlen’s regiments supported the British heavy cavalry in their charge against D’Erton’s forces, and were also engaged against the 1st Cuirassiers during the series of French charges in the mid-afternoon. Van Merlen himself was killed during this action. (Collaert also suffered a fatal wound during the afternoon—the courage of the Dutch commandants was never at question.) The two regiments became separated, the 5th Light Dragons joining de Ghigny while the 6th Hussars moved to the ward slope at 11 AM with the 100-yard retreat at 2 PM, and has thus created the story of the ignominious rout of Bijlandt’s battalions.
far right flank in support of the British 1st Guards. Here they made good on their poor performance at Quatre Bras, making two charges against the Chasseurs a Cheval and the Lancers of the Guard during the climactic assault of the Imperial Guard. Tripp’s heavily beleaguered (1st Dutch, 2nd Belgian and 3rd Dutch Karabinier regiments) made two charges against the 7th and 12th Cuirassiers during the battle. All three Dutch-Belgian brigades participated in the general pursuit that night. Casualties among the cavalry were 1265 (out of a total strength of about 4000).

Chasse’s 3rd division (Detmer’s and D’Aubrejme’s brigade) was not engaged for most of the day, being posted on the far right flank. Late in the afternoon it was moved east to shore up the allied line. During the march it was exposed to French artillery and so suffered considerable loss. In the Imperial Guard’s final assault, Chasse was engaged by the eastmost column (1st Battalion of the 3rd Grenadiers). The British 30th and 73rd Foot (Halkett’s brigade) broke after having been battered the whole afternoon. Moving his artillery up, Chasse blasted the French at point-blank range. Detmer’s brigade then charged from the right flank, routing the guards back down the slope. The 4th Grenadiers had meanwhile pushed back Halkett’s other two battalions, the 69th and 33rd Foot (which had also suffered heavy losses), but following the rout of the 3rd Grenadiers fell back, in good order. Meanwhile the British 1st Guards and 22nd Foot were heavily engaged with the second column (composed of the 1st and 2nd battalions of the 3rd Chasseurs) and routed it (in perhaps the most famous episode of the entire famous fight). Halkett’s men had now rallied, and a general allied counterattack was launched. With this, the battle was over.

The aim of the above has been to show that the Dutch-Belgian troops in 1815 were not quite the hopeless rabble that Siborne described. Some of their actions can be considered heroic, such as the 9th Militia at Gienmoucourt; others were less so, just as in all other national armies. Overall, the Dutch and Belgian formations were competent and this, as events proved, was good enough.

On the accompanying chart are some suggested revisions for the Dutch and Dutch-Belgian forces for the entire battle of Quatre Bras, based on NAPOLEON’S BATTLES (which can be used with the accompanying Quatre Bras scenario). Hopefully, this article will also encourage other players to delve into the game system; what the designers have presented is certainly a little fame. We want you to write for The GENERAL. If you can string words together, and are knowledgeable about our games, there’s a good chance you’re just the person we’re looking for. You can supplement our literary staff with articles on strategy and tactics, game analyses, Series Replays, historical commentaries, new scenarios or variants for any of our extensive list of titles. We are especially interested in well-written pieces on Avalon Hill’s new releases and the wargame titles of Victory Games. Should you envision a lengthy article on any topic, however, a letter of inquiry as to suitability would be in order; such may save you some wasted time and effort.

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SCENARIO NINETEEN: “The Battle of Quatre Bras”  
-June 16, 1815

While Napoleon defeated the Prussian army at Ligny with Grouchy’s wing and the reserve, Marshal Ney’s wing was simultaneously expected to drive back and defeat the portions of Wellington’s army in the area.

25.1 MAP: The Quatre Bras Battlefield.

MAP NOTES:
25.1.1: All buildings have a “+2” (“+1” for Meyler) combat modifier.
25.1.2: The pond may not be entered by any units. Cavalry units that are in a stream for any part of their movement are automatically disordered.
25.1.3: The Allied on-table forces are set up first. If desired, one base of 1B/2DB/IA may start detached in Pireaumont and/or Gemioncourt. The French forces are set up second.

25.2 QUATRE BRAS ORDERS OF BATTLE:

25.2.1 Standard Orders of Battle:

(3) ANGLO-ALLIED ARMY (AA): Wellington: 17 “G(10) + 30 [2M until the arrival of 5, then 5M until the arrival of B (-3B/B), then 7M until the arrival of 3/IA, then 8M until the arrival of 1/IA and 3B/B, and 10M after that].

25.2.2 Meyler’s Orders of Battle:

25.2.2.1 Standard Orders of Battle:

(3) ARMEE DU NORD, LEFT WING (AdN/L): Ney: 10 “E(10) + 3 [7M]

(2) II CORPS (II): Reille: 9 “E(5) + 2 [4F]

(1) FIFTH DIVISION (5/II): Bachelu: 3 “G(6) + 1

(1) SIXTH DIVISION (6/II): Jerome: 3 “A(6) + 0

1B/6/II: 24 Fr/LT [14D] 2B/6/II: 28 Fr/LN [17D]

(1) NINTH DIVISION (9/II): Foy: 4 “E(8) + 2

1B/9/II: 20 Fr/LN [12D] 2B/9/II: 16 Fr/LN [10D]

(1) CAVALRY DIVISION (C/II): Pine: 3 “A(5) + 0

1B/C/II: 20 Fr/LC [12D]

CORPS ARTILLERY (II): Fr/12 Fr: Fr/6#

(2) III CAVALRY CORPS (III): Kellerman: 6 “E(7) + 1 [1F]

(1) ELEVENTH CAVALRY DIVISION (11/III): Heritier: 4 “G(6) + 1

1B/11/III: 12 Fr/LC [7D] 2B/11/III: 12 Fr/LC [5D]

11/III: Fr/6#

(1) GUARD LIGHT DIVISION (L/G): Lefevre-Desnoettes: 4 “E(6) + 1 [2F]

1B/L/G: 12 Fr/LT [5D] 2B/L/G: 12 Fr/GLC [5D]

L/G: Fr/6# L/G: Fr/6#

25.2.2.2 Meyler’s Orders of Battle:

(3) ANGLO-ALLIED ARMY (AA): Wellington: 17 “G(10) + 3D [2M until the arrival of 5, then 5M until the arrival of B (-3B/B), then 7M until the arrival of 3/IA, then 8M until the arrival of 1/IA and 3B/B, and 10M after that].

(3) ARMEE DU NORD, LEFT WING (AdN/L): Ney: 10 “E(10) + 3 [7M]

(2) II CORPS (II): Reille: 9 “E(5) + 2 [4F]

(1) FIFTH DIVISION (5/II): Bachelu: 3 “G(6) + 1


(1) SECOND DB DIVISION (2DB/II): Perponcher: 3 “G(7) + 1

1B/2DB/II: 20 Fr/LN [10D] 2B/2DB/II: 20 Fr/LN [10D]

3B/2DB/II: 16 Fr/LN [8D] 2B/2DB/II: 16 Fr/LN [8D]

(1) THIRD DIVISION (3/II): Alten: 4 “G(6) + 1


3B/3/II: 16 Fr/LN [6D]

(1) DUTCH-BELGIAN CAVALRY (DBC/II): Merlin: 3 “A(6) + 0

2B/DBC/II: 16 D/C/II [6D] 2B/DBC/II: 16 D/C/II [6D]

(1) GUARD LIGHT DIVISION (L/G): Lefebvre-Oesnouettes: 4 “E(8) + 1 [2F]

1B/L/G: 16 Fr/LT [5D] 2B/L/G: 12 Fr/LC [5D]

L/G: Fr/6# L/G: Fr/6#

(3) ARMEE DU NORD, LEFT WING (AdN/L): Ney: 10 “E(10) + 3 [7M]

(2) II CORPS (II): Reille: 9 “E(5) + 2 [4F]

(1) FIFTH DIVISION (5/II): Bachelu: 3 “G(6) + 1

1B/5/II: 16 Fr/LG [5D] 2B/5/II: 16 Fr/LG [5D] 1/IA: Br/6#

(1) SECOND DB DIVISION (2DB/II): Perponcher: 3 “G(7) + 1

1B/2DB/II: 20 Fr/LN [10D] 2B/2DB/II: 20 Fr/LN [10D]

3B/2DB/II: 16 Fr/LN [8D] 2B/2DB/II: 16 Fr/LN [8D]

(1) THIRD DIVISION (3/II): Alten: 4 “G(6) + 1


3B/3/II: 16 Fr/LN [6D]

(1) DUTCH-BELGIAN CAVALRY (DBC/II): Merlin: 3 “A(6) + 0

2B/DBC/II: 16 D/C/II [6D] 2B/DBC/II: 16 D/C/II [6D]

(1) GUARD LIGHT DIVISION (L/G): Lefebvre-Oesnouettes: 4 “E(8) + 1 [2F]

1B/L/G: 16 Fr/LT [5D] 2B/L/G: 12 Fr/LC [5D]

L/G: Fr/6# L/G: Fr/6#
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<thead>
<tr>
<th>UNIT TYPE</th>
<th>COMBAT MODS</th>
<th>DRD / RTR</th>
<th>RSP / DSP</th>
<th>FIRE / MODS</th>
<th>MOVEMENT</th>
<th>MOVE MODS</th>
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<tr>
<td></td>
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<td>SQ VS CV</td>
<td>a VS OT</td>
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<tr>
<td>Wagon p</td>
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<tr>
<td>FrGLC Gd. Lt. Cav.</td>
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<td>-2</td>
<td>-</td>
<td>+4</td>
<td>2/-</td>
<td>-</td>
</tr>
<tr>
<td>FrHC Hvy. Cav.</td>
<td>+2g</td>
<td>-2</td>
<td>-</td>
<td>+5</td>
<td>2/-</td>
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</tr>
<tr>
<td>FrLC Lt. Cav. h</td>
<td>-</td>
<td>0</td>
<td>-</td>
<td>-</td>
<td>2/-</td>
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</tr>
<tr>
<td>FrLN Line Inf.</td>
<td>-1</td>
<td>+2</td>
<td>-</td>
<td>+7</td>
<td>2/-</td>
<td>-</td>
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<tr>
<td>FrLT Lt. Inf.</td>
<td>-1</td>
<td>+2</td>
<td>-</td>
<td>+7</td>
<td>2/-</td>
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<tr>
<td>Fr12&quot; 12Hvy. Arty. p</td>
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<td>-</td>
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<tr>
<td>Fr6# 6# Hrs. Arty. p</td>
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<td>-</td>
<td>-</td>
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<tr>
<td>Fr6# 6# Hrs. Arty. p</td>
<td>-5g</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2/-</td>
<td>-</td>
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<tr>
<td>BrCD Guard Infantry</td>
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<tr>
<td>BrLT Light Infantry s</td>
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<td>8</td>
<td>-3</td>
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<td>-</td>
</tr>
<tr>
<td>Br6# 6# Hrs. Arty. p</td>
<td>-5g</td>
<td>-</td>
<td>-</td>
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<td>-</td>
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<tr>
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<td>0</td>
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<td>+6</td>
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<td>-</td>
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<tr>
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<td>-1</td>
<td>+5</td>
<td>-5</td>
<td>1/3</td>
<td>-</td>
</tr>
<tr>
<td>Bw6# 6# Hrs. Arty. p</td>
<td>-5g</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2/-</td>
<td>-</td>
</tr>
<tr>
<td>DbLC Light Cavalry h</td>
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<td>-1</td>
<td>-</td>
<td>+3</td>
<td>2/-</td>
<td>-</td>
</tr>
<tr>
<td>DbLN Line Infantry</td>
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<td>+1</td>
<td>+6</td>
<td>-5</td>
<td>2/-</td>
<td>-</td>
</tr>
<tr>
<td>DbMI Militia Infantry</td>
<td>-4g</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1/3</td>
<td>-</td>
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<tr>
<td>Db6# 6# Hrs. Arty. p</td>
<td>-5g</td>
<td>-</td>
<td>-</td>
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<td>1/3</td>
<td>-</td>
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<tr>
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<td>+5</td>
<td>-6</td>
<td>1/3</td>
<td>-</td>
</tr>
<tr>
<td>NsLN Line Infantry</td>
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<td>+2</td>
<td>+7</td>
<td>-4</td>
<td>2/-</td>
<td>-</td>
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</tbody>
</table>

NOTES: a. For infantry in square, use the “OT” (“Other”) modifier if vs. any infantry. For infantry not in square, use the “OT” modifier if vs. any attacking cavalry, and not in a town, woods, entrenched, or with friendly cavalry in the same combat. For attacking cavalry, use the “OT” modifier vs. artillery or not in square and not in a town, woods, entrenched, or with friendly cavalry in the same combat. Use the current formation modifiers in all other combats. b. The “RSP” (“Response”) number is used for cavalry recall (with a “-2” recall modifier for all cavalry), rallying, and for infantry attempts to form square (with a “+1” line modifier for British infantry, and a “+1” column modifier for all infantry). General “RSP” modifiers are “-1” if Poor, “+1” if Good and “+2” if Excellent. The disorder modifier is “-3”. A modified “RSP” number is also the withdrawal modifier. c. Routes: Infantry and gunners=18”, cavalry and limbered artillery=27”. Routing units always in column or limbered formation. d. Subtract from the “LIN or ULM” speed. Also the cost to “about face”. Cannot be used while within 1” of an enemy combat unit. e. Eliminated on “1-3” when alone or when attached to a routed, dispersed or eliminated unit. f. Use the current formation modifier. g. May evade infantry (horse artillery limbers, if not so when contacted) unless disordered or routed. Only routing cavalry may evade enemy cavalry. h. May dismount. i. Same as when mounted. k. 2 fire hits from one shot or 1 combat hit are required to eliminate an artillery crew figure (also disorders the unit). Any artillery unit is eliminated with 2 eliminated crew. l. Use a “-1” modifier for artillery representing only 4 guns. Gunners without their gun lose their ability to fire. m. May not initiate combats. n. May initiate combats only if attached to infantry or cavalry. r. Rout number is “+1” with 6 or more bases. s. Is skirmish infantry.
### 25.4 SPECIAL RULES FOR QUATRE BRAS:

#### 25.4.1 Game Length: 1330-1930 hours (13 Turns). The French are the First Side.

#### 25.4.2 Arrival Times (Allied Only):
- **DBC/IA:** 1430 hours. In march column at the A1 road end.
- **5 & Wellington:** 1500 hours. In march column at the A2 road end.
- **B (-3/B):** 1530 hours. In march column at the A2 road end.
- **1 & 3/B:** 1630 hours. In March column at the A1 road end.
- **311:**
- **501:**
- **502:**

#### 25.4.3 Orange: Prior to the arrival of Wellington, Orange is considered to be the Allied supreme commander and can be considered to have a response number of "10" until the 1500 hours Turn (two labels are provided). The response number of "10" also applies to the combined three-figure base and the two-figure base when using 25.4.4 below.

#### 25.4.4 Orange/Rebecque (Meyler's version only): A combined three-figure base is used, with one figure (representing Orange) detachable. The base can be used together with the given ratings, or separately. When separately attached to any Dutch-Belgian unit, Orange has ratings of 0E(4)+2 and ratings of 0G(4)+0 when attached to any 1 Corps units of another nationality. The separate two-figure base (representing Rebecque and most of the corps staff) has ratings of 8C(G8)+1D (separate labels are provided).

#### 25.4.5 Dutch-Belgian Cavalry (Optional—Standard version only): In order to move to combat contact (not for other movement) with a Dutch-Belgian cavalry unit, the controlling player must first announce the projected movement, then roll a die. If the die roll equals or is less than the cavalry unit's modified response number, it is moved normally. Otherwise, the cavalry unit may not be moved at all (and no react marker may be placed).

#### 25.4.6 Options: No one has the initiative. The Allies have 4 free rolls and the French have 5.

#### 25.5 VICTORY POINTS: Quatre Bras is worth 90/126, Gemincourt 20/28, Thyle 40/56, P. Pierpont 15/21, and the A1 road end 50/70 Allied/French victory points. P. Pierpont is French-controlled and all other objectives are considered to be Allied-controlled at the game's start.

#### 25.6 HISTORICAL QUATRE BRAS: See the article, "Three Days in June" by David Meyler preceding this scenario, for an account of the actual battle. As co-designer of NAPOLEON'S BATTLES, I [S. Craig Taylor] should point out that my intention here is not to 'pick' on Mr. Meyler (who has done some interesting research and written an informative article), but to illuminate some of the problems that can be encountered in attempts to "adjust" a game design. During the four years that Bob Coggins and I worked on these rules, we played seemingly endless numbers of games matching up various armies, and had more heated discussions and made more unit-factor changes than I can remember to give the game what we felt was the right "feel" based on unit comparisons and matchups, so I know whereof I speak. Aside from some quibbles about the orders of battle at Quatre Bras (most sources are suspect), and the fact that I certainly do not consider the Dutch-Belgian karabiniers of 1815 to be true heavy cavalry, my differences with Mr. Meyler can be summarized in a few brief comments.

Standard ratings for the Prince of Orange are 3G(4)+0 compared to Meyler's ratings of 4G(8)+1 (increased to a "+2" combat modifier for Dutch-Belgian units). Command span differences can be argued endlessly, and we agree on the "Good" quality, so I'll confine my remarks to the other factors. Giving Orange (even with Rebecque as his chief-of-staff) an "8" response number makes him the equal of the system's most experienced and efficient independent commanders, and the actual 1815 campaign did not reveal independent maneuvers that call forth memories of Davout at Austerlitz or...
Lannes at Friedland. We assigned response numbers of "4" or "5" to commanders who required quite close supervision and, based on his performance in 1815, good and bad, I feel that our "4" rating is a valid assessment. Our criteria for assigning positive combat modifiers was to reserve for generals who were real "fire-eaters" who could rally their men and lead them forward again and again, and/or were such clever tacticians that their troops generally fought better than average under their personal control. The introduction of a "-1" officer to a combat can increase a combat unit's effectiveness in the game by around 20 to 40 percent in most cases, and Bob and I just didn't conceive that Orange's personal intervention would have enough effect to be noticed at this level of play.

Similarly, I can't agree with the two-part corps headquarters for Orange/Rebecque. Most corps commanders during the period operated in just that way; it was standard operating procedure. They had to be fairly active men, as they spent a large portion of their battlefield time on the move, attempting to keep abreast of the changing situation. If the commanding general was not absent, the chief-of-staff, as a deputy, often was. The whole system, which consisted of much riding around and quick discussions, is simulated by the command spans. The similar rules we have for Blucher/Gniesenau (see the Ligny scenario elsewhere in this issue) are included because that type of behavior was unusual for an army commander, and because Blucher would often leave headquarters and not return for hours at a time.

The effect pointed out while discussing generals' combat modifiers is similar when raising a combat unit's combat modifiers. Increasing or decreasing fire ranges and fire modifiers can have almost as much impact on the results of fire combat. This being the case, while designing the game, we were very reluctant to make changes of this type since such could greatly influence how unit "A" compares and interacts with unit "B". Before we made any change, we had to convince ourselves that the current numbers didn't work the way we thought they should and that the new ones did.

Obviously, Mr. Meyler feels that we short-changed the Dutch and Belgian forces; in every case where he made a factor change, there was an improvement on the standard ratings. With the changed ratings, Holland's troops, especially towards the end of the period, compare quite favorably with French troops. The Light/Jaeger Infantry (95-10), though inferior in other ways, are actually capable of entering combat with British infantry on an equal or even (depending on formation) superior basis! Is this an assessment with which many military historians would agree? Is it a correct interpretation of a country that was never very enthusiastic about Napoleon? Historically, the gap between the potential and the actual performance of Dutch troops finally led Napoleon to annex Holland in 1810 to improve French control. I could make similar arguments regarding the effects of the changed Dutch-Belgian values. (On the other hand, I could be sadly mistaken in all this, and Mr. Meyler could be absolutely correct in his interpretation of their capabilities.)

I promised to keep this brief. Without nit-picking over details, the point I am trying to make is that even seemingly minor changes can sometimes cause large changes to the way a game plays—that is, in the manner in which the units interact on the tabletop. Any unit with certain factors is worth a certain number of points, and the points can be used to balance a scenario. Either set of values can be plugged into the game system. The question is, "Which units interact most realistically?" The game mechanics may work fine and the scenario may be perfectly balanced, but if, for example, militia can beat the Old Guard on a regular basis, something's wrong. I'd be most interested in hearing from any readers who may have further thoughts on the subject, and/or who get a chance to play Quatre Bras (or other scenarios) using both sets of values.

### 25.7.3 Labels for Meyler's version only:

<table>
<thead>
<tr>
<th>IA</th>
<th>8*G(6)+1</th>
<th>Orange/Rebecque</th>
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</thead>
<tbody>
<tr>
<td>1A</td>
<td>2M/5F</td>
<td>Orange/Rebecque</td>
</tr>
<tr>
<td>1B</td>
<td>2V/1A</td>
<td>2B/1/1A</td>
</tr>
<tr>
<td>2B/5</td>
<td>B/LG</td>
<td>3B/6</td>
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<td>25/6</td>
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### 25.7.2 Labels for Standard version only:

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<td>1A</td>
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<td>8*G(6)+1</td>
<td>Orange/Rebecque</td>
</tr>
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### 25.7.1 Labels for Both Variations:

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<td>3B/20B/A</td>
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### 25.7.4 Labels for Meyler's version only:

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### 25.7.5 Labels for Standard version only:

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<td>Bw6#</td>
<td>1B/LG</td>
<td>2B/1/1A</td>
</tr>
</tbody>
</table>
Having maneuvered to occupy a position between the Allied armies, Napoleon ordered Marshal Ney to use the army’s left wing to attack and at least occupy Wellington’s Allied army at Quatre Bras. Meanwhile, Napoleon would use the army’s right wing and reserve to attempt the destruction of the Prussian army at Ligny.

26.1 MAP: The Ligny Battlefield.

MAP NOTES:

26.1.1: All buildings have a “+2” combat modifier.

26.1.2: All streams may be crossed by artillery only at bridges while limbered or in march column formation. Infantry and cavalry units may ford streams only in column or march column formations.

26.1.3: The Prussian forces are set up first, then the French on-table forces are set up.

26.2 LIGNY ORDERS OF BATTLE: [These are the orders of battle we have used to run the Ligny convention event on our purpose-built terrain since 1988. The strengths of some infantry units are slightly “judged” so that all have an even number of bases (16 or 24 figures each) for a somewhat better appearance in these “show-piece” demonstrations.]

(4) ARMEE DU NORD (AdN): Napoleon: 23°E(10)+3D (20M until VI Corps arrives, then 23M). (3) Grouchy (AdN/R): 10°Gi(5)+1, is an overall wing commander who can command any unit in the army.

(2) IMPERIAL GUARD (G): Drouot: 9°Gi(7)+1 [6F]
(1) FIRST GUARD DIVISION (1G): Friant: 5°E(8)+2
1B/1G: 24 FrOGD [7D] 2B/1G: 16 FrOGD [5D]
(1) SECOND GUARD DIVISION (2G): Morand: 5°E(6)+2
1B/2G: 24 FrOGD [7D] 2B/2G: 16 FrOGD [5D]
(1) THIRD GUARD DIVISION (3G): Duhesme: 4°Gi(6)+1
1B/3G: 24 FrYGD [7D] 2B/3G: 24 FrYGD [6D]
(1) GUARD HEAVY DIVISION (H/G): Guyot: 4°Gi(7)+1
1B/HG: 12 FrGHC [4D] 2B/HG: 12 FrGHC [4D]
(GA) CORPS ARTILLERY (GA): St. Maurice: 4°Gi(7)+1
GA: FrGI21t GA: FrGI21t GA: FrGI21t GA: FrGI21t GA: FrGI21t

(2) I CAVALRY CORPS (1C): Pajol: 5°A(6)+1 [1F]
(1) FOURTH CAVALRY DIVISION (4C/1C): Soult: 2°A(6)+1
1B/4C/1C: 16 FrLC [8D]
(CORPS ARTILLERY (1C): IIC: Fr6#)

(2) II CAVALRY CORPS (2C): Exelmans: 5°A(5)+1 [3F]
(1) NINTH CAVALRY DIVISION (9C/2C): Strok: 3°A(5)+0
1B/9C/2C: 16 FrLC [8D]
(1) TENTH CAVALRY DIVISION (10C/2C): Chastel: 4°Gi(6)+0
1B/10C/2C: 12 FrLC [6D] 2B/10C/2C: 12 FrLC [6D]
(CORPS ARTILLERY (2C): IIC: Fr6# IIC: Fr6#)

(2) III CAVALRY CORPS (3C): Vandamme: 8°E(5)+2 [6F]
(1) SEVENTH DIVISION (7C/3C): Girard: 3°G(7)+1 a
1B/7C/3C: 24 FrLN [12D] 2B/7C/3C: 16 FrLN [8D]
(1) EIGHTH DIVISION (8C/3C): Leclaf: 3°A(5)+0
1B/8C/3C: 24 FrLN [12D] 2B/8C/3C: 16 FrLN [8D]
(1) TENTH DIVISION (10C/3C): Haber: 3°G(6)+1
1B/10C/3C: 24 FrLN [12D] 2B/10C/3C: 24 FrLT [12D]
(1) ELEVENTH DIVISION (11C/3C): Berthesne: 3°G(7)+1
1B/11C/3C: 24 FrLN [12D] 2B/11C/3C: 16 FrLN [8D]

(1) THIRD CAVALRY DIVISION (3C/III): Domon: 3°Gi(7)+2
1B/3C/III: 12 FrLC [8D]
(CORPS ARTILLERY (III): IIC: Fr6# IIIC: Fr6#)

(2) IV CORPS (IV): Gerard: 9°Gi(5)+1 [5F]
(1) TWELFTH DIVISION (12C/IV): Pecheux: 3°A(5)+0
1B/12C/IV: 24 FrLN [12D] 2B/12C/IV: 16 FrLN [8D]
(1) THIRTEENTH DIVISION (13C/IV): Vichery: 3°G(6)+0
1B/13C/IV: 16 FrLN [8D] 2B/13C/IV: 16 FrLN [8D]
(1) FOURTEENTH DIVISION (14C/IV): Huot: 3°A(6)+0
1B/14C/IV: 16 FrLT [8D] 2B/14C/IV: 16 FrLT [8D]
(1) SEVENTH CAVALRY DIVISION (7C/IV): Maurin: 4°A(5)+0
1B/7C/IV: 16 FrLC [8D]
(CORPS ARTILLERY (IV): IIC: Fr6# IIC: Fr6#)

(2) II CAVALRY CORPS (2C): Milhaud: 5°Gi(6)+1 [3F]
(1) THIRTEENTH CAVALRY DIVISION (13C/IVC): Wahlen: 3°A(5)+0
1B/13C/IVC: 16 FrHC [5D]
(1) FOURTEENTH CAVALRY DIVISION (14C/IVC): Delort: 3°Gi(6)+1
1B/14C/IVC: 12 FrHC [4D] 2B/14C/IVC: 12 FrHC [4D]
(CORPS ARTILLERY (IVC): IIC: Fr6# IVC: Fr6#)

(2) VI CORPS (VI): Lobau: 9°Gi(6)+1 [3F] b
(1) NINETEENTH DIVISION (19C/VI): Simmer: 3°A(6)+0
1B/19C/VI: 16 FrLN [8D] 2B/19C/VI: 16 FrLN [8D]
(1) TWENTIETH DIVISION (20C/VI): Jeanin: 4°Gi(6)+2
1B/20C/VI: 24 FrLN [12D]
(1) TWENTY-FIRST DIVISION (21C/VI): Tesse: 3°Gi(5)+1
1B/21C/VI: 16 FrLT [8D]
(CORPS ARTILLERY (VI): IIIC: Fr6# IIIC: Fr6#)

a This division was actually part of the II Corps.
b Possibly not used—see 26.4.3.1.
### Army of the Rhine

**Blucher/Gneisenau:**

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26.4 SPECIAL RULES FOR LIGNY:

26.4.1 Game Length: 1500-2030 hours (12 Turns). The French are the First Side.

26.4.2 Arrival Time (French Only):

VI: 1830 hours. In march column at the B9 road end.

26.4.3 The French VI Corps (Optional): Either of the two options listed below may be used:

26.4.3.1: The French VI Corps, which arrived late and played almost no part in the actual battle, may be ignored and left out of the game. If this is done, French army morale is “20” for the entire battle.

26.4.3.2: Use Scenario Rule 1.5.3 to determine the arrival time of the French VI Corps.

26.4.4 Options: The French start with the initiative. Each side has 5 free rolls.

26.5 VICTORY POINTS: The buildings of Ligny are each worth 40/60, the Windmill is worth 130/203, and each other building is worth 19/28 French/Prussian victory points. If the French VI Corps is not used (see 26.4.3.1 above), the buildings are each worth 37/52, the Windmill is worth 123/174, and each other building is worth 18/25 French/Prussian victory points. All towns except Balatre, Boignee and Mellet are considered to be Prussian-controlled at the game’s start.

26.6 HISTORICAL LIGNY: Expecting the arrival of the VI Corps to his rear to provide additional reserves and the arrival of the I Corps on the Prussian right flank to draw off the enemy reserves, Napoleon opened the battle by launching “pinning” attacks with his III and IV Corps, while Grouchy tied up the Prussian III Corps with the I Cavalry Corps and II Cavalry Corps. The battle raged with towns changing hands again and again, but the French VI Corps arrived late and the I Corps never arrived at all, requiring a change of plan. Most Prussian reserves had already been sucked into the fighting, so, as darkness closed in, Napoleon sent in his Old Guard infantry east of Ligny, supported by the Guard cavalry and the cuirassiers of the IV Cavalry Corps. The Guard smashed the Prussian center as night fell, old Blucher was unhorsed and ridden down by French cuirassiers (barely escaping with his life), and the battle—Napoleon’s last victory—was a triumph. French losses were about 7,000 to 12,000 Prussian losses, although thousands of additional Prussians deserted or straggled off following the battle.
Separate labels are provided for Blucher and Gneisenau for use if the Blucher option is used. If the Blucher option is not used, use the combined Blucher/Gneisenau label.

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For those curious as to the numbering of the two new scenarios for NAPOLEON'S BATTLES found in this issue (these are numbered #19 and #20, while the last found in the Expansion Module is #17), be advised that the “missing” Scenario Eighteen (the battle of “Villa Costa”—a fictitious meeting engagement between a British-Portuguese and a French force in Spain in 1812) will appear in a future issue of The Courier (Vol. 10, No. 1). This scenario accompanies an article by Bob Coggins, co-designer of NAPOLEON'S BATTLES, describing the play of a pair of sample games for the readership of that oldest of American periodicals devoted to miniatures wargaming. The piece is intended as an introduction to this set of rules for experienced miniatures gamers. Those among the readership who might be interested in yet another scenario are urged to write the managing editor, Mr. Richard Bryant (c/o The Courier, P.O. Box 1878, Brockton, MA 02403) and inquire as to appearance of Scenario 18.
Just when you thought it was safe to go back on the battlefield!

The action continues, and the Emperor's health has never been better! The NAPOLEON'S BATTLES EXPANSION MODULE* by Avalon Hill, starts where the parent miniatures game left off, with more information on scenario design, more optional rules, and nine (eight of them historical) more battle scenarios. Each scenario is complete with maps, orders of battle, information charts, special rules, victory conditions, and unit labels. And you thought it ended at Waterloo!

The new historical scenarios are:
- **Valmy—September 20, 1792**: Rag-tag French revolutionaries make a stand against Prussian professionals.
- **Friedland—June 14, 1807**: Can Marshal Lannes hold off the whole of Bennigsen's Russian army until Napoleon arrives with the rest of the Grande Armee? Refight just Lannes' delaying action or the entire battle.
- **Corunna—January 16, 1809**: After loading his cavalry and artillery onto transports, General Moore's British infantry attempts to halt the pursuit of Marshal Soult's French army.
- **Aspern-Essling—May 21-22, 1809**: Archduke Charles and his Austrians catch Napoleon's army in the midst of crossing the Danube. Refight the actions on either day or the entire battle.
- **Ocano—November 19, 1809**: King Joseph's French army must attack a Spanish army of almost twice their size!
- **Salamanca—July 22, 1812**: The British army always fights defensively, right? Here, Wellesley's army turns unexpectedly to attack Marshal Marmont's pursuing French army.
- **Leipzig—October 16-18, 1813**: "The Battle of the Nations". With all Europe in arms, Napoleon's reconstituted Grande Armee uses interior lines in a desperate bid for victory against overwhelming forces. Can be played as one huge battle or as four smaller scenarios.
- **Craonne—March 7, 1814**: Russian general Sacken fights a delaying action against a French army that seems to consist only of units of the Imperial Guard.

*This is not a complete game. Use of Avalon Hill's NAPOLEON'S BATTLES game is required to employ the information in this module.

<table>
<thead>
<tr>
<th>No.</th>
<th>Title</th>
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<th>Ages</th>
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<td>1 or more</td>
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(Wholesalers note: no master pack, 6 units minimum per order)

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After many years of war with Great Britain and various continental powers, it appeared that Napoleon had been defeated at last when the Emperor abdicated his throne in April 1814. Huge Allied armies had converged on France in that spring after the Grande Armée had suffered severe losses in Spain, Russia and central Europe. France was worn out, and the battlefield seemed ominously grim. Napoleon himself had added wartime sufferings that year. Napoleon was sent into exile on the nearby island of Elba, the old Bourbon monarchy was restored, and Europe’s armies were largely demobilized.

But over the subsequent months, popular opposition to the Bourbons (who seemed to have learned nothing from their past excesses) and the Allies quarreled over the future Europe’s borders. Napoleon and his loyal supporters saw the chance to return. In March 1815, Bonaparte slipped from Elba and returned to the continent. The Bourbons quickly took flight, and Napoleon resumed control of France’s destiny. With the Allies so divided, there arose the hope in Paris that a Napoleonite France could be, if not dominant, at least strong and independent.

However, the Allies waited no dealings with Napoleon and, upon learning of the Emperor’s return, immediately declared him an outlaw. Great Britain, Prussia, Austria, Russia, Sweden, Spain, Portugal and numerous lesser states called their soldiers back to the colors. As the various nations mobilized in the next two months, it became clear that Napoleon would lose any lengthy, full-scale war against the coalition of his enemies. Given until December, they could send over a million men against his depleted nation.

Napoleon had but one slim hope. He would use the 124000-man force he had mobilized by June to surprise and defeat the initial Allied forces assembling in nearby Belgium—122000 militia-laden Prussian army under Gebhard Blucher, and an incongruous 94000-man British, Dutch-Belgian and Hanoverian force under the Duke of Wellington. With these forces crushed and the other French frontier defenses (notably Lorraine) holding firm for that month, there was hope among his French command that the coalition would collapse in dispersal once again. Had Napoleon not won against similar odds in the past?

In terms of the game EMPIRES IN ARMS, Napoleon had three areas in Flanders to choose from as he planned to cross the frontier. To the west, near Antwerp, the British had their crucial supply lines; to the east was Liège and the Prussian supply lines. In the center, near Namur, was positioned the main portion of the Prussian army. To the northwest, around Brussel, was the bulk of the British army and its various allies.

Ignoring the temptation of attacking the supply depots, Napoleon crossed into the central part of Flanders to challenge the two Allied armies themselves; time was of the essence in his scheme. Entering the “Namur” area, his Armée du Nord must be able to take Liège or Antwerp before the next French army arrived (figuring what would be the Battle of Ligny). The Prussian commander Blucher chose a “counterattack”, moving forward to meet the French threat. Napoleon had an initial edge, due to his army’s cavalry, artillery and Guard strength, but as the day continued it was the Prussian army under Wellington was able to reinforce the Prussians by taking up a position nearby (in what would be called the Battle of Quatre Bras). The Allied side was forced to retreat later that day after a collapse of Prussian morale, but since one French corps had been inefficiently countermarched, the bulk of the Allied force survived. (A missed chance as this is simulated in the game by rolling a “1” during pursuit.)

The British and Prussian commanders dared not retreat far; all of Europe was watching. Battle was worn out, and the battlefield seemed ominously grim. Napoleon was defeated in the “Namur” area. While the French were still on the overall offensive, to be sure, this EMPIRE IN ARMS description might simulate a second clash in the Allied players’ half of the turn.

This time the renowned Iron Duke was in front-line command on the Allied side. After years of Anglo-French conflict, the best commanders of both were finally to do battle! Wellington attempted an “outflank”, using the depleted Prussians as the flank force. Napoleon selected an “escalated assault” (although, in this particular sequence, it might be better called an “accelerated counterattack”.) As Wellington would later describe it, “Napoleon did not maneuver at all. He just moved forward in the old style, in columns, and was driven off in the old style.” Still, while awaiting the arrival of the Prussians, the British had some anxious moments. Once the Prussians arrived, French problems mounted. Napoleon’s efforts at this point were frustrated by two French corps under Grouchy going astray near Wavre (again, simulated in the game by a low die roll).

There remained but one chance for Napoleon—his Imperial Guard. Many have argued that he should not have held it in reserve for so long. The Guard was committed at day’s end, and suffered heavy losses in their unsuccessful attempt to break the Allied morale. This failure led to the total collapse of French morale, with the Allied cavalry taking an additional heavy toll in French strength in the pursuit. When it was all over, the Armée du Nord contained only about half the men it had had when it began the invasion of Flanders.

While other French forces on the borders held quite well, including a victory in Lorraine, the writing on the wall was clear to Napoleon. He abdicated again, and was taken by the British to the more secure island of St. Helena (where he would die in 1821). France was pronounced tamed at last, but did not suffer as harsh a settlement as might be expected. Her frontiers were generally preserved as Napoleon’s various successors convinced the powers of Europe that the treaties must be kept. Europe began 99 years of relative peace.

[13.7] THE 1815 WATERLOO SCENARIO:

Returning to the continent from exile, Napoleon sets out to re-establish the glory of France. The following covers the brief, decisive 1815 campaign.

13.7.1 FORCES SETUP:

13.7.1.1 ALLIED FORCES: The Allied forces are set up first.

A. 6M in Antwerp

B. 1 Hanover corps with 71 in the Antwerp area

C. 1 C corps with 6C, the Holland corps with 121 and 2C, and the WELLINGTON leader in the Brussels area.

D. 2 corps with 131, 5M and 1Gd split in any manner between the Antwerp and Brussels areas.

E. 1 depot in the Antwerp area.

13.7.1.1.2 PRUSSIAN FORCES: A. 3 corps with 271, 18M, 6C and the BLUCHER leader in the Namur area.

B. 1 corps with 61, 8M and 3C in the Liege area.

C. 1 corps with 81, 5M and 1C in the southern area of The Duchies.

D. 1 depot in the Liege area.

13.7.1.1.3 AUSTRIAN FORCES: A. 1 corps with 51 and 10M in the Ulm area.

B. 1 depot in the Ulm area.

13.7.1.2 FRENCH FORCES: The French forces are set up second.


B. 1Gd corps and one Artillery corps with 10Gd, 7A and the NAPOLEON leader in the Paris area.

C. 5 corps and 4 C corps with 231, 16M, 13C and the NEY leader in or adjacent to the Paris area.

D. 1 corps with 51, 5M and 2C in the Lorraine area.

E. 3M in Strasbourg.

F. 1 depot in the Paris area.

13.7.2 STARTING MONEY: Britain starts the game with $1, Prussia with $1, Austria with $2 and France with $2.

13.7.3 CONTROL:

ALLIED controlled territory consists of Flanders, Holland, Kleves, Berg, Hesse, The Duchies, Baden, Palatinate, Wurttemburg, Bavaria and Switzerland. FRENCH controlled territory consists of the French home nation.

13.7.4 REINFORCEMENTS: None; no new factors or corps are available.

13.7.5 TIME: The game lasts one turn only: June 1815.

13.7.6 SPECIAL RULES:

A. Only the Western Map is used.


C. The supply of Allied forces are traced to their respective depot areas.

D. No new depots may be built during this scenario.

E. The Hanover corps has only its printed 2.0 morale. (Rule 12.3.2 cannot apply because Hanover had not been British-controlled for 24 continuous months prior to June 1815.)

F. The “Withdrawal” chit may not be chosen for a French force commanded by Napoleon in combat. (OPTIONAL) Rule 12.3.6, if used, applies to any Allied force in this modified manner: When losses are removed from the forces of Austria, Britain, Hanover or Holland, they are removed in a proportional split among their numbers in accordance with 12.3.6, but losses from French forces need not be proportional with those of the other Allies.

13.7.7 VICTORY:

A. The Allied player wins at the end of the turn by accomplishing the following four requirements:

1. No unbesieged French forces in Flanders.

2. An Allied depot in either the Antwerp or Liege area.

3. Total Allied losses (in SP) may not exceed five higher than French losses.

4. In the allied portion of the turn, the Allied player must have initiated field, limited field, trivial and/or siege combat that resulted in one of the following:

a. The Allies winning at least one combat.

b. The French losing at least ten SP in one combat.
B. The French player wins at the end of the turn by accomplishing the following four requirements:
1. French control of Paris.
2. At least one infantry corps in the Lorraine area.
3. Total Allied losses must be at least 30 SP.
4. French losses must be within the following limits:
   a. If an unbesieged French corps exits the turn in Flanders, French losses must be at least ten SP less than total Allied SP losses.
   b. If the French do not have an unbesieged corps in Flanders, French losses must be at least 15 SP less than total Allied losses.
   c. Any other result is considered a DRAW.

13.7.8 NOTES:
This scenario omits the less active front along the French Alps border with Austrian-controlled Italy that had troops still in the process of mobilizing in June 1815. Also omitted was an even less active front along the Spanish border. The continent’s attention was focused on France’s more exposed northeastern frontier (as would be true in other wars).

The Antwerp “city” on the map may be taken as an agglomeration of several cities used to link the British land forces with their fleet, notably Ostend and Ghent. Since only one Movement Phase is available to each side, certain special rules were instituted to prevent “endgame” moves that the historical commanders would not have tried. For example, Wellington dared not strip his Antwerp area bases of all British forces while he fought Napoleon in central Flanders.

Many historians believe that the “Holland corps” would have defected to Napoleon could he but have sustained his campaign. This is simulated here by giving the French player an allowance for more casualties if he can maintain unbesieged forces in Flanders.

While a “Draw” is possible, such a result should be seen as a defeat for both sides. Not only did the outnumbered French need a decisive and immediate victory, but the British, Prussian and Austrian statesmen wished to wrap up the war quickly, if possible, to avoid any major involvement by Russia.

As in the historical campaign, players will discover that there is no substitute for making the best operational choice. However, those familiar with the EIA matrix are aware that there is no single optimal choice. For the French player, commitment of the Imperial Guard can also be critical. This unique one-turn campaign is very much a "battle scenario." It is hoped that all who enjoy the game can take pleasure in a scenario that can be lost, and set up for play again as the opposing commander in the same hour.

VG Price Increase
With the printing of the new February 1991
Price List, readers might want to take note of an increase in the cost of a number of Victory Games products. The VG titles affected (with new price in parentheses) include:

- AMBUSH ($35.00), CIVIL WAR ($25.00), GULF STRIKE ($40.00), LEE vs. GRANT ($21.00), MOSBY'S RAIDERS ($20.00), NATO ($20.00), PACIFIC WAR ($49.00), SHELL SHOCK ($36.00), TOKYO EXPRESS ($36.00), 5th FLEET ($35.00), 2nd FLEET ($31.00) and 3rd FLEET ($36.00). This price increase takes effect immediately, and shipping/postage costs for mail orders must be computer based on the new prices.

The basic optional rules in STATIS-PRO FOOTBALL offer sufficient detail to make the game a realistic simulation of pro football for most fans. However, dedicated players with a taste for even more complexity might look closely at several aspects of the sport which have been generalized in the design. I have. And here are some of my suggestions, for implementation together or singly:

**Defensive Choice**: After both players set their alignments, the Offensive player can change formation, or put a man in motion (designated by turning his card sideways) and the Defensive player can respond with shifts. The Offensive player can (one action only):
1. Set a running back out in a flanker box.
2. Put a running back in motion, moving out the flanker box.
4. Move a flanker up to split-end box, moving the tight end back.
5. Put tight end in motion to opposite flanker box.
6. Move a flanker up to split-end box, moving the tight end back.
7. Move safeties between the rows.
8. Shift linemen sideways one box.

**Backs & Pitchout**: The standard pro set or split backs use boxes B1 and B2. Now the Offense can set a single running back in B3, or two backs in an I-formation using boxes B2 and B3 (the tailback). From the I-formation, a pitchout play can be directed either right or left. The tailback (or single back) is the ball carrier, and the Offensive player turns a FAC and reads the run modifiers before choosing to run inside or outside. A defensive key on the tailback always applies and the run is resolved normally.

**Shotgun**: The Offensive player can use the shotgun formation by setting the quarterback in box B3. From the shotgun, the completion range on all Quick passes is increased by +4. A "Shovel" pass can be thrown in any running back, using the Quick pass with a completion range modifier of +10. Shovel passes are completed two yards behind the line of scrimmage.

**Line Stunts**: Defensive linemen located in adjacent boxes (A-B, B-C, C-D, D-E) can run line stunts. If the Offense runs directly into the stunting linen- (for instance: SL vs. A-B, IL vs. B-C, IR vs. C-D, SR vs. D-E), the Run receives a modifier of +4 on the completion range. If complete, the back uses the Short Gain column, starting five yards deep in the backfield. When the resolution card shows the Break result as a run modifier, the back gets a Long Gain.

**Blocking Techniques**: Offensive success these days depends heavily on blocking. On each running play, the Offensive player chooses one interior lineman as the key blocker during that play. If the FAC drawn lists that lineman, and no other, as the modifier, decrease the Run# by -1. There is no modifier if the FAC result shows the lineman versus a defensive box. A few restrictions apply to line- man selected. If using the quick pitch, only the tackle or end from the same side can be designated. On inside running plays, only the center or either guard can be designated. A tight end in motion throws a block on an inside running play if the BK modifier is indicated.

**Options in SP-Football**

**By James C. Gordon**

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**Option Play**: The Offensive player can call an Option play by designating the direction, right or left, and the running back. After the Defensive player announces his defense and key, draw a FAC for an option play. The Offensive player can elect to either continue running the quarterback, or lateral the ball and roll for a possible fumble (using a +10 modifier for the fumble recovery). After a successful lateral, the running back runs a sweep normally.

**Pass Direction**: The Offensive player indicates the direction of his pass plays. Make three additional strategy cards, labeled “Left”, “Right” and “Center”. The Defense can focus its pass coverage in any of these three corresponding sectors (e.g., the Defensive “Left” is the same area as the Offensive “Left”), or play a straight coverage without a shift. The Defensive player makes his choice secretly before the play is resolved. Use the table below to determine the modification to the completion ranges of Quick/Short/Long passes:

<table>
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<th>Defensive Choice</th>
<th>Offensive Choice</th>
<th>Option</th>
<th>Completion Range Modifier</th>
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<tr>
<td>Left</td>
<td>Left</td>
<td>Straight</td>
<td>+1/0/-1</td>
</tr>
<tr>
<td>Center</td>
<td>Center</td>
<td>Straight</td>
<td>+8/+4/+2</td>
</tr>
<tr>
<td>Right</td>
<td>Right</td>
<td>Straight</td>
<td>+4/+2/0</td>
</tr>
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If the play is directed to a receiver other than the primary target, this modifier applies.

**Pass Patterns**: The Offensive player designates the type of pass pattern that each receiver will run—either Quick, Short or Long. When the FAC card directs the pass to a secondary target, the pass pattern may change as well. If the quarterback scrambles away from the pass rush by getting a run result, the pass receivers can “shorten” their pattern by one level (i.e., Long to Short, or Short to Quick). The Offensive player then has the option of running the quarterback or attempting another pass, with completion range modifiers of −10 on Quick and −6 on Short pass.

A “Swing” pass can be thrown to a running back (resolves as a Quick pass with a modifier of +8 on the completion range). If complete, the back uses the Short Gain column, starting five yards deep in the backfield. When the resolution card shows the Break result as a run modifier, the back gets a Long Gain.

**Blocking Techniques**: Offensive success these days depends heavily on blocking. On each running play, the Offensive player chooses one interior lineman as the key blocker during that play. If the FAC drawn lists that lineman, and no other, as the modifier, decrease the Run# by −1. There is no modifier if the FAC result shows the lineman versus a defensive box. A few restrictions apply to lineman selected. If using the quick pitch, only the tackle or end from the same side can be designated. On inside running plays, only the center or either guard can be designated. A tight end in motion throws a block on an inside running play if the BK modifier is indicated.

**Line Stunts**: Defensive linemen located in adjacent boxes (A-B, B-C, C-D, D-E) can run line stunts. If the Offense runs directly into the stunting linemen (for instance: SL vs. A-B, IL vs. B-C, IR vs. C-D, SR vs. D-E), the Run receives a −1 modifier. On passing plays, when a Pass Rush, the sack range is increased by +5 modifier. If a running back is kept in to block, the stunt is nullified.

*Continued on Page 52, Column 3*
The 1830 game system is one of the finest multi-player systems around. As Edward Fahrmeier noted in his article “All Aboard” (Vol. 23, No. 6 of The GENERAL), it is possible for players to recover from a bad start; yet it is difficult to “gang-up” on the leader and reduce the game to a wild scramble with an arbitrary winner. Moreover, it is as close to a game of pure skill as a multi-player game can get, especially if all the players are competent so that their actions are reasonably predictable. Careful long-term planning is usually rewarded, while errors are mercilessly punished. Best of all, unlike CIVILIZATION or DIPLOMACY, the game is self-balancing because the cleverly-designed private company auction forces players to pay more for the most desirable private companies. Avalon Hill is to be congratulated for improving the already-excellent 1829 (B&A) game to the point that any player can play another without fear of retaliation. Furthermore, most alliances typically benefit one member much more than the other, and that inequality will be fairly obvious. For these reasons, alliances are generally not a large factor in the strategy, beyond the point of two players tacitly or explicitly cooperating to develop a particular section of the mapboard.

Like Mr. Fahrmeier, I too think the game divided into three phases; but I define each of them slightly differently. The “opening” is the time before the sale of the first 4’ train; the primary features of this phase are the development of the players’ stock portfolios and the struggle for control of the most desirable railroad corporations. In the second phase (or “middle” game), the primary focus is on the second stage of corporation start-ups and the acquisition of “permanent” trains. (I include the 4’ train purchases here since the decision whether to purchase a 4’ train usually determines when a railroad will acquire a permanent train and what kind it will get.) This second phase is in which several railroads will be running for capital rather than for dividends, and one or more players may face bankruptcy. In the end game, which begins when all railroads have a permanent train, players turn their attention to maximizing their railroads’ runs while impeding opponents by selling stock in their railroads, placing tokens to block routes, or looting and dumping jointly owned corporations. Many games are so close that one corporation’s gain or loss of one row or column on the stock chart can determine the winner. In this article, I will discuss each phase of the game separately. In the course of the discussion I will try to review and comment on the ideas expressed by Messers. Shelley and Fahrmeier in their articles in the 1830 feature issue of The GENERAL.

The Opening

The first task facing the players is to bid for the private companies. In general, I agree with the comments of both Fahrmeier and Shelley. The Baltimore & Ohio (B&O) provides the presidency of a good railroad, but because it does not generate recurring revenue and may not be sold to a railroad corporation, it is not worth much more than its face value. The Camden & Amboy (C&A) is unquestionably the most valued private company in relation to its base price, often selling for more than $200. The fewer the players in the game, the more the C&A is worth, for in a three- or four-player game purchase of the C&A will not prevent its owner from becoming president of a corporation in the first stock round. I generally don’t show much interest in the other private companies, but will buy any of them at face value. The Delaware & Hudson (D&H) is probably worth a bit more than its face value of $70, but our experience has been that most attempts to use its special power of “teleportation” to hex P&H end in failure (more on this later). I believe Mr. Fahrmeier is incorrect in stating that the Mohawk & Hudson (M&H) cannot be sold to a corporation; the option to exchange it for a share of New York Central (NYC) or sell it to a corporation makes it worth more than $100, but it is still a poor cousin of the C&A. While I am no fan of the Canadian Pacific (CP) in general, I think it is worthwhile to buy this railroad early in the game without possession of the Champlain & St. Lawrence (C&S/L). In a game of fewer than six players, therefore, if not buying the C&A, a player should not spend so much on the private companies that he cannot start running a railroad. The same is true if you need $402, or $335 if you can start the Pennsylvania Railroad (PRR) because of the free share which accompanies the C&A. In a five-player game, you may buy a private company if you are sure that you will have enough cash by the third stock round to start a railroad. These calculations may seem cumbrous at first, but are necessary for good play of 1830; if at any point in the game you find yourself or your railroad just a few dollars short of taking an important action, you are in trouble and it’s probably your fault. The only time this type of analysis really fails is if someone unexpectedly sells shares ahead of you that you were planning to dump, thus lowering the price. (This brings me to rules beef #1: I think all player and railroad holdings should be public. Since all transactions are public, keeping cash holdings and player systems around.}

The President

In conclusion, the only private company worth getting really excited about owning is the C&A; the others would fetch more than $10 above face value. Buying a private company also affects the price, so a $76 or $71 railroad is as good as a $100 railroad whenever the priority card is favorably placed. The president (or other players) may alter the order, of course, and can cost you the chance to start the corporation of your choice.

After all the private companies have been sold, the next decision facing a player is whether or not to attempt to become president of a railroad. When we first began playing 1830, only two or three corporations would “flip” (go permanent) this in the first stock round. When the presidents of those first two or three consistently won most of the games, we realized that it is usually better to start a poorly-capitalized railroad than none at all. There are several reasons for this.

Buy the presidency at the right moment, you will have a handsome profit since the shares will have appreciated significantly in price in addition to generating revenue each operating round. If you mis-guess the president’s intentions, however, you may be trapped in a no-win situation. He will either begin running for capital, shutting off your income and driving the stock price lower, or will loot the railroad and dump it onto you. Buying the presidency without enough money to float the railroad is even worse than taking a minority position in a corporation. It is not true that some players may not be able to start a railroad of their own and will never be able to buy a minority position in some railroad. If you can’t buy enough shares to float alone, you are at their mercy. If they invest in a different railroad, you are stuck with dead shares. Probably one
The **New York Central (NYC)** runs too poorly with the **"2" trains and yellow tiles only; the Boston & Maine (B&M) is just a poor cousin of the NYNH; and the Canadian Pacific (CPR) has too little potential.**

The C&O is a railroad full of promise. Unfortunately, it rarely delivers on that promise. Like the PRR, it has no immediate need to waste money on bridging the Lakes. Consequently, it will only have to be shut out of the Baltimore-New York corridor—unless the B&O is not started early. I have seen very few games in which H16 was not occupied by a PRR and B&O token at the earliest possible opportunity. Moreover, the C&O has one less token than the PRR.

**There are at least three basic strategies which can be employed by the C&O president. If the B&O is not started early, the obvious choice is to sprint for hex H16. This option includes buying only one **"2" train** (on playing G7, H8 and H10). Unfortunately, even if the B&O is started a round or two late, you can still lose this race. The decision to follow this path depends upon how committed you think the B&O president is to keeping the corporation dormant. Even if the race to H16 is lost, playing a **"4" train** on G7-G17 (where it has unique value in developing highly profitable runs for the B&O, PRR, NYNH and/or NYC).

The C&O's second strategy is the high-speed, high-revenue-route course similar to that suggested for the B&O above. Build a sharp curve in G3 toward F4 during the third round. Then build a bridge in F4 and buy a second train during the next operating round. On the third and fourth, build two F4-Chicago runs by upgrading F4 with tile #15 (when available), placing a token in F4 and building a sharp curve in E3. On the fourth operating round, if the green tiles are available, you will be running for at least $210 with a "2" and a "3" train. On the next round, you can play another sharp curve in G3 and boost the run to $240 if you have two "2"s and a "3". Unfortunately, this is pretty slow development in comparison with others, and costs $420 from the treasury. It is unlikely that the other players will allow you to run for $200 more than once before buying a "4" train and spoiling your run. Your long-term development prospects are now fairly poor as you will never reach the East Coast; expect to survive with a permanent run of $230 or less. Your permanent run can be slightly improved by developing E5, but this costs additional $80 and damages your short-term prospects as you probably wish to play tile #14 rather than #15 on hex F4 to reach E5 (reducing your access to Chicago).

The third feasible strategy for C&O is that of the **"D&H teleportation"**. On operating round 1, play a tile in G7 so that, should green tiles be available on the next round, you can play at F16 and still have a run. On the first operating round possible, buy the D&H with the C&O and spend $120 to place a tile at F16. The tile can be pointed either NW or ND, depending on which establishes a "3"-"4" train run of New York-F18-F16-G17-New York (worth $210) or a "5"-"4" train running to H18 (worth $260). This is a very nice set up, but takes a long time to establish; other nearby railroads may interfere with your plans, and your runs will be far behind those of the B&O. If the D&H are forced to buy a "4" train, I do not believe you will have spent $495 (at least—$80 + $180 + $35 minimum + $80 + $120). If you also decide to buy a "4" train, you will get some great runs but will likely use them for capital since, even if you started the C&O at $495 and spent $120, you will still be left with $675 on the treasury. If you opt not to buy the "4", then you will have gained little from the D&H play. Your "3" train could run for $130 from Cleveland to Chicago, the same as F16-G17-New York when fully developed. But you can manage a "5" train run of $250 out west at less expense (Chicago-
The play in hex F16 does help the NYNH and NYC, however, so if you own one of these corporations or expect to, you may have more sale with them.

The NYNH president also has several viable options. The short-term strategy is to build toward Boston and purchase two "2" trains and a "3" train, placing a token in F22 and quickly running New York-W20 and F22-F24-Boston (for $140 with yellow tiles or $200 for green). This will involve a bridge on F22 ($80), bridge in New York ($80), token in F22 ($40), two "2" trains ($160) and a "3" train ($180)—or about $540. Your best "3" run will probably be New York-F20-F22 for $100, so to stay within one round of a "5" train best of any options, the NYNH will likely be confined to New York-Boston ($190 when fully developed), so a "3" train is all you can use. One advantage of this is that your play in hex F20 seriously impairs the development of the NYC, especially if all the sharp curves are in play so that it cannot establish a run with only two tile lay.

A longer-term strategy for the NYNH is to play the tile #69 toward Albany, eventually hoping to cooperate with the NYC and establish a coast-to-coast line through New York. The president of this corporation will pick up the tab for upgrading New York, while the NYNH plays its station in E19 or perhaps F16. The NYNH thus lays out only $300 for a "2" train, "3" train and a token in Albany in the early going, and can afford a "4" later with a view towards acquiring a diesel. The best version of this strategy is for the NYNH president to acquire the NYC also, of course, but this will usually demand bankruptcy of the NYNH by selling its private companies. Otherwise, another player will surely grab the NYC first as it will have a head start on track development.

The NYC itself is an endless source of fascination in our gaming group. Its four tokens and proximity to New York make it extremely attractive as a long-term investment, but it tends to run very poorly early in the game. Its initial run is only $50, and it will only gradually run a second train until several green tiles have been played. When the "3" trains are available, it is the overwhelming favorite among players starting a railroad at that time, and is devastating to control in combination with one of its neighbors.

Obviously, the Erie cannot be started at the beginning of the game because it cannot even build track in its home hex until the green tiles are in play. When the green tiles do appear, prospects will be limited because there are only two "OO" tiles in the game (one of which invariably appears on H18 at the first opportunity). Thus, early development of the Erie consists of only a gentle curve into Rochester and a connection to Albany, for a lacking run of $90. This railroad is therefore viable only as a secondary corporation, probably for the owner of a nearby line such as the NYC which can aid its progress through its advanced station boundary. The Erie can monopolize the high-scoring cities in the Buffalo-Toronto area (because the OO upgrade tiles allow a single token to block passage through the hex). Thus, once the brown tiles are available, the Erie becomes pretty reasonable—especially if nearby track has been also developed.

The B&M also has all the disadvantages of the NYNH, with none of the advantages. It is not guaranteed passage through New York, so it will often have to expend its only token there. Unless a tunnel is cut in D22, the B&M cannot reach Albany early enough to be ready to decide whether to start a second corporation or invest in another already existing line. Starting a second railroad is usually preferable, unless all the remaining corporations have very poor prospects because of unfavorable track construction by early existing lines. The second railroad not only allows you to keep within your limit of certificates, but also to cooperate with your primary railroad in track construction and station building. And, most importantly, a second allows you to control the timing of your train purchases and to distribute cash efficiently between the two. It also avoids the danger of losing more than one railroad (which may be looted and dumped upon you) in order to reach your certificate limit.

Ideally your second railroad should be started at $100 per share. This is not so much because it needs more cash to operate (it actually needs less, especially if the "4" trains are already available); rather the extra cash is needed to transfer to your older corporation so it doesn't have to run for capital as much. Too, a high-priced second railroad has a higher chance of reaching the "2" train before the "4" train. As the price of the certificate increases, the stock chart, while a low-priced one doesn't.

In many cases, unfortunately, the player seeking to start a second railroad cannot conveniently raise $600 alone, and must give up on it or start it at a lower share-price. If the older railroad has enough money to get a permanent run with but one capitalization round, the second can be started at a low price because no cash needs to be shifted. In most cases, however, the second round of railroad starts will involve those players who have sold private companies to their first for large amounts; such first railroad primary stocks are much more likely to be at $90 or $100 at this stage of the game. Paradoxically, if your first railroad is in really terrible shape, you can raise the cash to start your second by selling all but the president's certificate. No one else will want to take on the railroad from you if it is broke. On the next turn of operating rounds, the railroad may get cash from the shares in the bank pool without being forced to run for capital. If, by selling your shares, you now have enough money to start a second company at $100 per share, you should be able to bail out the first if necessary.

One more attractive railroad company is available to be started, you don't have enough money to "float" it until the next stock round, and you think another player yet to purchase during this stock round will grab it, you could buy the president's share only (or even one additional share) and set the price at $67. Other players will realize that they take control from you, you are quite liable to sell your two or three shares and drive the market token down to two or three rows on the chart making it a rather unattractive investment. The two or three shares are deadwood in your hand, of course. You must know that you have most of your future profits from the next profitable short-term purchases and whether you are willing to run the railroad at $67 per share later. This is one of the few situations where it is quite proper to buy shares that are not certain to be "live" during the next operating round. Unless it's a six-player game, I would assume that no one will throw me a lifeline if I should purchase only four or five shares of a new company.

In the event that you are unable or unwilling to become president of a second railroad, you will usually have a choice of a number in which to become the second-leading shareholder. The obvious considerations are the track development potential of the railroad, the state of its treasury, the skill of its president, and the state of other railroads owned by that president. The most attractive minority position is one in a railroad with good potential, lots of money, run by a capable player who has no other railroads and no unsold private companies. Other things being equal, I tend to choose one owned by the player nearest my immediate left. This has two advantages. First, the president cannot loot the railroad and stick you with the presidency unless he is a second-leading shareholder. If he has fewer than six shares, that five shares, you may get a chance to take the railroad away from him if the other outstanding shares are sold piecemeal by the other players, allowing you to pick them up before the president can.

Keep in mind that owning more than one share of any railroad that you are not president of is always a risky proposition if the president has a way of looping it. If the person does loot it and makes you the president, he might not win—but you definitely won't win in that case. And, of course, the share of corporations removes this risk for the entire game. In a six-player game, you can survive nicely with one railroad as you can own six shares of it and one share of six others, for a total of 11 certificates (your limit). In a five-player game, the winner will almost always come from among the two or
three who have two railroads. In a four-player game, you can do quite well as president of only two corporations. A popular strategy, however, is for one hand of six to obtain one share of each of the six others (for a total of 16 certificates). With three players, the player with only two railroads is usually the loser (unless both are very good).

The factor which will color your strategy is the tendency of the other players towards what I call a “fast” or a “slow” game. A “fast” game is one in which four or five railroads are started early and the train inventory is run through quickly; in a “slow” game, the “3“ trains may not emerge for five or six rounds. In a fast game, the “3“ trains will not last long, so it is wise to invest in too many of them. Except for the B&O (and possibly the C&O), no railroad can profitably use three “2“ trains. Several railroads in a fast game will require their presidents to bail them out from cash in hand, so if you do that, you should play conservatively to pro­
dividends every chance and building an early cash

As in real life, it is better in B&O to have money sooner than later, because you can immediately re­

A railroad without a “3“ train” will not last long, so it is unwise to invest in too

Therefore, it is almost always good policy to spend

Secondly, the new railroad(s) will start back in the

Near the start of this stage, the question of rail­

In looking at a “fast” game, the basic principle is to go against the grain—do the opposite of what most of the other players are doing. If you expect a fast game, you should play conservatively to protect your railroads from having their trains stripped away before the treasury is rebuilt. You aim to force other players to deplete their capital by buying short-lived, temporary trains.

On the other hand, in a “slow” game, in which players are reluctant to buy multiple trains and/or start new railroads, you should play aggressively, buying a railroad (or selling a temporary train) for dividends every chance and building an early cash

Always buy that “3“ train at the first opportunity. A railroad without a “3“ train will not last long, so it will be in your interest to pay substantial amounts out of his own pocket.

The game mechanisms provide for this in several respects. The bought trains last through the next seven to 11 bought, they get a lot of use. Don’t buy two “3“ trains, however, unless you can definitely sell one to a second railroad, or you expect a very slow game. Once a “4“ is bought, the limit on trains is two and you cannot buy a “5“ or “6“ yourself until the first “6“ train is bought by some other player (thus killing your “3“ trains and forcing you to lose a run).

Although it seems counter to one’s instincts, it is better to buy early runs (the operating round or two immediately preceding the disappearance of the “2“ trains) rather than your small ones later. It is important to run for capital as infrequently as possible to avoid damaging the stock price, since each capitalization costs you two columns on the stock chart. Do capitalize for $200 or more, unless the extra dividends in your hand would enable you to start an additional railroad on the next round which would otherwise be started by another player. If you have one “3“ run away from having $500 in the capital, you can afford to wait and capitalize on the smaller “3“ later when the “5“ trains are available. And be careful not to capitalize if this will shift the operating order so that you lose any operating round or “extra” trains. If you have a choice, try to capitalize at the last possible moment. This not only enables you to invest your dividends earlier, but also maintains your position in the operating order, possibly gaining you that extra run with your “2“ or “3“ trains before they disappear.

In a “fast” or a “slow” game, the buying and selling of large numbers of shares in rail­

To start new railroads, you should play aggressively, aiming for a “5“ or “6“ train, or a

Do capitalize for $200 or more, unless the extra dividends in your hand
raid to run for $400 while a "5" train would run for $230, you gain $17 per share because of running your train limit. If you have six shares, you may buy one or two "5" trains. If you decide to buy one or two "5" trains and you want to play on your eventual big diesel run by placing tokens, reducing your ability to recover your investment.

In deciding whether or not to go for a diesel train, you should consider the fact that in order to get a diesel, you need to buy a "4" train. Without a "4", you will not be able to make a "5" train available. The perpetrator owns a railroad with a "1" train and the "2" train remains in the bank. The next time around, the "2" train may not buy it; instead it must buy the least expensive train available—namely, that "3" train. One railroad has between $630 and $799 in its treasury. The perpetrator's railroad buys one and so will lose an additional run. You can then loan your personal funds to help this railroad by having the good one buy the "4" and "5" trains available. You can then use your ability to recover your investment.

Occasionally, however, it can be a good tactic to purposely deprive one of your railroads of all its trains. For instance, if a railroad remains inactive, at least one other railroad must buy one of your railroads. Remember that no railroad with a "4" or "5" train can help this railroad by having the good one buy the "4" and "5" trains available. You can then use your ability to recover your investment.

The perpetrator buys the "2" train, and the "2" train remains in the bank. The next time around, the "2" train may not buy it; instead it must buy the least expensive train available—namely, that "3" train. One railroad has between $630 and $799 in its treasury. The perpetrator's railroad buys one and so will lose an additional run. You can then loan your personal funds to help this railroad by having the good one buy the "4" and "5" trains available. You can then use your ability to recover your investment.

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Of course, even if you don't buy a "4", you can still afford to buy all the "5" and "6" trains available before you have a chance to purchase any. The $450 (or $630) you saved in the railroad coffers can carefully be used to dish out $470 to your two lost railroad players and pay off the cost of the "6" train. Remember that you have little control over what kind of train you get and how much you pay for it out of personal funds. This is quite true . . . if you own only one railroad.

With two railroads under control, the situation is a lot more stable and predictable. Naturally, each railroad has one "3" train by this time (not two--; you don't want to be prevented from buying a "5" by the train limit and then lose a run when the first "6" is bought). One of your railroads (not both) but not all, money must be spent to buy a "5" and "6" train. The perpetrator owns a railroad with a "1" train and the "2" train remains in the bank. The perpetrator's railroad has between $630 and $799 in its treasury. The perpetrator's railroad would have over $800 if you run for capital on the current operating round. Now you face a simple decision between running for dividends and buying a "6", or capitalizing and buying a diesel. Normally it would be worth the effort to capitalize and buy a diesel, especially if it was the other player who needed their "4" trains. This situation is an exception, however. In the majority of cases, you should accept the cheapest permanent train available.

The End Game
The last stage begins when all active railroad corporations have a permanent train. In the end game, play focuses on tile and token play on the board rather than on stock transactions. Typically, all players will have reached their stock certificate limit around the beginning of this phase. Stock transactions are now focused upon damaging the value of others' railroads. The major factors in playing such companies as may be in the colored zones on the chart. If a railroad remains inactive, at least one player will be faced with a decision as to whether to float it.

Several decisions arise in the end game: Should a railroad with a permanent train buy additional trains for capital in order to obtain funds for bridges, tunnels or tokens? Should a player sell shares of a competitor's railroad to lower its value? Should a stock token be placed so as to damage another's round? Should a railroad be looted and dumped? At this point in the game, players' reactions can be predicted with such a fair degree of certainty that one can calculate whether any of the above actions will gain or lose ground. Unfortunately, it will often take more time to perform these calculations than the other players will permit you, so some general guidelines are in order.

It is rarely profitable to run for capital in the end game. If one is certain that by building a particular tunnel or bridge the railroad can improve its run substantially (at least by $15 per share), it may be worth considering. The lower the railroad's stock price, the more advantageous it is to build it (because the price of the two lost columns makes less of a difference to the price when the token is near the left or bottom of the chart). Remember also that if a really big profit is in the offing, other players may conspire to deprive you of the tiles you need to complete your projected run.

The question of whether to attempt to reduce a competitor's stock price by selling your shares usually arises on the very last stock round of the game. While it is extremely time-consuming to attempt to calculate precisely whether the game will end after the ensuing three operating rounds, a rule of thumb is that in the late game $30 per operating round is a good enough reason to sell your shares, especially if there are no shares in play. If all 80 shares are in play, $7200 will be removed from the bank on three operating rounds. In rare circumstances, someone may be able to delay the end of the game by building
unnecessary bridges and tunnels (or even by going to the extreme of purchasing an extra diesel). But selling shares in other companies should be directed at the players you believe are doing the best, since selling any high-priced stock will cost you money. You must be sure it will hurt your competitor more than it hurts you. If you can sell only one share, and the stock is already at the top of the chart, your move is futile since someone else will simply buy the share causing the token to rise back to its original row.

The question of token placement is more one of psychology than tactics. It is pretty easy to determine whether a token play hurts or helps you. But if you plan on playing with the same group again in the future, you might consider that a surprisingly large number of players view aggressive token play as bordering on the unethical. I personally prefer a “cut-throat” type of game in which each player is committed to furthering his own self-interest by harming the positions of others, but some disagree with me. If you think that the player you damage by your placement of a token will take seven-fold revenge in future games, that is a factor to consider.

The end game presents the classic loot-and-dump opportunity described by Mr. Fahrmeier. The situation is such that during an operating round, you own two or more adjacent tracks. The railroad with the lowest stock price has at least $1 remaining in its treasury. The priority card is located so that on the next stock round, you will play before a player to whom you can pass control of your more expensive railroad. On the third operating round of the current set, your cheap railroad buys the permanent train from the other, leaving that railroad with a depleted treasury and no train. On the subsequent stock round, you sell enough shares of the expensive railroad to transfer the presidency to your victim. He will have to come up with almost the full $1100 for a new diesel on the following operating round. This play costs you some profits, but you can make or sell some or all of it back in dividends because your remaining railroad now has two permanent trains. If there is other stock left to buy, your total income per round may actually increase. And you are now protected from the same play by someone else because you have an “empty” permanent train that should be dumped on you.

This tactic is so effective, in fact, that the threat of it tends to dominate play in the later stages of our games. Players will maneuver to avoid owning two or more shares of another railroad unless that president is in his immediate line (so the minority holder cannot be victimized). The best antidote, of course, is to be president of enough railroads that you can complete your portfolio without owning more than one share of any other.

Players occasionally find it profitable to operate what has been called a “feeder line”—a railroad with very low stock price which capitalizes often so that its market value remains in the colored zone of the stock chart. The advantages of this are that the shares do not count against their owner’s certificate limit and that the extra treasury money accumulated can be used to assist the development of his other nearby railroads or place tokens so as to injure close competitors. In order for this situation to be profitable, however, other players must have contributed to driving down the stock price. It is a losing strategy to capitalize a railroad five or six times simply to drive down the stock. What you gain by a larger run you lose in early revenue and in stock appreciation of the feeder line. Too, the ability to exceed your share limit only benefits you for the one or two operating rounds out of three that you can run for dividends. And, by the time you get the feeder line’s price into the yellow zone, there may well be other worthwhile shares to buy. Thus, I believe one can be pushed

Let’s talk about AvalonCon. As I write this in late December, the announcement in Vol. 26, No. 3 has appeared. Already I can say that I am planning to attend—as are Tom Olson and Russ Gifford. If the hope for response is achieved, then many more commitments will be in hand by the time you read this. Naturally, the more the merrier, but I believe that a good attendance at AvalonCon will mean more than just a fun weekend. It could have important implications for the future of competitive gaming. For example, there are some unresolved questions concerning individual game championships. Once the AvalonCon tournaments are completed, some games are likely to have two champions. The postal championships that began with the AREA PBM tournaments are continuing as ladders or individual title matches. The AvalonCon tournaments will be FTP champions. The pros and cons of dual championships are a good topic for discussion. Speaking for myself, I have no problem with it. For most games, PBM and FTP play seem different enough to merit two titles. Another question arises however: Should there be FTP championships for any games that were not represented in the AREA tournaments? And what about E-mail? Should a PBM category be added as well? It would be desirable to have an “empty” permanent train that should be dumped on you.

Turning to the ladders:

STALINGRAD: Joe Beard has joined the ladder in position #7. Unless someone else joins in time for a Round 1 match on the fourth rung, Joe will have a bye to Round 2.

BULGE ’81: Three new members have joined the ladder. Paul Jordan and Joseph York have been matched on the third rung in Round 2. Tony Owens is waiting in position #7 for someone else to join in time for a match this round.

AFRIKA KORPS: Joe Beard as the Allies has defeated Patrick McNevin’s Axis forces in one-half of their two-game match for the AK championship. That means Joe has successfully defended his title whatever the outcome of the second game. Joe is also defending his AK title in a two-game match with Randy Heller, both games of which are still in progress.

D-DAY: The DD ladder has started with the ongoing McCarthy-Burdick title match as the top rung for Round 1. Other Round-1 matches pit Steve Sutton vs. Greg Smith on the second rung, and Patrick McNevin vs. Harry Hollern on the third rung.
If you hold it, they will come

HOLD WHAT? AvalonCon—Avalon Hill's first game-playing-only convention.
WHEN? August 23-25, 1991; Friday 9am thru Sunday 5pm.
WHERE? Penn Harris Inn & Convention Center, Camp Hill (Harrisburg) PA. A pleasant suburban setting nestled between I-81, I-83, and the Pennsylvania Turnpike.
HOW MUCH? $20 to Pre-Registrants. That's it! Two sawbucks covers three days of play. No extra fees. You'll get a FREE T-Shirt, FREE A.R.E.A. rating membership, FREE parking, and a convention program mailed to you prior to the festivities. Children 14 and under and spectators admitted FREE.
LODGING? Only $60 per room per day at the Penn Harris when you mention AVALONCON. That’s 50% off the regular rate every day—whether you stay just Friday and Saturday or come early and stay late. With four in a room that’s only $15 a night per person. Make your hotel reservation now by calling Toll Free 1-800-345-7366 to reserve your room with most major credit cards, or write P.O. Box 839, Camp Hill, PA 17001-0839.
THE GAMES? You'll be competing in either Avalon Hill or Victory games in a wide variety of formats. Among the 40 tournaments will be ASL, AFRIKA KORPS, BRITANNIA, BULGE '91 (brand new), CIVILIZATION, DIPLOMACY, FLIGHT LEADER, KINGMAKER, PANZERBLITZ, RUSSIAN CAMPAIGN, RUSSIAN FRONT, SQUAD LEADER, THIRD REICH, TURNING POINT: STALINGRAD, UP FRONT, VICTORY IN THE PACIFIC, WAR AT SEA, WATERLOO, and WS&IM. Plus there will be round-the-clock Open Gaming and special events such as a weekend long Campaign Game of SIEGE OF JERUSALEM.
WHAT'S IN IT FOR ME? Association with fellow boardgamers. This is YOUR convention! Be part of the greatest assemblage of boardgaming talent since ORIGINS '75! Revel in the knowledge that you have competed against the very best the hobby can offer during the Avalon Hill Championships. Winners will receive personal plaques, plus a permanent place on the Roll of Champions Plaque displayed at all future AvalonCons and acknowledgement of their prowess in The GENERAL.
WHAT ABOUT THE FAMILY? You don't pay if you don't play. Spectators get in free, as do children 14 and under. Our entire staff will be on hand to demonstrate the Avalon Hill entry level games. Today's novice may be tomorrow's champion. The non-players in your family can swim, watch cable tv or the live comedy in the Sensations nightclub, or visit the many attractions (including nearby Hershey Park and Gettysburg battlefield) that make central Pennsylvania a veritable vacationland. Make a week of it!
WHAT CAN I BUY THERE? Zilch! Well, maybe a coke and a bite to eat. There will be no dealers. No flea markets. No auctions. No event tickets. Just pure, unadulterated boardgame competition. However, Avalon Hill will have a representative on hand to fill any special order direct from the factory to you before you leave Sunday afternoon.
WHAT'S THE CATCH? You're right; this is not a money-making venture. Our intent is to promote renewed interest in the world's best strategy boardgames. This show of support to gamers is our way of saying that come Hell or high water, Avalon Hill is, has, and always will be 110% behind the competitive play of our games. We hope to restore the pride of achievement that playing our games can bring. SUCH SELFLESS DEDICATION IS ADMIRABLE. HOW CAN I HELP? Recruit others to attend. Bring a team of four to participate in the Boardgaming Team Championship. Volunteer to run an event. Bring an interested youngster.
WHAT DO I DO NOW? Mark the date—August 23-25. Reserve your room. Then pre-register as soon as possible. At-the-door admission is higher and does not include a free t-shirt, so send your request for pre-registration forms to:
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4517 Harford Road • Baltimore, MD 21214 • PHONE: 301-254-9200 • FAX: 301-254-0991
Dear Sir,

After sitting on its laurels for four years, my great collection of historical simulation games was in desperate need of a face-lift. In the summer of 1986, I decided to throw caution to the wind and write the series I've always wanted to see in print. I was determined to throw caution to the wind and write the series I've always wanted to see in print. I was determined to write about my passion for historical simulation games and to share my enthusiasm with others who share my interest.

Overall, the article was excellent, though I'm not totally convinced about the two new cards and some of the other changes. I would have preferred a more significant change in the trade system, when looked at from a simulation point of view. The new cards and movements are significant, but they don't quite add up to the overall effect I was hoping for. However, I'm sure you will admit that the rules on cloth and paper add some much-needed flavor to the game. I'm also pleased to see that the game simply takes too long to test.

I want to comment that the article of "quick-play" multi-player tournaments on page 59, it looks like more good material. Without the feature on fantasy games, it was fantastic to have more good material. Without the feature on fantasy games, it was fantastic to have more good material. Without the feature on fantasy games, it was fantastic to have more good material.

The wheel card involves some microwaving too. The one-area movement allowance seems slightly high. What is the true density, simple equipment, and basic rules. I have just finished a second an issue game for my 8-year-old. Without the feature on fantasy games, it was fantastic to have more good material. Without the feature on fantasy games, it was fantastic to have more good material. Without the feature on fantasy games, it was fantastic to have more good material.

I have noticed numerous letters in The GENERAL concerning the "upplayability" of ASL. That is precisely the sort of thing that intimidated me originally. To correct this misconception, I recommend that a simple scenario (possibly one of the "outlandish" scenarios) be published in The GENERAL as a Series Flegay. The tournament scenarios are perfect for novices because they utilize low counter density, simple equipment, and basic rules. I would bet that such a SR would make converts of more than a few interested, but hesitant, individuals (and even "experts" might pick up a few tips).

On a different subject, please pass along my compliments on the excellent article for the latest General (16-3) featuring MBF. I have been considering this game for some time because it appears to possess the tactical flavor I enjoy. I am of those individuals who read the magazine cover-to-cover, even when I do not own or own or interest in the topic. In this case, I found the issue particularly interesting (even though it did not carry a new ASL scenario). The tournament scenario is perfect for novices because it utilizes low counter density, simple equipment, and basic rules. I would bet that such a SR would make converts of more than a few interested, but hesitant, individuals (and even "experts" might pick up a few tips).

I have one last comment concerning The GENERAL. I have had the opportunity to receive from true readers complaining about what is published in your magazine. I can think of no other way to express the frustration in the tone of some comments, except for the following: "Some people just don't seem to appreciate this fact. All obviously has an interest in offering a publication featuring all its games, and it should be applauded for not ignoring the older and somewhat less popular titles. On the other hand, I am distinctly uncomfortable to read that next year's ASL Annual is in complete already but will not be published until next year. Put it out now! It is good material (like that already published) is available in quantity, making it a semianual. At least I would not frustrate us if by telling us there is something out there on ASL that we cannot have. It has been too long enough waiting for RUSHING GUNG HO. I am sure that you are being bombarded with requests (demands?) for the new material. You must take consolation in the fact that you are the victim of your own success.

Steven F. Monen
Beaverton, Oregon

To clear up a couple of misconceptions: We have, in the past, put out two ASL Series Replays (in Vol. 23, Nos. 2 and 3 in Vol. 24, No. 2). Each featured the expert play of a "simple" tournament scenario. I have heard comments of the form "We bought 26/1 for its coverage of these games before. It's about time! I can't help thinking that the "Chief Butthead" Greenwood area movement, innovation and such. Suffice it to say that I decided to throw caution to the wind and write the series I've always wanted to see in print. I was determined to write about my passion for historical simulation games and to share my enthusiasm with others who share my interest.

Dear Sir,

As a long-time reader of The GENERAL, I thought you might be as interested as I am of the possibility that you might be interested. I just wanted to take a moment to thank Avalon Hill for the countless hours of fun I have had in playing your games and reading your magazine.

Thanks for the feature on ENEMY IN THE SKY! I can't believe it's been enough waiting for RUSHING GUNG HO. I am sure that you are being bombarded with requests (demands?) for the new material. You must take consolation in the fact that you are the victim of your own success.

Charles Hawkins
Corinth, Tennessee

Dear Sir,

I wish to communicate to you the great pleasure that I have received over the years from historical simulation games. In 1975, 1976, 1980, and 1986, I have played on a number of occasions, often with some of my closest friends. I wish to offer my sincere thanks for all the good material. Without the feature on fantasy games, it was fantastic to have more good material. Without the feature on fantasy games, it was fantastic to have more good material. Without the feature on fantasy games, it was fantastic to have more good material.
By Michael Lee Merritt

The War of 1812 arose from the British practice—actually common among many European powers—of impressment, in this case of sailors serving aboard American vessels. This practice was claimed by the British that such were deserters or British citizens with forged papers. Under the pressure caused by losses during the Napoleonic Wars, British captains drugonned it, it was claimed, thousands who could not prove they were natural-born Americans. French warships also impressed Frenchmen on land under a similar pretext. Indeed, in response to repeated French provocations the United States navy waged an undeclared naval war against France from 1798-1800, resulting in the clearing of the Caribbeans of French privateers and commerce for a period.

The spark that ignited the war between the United States and Great Britain came in 1807 off Norfolk. In June, a boatload of English sailors had deserted. The British were informed that they had been taken in and signed up by the USS Chesapeake, a fact true of only one of them. The commander of Halifax, following the British tradition of scorn for the fledgling country held since the Revolutionary War, ordered the Chesapeake stopped and searched outside territorial waters at the first opportunity. On 22 June, the Chesapeake (38 guns) departed Norfolk to become flagship of the Mediterranean squadron. HMS Leopard (52) followed and halted the American warship. But Commodore Barron, in command of the Chesapeake, refused to allow the search. Five minutes later, three broadsides in rapid succession issued from the Leopard, killing three and wounding Barron and 17 others. The flag was hauled down. After a short conducted, the deserter hanged, and three Americans imprisoned.

In the aftermath, reparations were demanded of Britain, and when not given, President Jefferson recalled the Mediterranean squadron and convinced Congress to declare an embargo on trade with Britain. But the embargo was poorly enforced, and was eventually repealed in 1809; to replace it, the “Non-Intercourse Act” of 1809 was drafted, limiting trade with all belligerents. Meanwhile, to insure that the American trade routes remained open, and in response to British attempts to capture French-bound merchantmen off the coast of New York, the United States navy waged an undeclared naval war against France.

Tension continued to grow, however. On 16 May 1811, the British sloop Little Belt (20) engaged the American frigate President (44) by mistake during the night while off Cape Henry searching for French privateers. British casualties were 30, American but 18. The British captain apologized, but refused to release prisoners. On 8 October, Commodore Rodgers and Decatur left Boston with four ships under command. On the 11th, Rodgers turned for the Azores to raid British shipping with the President and the Congress (38). Decatur headed for Madeira in the United States (44), while the sloop Argus (18) headed towards South America.

On the 25th of October, Decatur sighted the frigate Macedonian (38). Impulsively, both frigates raced towards each other. Decatur turned first, firing two broadsides. The Macedonian turned to keep the wind gauge and tried to close. The Americans kept up a rapid and accurate fire that cut Macedonian up terribly as it closed, but the United States lost its own mizzen-topgallant in return. Decatur then pulled away and continued to pound the now wallowing British ship. Eventually, Macedonian eventually surrendered; Decatur dispatched the prize to Newport while he took his own battered ship to New London. (Scenario 18.)

Elsewhere, a sudden gale took off the mainyard of the gun-brig HMS Frolic (18) and caused some damage to the USS Wasp (20) which was pursuing her. In the morning, just within sight of a British squadron off the coast of New England, the Frolic was tidied to investigate. Coming up rapidly, she easily recaptured the Frolic, then turned to chase down the Wasp. The captured American ship was sent to Bermuda for refit; her captain, Jones, and his crew were sent home in cartel—where Jones was given a new command and given command of the Macedonian!

On 27 October, Commodore Bainbridge departed Boston with the USS Constitution and Hornet. On the 28th, Essex sailed from New York to rendezvous with Bainbridge north of Brazil. Arriving at that point earlier than expected, the commodore left a message for Essex’s captain, left the Hornet outside Bahia harbor to await the exit of the British sloop Bonne Citoyenne sheltering there, and took himself off in search of prey. It would be nearly two months before he found it. The French-built HMS Java (ex-Renommee with 44 guns) was bound for India, carrying not only copper for the shipyards there, but the new governor of Bombay. On 29 December, Captain Lambert of the Java spotted the Constitu-

THE FRIGATES FIGHT
WS&IM in the War of 1812

to fire. But the first British broadside missed, as did most of those over the next 45 minutes. Constitution worked in closer, and despite her own poor show, she outlived Guerriere lost its mainmast. Constitution suffered some serious rigging damage, but Hull still managed to cross the enemy ship’s bow in a rake. With the mizzenmast gone, Guerriere was at an extreme disadvantage. But when Hull swung back to again cross the bow, Guerriere’s bowsprit fouled Constitution’s forepeak due to her wet decks and ports broke out on both ships; some British-thrown gawds started a fire on the Constitution, which was put out. After quite a hot time, the frigates tore apart, further damaging the rigging. Guerriere soon after lost both other masts, and her captain surrendered the gun-brig. Guerriere was abandoned during the night, and destroyed by fire the next day. Hull turned his crippled, overloaded ship for home. (This action is depicted in Scenario 17 in the rulebook for WS&IM.)

By September, most of the American warships had returned to New York with prizes and prisoners. On 8 October, Commodores Rodgers and Decatur left Boston with four ships under command. On the 11th, Rodgers turned for the Azores to raid British shipping with the President and the Congress (38). Decatur headed for Madeira in the United States (44), while the sloop Argus (18) headed towards South America.

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tion, and immediately maneuvered to close with her. In the ensuing maneuvers, neither captain could gain an advantage, but superior American gunfire took its toll.

Java soon lost her jib boom and bowsprit, the dangling head sails sending it into the stays. Despite having its wheel shot away, Bainbridge brought Constitution in to fire two broadsides into Java's stern. In trying to grapple, Lambert next lost the foremost, swung around, and was raked through both the bow and stern. By now, rigging on both ships was in sorry shape. The American frigate pulled away to effect repairs even as the gun crews continued to fire. Soon, Java's mainmast fell. The British ship struck her colors. In the two-hour battle, the Americans had lost nine killed and 25 wounded (Bainbridge had been wounded twice); the British had lost 48 dead (including Lambert) and 102 wounded. After futile efforts to save her, Bainbridge took aboard the British prisoners and burned the Java on the 31st of December. (Scenario 19 in the rulebook.)

Meanwhile, the Hornet had been chased from Bahia by the arrival of the SOL Montague (74). Escaping to the shelter of the coast, it was eventually slipped by the British blockade and re-joined Constitution off San Salvador on 3 January 1813. There Bainbridge dropped off the prisoners from HMS Java and both ships departed the region on the 6th for better hunting.

On 1 May, the Constitution sailed from Washington bound for Hampton Roads. But she promptly ran into the two enemy SOLs, three frigates and two sloops of Admiral Cockburn’s squadron. Escaping up the Elizabeth River, the Americans took guns from gunboats there to fortify Craney Island in an attempt to preserve Constitution. Cockburn left a small force to keep her penned up there and set about destroying the shipping in the Chesapeake Bay. As scores of coastal craft were captured and/or destroyed, the most important coastal traffic of the young country came to a standstill. With the arrival of Admiral Warren’s ships as reinforcements, Cockburn decided to take the Constellation. Some 2000 men were put ashore to take Craney Island, but after suffering 80 casualties the attack was called off. The British left an SOL to keep Constellation in check and departed the bay.

By February, the British had, at last, taken the major ports in the eastern United States. And they were in the process of building six large frigates (44 gunners) to challenge the American ones. By now, the number of British warships operating out of Brazil, Halifax, Jamaica, the Leeward Islands and Newfound Radiant was headed toward 177 guns, 200 sloops, 27 frigates, 50 sloops and brigs, and some smaller craft. The Americans were heavily outnumbered. But successes still came their way. On 4 February, the Hornet, operating independently, sighted three enemy brigs. A half hour to the southward and westward, Hornet knocked out two of them, but she could not crack her colors. But she sank so fast that three Americans from the prize crew (just come aboard) and 13 British sailors drowned below decks. Others scrambled up the remaining masts, to be taken off by Hornet’s boats.

By April, most of the American “fleet” was blockaded (one notable exception—the USS Essex). On the 23rd, Rodgers escaped Boston harbor with President and Congress (see Scenario FF-4). Decatur eluded the New York blockade only to run into a British squadron off Rhode Island; he lightened his vessels and took them up the Thames. USS Argus slipped out of New York soon after, with the American Minister for France aboard. But the United States and Macedonian were dismasted and their crews sent to other ships. James Lawrence’s Chesapeake had been blockaded by Commodore Brooke, in command of the frigates Shannon and Tenedos. On 1 June, Brooke sent Tenedos away in the hope of provoking Lawrence into battle. At last, Lawrence headed out the moment he learned of the change. Shannon fired—seemingly—between capes Ann and Cod; but once away, Brooke hove to await the Chesapeake. Lawrence charged on in, and for some time the frigates traded broadside for broadside. Chesapeake lost her headsails and ran into the wind, giving Shannon a quartering shot. Then the two frigates collided and fouled. The British topmen seized the American rigging, while Brooke and the dock crew charged across the American quarterdeck, clearing it and closing the access hatches. Lawrence was killed, and immediately maneuvered to close with her. With a prize crew aboard, Chesapeake was sent to Halifax. (Scenario 20)

After landing the American Minister at L’Orient, Argus spent the next month raiding the English Channel, directly attacking a number of merchant vessels. On 14 August, the British brig Pelican sighted her taking her 19th prize. The two quickly closed to short range. Firing broadside to broadside, the British shot away all of the enemy rigging, then raked Argus again and yet again. Brooke, who had lost his left eye, ordered the ship boarded. It was the first time Argus was boarded without resistance. Argus was dispatched to Plymouth. Even as the Battle of Lake Erie (Scenario 21) was deciding the control of the Great Lakes, the American frigate Essex had gone around the tip of South America to take on the British whaling fleet, single-handedly obliterating it. With an even larger crew than when he left the States, Commodore Porter was in no mood to leave the Pacific yet. Upon learning that a British frigate and two sloops were searching for his raider, Porter sailed into Valparaiso. He was still there on 8 February 1814 when the Phoebe (36) and Cherub (24) entered the harbor. Being a neutral port, the British declined to fight and instead established a tight blockade. On 28 March, a gale parted Essex’s cable and Porter was forced out to sea. The British closed in and cut off his return to shore. Eventually, a detachment of marines and irregulars was landed. The vessels were taken and Essex burnt. Porter tried to beach his ship but the wind was against him, and when he tried to anchor again the last cable aboard parted. With no other choice, Porter gave permission to his men to swim for shore and ran up the white flag. Of the 31 men who reportedly tried to make the beach, most didn’t. (See Scenario FF-5.)

On 12 March 1814, the captured and now-refitted sloops Avon and Peacock (out of New York) slipped through the blockade. The Frolic, after taking one merchantman and bastion privateer, was captured by a British frigate in the Florida Strait. The Peacock did much better, beginning with her capture of the brig Eperver (18), with 14 hands. After that, she was transformed into a galley in gold and silver. Peacock escorted the prize to Savannah. In July and August, the American ship terrorized the British merchantmen (even as the Wasp was forced to withdraw; see below) of the Channel, taking 14 prizes (and burning 12 within sight of enemy ships). On 1 May, the USS Wasp had departed Portsmouth bound for the English Channel to do as the bold Argus had the year before—bring British coastal trade to a halt. By 28 June, when she met up with the HMS Reindeer (18), she had taken seven prizes and two merchantmen. Two prizes had been killed and two wounded. William Manns, master of the British ship and a brilliant tactician, was first wounded by a cannon ball, then killed by musket fire. When the British attempted to board and were beaten off, Johnston Blakely of the Wasp led his men back over and swept the decks. The ferocity of the fight can be imagined once one learns that all the British officers were casualties. The end of the now-famous Battle of L’Orient was to be imagined once one learns that all the British officers were casualties. The end of the now-famous Battle of L’Orient was to be found in Vol. 13, No. 2 of the GENERAL.

With the continental wars virtually over, in August the British at last sailed into the Chesapeake Bay in force. With four SOLs, 20 frigates and sloops, and 2 transports loaded with regulars, the British were out to end the war. On the 17th, Sir Peter Parker’s frigate Menelaus and two sloops made a feint at Baltimore and James Gordon’s command undertook another directed at Fort Washington. The remaining shallow-draft ships went up the Patuxent to destroy the flotilla of Commodore Barney. As the British neared, all but one of the American gunboats and schooners were scuttled and Barney’s men marched to join the defenses of the capital. A week later, the attack on Washington opened. The city was in a panic, as Barney’s men (although not entirely trained) were at least briefly checking the Redcoat advance (Barney was wounded and captured). Naval stores were set on fire to deny them to the enemy, and the fire also claimed the American frigate Columbia and newly-built sloop Argus. The schooner Lynx was towed away and set on fire. On the 21st, the British boarded without resistance. Argus was dispatched to Plymouth.

Even as the Battle for Lake Champlain (Scenario 30, found in Vol. 13, No. 2 of the GENERAL) was being fought, the British were laying plans for the capture of Baltimore. As some 1300 United States regulars were landed. Early the next day, even as the land troops maneuvered, the HMS Erebus, schooner Cockchafer and five bomb kettches attacked Fort McHenry. Cockchafer took a hit and all retreated. Several hours later, Erebus and three bomb kettches returned to renew the bombardment. But the kettches were hit repeatedly and the British gave up the attack on the harbor. Oh yeah... the land forces were turned aside by American irregulars.

On the same day, Admiral Perry arrived off Mobile Bay with the sloops Hermes and Sophie, brigs Dollar and Miranda and transports. The marines and irregulars were being landed, the flotilla opened a duel with Fort Bowyer from a distance. Three days later, the British land assault on the fort was conducted, as the British ships closed the range to help. But Hermes lost its cable and drifted aground. The marines were repulsed. Seeing no alternative, the British commander ordered Hermes burned and then withdrew.

Wasp returned to the English Channel from L’Orient in late August. She took three prizes in the first four days there. During the night of 1 September she was seized by the British at Boston. Despite the strong wind and running sea, Wasp closed with the brig HMS Avon. For 45 minutes the two little ships hammered each other, until the Avon was a slowly sinking wreck. Wasp’s own rigging was badly cut up, and she was forced to flee when two more British ships arrived on the scene (two frigates, a brig and a schooner). Wasp headed for Avon to pursue). On 21 September, Wasp took its last prize. On 9 October, she was sighted by a Swedish brig—the last time the gallant Wasp was ever seen. It is assumed she was lost at sea with all hands.

In December, a British fleet (50 warships and transports) departed Jamaica for an attack on New Orleans, gateway to the continent. Blocking the route was one Liefte. Jones and his five gunboats. The British sent in 45 barges loaded with troops and 42 cannon to clear the way. Jones then chose to run north, but several of his barges got tangled and the Americans were forced to fight. Deploying 23 cannon, the British bombarded the gunboats until their magnificent infantry moved forward to decide
the issue. Jones' boat was taken, its guns turned on the others, and within moments the "battle" was over. All five gunboats surrendered. The British settled down to plan their advance on the city.

At this time, though, the Treaty of Ghent was being finished (24 December). On the 27th it was signed by the Prince Regent and hurried aboard the sloop HMS *Favourite* for a journey to North America. On the 2nd of January 1815, the *Favourite* appeared first, but it was *Endymion* (40) which closed on *President*’s starboard quarter,yawing and firing and giving *Decatur* no chance to board. After some 30 minutes of this, he turned to cross *Endymion*’s bow, but the British frigate turned broadside. For two hours the ships hammered at each other, until A bleeding *Decatur* gave the order to surrender. His ship was sent off to Bermuda.

On 11 February *Favourite* arrived in New York under a flag of truce and the treaty papers were transferred to couriers. The treaty reached Washington on the 14th, and was signed by President Madison. On the 17th, Congress ratified the Treaty of Ghent unanimously. The war was over.

But not the fighting. On 20 February 1815, *Constitution* sighted the sloop *Levant* (20) and corvette *Cyane* (24) northeast of Spain. After five hours of a stern chase, the fight began. The British formed a two-ship line while Captain Stewart took the wind gauge. *Stewart* set on fire and opened on each ship. *Favourite* found itself in a breaking Decatur and caused considerable damage. *Tenedos* closed in. A bleeding *Decatur* gave the order to surrender. His ship was sent off to Bermuda.

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*=If playing with Basic Rules, ship may fire broadside every other turn.

=Use any Class 1 counter to represent troopships.

=*Anywhere on rows JJ-RR inclusive, at least two hexes apart and within 12 hexes of *Minerva*.

**Scenario FF-2**

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=*If playing with Basic Rules, ship may fire broadside every other turn.
and pounded the corvette with short-range fire. When Levant tried to come about to help, Stewart raked its stern. With its rigging shot away, Levant drifted away. Cyane surrendered. Just as repairs to the rigging were complete enough to make a run for it, "Old Ironsides" held and exchanged one last round of broadsides. Levant surrendered. (See Scenario 23 in the rulebook.) Stewart and his prizes sailed to Porto Praya. There a British squadron arrived soon after; Stewart decided to make a break for home. Cyane and Constitution made good their escape, but Levant was turned back. The British then violated neutrality and seized her. Stewart and his prize sailed into New York, after learning the war was over.

Also at sea as the treaty was being signed, the USS Hornet and USS Peacock mistook the SOL Cornwallis for a lumbering East Indiaman. Near­ ing her, the Americans discovered their mistake and fled on diverging courses. Peacock was soon lost to sight, but the Cornwallis was soon gaining on Hornet. In an effort to lose the SOL, the American crew threw overboard virtually everything—boats, stores, cannon, anchors. Yet come dawn, the Britisher's bow-chasers opened fire (despite a change of tack during the night by the Americans). So over the side went more weight—muskets, cutlasses, capstan, anvils, bells and the topgallant forecastle! Late that afternoon, Hornet finally drew away, a speedy hulk. On the 9th of May, her crew learned of the peace.

Meanwhile, Peacock continued on to East Indian waters. In June, she took and burned four Indiamen off Java. On 31 June, Peacock sighted a British brig. When the brig did not stop or alter course away from her, Peacock closed and fired a single broadside (killing seven). The unlucky little HMS Nautilus surrendered. It has the dubious distinction of being at once both the first and last warship captured in the War of 1812 (being the same ship, under American colors, taken off New York in July 1812). From her captain, the Peacock learned of the end of the war.

### SCENARIO FF-1
**ESSEX VS. MINERVA**
**9 July 1812**

#### I. INTRODUCTION
Leaving New York on 3 July after completion of repairs, Captain David Porter set sail for Bermuda. Overtaking a convoy of seven troopships headed for Halifax, the American kept his distance from Captain Hawkins in the escorting HMS Minerva. Armed with only six 12-lbers and 40 carronades, Port­ er had little choice. He waited until nightfall, evaded the escort, and cut out one of the troopships.

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

#### III. SPECIAL RULES
1. No anchoring allowed.
2. No land hexes.
3. No fire allowed beyond five-hex range (night visibility).
4. Scenario has but 20 turns.

### SCENARIO FF-2
**COMMODORE RODGERS**
**19 July 1812**

#### I. INTRODUCTION
Within 36 hours of the American declaration of war, Commodore Rodgers departed New York, driving HMS Belvidera off station in the process. British Commodore Broke's squadron arrived off New York on 14 July to blockade the port; and the US Constitution arrived four days later. If Rodgers had delayed his departure, the decisive naval action might well have taken place off the port as the combined American "fleet" engaged the British North American squadron.

#### II. PREVAILING WEATHER CONDITIONS
Wind Direction: 2
Wind Velocity: 1—Light Breeze
Wind Change: 5

#### III. SPECIAL RULES
1. Anchoring is allowed.
2. Board edge 2% is considered land.

#### IV. SPECIAL VICTORY CONDITIONS
To claim victory, the American player must amass at least 30 victory points, and have at least 50% more VP than the British player.

### SCENARIO FF-3
**CONSTITUTION VS. SHANNON**
**19 July 1812**

#### I. INTRODUCTION
Captain Isaac Hull raised anchor in Annapolis three weeks after hostilities commenced (having spent his time recruiting a crew). He made for New York in hopes of joining Rodgers, unaware the latter had already left port. Arriving off the port during the night, Hull found a number of ships outside. Not knowing whether they were hostile or friendly, he wisely waited until dawn. In the chase that followed, the wind was fickle, and only towing and anchor-ketching saved Constitution from capture.

#### II. PREVAILING WEATHER CONDITIONS
Wind Direction: 5
Wind Velocity: 1—Light Breeze
Wind Change: 3

#### III. SPECIAL RULES
1. Anchoring is allowed.
2. No land hexes.

#### IV. SPECIAL VICTORY CONDITIONS
The American player wins automatically by surviving uncaptured and undestroyed. Otherwise, the player with the most victory points wins.

### SCENARIO FF-4
**BROKE'S CHALLENGE**
**22 April 1813**

#### I. INTRODUCTION
Commodore Philip Brooke was in command of the British blockading squadron off Boston keeping four American warships bottled up inside. Upon hearing that Rodgers planned to break out with two of the frigates, Brooke—a colorful sporting type—issued a challenge to Rodgers. Brooke would dispatch all his ships except Shannon and Tenedos and face whichever two American frigates Rodgers wished to send against him. Rodgers, however, declined, slipping through the blockade the next day.

#### II. PREVAILING WEATHER CONDITIONS
Wind Direction: 2
Wind Velocity: 3—Normal Breeze
Wind Change: 5

### SCENARIO FF-5
**PORTER VS. HILLYAR**
**28 March 1814**

#### I. INTRODUCTION
Blown out of Valparaíso by a gale, Captain Porter was forced to fight two British ships. Beyond carronade-range for most of the battle, and with its stern exposed, Essex was pounded until helpless. The ship struck even as some of the crew made for shore.

#### II. PREVAILING WEATHER CONDITIONS
Wind Direction: 2
Wind Velocity: 5—Gale
Wind Change: 6

#### III. SPECIAL RULES
1. No anchoring allowed.
2. Board edge 2% is considered land.
3. Essex has already taken two points of rigging damage (player's choice of location).
4. Wind Velocity may not be less than "Heavy Breeze".

### Conclusion
1830 is one of a very small number of multi-player games which are almost pure tests of skill. Unlike DIPLOMACY and its brethren, however, 1830 is unique in that one's fate is somewhat less dependent upon the actions of other players if one so chooses. The game lends itself so well to analysis, in fact, that it suffers from the same problem as chess—un­ less a time limit is set, the game can drag on far too long to be enjoyable. I think the game is best enjoyed if each player is practiced enough so that only three or four important decisions will require extensive thought and calculation. Our local gamin­ group plays a very sophisticated game, but usually completes a match (no bankruptcies) in three to four hours. This is a comfortable evening's entertainment.

This article is intended to provide the beginner with some examples of the issues he must think about when making these crucial decisions. Pro­ found hex-by-hex, dollar-by-dollar analysis of a large number of specific situations is beyond my scope, but I will be glad to respond to future dis­ cussion or criticism of the points raised here in future issues of The GENERAL.
At about 4:00 pm on the second day of the battle around Gettysburg, General Lee's Army of Northern Virginia began a series of attacks against Meade's forces, seeking the latest in a string of victories in the field. Lee's orders were to attack en echelon, with Hook's division of Longstreet's I Corps leading the attack from the Confederate right. Avalon Hill's excellent tactical game, DEVIL'S DEN, recreates the moment of the attack of General Hook's division around Devils Den and Little Round Top on 2 July 1863.

For those who may be unfamiliar with the term, en echelon defines an attack sequence whereupon the first combat unit (be it regiment, brigade, division or whatever) initiates the attack from one end of the line. The next combat unit in the line, when the commanding officer deems the time to be appropriate, then advances to the attack...followed by the third unit in line, and so forth. Ideally, this tactic subjects the defender to a series of jackhammer blows intended to shock, disorganize and ultimately force him to retreat.

In his article, "A Devil of a Fight" (Vol. 22, No. 5 of The GENERAL), David Bieksza discusses in great detail strategies for both the Confederate and Union players in the game. As is fitting for any first article on a new release, he chose to limit his scope to the smallest groupings, the assault on Devil's Den itself and the attack on Little Round Top, briefly touching on some of the variants offered. However, for the wargamer to fully appreciate the entire panorama of the combat which raged here, one must play the Major Battle Scenario. This article discusses Confederate strategy, presented on a brigade level, with some specific regimental tasks defined as needed. I will not be considering detailed unit tactics, as this is intended more as a strategic overview than a tactical primer (see Vol. 25, No. 5 for some hints in this direction).

Historically, both Robertson's and Law's brigades were separated, with regiments from both participating in the fighting at Devil's Den and Little Round Top. We, having perfect control of our cardboard units, rarely face such confusion. However, for those readers who might wish to recreate the historical limitations on the Confederates, the following should be observed: the 3rd Arkansas and 1st Texas enter the board in their historic entry points in Area 3, and hexes 1142 and 1342. These units may not move south of hexes 19 before Turn 8. The 4th and 5th Texas must enter en hexes 1942, 2142 and 2342 and follow Law's Brigade to Little Round Top. The 44th and 48th Alabama separate from the bulk of Law's Brigade and battle the 4th Maine at the Slaughter Pen. Following such force dispositions will recreate the battle historically, and likely lead to a similar outcome for the Confederates.

LAW'S BRIGADE

At the beginning of the game, the Confederate player must make an important decision about where he will place his three available regiments (four of the five regiments have a C morale), plus the eventual application of "Law's Fatigue" makes them less than ideal as assault troops. Law's Brigade also suffers under an additional burden. The 44th and 48th Alabama each have two elements that become ineffective after suffering but one casualty point (CP hereafter), and the 48th Alabama has one such. This rapid diminution of fighting effectiveness under fire, plus the above listed facts, combine to make an assault on Little Round Top by Law's Brigade a very "iffy" proposition. Let us assume for the sake of Law's Brigade to separate upon entry, with one section overrunning the 2nd US Sharpshooters in the Devil's Kitchen and then assaulting the 4th Maine in the Slaughter Pen. The other section would then cross the board and attack the 86th New York and 99th Pennsylvania in the Rose Woods. This would enable the 86th New York to move to the south edge of the board and dig in behind breastworks. Too, the Confederates will lose at least one or two turns before they can assault Little Round Top. Again, this gives Vincent's Brigade a priceless additional span to consolidate and fortify Little Round Top.

So, Law's Brigade must bear the historical burden of assaulting the heights. However, instead of the 44th and 48th Alabama splitting off to attack the 4th Maine, the entire brigade marches towards Little Round Top. Initially, however, they must push back the 2nd US Sharpshooters from the edge of the woods at the Devil's Kitchen. This is not the easiest of tasks, since the Sharpshooters can wreak havoc with rapid fire while at the same time remaining a difficult target to hit. To minimize damage to the brigade as a whole, the first two of Law's regiments deploy after entry to form a continuous line from the south edge of the board to the 2400 hexcolumn, inclusive. The next two regiments line up behind them, with the fifth regiment following. By extending the line only to the 2400 hexcolumn, the required ten-hex space is maintained between the greycouts and the sections of the 4th New York battery on Houck's Ridge. The 4th Alabama's offboard artillery can then pound on the Union artillery during the ensuing Offensive Fire Phase.

Only the decision remains to be made of which two regiments will lead the initial charge. I take issue with Mr. Bieksza's statement that the 47th Alabama is the "sad sack" regiment. Granted, Lt. Colonel Bulger is a mediocre commander, but this can be alleviated by Command Bonus Allocation from Law. As stated before, the 4th and 44th Alabama each have two fragile elements (and the 48th has one). In comparison, all of the parts of the 47th can sustain two CP before becoming ineffective. Clearly, the "sad sacks" of the brigade are the 44th and 48th, and, like cannon fodder in all attacks to buy time for the main body, the choice is between Colonel Oates of the 15th Alabama or Colonel Sheffield of the 48th. Sheffield is by far the better choice, since all of Oates command points will be needed for the 15th Alabama. The Hood Staff counter then remains near the 47th Alabama to give him the chance to dislodge the 86th New York from around Houck's Ridge. The Law's Brigade maneuver can then proceed to the area around hex 2318, setting up along the edge of the woods to further harass Vincent. The 47th Alabama deploys in the area around hex 2316, while the 15th Alabama concludes the chase of the Sharpshooters and deploys around the 2400 hexcolumn.

The Confederate player should avoid initiating a piecemeal assault on Little Round Top. If the Union sharpshooters have done their job, they will have bought enough time for Vincent's Brigade to deploy and dig in. Faced with this, any sort of hasty attack will only result in the piecemeal destruction of grey units.

By this time, the Hood Staff counter has made its appearance. When Law assumes command for Hood, a regimental commander must replace Law. Since the best remaining regimental commander among the Hood's Brigade is the 15th Alabama, the choice is between Colonels Oates of the 15th Alabama or Colonel Sheffield of the 48th. Sheffield is by far the better choice, since all of Oates command points will be needed for the 15th Alabama. The Hood Staff counter then remains near the 47th Alabama to give him the chance to dislodge the 86th New York. The Law's Brigade maneuver is so designed that the Staff counter remains around the middle of the line to lend assistance as necessary. So, initially, more than any other two commanders, Colonels Oates and Sheffield need to be protected to keep these options open for the Confederate player.

As soon as the 15th Alabama is in position, the entire brigade attacks as one. Given a normal deployment of Vincent's Brigade, the 15th Alabama
will battle the 20th Maine for control of Chamberlain's Spur. If the Union player chooses a historical alignment of forces, the 47th Alabama then squares off against the 83rd Pennsylvania, with the 44th, 4th and 48th attacking the 44th New York and 16th Michigan. The Confederates might face a different deployment of Vincent's regiments (particularly the 44th New York, which may be on the Union right protecting the face of Little Round Top).

However Vincent's Brigade is deployed, the greycoats face a tough fight to dislodge them. While Law's Brigade may have fantastic fortune and actually succeed in routing the Federals from Little Round Top, the Confederate player will most likely have to settle for less. The most important objective initially is to root out the defenders on Chamberlain's Spur and push them north. Once the 20th Maine is dislodged, the anchor for the Union left flank is gone and the Confederates threaten to slowly roll up the line.

On the Confederate left, the 4th, 48th and 44th will be trying to flush out the defenders in front of Little Round Top. If the 44th New York anchors the Union right, this will be no easy task given the terrain, these can be in position to attack on Turn 3 along the 520-foot contour line, shoulder to shoulder with the 3rd Arkansas, using normal march. This will require the Confederate player to deploy poised to attack along it from the north edge of the board south on the very next turn using normal march.

In summination, by this juncture in time, a realistic assessment will see the 15th and 47th Alabama pushing the defenders north from Chamberlain's Spur, with the rest of the brigade engaged in an attritional firefight with the remainder of Vincent's Brigade. Law's Brigade, by themselves, will probably be unable to force the bluecoats from Little Round Top completely. At this point, Law must await further developments.

**ROBERTSON'S BRIGADE**

The Texas brigade is easily the best in the game. With a uniform "A" level morale and divisions which can take two and three hits of damage before becoming ineffective, they are very formidable. If the Confederate player opts to send Law's Brigade storming Little Round Top, it is then the task of Robertson's Brigade to battle Ward's Brigade for Houché's Ridge.

For the Confederate player, the key to the entire Union position is the Rose Woods. Possession of this area will unhinge Ward's entire line, plus possibly garnering victory points for separating Ward from the rest of the III Corps (24.0). The historical entry points of Robertson's Brigade provide ideal areas from which to deploy for this effort. The 3rd Arkansas and 1st Texas enter in Area 2. This will enable the Union, with good fortune, to erect a defensive line with breastworks from the 520-foot level. Establishing a defensive line further back deprives the Union player of his best line of defense (as well as reducing the area that he can retreat to), so expect the enemy to be in the Rose Woods at the 520-foot level.

[For play-balance purposes against a novice Union player, it may be best to have Robertson's entire brigade enter in Area 2. This will enable the Union, with good fortune, to erected a defensive line with breastworks spanning the 520-foot line if he desires, evening the balance. If the entry in Area 2 by Robertson's entire brigade must be considered if they might help lever the bluecoats out of defensive lines. An excellent tactic is to heed Mr. Bielsza's suggestion and use one regiment to build a line of breastworks from the rocks around hex 0714 or 0915 to the 520-foot contour line. Use of Command Bonus Allocations for the Law Staff counter will insure construction. Once this line of breastworks is completed, the regiment can then rejoin the assault—time permitting—on Little Round Top.

The fly in this ointment is the 40th New York.

**Figure 1: Law's Brigade going up the slope.**

higher priority targets to fire at. Robertson himself accompanies the 3rd Arkansas and 1st Texas to lend support.

The 4th Texas enters at hex 1742, and the 5th Texas enters at 2042. Both must be so that they can climb the 480-foot contour line, and then deploy on the 480-519 foot level. From there, on Turn 3, both regiments revert to normal march. The 4th Texas moves to the stone fence bordering Weickert Field and engages the 124th New York in an all-out firefight, concentrating on those elements shielding the artillery. As soon as Robertson's entire brigade enters, the 5th Texas marches towards Devil's Den to attack the 4th Maine there.

Entering the 3rd Arkansas and 1st Texas at their historical entry points will result in an early assault along the 520-foot line if the Union player chooses to advance and establish his defensive line there. This early attack will prevent breastworks from being constructed in all of the hexes along the 520-foot level in the Rose Woods. Establishing a defensive line further back deprives the Union player of his best line of defense (as well as reducing the area that he can retreat to), so expect the enemy to be in the Rose Woods at the 520-foot level.

Even if the 86th New York and 99th Pennsylvania are crouched behind breastworks, the 3rd Arkansas and 1st Texas still have a better than even chance of forcing the bluecoats to retreat. The 86th New York and 99th Pennsylvania have an average unit strength of 3.8; the 3rd Arkansas and 1st Texas combined average is 5.4. This difference in actual strength, plus the addition of bayonets, an occasional charge and aid from officers means that the Confederates will enjoy combat differentials of not less than "0" on the Melee Table initially. With their superior morale and durability, it is usually only a matter of time before the Union line in the Rose Woods starts to crumble. When this happens, the Confederate player can then roll back the outnumbered defenders gradually.

While this assault is taking place, the 4th Texas continues to occupy the 124th New York and the 4th New York artillery at Houché's Ridge, as the 5th Texas attacks the 4th Maine in the Slaughter Pen. As with the assault in the Rose Woods, the 5th Texas will have the edge on the Melee Table, although by moving in the open they will be more likely to sustain some casualties. Nonetheless, the 5th Texas should be able to root the 4th Maine from Devil's Den. When this is complete, the 5th Texas returns on the Slaughter Pen.

As soon as the 5th Texas reforms, the 4th Texas leaves its stone fence and advances on the 124th New York and the artillery at the crest of Houché's Ridge. The 5th Texas advances from the south. The 4th Texas will probably sustain a battering at the hands of the defenders as they approach the crest, but the 5th Texas should easily break them. With the combining of 124th and batteries (and perhaps the remnants of the 4th Maine as well) will be forced to retreat to the north.

The fly in this ointment is the 40th New York. The Union player faces a choice as to where to send this regiment when it enters. If the Rebels have made a dramatic breakthrough in the Rose Woods, he may have to send the 140th there to stem the tide. If the line is holding in the woods, then the Union player is free to send it to the area of Houché's Ridge or the Slaughter Pen. This would spell trouble for the 4th and 5th Texas, which will no doubt be weakened.
by this time. It is imperative, therefore, for the Confederate player to press home the attack in the Rose Woods and smash the Union line there. By forcing the Union to send the 40th New York to the woods, the Confederate player funnels the enemy's best reinforcements in this area to a place where it will have the least impact. The 4th and 5th Texas can then freely assault the 124th.

At this time, Law's forces will have the 40th New York to Houck's Ridge anyway, regardless of the situation in the Rose Woods. But if he does, the Confederate player should look to pushing the defenders there out of the woods in order to threaten the rear of the 40th New York as they advance. Meanwhile, the Union should not be allowed to get a foothold in the woods by the time they enter in Area A, the battle should be to the point where the Confederates can divert a few units to deal with the problem.

The key element of the assault by Robertson's Brigade is time. The overall objective is to defeat Ward's Brigade by Turn 10 (at the latest) and push the remnants north of Houck's Ridge. This will, of course, not the Confederates the VP for Houck's Ridge; but more importantly, they will have cleared the way for Benning's Brigade.

**BENNING'S BRIGADE**

The boys from Georgia are the linchpin upon which Confederate hopes for victory depend. Qualitatively, they are a mixed bag. The 15th and 17th Georgia have morale, while the 2nd and 20th Georgia have only "C" level. Durability is good for the 2nd, 15th and 17th Georgia. The elements of all these regiments can take two or three casualty points before becoming ineffective. The 20th Georgia, however, has two divisions which become ineffective after absorbing one but one casualty point. They are indeed the "sad sacks" of the brigade (with strength, durability and leadership factors identical to that of the 4th Alabama of Law's Brigade).

If the Texans have succeeded in dislodging Ward's Brigade and the 4th New York artillery, pushing them and any Union reinforcements east of the crestline of Houck's Ridge (as well as neutralizing the 6th New Jersey), the Georgians can then enter in column formation, double-timing toward the crest of Houck's Ridge. On the turn they are on top, they change to line formation but continue to provide the ultimate objective of Benning's Brigade is not Houck's Ridge (as it was historically), but Little Round Top itself. Ideally, by Turn 12 or 13 they should be nearing the base of Little Round Top. If Robertson's Brigade is having trouble with Ward, Benning's troops may have to fight their way through; but all costs, they must keep this initial combat to a minimum—just enough to clear the way for themselves to pass through.

Beginning on Turn 12, several things occur that might hamper the Confederate effort. Turns 12 through 14 mark the arrival of Weed's Brigade and Battery D. On Turn 12, both Robertson's and Benning's brigades become "expended"; and on Turn 15, Law's "Fatigue" begins. For Robertson's force, the transition from Fresh to Expended should not be too painful, since by this time Ward's Brigade should be "expended" too and if along with the 4th New York artillery, 40th New York and 6th New Jersey) should be on the run.

However, the dual effects of expended followed by fatigue for Law's Brigade will see the end of effective offensive capability there. Vincent's Brigade will enjoy two more turns of full-strength fire before they become exhausted. By Turn 14, the time (or very shortly thereafter), Weed's Brigade will begin its countercrattack. Clearly, if Law's Brigade had to fight Weed's fresh troops and the remnants of Vincent's Brigade by itself, it would be forced to retreat.

This explains the crucial importance of Benning's Brigade. It does not become "expended" until Turn 18, leaving them with only three turns to hold the line. The 2nd and 20th Georgia have needed to finish the job started by Law, taking control of Little Round Top. It also explains why it is so important for Robertson's Brigade to clear the way for Benning to the slopes.

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Andersson's Brigade that participated in the historical fight-as General Lee had planned for that day. To attack the Union forces in the woods, the Confederates must cross the open ground between the crestline and the woods, running the risk of heavy casualties.

Assuming that Benning's troops are still in good shape, an attempt should be made to control these woods. This, in addition to the above, is important since the next few turns, the 2nd and 20th Georgia have only "C" level. Durability is good for the 2nd, 15th and 17th Georgia. The elements of all three of these regiments can take two or three casualty points before becoming ineffective. The 20th Georgia, however, has two divisions which become ineffective after absorbing one but one casualty point. They are indeed the "sad sacks" of the brigade (with strength, durability and leadership factors identical to that of the 4th Alabama of Law's Brigade).

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ANDERSSON'S BRIGADE & ODD BITS

The 11th and 59th Georgia are two regiments of Anderson's Brigade that participated in the historical fight. Qualitatively, they have good durability, with elements that can take at least two hits before becoming ineffective. However, their morale is mediocre (C level for the 11th Georgia) or even abysmal (D level for most of the 59th). The late arrival of these two regiments, plus being required to make contact with the battle, precludes any decisive impact of their entry into play.

The greatest contribution they can make is to blow out any remnants of the III Corps that may still be on the board. If Robertson has had problems, this may be all they will be able to do. If a clear path to Little Round Top exists, they can, with double-time movement, reach the base of the hill by Turn 17 or so. Here, they might be very useful. If Weed's Brigade attempts a flank attack (as described earlier), the 11th and 59th Georgia can deploy at the base of Little Round Top and provide enflaming fire (and even counterattack if the opportunity presents itself).

The Confederate artillery has even less to do. The greatest (and possibly only) contribution it will make will be in the first few turns of the game. The batteries will have at least one opportunity to fire at the Union guns on Houck's Ridge. The Confederate player can reasonably expect to destroy at least one Confederate, possibly more. Of course, with the fluid situation in the Rose Woods, the Confederate batteries may get the chance to "shoot the gap", firing at the Union forces through the low ground at the Slaughter Pen. Once these chances have passed, proximity of friendly infantry will preclude any chance of firing again.

The key to the Confederate attack lies in keeping the component regiments united in brigades. This "tactic" enables the brigade commander's benefits to be utilized effectively. By having specific areas for each brigade to attack, and by not mixing regiments from one attack with another, the Confederate player will achieve optimum utilization of his forces. For the gamer, while this is no means the "perfect" strategy, its use will give him a much better chance of achieving what the Confederates did not historically. For the historian, using this approach will graphically present a tactical level, the shock effect of a well-executed en echelon attack—as General Lee had planned for that day.
I'm a picky wargamer. Although I've been in the hobby for some 13 years, my game collection still numbers under 50 titles, and the few games I've purchased impulsively have usually found their way into the hands of friends. Within my somewhat exclusive collection are a half-dozen which never fail to entertain and challenge me, regardless of the circumstances and whichever side or situation I am playing. At the time of its publication, I was stunned by the quality of the Confederate player's options, and the nuances of these differing alternatives can often cloud the judgement of a Southern player. With their many early-game advantages—better leaders, inability of the Northern forces to concentrate, no blockade or Union navy, etc.—too many Confederates are sorely tempted to go adventuring north of the Mason-Dixon line, hoping to steal a "kill" and then sacrifice their army to the capture of Washington. I have witnessed a Southern player who was so obsessed with this goal that he sacrificed the entire Western Theater simply to get a decent stab at Washington. He got lucky; while his out-of-supply army descended upon the city, the Northern forces of the West were chased impulsively, getting the southern force of Georgians to the capture of Washington.

I have never liked the idea of allowing my enemy to have this kind of initiative, but that is precisely the gamble the Confederates must take in CIVIL WAR. The game system rewards inertia; things remain motionless unless energy is applied to move them. And once the energy (in this analogy, Command Points) is expended, immobility quickly sets in. The Northern forces must continuously remain in motion, for the South will not simply give up. But too many players are willing to play the Northern player's preferred game by coming out to meet him. A brief historical note, by way of justification: throughout the American Civil War, the South was defeated in every single major battle. But he had finally managed to do it: he took Washington! I think the absurdity of this story speaks for itself.

Against any Northern player who can avoid rollingVPs, the South will surely be defeated. There is, however, an interesting problem with CIVIL WAR. By Sam Mustafa

FORTIFICATION

The cornerstones of Confederate survival, fortifications can be somewhat overrated in the game, giving as they do only the same benefit one would achieve from favorable terrain. But their inestimable advantage for the Confederate player lies in the impression of impregnability they often suggest. All wargamers (all knowledgeable ones, at any rate) know that the VP points are worth almost nothing, but they are haunts by visions of futile frontal assaults, alas, Verdun and Petersburg. They will usually commit a substantial amount of thought to how to avoid having to attack an entrenched enemy. When the forts become bearable, the impression of invulnerability has the last laugh. Since a supplied fort is immune to retreats, it truly does take on a formidable character.

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fortress counter in the box. I am generally uneasy about flouting any “foolproof” course of action, as there are an infinite number of things that go wrong when we try to do anything in this war. I think, however, I am safe in asserting that the West is the most vulnerable section of the Confederacy, and as such should be the primary theater for the first several turns. I shall also venture the opinion that the first few rebel fortifications should be placed in the Western Theater, as there are several navigable rivers and such a huge crop of valuable VP cities for the Northern player to cheaply assault.

Nashville and Memphis should be fortified almost immediately. New Orleans should follow, and factors should be placed in Pensacola. The Mississippi, Pensacola should be fortified, and should receive one factor each turn until it has crept inconspicuously up to four factors. At that point, if the Yankees still only have one factor in Fort Pickens, it is time to attempt to assault Pickens (an undertaking which will be described in greater detail later). Fort Gadsden is a useful place for a single factor, as it deters any annoying little incursions up the Chattahoochee River. In the Trans-Mississippi, Galveston, Madison, Little Rock and Fayetteville are all logical places for forts with one or two factors. In the East, Richmond should be fortified fairly soon; it is not usually in immediate danger. Norfolk should eventually receive a fort, as should New Bern, Morehead City, Wilmington, and the city of Charleston. I’ve heard some players advocating a fort in Fredericksburg where the Army of Northern Virginia would bivouac; but with limited fort counters, I would prefer to use mine to cover VP cities. Also, Fredericksburg can be outflanked; the Yankees can build a string of powerfully-garrisoned depots in the Shenandoah Valley and march on Richmond from the West.

So, whenever you are hunting to expend CPs in both creating armies and then moving them, you have the advantage that you need merely to create them, and can divert most of your CPs to digging. There rapidly comes a point when certain of these forts will need to be upgraded to fortresses.

Since the Confederates are severely constrained by having only five fort counters available, these must be used judiciously, to cover absolutely vital crossing points where the Yankees will be forced to assault them in order to press further into the Confederacy. I recommend placing the following four fortresses, in more or less this order: Memphis, Nashville, Galveston, and Pensacola. The rest is left to your discretion, to be used in the event of an unexpected threat. I have used it at Savannah, for example, when a Union amphibious invasion on the tip of the Virginia peninsula, a dagger poised at the throat of the Confederate capital. The Army of Northern Virginia would bivouac; but with limited fort counters, I would prefer to use mine to cover VP cities. Also, Fredericksburg can be outflanked; the Yankees can build a string of powerfully-garrisoned depots in the Shenandoah Valley and march on Richmond from the West.

When you have quietly massed four or more factors in Pensacola, wait for an impulse with a “Dixie Difference” of at least “4” then rail a leader there (a two-star Jackson is ideal for this mission) and assault the fortress. If it still contains only a single Union SP, it should readily fall into your hands—whereupon you leave behind as the garrison the forces that took it, and rail Jackson (or whoever) back to his army. By this I mean to note that forts and fortresses, while serving as excellent insurance policies for your field armies, need not necessarily serve as their homes. It is often better to have an army posted one impulse’s march from a fort or fortress. This provides the army with a sanctuary, if necessary, and relieved of the fort itself, which must be delivered to the Southerners in time of threat. Furthermore, more ground is covered defensively by this arrangement, making any unopposed Northern penetration virtually impossible.

FIELD ARMIES

Fortifications alone, important as they are, are insufficient to halt the Union onslaught. To combat the massive Federal armies, Confederate armies must likewise take the field. To describe the role I remember as having been assigned in the Kreischer, I have to start from the lexicon of NATO jargon: “flexible response”.

Rebel armies do not (or should not) exist to attempt conquest of the North. They exist to defend the South, and as we have so copiously noted above, far more resources are concentrated in the South. The Army of Northern Virginia at Richmond is far more valuable to the South—which has only one other initiative “2” leader (Lee; von Dorn and Hood don’t count)—than Lyon is to the North. Poor leaders should be sacked immediately and sent somewhere where they can’t hurt anybody; I usually reserve Bonham (Texas) for this purpose and my “Bonham Army” will be delivered to Earl von Dorn, Leonidas Polk and Ben Huger—all in command of one depot.

By Turn 4, my Confederate armies have usually obtained the configuration they will keep until victory is won: Jackson in command of the Northern Virginia and Tennessee, Joe Johnston in command of the Mississippi. If the Army of the West is built, I place it under Albert Sydney Johnston. Braxton Bragg and ol’ Pierre Beauregard are useful to have at large fortresses, where they can move more than two SPs in and out. If not, the Army of Virginia and Tennessee should each have the full six leadership factors to modify the die as much as possible in your favor. The Army of the Mississippi can usually scrape together about four, depending upon who has been promoted. The “Peter Principle” wreaks havoc among the less-experienced field commanders.

Nathan Bedford Forrest should be placed in Joe Johnston’s army, while Wheeler and Stuart should go to Lee and Jackson. That way, all Confederate armies will be able to react on any roll other than...
"11. The leadership of the Southern armies will be so vastly superior to that of the North, that without 2-1 odds, there is literally no way for a Federal army to win a victory over a Rebel army in the field.

Placement of these armies is the all-important question. Each should be placed astride the path of invasion of its Yankee counterpart, ready to be able to react (hopefully, into favorable terrain). Jackson's army could be based at Frederickburg or in the wilderness (e.g. near Madison, Arkansas) to defend the army should to be placed in the hottest trouble-spot. If the Federals do not appear to be making any serious attempts towards Richmond, but rather take care to remain within the protective radius of the army and receive the benefits of the army could be based at Fredericksburg or in the vicinity.

The best thing about raiders is the fact that they can actually manage to gain ground on the defensive.

But plentiful opportunities for snatching quick and painless Victories abound in the game. For example, if you manage to capture Washington itself. A smart Union player will fortify it as soon as possible. That fort will then become a fortress at his first opportunity. He will initially strengthen a point, another must be weakened."

**IRONCLADS**

There is a certain amount of irony in this concept of "flexible response" for the Southerner. After the War of 1812 (late 1862 through late 1863), you will begin to find that you have run out of things to do with your CPs. All Rebel forts and ironclads are built. You have no great need to move armies, and no desire to do so since they cover the areas you wish to defend. In short, you are bored with your own success.

But, the small Confederate navy is an interesting addition to the strategic defensive strategy. It combines elements of the fortification mentality, as well as the flexible response doctrine. On one hand, the ironclads can be used as corks in a bottle, denying river crossings to enemy troops and defying Federal gunboats who want to risk slipping past your forts. On the other hand, they are mobile; any ironclad placed on the Mississippi will foil that no sea supply is possible. Even more problematic is the fact that your own army must somehow remain in supply at the same time. If you can manage these mapboard gymnastics, however, then you must exhaust the fortress supplies by attacking him. Your second attack will then be able to force him to retreat out of the capital. Of course, if he is a reasonably intelligent player, he will simply rebuild a depot in Washington after he expends the first one.

This is the series of unlikely events which may occur in order for a Confederate army to seize the Union capital. A smart enemy player will never allow it to happen. The Army of the Potomac, although poorly led, is still able to thwart the attempt by simply fighting the Rebels, thus demoralizing them. Six CPs must be spent to rally the Southern army (assuming it is in supply) and getting it in motion again. As one can see, this sort of behavior is simply playing into the North's hands. All this simply points to the soundness of the original thesis: the South must stay in the South!

**CONCLUSIONS**

"Sin Tzu coined the perfect phrase to describe one of the hardest truths in defensive warfare: 'To strengthen a point, another must be weakened.'"
Sach is the perennial dilemma of the Confederacy, and the sad inevitability is that you won't be able to hold out everywhere forever. Something is going to snap under the continuous blows of a vastly superior enemy force. Actually, in a masochistic way, that is the real thrill of playing the Rebels in CIVIL WAR. You have to pride yourself on your defiance and tenacity, and the knowledge that you shouldn't be winning. It's against all the odds, but yet you are!

The time will come, usually in late 1863 when you've simply run out of new manpower, that you will have to begin to surrender some places. If the choice is afforded you, then I recommend trimming the sails first in the Trans-Mississippi West. The loss of it is tolerable. Even undefeated, the mili­berable term of the Confederacy, the Rebels would continue to fight it out in under a year. Losing the Trans-Mississippi, of course, now means that your left flank is wide open. Vigilance on the Mississippi River thus becomes all the more attractive. Memphis and New Orleans take on all new importance in keeping the Confederates out of the South.

The Confederate endgame is usually very strange unfolding if the Rebels have adopted this strategy. The presence of the Union four-star generals means that there are two Yankee forces moving around in the Confederacy which cannot be opposed adequately by anything but the Southern inventory. With between 30 and 40 SPs blasting their way south, all the Confederate armies can do is get out of the way. As a result, the last six or seven turns of the game become very fluid as the armies of both sides finally cut losses from the fixed attack-defend patterns they had hitherto held and go off in search of VP's to win the war.

The Confederate armies, in fact, almost lose their reason to exist once they can no longer avoid 2-1 battles. The Union by this time can field at least one army with a +6+ tactical modifier. As a result, the Confederates simply can't win any major battles. I would recommend at this point draining off the strength of at least one of the armies to bolster important fortresses and cities, to prevent the Yankees from getting any VP's before they have carried them. The problem, of course, is that the Rebel rail network is by this time a shambles, so transferring SP's around is usually easier said than done.

In mid-1864, the situation becomes quite desperate—but the South is now in the home-stretch. On Turn 17, the crucial point is reached. The Federals must have a lead of 50 VPs, or Lincoln loses his re­election bid and the Confederacy wins. This was, in fact, the historical "victory condition" the Southern strategists were hoping for.

The mathematics look promising. I have calculated the CP Table Use Totals turn-by-turn for several games, and have found that each turn nets the Confederates an average of 2.3 VP from the CP Table. Thus, in 13 turns, this average should amount to 30 VP. Add to this the likely number of Confederate VP that will have been won during play—let us say, ten—as well as the calculated average VP's from Confederate Convincement (Raiders and more) the result is 45 Confederate VP's, meaning that the Union will have to have scored at least 95 of his own to keep Lincoln in the White House.

The Federal player will amass 14 from Kentucky and 12 from Missouri. If we also concede the entire Trans-Mississippi West to him (and he manages to actually take it), he will have scored another 16. Thus far, the Union has only 52 of the 95 needed in this hypothetical calculation. That means he will have to take 43 VP's in addition to the border states and the entire Trans-Mississippi West. If your opponent is wallowing in a sea of VP's, the odds of this happening are nil. (Actually, I believe entirely feasible, then he can be deci­sively defeated on Turn 17. If not, his Turn 19 Victory Conditions are 25 VP more difficult to attain.

Virginia is worth 28 VP and Tennessee worth 27. These two states hold victory, or defeat, in their lands. A tenacious defense of Tennessee, in partic­ular, is a tall order after 1863. Virginia, with the narrow approach to Richmond, is easier to hold. For that reason, I venture the sacriilege that more of your precious energy should be spent preserving Tennessee than Virginia. Neither can fall to the Union. You are not afforded the luxury of choos­ing over one of them; should either slip from your grasp, the war is lost. It is infinitely preferable to lose the extremities of the Confederacy rather than its heart.

Once again I must enter into my annual verbal combat with the crafty editor. "I need a listing of your works in progress," says the evil Rex-thang, blowing smoke from one of those foul ropes that he smokes, and sounding much like a bad country-western song, "Oh, spare me this grueling ordeal," I beg. "Every year I type one of these up, and then my schedule gets revised before it sees print. Oh, woe! Oh, woe! Oh, #%@#@!!!"

So, with a gun aimed at my head, here goes my latest installment. As usual, I'm busier than a one­armed paper-hanger in a tornado. The new BATTLE OF THE BULGE is in the final stages of playtesting, and should be out by early summer. My rules for the new D-DAY are now being finalized and written, so this game could be in print by late summer (unless something else gets dumped on me in the meantime).

Both of these are my own designs that, like our latest version of GETTYSBURG, are aimed at introducing new players to the wargaming hobby. They will each have a two-page "Basic Game" rules and a "Battle Manual" with additional optional rules and historical material. Novices can get into the play with a minimum of effort, while use of the numerous optional rules converts the design to a game of roughly moderate complexity, fit for play by more experienced wargamers. The combat units in BATTLE OF THE BULGE are divisions, while the units in D-DAY are corps.

Turning to BULGE as the closest to completion, the mapboard will be the same size as that of GETTYSBURG '88, but the panels will be hinged. Each hex represents an area somewhat under five miles across, and for simplicity's sake terrain is limited to "clear", "forested" and "rough" (along with various towns, roads and rivers). As usual, Charlie Kibler will work his magic in rendering the Ardennes map eye-appealing as well as functional. The counters, including the system markers and a few used for various options, number but 222 or so. Each game turn represents one day's action.

The Basic Rules cover movement, stacking, night (nor­ mally one ground unit per hex), supply and com­bat resolution (along with the marking of losses). Optical rules add such things as special German units, variable weather, air operations, supply depots, task force organization, and other oddments meant to more fully simulate the campaign. As with other introductory designs, these can be incor­porated by novices as they look to increase the challenges faced in planning strategy. For experienced gamers, these options should not prove difficult to understand, and add flavor to the play. Three scenarios, along with some hints on and examples of play, round out the "Battle Manual". Of course, the full campaign can be played out, but playing time for that will generally be under four hours even with all optional rules in force.

The mechanics for D-DAY will be similar, and once a gamer is familiar with one he should have no trouble playing the other. Rounding out my dance-card are new designs for MIDWAY, GUAHA CANAL, and a World War II air game (no title yet). These will all use the two-page "Basic Game" intro­ductory wargame format. These three new titles, plus BATTLE OF THE BULGE and D-DAY, are all earmarked to form the initial releases in our new "American History" line, published in association with the Smithsonian Institute.

On another topic, just recently reaching me is Mo Morgan's Jihad. This effort uses his popular TAC AIR system, with battalion-sized combat units, but the game is structured to allow the organization of opposing forces to represent those of virtually any desired country. I'm just starting to review this one, and as usual Mo seems to have left all the serious playtesting to me (aurgh!); but it looks good, so I'm eager to give it a whirl. Since this is dis­turbing the dust on my desk in a whole new spot, I can't even hazard a guess as to when it will see publication.

S. Craig Taylor
January 1991

COPY SERVICE

If the reader should need a copy of an article from an out-of-stock back issue of The GENERAL, the Avalon Hill Game Company does provide a photocopying service (black/white only). The charge for this service is $1.00 per page, with a minimum order of five pages required. Please specify the article title, volume and number of the issue it appeared in, and the pages on which it can be found; the new 25-year GENERAL index is invaluable for this. Standard Avalon Hill postage rates must be included to cover the total of the order. Maryland residents please also add 5% state sales tax.
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32. | E. Alexis | 4 | 19731ILS | 32 | 32
33. | W. Scott | 70 | 19006MW | 33 | 33
34. | K. Kittel | 6 | 17819KL | 34 | 34
35. | D. Culp | 13 | 17806HE | 35 | 35
36. | P. McNeill | 2 | 16308PN | 36 | 36
37. | A. Lipka | 5 | 15406GN | 37 | 37
38. | S. Kolesnas | 15 | 15406BB | 38 | 38
39. | M. Bride | 4 | 15660G2 | 39 | 39
40. | G. Smith | 27 | 15406FH | 40 | 40
41. | C. Sorellino | 2 | 15006GM | 41 | 41
42. | R. Fowler | 2 | 15006CE | 42 | 42

**MEET THE 50 . . .**

Mr. James H. Bjorum is 42, married, father of two, holds a MA, and is a practicing attorney in Corpus Christi, Texas.

**Favorite Games:** Civil War

**Rating Games:** TRC and VITP

**Game Sets:** 3-2-0

**Gaming Time/Week:** 20-24 hours

**Hobbies:** Bridge and fishing

**Pet Project:** Slow play of W&P-V

**% Time PBM:** 75%

**Play Preferences:** TRC

Mr. Bjorum writes:

"I am blessed with a wife and two children who are not too jealous of my hobby. My favorite PBM game is RUSSIAN CAMPAIGN; my favorite "area" games are VITP and SOA. However, beyond a shadow of a doubt, the finest two-player game ever made is CIVIL WAR by Victory Games. I have played CIVIL WAR two hundred times, at a conservative guess. And every game was different. That is the mark of a truly fine game. And why I am blessed by an understanding spouse and offspring."
THE INFLUENCE OF SEA POWER
Advanced Naval Combat for EMPIRES IN ARMS

EMPIRES IN ARMS is quite likely the most popular grand-strategic level Napoleonic wargame available today. However, since its original publication, one of the most often voiced criticisms of the game is its simplistic approach to naval combat. In comparison to the rules for resolving land combat, the naval system is too brief and superficial—inequitable for simulating the color and complexity of naval tactics of the era. The variant rules presented below were designed to add a touch of realism and excitement to the naval play—which can be a fascinating game within the overall framework now. In two years of playtesting, we have come to refine and streamline them, and would not now consider playing without them.

The general approach used in devising these rules was to mirror the land combat system. Fleets are rated now for morale, as well as for actual strength. Players choose tactical chits and inflict casualties upon their opponents through the same sort of Combat Resolution Chart as used in resolving land combat. Additional rules have also been added to simulate some of the aspects of naval strategy not covered in the original game. All rules for naval movement, interception and transport of land factors remain unchanged.

[12.2] NAVAL OPTIONS:

12.2.6 ALTERNATE NAVAL COMBAT PROCEDURE:
As in land combat, players involved in a naval battle will now choose tactical chits. There are three possible tactical chits representing the predominant tactical doctrines of the era: Linear Defense, Linear Attack, and Melee.

“Linear Defense” may be considered the primary naval tactic of the Age of Sail. Simply stated, it required that the captains of the fleet maintain scrupulous order, and rely upon superior gunnery to defeat the opposing fleet. It was an exceptionally passive tactic. It was unlikely to inflict dramatic losses upon the enemy, unless they obligingly attacked and then broke off the action as their casualties mounted. It was epitomized by the “Sailing Instructions” of the British Navy during the American Revolution. During the Napoleonic Wars, it was the favored tactic of the French Navy—due not to any timidity on their part, but to their perceived heavier ships and superior weaponry.

Frustrated by the stagnant and indecisive battles characteristic of linear defensive fights, the “Linear Attack” was developed by British admirals prior to the period of the game. Basically, it reflects the tactic of a fleet maintaining its line and maneuvering so as to break through the line of the opposing fleet. In this manner, part of the enemy fleet could be defeated through superior firepower. It was more likely to bring about a decisive result, but by no means assured the practitioner of victory.

“Melee” was the third stage of development in naval tactics of the age, again in response to the French use of linear defense. Relying upon their superior seamanship, the British attempted to break apart both battle lines and reduce the fight to a series of individual ship-to-ship duels. This was an extremely risky tactic, more prone to disaster than success as the SOLs could not support each other, and first demanded that the attackers sail straight into the enemy guns while attempting to close. Only Nelson was able to reliably use this tactic, and that at extreme risk. Indeed, after Trafalgar, many admirals tried to emulate Nelson, only to suffer defeat.

In mirroring the land combat system, it is necessary to assign the various nationalities a Naval Morale grade. The British throughout (and the Dutch during the Revolutionary Wars Campaign variant—see Vol 25, No. 4) have superior naval abilities and consequently are assigned a morale of 4.0. Those nations without a naval tradition—Austria and Prussia—are assigned a morale of 2.0. All other nations have a morale of 3.0.

Morale alone, however, does not adequately characterize naval actions. Certain admiralties favored and perfected preferred naval tactics. This advantage is simulated by granting each a +1 modifier in combat resolution. Thus, the French (and the Revolutionary-period Dutch) have such when using the Linear Defense tactic. The British, on the other hand, have a modifier applied to their roll when using Linear Attack or Melee.

A major factor in the battles of the period was the capture of prizes (disabled enemy vessels). Indeed, many vessels changed hands several times during the wars. The current rules have no provision for the taking of enemy ships in any manner. Now, however, our rules allow a victorious side to seize the opposing side’s disabled ships. And, of course, the introduction of disabled ships demanded a system allowing repair (or refit) of them. New rules allow a player to refit a disabled ship in a fashion similar to building one—the primary difference being that it is cheaper in terms of time and money.

In the current rules, there is no real reason to have naval bases. Ships can remain on station in foreign waters indefinitely with no ill effect. Yet, historically, Britain and Spain fought over insignificant rocks in the Mediterranean (such as Gibraltar and Minorca)—not because they were vital in terms of politics or economics, but because they were vital to British naval strategy. The British Empire held Malta for 150 years because it was essential for maintaining naval dominance in the middle Mediterranean. The primary reason for such bases far from home waters was to provide shelter and repair facilities for ships on distant station. With these new
rules, this is simulated by the "Disabled Ship Recovery" rules, and the further a naval battle occurs from a friendly port, the more likely disabled ships are to be lost. It is thus now in the interest of any naval power to have a secure base near any likely theater of conflict.

12.2.6.1 Open Sea Combat: These rules cover all naval combat except blockade battles and raids on ports. These replace 6.3.3 and 6.3.4 in the EMPIRES IN ARMS war rules. If used, Rule 12.2.1 (the Nelson Casualty Rule) must be enforced as well.

12.2.6.1.1 Step One—Selection of Naval Tactical Chits: Both players select a Naval Tactical Chit. Both the attacker and defender select from an identical set of chits. There are three Naval Tactical Chits: "Linear Defense", "Linear Attack", and "Melee". (Note, if playing the Revolution Campaign variant, ignore rule 14.8.7.F.3 therein, but remove the chits marked "Melee".)

12.2.6.1.2 Step Two—Revel Chits: Both players now reveal their chosen chits, and cross-index them on the TACTICAL NAVAL CHART.

12.2.6.1.3 Step Three—Reveal Forces/Morale Levels: Both players reveal their forces and determine their final morale levels.

12.2.6.1.3.1 Declare Force Composition: Both players simultaneously reveal the exact size and composition of their Fleet counters.

12.2.6.1.3.2 Determine Final Morale Levels: Following the procedures detailed in 7.5.2.6.1, "Methods", both players determine their morale levels. British ships (and Dutch in the Revolutionary Wars Campaign) have a morale value of 4.0; Austrian and Prussian, a morale value of 2.0; all others, a morale value of 3.0.

12.2.6.1.4 Step Four—Final Combat Table: The TACTICAL NAVAL CHART refers each player to a series of three sets of combat tables on the Combat Resolution Chart (on the Game Card). These tables are used in the same fashion as for land combat (see 7.5.2.7).

12.2.6.1.4.1 Melee Tables to Use: Until the Meleeing force "closes", the first set of labelled "1st") combat resolution tables on the Tactical Naval Chart is used. Once it has "closed" with the enemy, the force uses the second set (labelled "2nd") of combat resolution tables. The Tactical Naval Chart indicates the dice roll required to close after each tactical round.

12.2.6.1.4.2 A purely-British naval force commanded by Nelson may subtract "1" or "2" from the die roll for closing at the option of the controlling player. However, this number must then be applied as a positive modifier to Nelson's chances of becoming a casualty (see 12.2.7 below).

12.2.6.1.5 Step Five—Combat Resolution: Identical to that in 7.5.2.9 for land combat, with the exception that the only die roll modifiers are the nationality modifiers for certain chits (Note C and Note D) and that casualties inflicted represent ships disabled. Disabled ships may not participate in further rounds of combat.

12.2.6.1.6 Step Six—Victory and Defeat: A side in a naval combat is defeated when all of its ships are disabled, or when its cumulative morale loss reaches or exceeds its final morale level (the force is said to have "broken"). The battle immediately ends with the other side declared the victor. This may occur at the end of any round of combat.

12.2.6.1.6.1 Continuing Battles: If, at the end of a combat round, neither side has been defeated, the battle continues and both players repeat the sequence commencing with Step Five.

12.2.6.1.6.2 Inconclusive Battles: If, after three rounds of combat, neither side has been defeated, the battle ends inconclusively. Neither side is
Type 2: between three and 30 nautical miles in width. These are narrow and populated enough that a boat crossing is feasible, but slow and requiring considerable advance planning. Indicated by two arrows on the map, these crossings demand two MP for corps, freikorps and/or cossacks to traverse them. Enemy fleets in the surrounding sea area may deny the use of the crossing and interrupt supply chains regardless of the presence of friendly troops in adjacent land areas. Supply may only be traced across this type of strait if a supply depot is located in both adjacent land areas.

Type 3: greater than 30 nautical miles. Boat crossings, even if unopposed, would be prohibitively difficult and hazardous. Alternatively, while width might be less than 30 nautical miles, the combination of lack of harbours/beaches and lack of building material/boats in the surrounding areas would prohibit a force from having the necessary transportation available.

(If it should be noted at this point that new sea-crossing arrows were not placed between any two land areas that could be reached by overland movement at equal or less cost in MP than would be required by the prospective sea crossing. This is because it was simply too hazardous and impractical to undertake a boat crossing if an alternative route existed.)

In general, corps, freikorps and/or cossacks desiring to use either a Type 1 or Type 2 sea-crossing arrow to enter enemy territory—regardless of whether or not enemy corps occupy the land area at the other end—must begin their movement in the land area adjacent to the arrow. Such a move now simulates an invasion by amphibious assault, as opposed to an uncontested crossing. If any enemy corps are present on the opposite shore, the “River” line of the Combat Results Table would be used during the first day’s combat. If an invading force is defeated in battle during the phase in which it moved via a sea-crossing arrow to the opposite shore, it may not retreat and must surrender.

The rules laid out here would replace Optional Rule 12.2.1 in the original rulebook, and would modify 7.2.3.2.2 (second sentence), 7.3.1.3.3 and 7.5.2.10.3.4. Adding new, or upgrading the existing, sea-crossing arrows can be easily accomplished with a red felt-tip marker. While every effort was made to make a thorough survey of all potential straits on the EIA mapboard, it is not possible that a reader might find one that appears overlooked. In this event, simply measure the strait on a large scale map that you can find and, after consideration of all alternative overland routes, the degree of habitation on its shores and the availability of building material for boats, place it in the appropriate category.

I think players will find these rules simple to understand and implement, and an improvement to an inconsistent system in an otherwise great game. Since these rules were devised from concepts already found in the EIA rules, they should have a familiar feel and have no adverse effect upon playability or balance.

EMPIRES IN ARMS is one of the finest games, and one of my favorites. I hope that this change will add to your enjoyment of it.

STRAITS & ARROWS:

**TYPE 1:**

<table>
<thead>
<tr>
<th>Name</th>
<th>Miles</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bosporus</td>
<td>&lt;1</td>
<td>near Constantinople in Anatolian Turkey</td>
</tr>
<tr>
<td>Strait of Chalca</td>
<td>&lt;1</td>
<td>between Athens and the island of Euboea in Grecian Turkey</td>
</tr>
<tr>
<td>North Corfu Strait</td>
<td>2</td>
<td>between Corfu and Macedonia in European Turkey</td>
</tr>
<tr>
<td>Dardanelles</td>
<td>2</td>
<td>southernmost in the Constantinople sea zone</td>
</tr>
<tr>
<td>Kerch Strait</td>
<td>&lt;1</td>
<td>east of Sevastopol in Russian Crimea</td>
</tr>
<tr>
<td>Little Belt</td>
<td>&lt;1</td>
<td>westernmost crossing in Denmark</td>
</tr>
<tr>
<td>Strait of Patrai</td>
<td>2</td>
<td>in the long, thin bay in Grecian Turkey</td>
</tr>
<tr>
<td>The Sound</td>
<td>2</td>
<td>between Copenhagen (Denmark) and Malmo (Sweden)</td>
</tr>
<tr>
<td>Trondheim Fjord1</td>
<td></td>
<td>&lt;1 northernmost bay on Norway’s west coast</td>
</tr>
</tbody>
</table>

**TYPE 2:**

<table>
<thead>
<tr>
<th>Name</th>
<th>Miles</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strait of Bonificio2</td>
<td>7</td>
<td>between Corsica and Sardinia</td>
</tr>
<tr>
<td>Strait of Dover1</td>
<td>18</td>
<td>between Lille (France) and the area southeast of London</td>
</tr>
<tr>
<td>Strait of Gibraltar4</td>
<td>9</td>
<td>between Spain and Morocco</td>
</tr>
<tr>
<td>Great Belt2</td>
<td>10</td>
<td>centernorth crossing in Denmark</td>
</tr>
<tr>
<td>Strait of Messina2</td>
<td>4</td>
<td>between Sicily and Naples</td>
</tr>
<tr>
<td>North Channel3</td>
<td>21</td>
<td>between Glasgow and Belfast areas in Britain</td>
</tr>
<tr>
<td>Strait of Oreon1</td>
<td>6</td>
<td>between Macedonia and island of Euboea in Grecian Turkey</td>
</tr>
<tr>
<td>Rhodes Channel1</td>
<td>10</td>
<td>between Rhodes and nearest area in Anatolian Turkey</td>
</tr>
</tbody>
</table>

**TYPE 3:**

<table>
<thead>
<tr>
<th>Name</th>
<th>Miles</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cypriot Channel1</td>
<td>41</td>
<td>between Cyprus and Anatolian Turkey</td>
</tr>
<tr>
<td>Gulf of Finland2</td>
<td>35</td>
<td>sea area adjacent to St. Petersburg</td>
</tr>
<tr>
<td>St. George’s Channel</td>
<td>45</td>
<td>between Ireland and Wales in Britain</td>
</tr>
<tr>
<td>The Kattegat3</td>
<td>33</td>
<td>between mainland Denmark and Sweden</td>
</tr>
<tr>
<td>Strait of Otranto4</td>
<td>40</td>
<td>between Corfu and Taranto in Naples</td>
</tr>
<tr>
<td>Strait of Sicily5</td>
<td>70</td>
<td>between Sicily and Tunisia</td>
</tr>
<tr>
<td>The Skagerrak6</td>
<td>62</td>
<td>between mainland Denmark and Norway</td>
</tr>
<tr>
<td>Gulf of Suez5</td>
<td>10</td>
<td>adjacent to Cairo in Egypt</td>
</tr>
</tbody>
</table>

Notes:

- All distances represent minimum width in nautical miles.
- 1—this crossing will have to be drawn on the map
- 2—this crossing will need a second arrow added on the map
- 3—a short list of crossings considered but which did not qualify.
- The thin portion of the body of water west of Gotenburg and the small inlet due north of Stockholm (pointing at that city, both on the Swedish coast, should be treated as rivers. Likewise, the thin portion of the body of water in Palestine is a river between two lakes.

51
12.2.6.3.2 Port Raid Resolution: The surviving attacking ships then engage all defending ships and hulks in battle. No Tactical Chits are chosen; instead, the following indicates which combat tables are consulted on the Combat Resolution Chart:

Attacking Force: 5-2
Defending Force: 1-1

The raid lasts for three combat rounds, or until the attacking force breaks (or is eliminated). If the defending force breaks, the attacker continues to attack until the resolution of three rounds but the defending force can no longer reply.

12.2.6.3.3 Victory/Defeat in a Port Raid: To be considered the victor in a Port Raid, a force must have both broken (or totally eliminated) the opposing force and have inflicted more losses than received. If there is a victor, Political Points are adjusted as in 12.2.6.1.6.3. If neither side can claim victory, the victor is considered a draw and no adjustments are made.

12.2.6.3.4 Aftermath: Regardless of the outcome of the Port Raid, the attacking forces are moved to the blockade box or the nearest sea area (at the owning player’s option). Both sides retain their own disabled ships, and must roll to return them to a friendly port as usual. (The defending player, who may elect to remain in the currently-occupied port; as usual, a roll of “1” sinks a disabled ship regardless of distance travelled. There is no General Chase after a Port Raid.

12.2.7 NELSON:
The basic rules for EMPIRES IN ARMS resolve Nelson’s chances of becoming a battle casualty as though he were a land officer. In actual fact, Nelson was rather noted for risking his life to ensure that his command acted according to his sometimes daring plans. He typically led the attack in his flagship, having it attract and absorb the brunt of the initial enemy broadsides. He was, consequently, wounded several times and ultimately died leading the attack at Trafalgar. Much of this risk can also be traced to Nelson’s advocacy of the Melee tactic. The following allows a Fleet commanded by Nelson to improve chances of closing with the enemy in a Melee, but with a corresponding increase in his chances of becoming a battle casualty.

12.2.7.1 This rule modifies Optional Rule 12.7 to reflect the higher rate of naval officer casualties during this period. Instead of a casually occurring only with a dice roll of “12”, it now also occurs if an “11” is rolled.

12.2.7.2 If Optional Rule 12.2.6 is used, and a stack of British fleets (only) commanded by Nelson has a Melee selected as its Tactical Chit by the controlling player, the number by which the player modifies the roll for closing is also modified to reflect the increase in landing casualties.

12.2.8 HULKS:
Unseaworthy, but well-armed, many hulks spend the war years as an inherent part of port defensive schemes. And they were a matter of some concern to naval strategists, as Nelson’s near-disasterous attack on Copenhagen indicates. Their great case lie, however, in the fact that they could, quickly and for low cost, be refitted and returned to duty.

12.2.8.1 Combat with Hulks: With the exception of defense during a Port Raid, hulks take no part in naval combat. During a Port Raid, hulks are considered part of the Fleet therein temporarily, and may take part in all three rounds of combat—unless again disabled. Hulks have no morale, and are not factored in when calculating the morale of the defending force. Upon conclusion of the raid, disabled hulks must be rolled for normally.

12.2.8.2 Capture/Destruction of Hulks: If an enemy land force occupies a port with hulks in it, all such are destroyed. For hulks in a port that changes hands due to conquest or cession to a non-allied power, or are controlled by a power with whom an alliance is broken, immediately roll one die for each hulk: 1-3 = hulk destroyed; 4-6 = hulk transferred to port’s new owner (unless friendly troops are garrisoning the port, in which case all hulks are sunk).

12.2.8.3 Refitting Hulks: During each Money & Manpower Expenditure Step (8.5), hulks can be refitted. This can be done in all friendly ports, in controlled minors both conquered and free, and in ports controlled by allied nations. The cost is $5 and one manpower point for each hulk to be made seaworthy, and takes three months to complete. Refitted hulks immediately become ships, and can be assigned to a Fleet counter normally (as specified in 5.1.2).

12.2.9 BLOCKADE RUNNING:
Running a blockade was a much more common occurrence than is currently portrayed in EMPIRES IN ARMS. In the basic rules, it is impossible for a fleet to run a strict blockade at the open sea; instead they must fight through the blockading force. Historically, however, the blockaded French fleet at Toulon evaded none other than Nelson himself on their way to Egypt in 1798, and again in 1805 during Villeneuve’s sortie to the Caribbean. The addendum to the Blockade rules below allow a fleet to risk a Blockade Battle (with its inferior odds) for the chance of slipping past the blockading force.

12.2.9.1 Running a Blockade: A blockaded force wishing to "run" a blockade rolls one die. On a roll of “1” or less, the force has successfully slipped past the blockade and may continue its move normally; on a roll of “2-6”, it is intercepted, starting a normal Blockade Battle. (In the Revolutionary Wars Campaign variant, subtract “1” from the die roll in lieu of using 14.8.7.F.2.)

12.2.9.2 To increase the chances of a successful run, the blockaded Fleet may send out a “covering force” to distract the blockaders simply by starting a normal Blockade Battle. This covering force must be equal or larger in numbers to the force attempting to run the blockade. The presence of such a covering force allows the player to subtract “1” from the die roll for running the blockade. Should, however, the running force still fail the die roll, they will join the covering force in the Blockade Battle.

STATIS-PRO CARDS
Most fans of the STATIS-PRO line of sports simulations are already aware that Avalon Hill offers sets of player cards for recent seasons to keep their favorites ever fresh. However, for those new to the enjoyment of these games, a reminder that they can be obtained direct from Avalon Hill. Currently available for STATIS-PRO BASEBALL are the Player Cards for the seasons 1978 through 1990 (the last just recently completed). For STATIS-PRO FOOTBALL, sets covering the seasons from 1981 through 1990 are available. And the 1978-1989 seasons can be had for STATIS-PRO BASKETBALL. Each Player Card set gives the gamer all the key players for each team for a single season. However, it should be noted that supplies of some sets are limited (or exhausted already), and may not be available. For a complete listing, please refer to the 1991 February Parts List—or use our toll-free number (1-800-999-3222) to determine prices and availability.

Sports Special...
MARENGO—
THE ITALIAN CAMPAIGN OF 1800
A Scenario for WAR & PEACE
By Chuck Steenburgh

A. INTRODUCTION
In late 1799, the new French Republic was in poor shape. At war with Great Britain and Austria, the French faced hostile armies in Italy, Holland and on the Rhine, as well as political upheaval inside France itself. In early November, Napoleon and a coalition of generals and ministers launched the Brumaire coup; through a series of blunders, confrontations and Machiavellian political ploys, Napoleon became First Consul. Determined to retrieve France’s military situation, the general-turned-consul immediately began preparations for a two-pronged assault on Austria.

The ensuing campaign was a wild, back-and-forth struggle. Napoleon, betrayed by one of his own generals and caught off guard by a simultaneous Austrian offensive, rebounded brilliantly. Defeating the Austrians at Marengo on 14 June 1800, he followed up his success by advancing deep into Austrian Italy. By early 1801, Austria was willing to sign a separate peace, thus leaving British Prime Minister William Pitt’s Second Coalition in a shambles.

B. GAME EQUIPMENT
1. The scenario is played on mapboards 2 and 3.
2. The scenario requires Austrian, French and some British units.

C. VICTORY CONDITIONS
1. The French player wins by fulfilling any one of the following victory conditions:
   a. Occupy Mantua, Milan, Venice and any three cities in Austria or Bavaria, in supply, at the end of any French player-turn, in which case the game ends in an immediate French victory; the Austrian player win by preventing the French forces from winning by the end of January 1801 game turn or by occupying any five French cities (or Paris), in supply, at the end of any non-French player-turn.
   b. Austrian forces are supplied from any city in Austria that is not occupied or besieged by anti-French forces.
   c. Each turn, beginning in May 1800—At Turin: Leader (0), 41; At Strasbourg: Leader (0), 51, IC.
   d. All regular Austrian units are considered to possess a morale of “2”. Bavaria is considered to be part of Austria for movement and supply purposes.
   e. The scenario begins in April 1800 and ends in January 1801.

D. SPECIAL RULES
1. Alliance Phase
   There is no Alliance Phase prior to the November 1800 game turn. During and after the November turn, the French player (only) may roll to make Austria neutral. Both players receive victory points toward that die roll for battles won by their forces; however, the defeat of an army led by Napoleon is only worth two victory points, not three as per the basic rules.
2. Supply Sources
   a. French forces are supplied from any city in France that is not occupied or besieged by anti-French forces.
   b. Austrian forces are supplied from any city in Bavaria, Austria or Italy that is not occupied or besieged by French forces.
   c. English forces may be supplied from coastal hexes or port cities occupied by English forces.
   d. British forces begin the game “at sea”. They may use sea movement to land at any coastal hex or city that is currently occupied by a non-French unit. British units in port hexes may move from that port to any other port occupied by friendly forces instead of moving by land. British units on coastal hexes may move out to sea or to friendly port hexes.
   e. British forces (only) may move by sea but may not combine land and sea movement in the same turn. They may fight adjacent French units.
   f. The British player receives special reinforcements dependent upon the status of Florence and Genoa. The British player receives one infantry strength point of reinforcements “at sea” on each turn that both Genoa and Florence are free of French units.

4. Reduced French Quality
   All French forces that are stacked with Napoleon have their normal morale of “2”. Any other French units have a morale of “1”. French forces may still force-march and take attrition as normal French units.
5. Austrian Morale
   All regular Austrian units are considered to possess a morale of “2”.
6. Bavaria
   Bavaria is considered to be part of Austria for movement and supply purposes.

E. INITIAL DEPLOYMENT
1. French Player (deploys first)
   a. English Forces: “At Sea” in Mediterranean:
      • At Paris: IC
      • At Toulon, Marseille and Lyon: 11 each.

2. Non-French Player
   a. English Forces: “At Sea” in Mediterranean:
      • At Paris: IC
      • At Toulon, Marseille and Lyon: 11 each.

3. British Forces
   a. English Forces: “At Sea” in Mediterranean:
      • At Paris: IC
      • At Toulon, Marseille and Lyon: 11 each.

4. French Reinforcements
   a. Occupied Mantua, Milan, Venice and any three cities in Austria or Bavaria, in supply, at the end of any French player-turn, in which case the game ends in an immediate French victory.

B. GAME EQUIPMENT
1. The scenario is played on mapboards 2 and 3.
2. The scenario requires Austrian, French and some British units.

C. VICTORY CONDITIONS
1. The French player wins by fulfilling any one of the following victory conditions:
   a. Occupy Mantua, Milan, Venice and any three cities in Austria or Bavaria, in supply, at the end of any French player-turn, in which case the game ends in an immediate French victory; the Austrian player win by preventing the French forces from winning by the end of January 1801 game turn or by occupying any five French cities (or Paris), in supply, at the end of any non-French player-turn.
   b. Austrian forces are supplied from any city in Austria that is not occupied or besieged by anti-French forces.
   c. Each turn, beginning in May 1800—At Turin: Leader (0), 41; At Strasbourg: Leader (0), 51, IC.
   d. At Geneva: Lannes, 41; At Dijon (hex EE14): Kellerman (use Murat), Leader (0), 61, IC.
   e. At hex FF21: Soul, 31; At Genoa: Massina, 61, IC; At Turin: Leader (0), 21; At Paris: Napoleon at Toulon, Marseille and Lyon: 11 each.
   f. Non-French Player
      a. English Forces: “At Sea” in Mediterranean: Leader (0), 21.
      b. Austrian Forces: At Milan: Melas (use Bellegarde), 81; At Mantua: Leader (0), 51, IC; At Venice: Leader (0), 41, IC; At Baden: 31; At Stuttgart: Kray (use John), 61, IC; At hex II14: Leader (0), 51, IC; At Ulm: 1C; At Wurzburg: 31, IC; At Frankfurt: 21; IC; At Innsbruck, Munich, Ratibson and Leoben: 11 each; At Florence: 4L; At Frankfurt: 1L;

F. REINFORCEMENTS
1. French Reinforcements:
   a. May 1800—At Dijon (EE14): 21
   b. September 1800—At Paris: 1C
   c. Each turn, beginning in May 1800—At Lyon, Strasbourg or Paris: 21 or 1C
   d. Austrian Reinforcements: Each turn—at Vienna or Budapest: 21 or 1C
   e. There are no replacements in this scenario.

G. OPTIONAL RULES
1. Charles In the latter stages of the campaign of 1796, Charles was given command of the Austrian forces facing Napoleon and performed quite credibly. In 1800, however, the Archduke did not possess separate command and, indeed, was not given one during the entire campaign. As a play-balance aid, allow the Austrian player the follow-
ing reinforcement, in addition to those regularly scheduled: October 1800—At Vienna: Charles, 41, 1C.
2. Moreau The French general Moreau was one of Napoleon's most bitter rivals in the early days of the 1800 campaign. Moreau was in command of France's largest army, the Army of the Rhine. According to Napoleon's plan, Moreau was to advance against and pin the Austrian army in Bavaria and to detach General Lecourbe's corps of upwards of 25000 skilled veterans. However, Moreau defiantly ignored Napoleon's orders; although he did sluggishly advance against the Austrians under General Kray, he sent Napoleon only 14000 'scrappings' composed of odd and untried units to reinforce the Army of Italy. To reflect Moreau's attitude and his popularity among his troops, the graphics of the Hex game end for the French get more sophisticated, so will these games.

In the farther future, virtual-reality systems will let the player set into a fantasy world (something like Larry Niven's DreamPark) and be an active participant. VR is a system where the person sees via a 3D computer image projected in front of their eyes, hears via computer-generated sound, feels by computer-generated feedback and has their physical motions translated by sensors into the computer-generated world. This will be incredible once realized! It would allow the player to fight man-to-man, in any period, or stand on a hilltop viewing the entire battle below. You won't see this tomorrow; but with the rapid advances in the field, it could be here sooner than you'd expect.

UNDER FIRE

As people upgrade their systems, they are finding that the IBM UNDER FIRE game will not run. This is because of a discrepancy between the protection scheme and many of the High Density floppy disc drives. For those who have the knowledge, here is a quick fix. Find the file DR39.EXE or DR39.COM on the Map Disk and the 3.5" disk. Replace it with one that does the following operation:

Load #76 into location 0000:01F2
Load #165 into location 0000:0F13

In Pascal, the following program will work:

Program DR39;
var
    num1, num2 : byte;
begin
    num1 := 0000:01F2
    num2 := 0000:0F13;
    if (num1 = num2) then exit;
End.

Or you can go into DEBUG and do it directly. Either way, you will no longer need the KEY disk and the game will run on any system.

LEGENDS OF THE LOST REALM

Where is the WilderLands?? OK, I'm sorry but we decided to add some more sub-adventures to the module and this will delay the release a little longer. Don't worry though, the wait will be well worth it.
MICROCOMPUTER GAMES SOFTWARE

TELENGARD — the graphic adventure game that started it all. Originally played on the university mainframe at Purdue, TELENGARD is real time fantasy role playing and still excites players with its fifty levels of dungeon delving. For IBM PC—$ 12.99

MACBETH — Shakespearean tragedy was never like this! Macbeth was programmed by an Oxford University professor with the goal of interesting his students in the bard's classic work. The game allows players to interact with the central characters of the play. In six separate adventures, you will encounter colorful characters such as the three witches, rebels, and kings while witnessing murder, treachery, intrigue and adventure. Includes a paperback copy of the play. For Commodore 64—$ 19.99

SUPER SUNDAY — still considered by many to be the best all around Pro Football simulation, SUPER SUNDAY gives you all the equipment necessary to march your favorite teams to the Super Bowl. This is a graphics oriented game with an emphasis on actual player statistics. For IBM, C64 and Apple II—$ 19.99

NEW! (for Commodore 64 Only—$ 15.00) SUPER SUNDAY TEAM MAKER allows you to create files for any player of any team from any season for use with Super Sunday. You will have to provide the statistics yourself.

NBA BASKETBALL — Five-on-five Pro Basketball with an emphasis on statistical accuracy. Allows you to play head to head, solitaire or autoplay (for stat freaks). The game keeps and updates player performance stats throughout all games. For IBM PC—$ 19.99

NEW! (for IBM PC and C64 owners—$ 15.00) NBA TEAM BUILDER allows you to create player files for any player of any team from any season for play in the NBA game.

SPITFIRE '40 — An authentic flight simulator based on the RAF Mark I Supermarine Spitfire aircraft that battled the Luftwaffe over Britain during WWII. Features include simulator and game scenario options providing never-ending challenge for armchair pilots of all skill levels. For Atari ST and Atari 8bit—$ 19.99

Dr. Ruth's Computer Game of Good Sex — Dr. Ruth Westheimer's unique brand of frank, down to earth responses to questions on sexuality can be found in this fun and informative computer game. Adult players interested in learning more about human nature, AIDS prevention and their own sexual awareness should get this one. For Commodore 64 and Apple II—$ 14.99

DARKHORN — A fantasy and strategy game featuring simultaneous movement and combat for one to four players. Armies of dwarves, elves and humans vie over sixteen different colorful game maps in pursuit of the ultimate battle against the evil Dark Lord. For Commodore 64 and Apple II—$ 14.99

DREADNAUGHTS — Major WWII battles in the North Atlantic are re-created in this realistic naval wargame. Nearly everything is taken into account: gun sizes, range, ship armor, ship speed, radar, torpedoes and aircraft as the game is played on both strategic and tactical levels. Enjoyable for novices as well as seasoned wargamers. For Apple II and Commodore 64—$ 14.99

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COMPUTER ACQUIRE $24.95 for IBM
COMPUTER DIPLOMACY $34.95 for IBM, C64 or AMIGA
UNDER FIRE! $34.95 for Apple II, C64, IBM
WOODEN SHIPS/IRON MEN $25.00 for C64
COMBOTS $24.95 for C64
COMPUTER THIRD REICH $34.95 for Atari ST

GROUP B...
TELENGARD $12.99 for IBM
NBA BASKETBALL $19.99 for IBM
MACBETH $19.99 for C64
SUPER SUNDAY $19.99 for IBM, C64, Apple II
SPITFIRE'40 $19.99 for Atari ST & 8bit

GROUP C...each of these titles can be purchased for $5.00 each. Caution! Limited Quantities Available. Please include an alternate selection.

PARTHIAN KINGS for Apple II and C64
Use your wizard to vie for the throne of Parthia.
JUPITER MISSION 1999 for Commodore 64
Multi disk science fiction adventure.
QUEST FOR THE SPACE BEAGLE for C64
Sequel to Jupiter Mission (ownership of JM not required).
Computer STATIS PRO BASEBALL for Apple II & C64
Statistical replay game of America's national pastime.
Computer STOCKS & BONDS for Atari 8bit and C64
Become a Wall Street mogul.
LEGIONNAIRE for C64
Innovative strategy game places you as Julius Caesar against the barbarian hordes.
PARIS IN DANGER for Atari 8bit
Napoleon's Battle Campaign of 1814.
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Simulation of the 1941 German invasion of Russia.
TACTICAL ARMOR COMMAND for Apple II or C64
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PANZER JAGD for Commodore 64
Tank-to-tank warfare on the Russian front in 1943.
RIPPER for Commodore 64
Assist the greatest minds of the Victorian age in pursuit of Jack the Ripper.

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Master WWII blitzkrieg warfare and attempt to capture Moscow.
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MAXWELL MANOR for C64 and Atari 8bit
Action and adventure in a haunted mansion.
GULF STRIKE for IBM PC, Commodore 64 and Atari 8bit
Land, air and sea warfare in the Persian Gulf.
BEAST WAR for Apple II
Elegant strategy board game of maneuver and attack.
MISSION ON THUNDERHEAD for C64, Apple II and Atari 8bit
A deadly adventure/intergalactic scavenger hunt.
NBA 1987 Team Disk for C64
SUPER SUNDAY Expansion Disks (each offered separately).
For Apple II: 1984, '85, '86, Champions, General Manager
For Commodore 64: 1984, '85, '86, or '87
For IBM PC: 1984, '85, '86, '87 or Champions
OPPONENTS WANTED


Want a player for PB, BB, W&P, PL, etc. Paul Eastman, 1050 Jopin Rd., Waynesville, OH 45368, (513) 744-6534.†


Want to try new games. Sam Thornton, 10225 Old St., Apt. #2, Great Falls, MT 59401, (406) 255-9255.

Wanted anyone in the Charlotte area to play ASL, PT, FT, FE, PAA, SL, or 3R. Stephen Broom, 2707 W. McClintock Dr., Charlotte, NC 28205, (704) 277-0185.

Want competitor for PB, FE, FITG or Siege of Jerusalem. Other games too. AREA 1500 (new), will consider PB if ED or RE. Please write to: Frank Gallant, 12985 Raven Sl., N. San Francisco, CA 94082, (415) 378-5523.


Wanting an opponent for 3R, PL, RR or Fif. Jim P. Cameron, 308 E. 7th Dr., Detroit, MI 48238, (313) 341-8279.

Want a 3R opponent wanted PB or Fif, all answered. Order of Battle Wargame Round Table (OB WRAT). Two games exchange sides; 3R, PB, PL. Dennis Lydiek, 10223 Pettus Place, Detroit, MI 48238, (313) 341-8279.


NAPOLEON'S BATTLES
Rules Errata:

1.4.3.3. The last sentence should read: “These organizations get the larger command spans (and possibly reduced response numbers) of temporary corps, but are treated as divisional organizations (with a divisional general base) for game purposes.”

1.4.2.6.3. The first sentence should read: “To show that an infantry unit is deployed, it must be in or changed to line formation, and the cadre facing or moved to face outward on the area’s perimeter.”

2.3.2. The rule reference should be “15.1.2” instead of “3/1”.

8.3.1. The movement cost should be “4/1” instead of “3/1”.

8.2.5.1.2. Delete the last three lines.

8.4.1.1. The first sentence should read: “Artillery, transport, and armor may be placed on the ongoing RBG.”

8.6.2.1: Add to the end of the last sentence, “45.83” instead of “45.82”.

10.3.14.1: The last sentence should read: “For an infantry unit in any formation but a square formation, the “Or” (“other”) modifier is used if it is an individual combat with at least two attacking enemy cavalry units (this applies even if that cavalry unit is not the enemy’s modifying unit), unless located in a town, located in woods of any kind, holding a linear entrenchment or wall (see 10.3.29.2 below), or if a friendly cavalry unit is involved in the same individual combat.”

10.3.0.1. The word “artillery” should be used instead of “vehicles”.

11.2.2: The rule reference should be “18.3” instead of “18.44.”

15.1.2: The reference note should be “r” instead of “e”.

16.3: Add a new sentence after the first sentence: “This is not necessary to move into combat for cavalry.”

16.4: Add a new sentence at the end of every “4/1” instead of “4/4”.

18.4.4.2: Insert after the first sentence: “If necessary, units must be moved to face outward on the perimeter.”

8.6.1: Add to the end of the last sentence, “... with the attacking cavalry (see 10.1.3) being moved first.”

9.2.2.3: In the diagram, label the brown unit “A” and the white unit “B”.

9.2.3.1: In the diagram, EXAMPLE ONE, label the brown unit “A”, the white unit “B”, and the right brown unit “B”. In the diagram, EXAMPLE TWO, label the white unit “E”, the lower brown unit “H”, and the right brown unit “F”. In the right brown unit “F”.

9.1.3.1.1: The rule reference should be “10.9.2.2” instead of “10.9.3.2”.

REASONS AHEAD

The following games are ranked by their player-generated Overall Value rating. Further aspects of player response to our titles are indicated by the ratings in other categories. By breaking down a game’s ratings into these individual categories, the gamer is able to discern for himself where the title’s strengths and weaknesses lie in the qualities he values highly. Readers are reminded that ratings take the form of a numerical value ranging from 1 to 9 with “1” equaling “equally squinting” and “9” indicating “terrible”. The Average Length category measures multiple of the minimum (thus, a rating of “18” equates to three hours). A “+” following the Year of release indicates that the game is continued or complemented by additional modules in successive years (for instance, the ratings for SL reflect the entire system—original game plus add-on modules). Game Type is broken down into three broad categories: SO = Solitaire; MP = Multi-Player (a game can qualify for a multi-player requirement of 50 responses (see the "Sample Base") was judged necessary for a valid representation; additional titles that garner such will be added to the RBG in the future.

WARGAME RBG

Title               Overall Value Component Complexity Authenticity Average Length Year Sample Base

ADVANCED SL       3.80  1.77  9.25  2.11  3.44  2.04  3.04  20.02 1988+  2P  172

1930               3.18  2.00  3.88  2.72  2.04  3.20  24.52 1986  3P  50

FLATTOP           3.20  2.00  3.10  2.11  1.56  3.06  4.36 1983  2P  95

EMPIRES IN ARMS   2.68  2.45  8.08  2.84  3.34  2.11  21.86 1980  2P  71

RUSSIAN FRONT     2.12  2.33  6.32  2.88  2.67  2.40  40.16 1976  2P  113

STRIKE FORCE      2.28  2.56  3.34  2.67  2.04  3.20  21.60 1979  2P  95

BRITANNIA         2.31  3.08  2.93  2.89  2.07  3.52  23.72 1976  2P  88

TAC AIR           2.58  3.59  5.02  3.21  2.77  2.72  24.35 1985  2P  88

OASIS            2.52  3.59  4.92  3.21  2.77  2.72  24.35 1985  2P  88

MERCHANT OF VENUS 2.60  2.42  3.38  2.48  2.23  3.53  15.42 1985  2P  88

UP FRONT         2.59  3.12  3.56  3.32  1.91  5.16  20.19 1977  2P  107

RUSSIAN CAMPAIGN  2.62  3.06  5.06  3.39  2.04  3.20  21.60 1979  2P  95

SIEGE OF JERUSALEM  Game of the Epic Siege of 70 AD

The relatively low response to the canvassing of reader opinion on SIEGE OF JERUSALEM can be attributed, I think to one of two situations. First, it may be simply due to the short time between the past two issues, forcing me to calculate these values before a proper sampling could be obtained. Or it may be that literature on the subject has appeared in "another" period. Regardless, with but 26 entries, the game did not garner enough for a fair judgement to be rendered, and so these values will not appear on the ongoing RBG. We'll try again at some point in the future.

The collective viewpoint of those who responded did point up some interesting facts, however. Most surprising might be the reader-ranking for "Circus Maximus," in which case, they adjudged the game simpler than we had thought. Familiarity with its previous incarnation may have had something to do with this, perhaps we are simply looking at the scope of the game at the wrong scales. The running for "Balance" is one of the poorest to date, reflecting the notion (mistaken, I think) that taking on the role of a beleaguered force has little to offer the enterprising wargamer. The "Mapboard" rating no doubt was affected by the fact that this is one of the few unnarrated Avalon Hill maps. And, of course, the length of play indicates that one must be willing to invest a significant block of time to get the full flavor of the systems and is no doubt a factor in the low response to the survey.

Overall Value: 2.46
Components: 2.40
Map: 2.59
Counters: 2.53
Rulebook: 3.06
Complexity: 5.92
Coherence of Rules: 3.15
Playability: 3.21
Excitement Level: 2.44
Play Balance: 3.84
Authenticity: 2.97
Game Length (average): 54.17
Sample Base: 41
Seems we were off the mark with Vol. 26, No. 4 of *The GENERAL*, which featured *SIEGE OF JERUSALEM* and offered a broad mix of articles on a variety of titles. The 4.41 "Overall Rating"; worst we've drawn in quite awhile, indicates to this editor a fair amount of collective displeasure; we will try to do better in the future. Too, only some 168 readers saw fit to make their views known in response to our usual request for a rating of issue and articles on the contest form (rather than the randomly selected 200 we normally rely upon). So, the ratings for the articles of Vol. 26-4 below—with the usual three points awarded for first choice, two for second and one for third—reflect only their collective opinions:

LAVING THE FOUNDATION ................................................. 192
BEING YOUR OWN KING ................................................ 127
THE GREAT & NEAR-GREAT .............................................. 96
BEFORE & BEHIND THE WALLS ....................................... 81
TAKING THE LONG VIEW ............................................... 78
BUILDING THE STRUCTURE .............................................. 75
WITH FRIENDS LIKE THESE .......................................... 67
THE POWER & THE GLORY .............................................. 62
THE BACLANDS ............................................................ 54
SPORTS SPECIAL .......................................................... 48
THE LEGENDARY, LOST INDEX .......................................... 46
COMING ATTRACTIONS .................................................. 27
SO THAT'S WHAT ........................................................... 24
COMPUTER CORNER ...................................................... 19
AH PHILOSOPHY ........................................................... 12
AREA NEWS ................................................................. 11

Interest in *AvalonCon* is running so high in New England that Pat Flory is sponsoring a bus to our convention. This will be the first "wargamers' bus" that Mr. Flory has organized since ORIGINS IV. Roundtrip fare from New London (CT) will be non-refundable $45 and will also cover free beer, soda and chips for the trip. For those out-of-towners who may desire connections, Pat can also arrange local transportation from/to the New London train station. The "Citadel" *AvalonCon*-bound bus will leave New London at BPM Thursday, and make one pickup at the intersection of 1-84 and 1-86. Those readers interested should call Mr. Flory at (203) 444-7669.

Infiltrator's Report

#152 demonstrates the many nuances of SOA's system at the most dramatic, as the Judaeans sweep every Roman-occupied Temple edifice hex clear ... and kill Titus in the process!

Offensive Fire:
1-2 (0040) and 5-7 (NN44) vs. 0039 (wall; DR5; cooludal; "+1") DRM negated by heavy infantry; "-1" DRM; result: "6"-D, 6-8 disrupted into 4-6. 
2-6 (0040) vs. MM38 (edifice; DR4; "1") DRM for heavy infantry; result: "6"-D, 7-8 disrupted into 5-5. 
5-7 (0040) and 2-6 (0039) vs. PP38 (chast; DR4; no DRM; result: "8"-D, 2-5 disrupted into 3-4.

Movement:
3-5 and 3-5 from KK40 to JJ44. 
3-5 from KK38 to LL44. 
5-7 from LL42 to LL39. 
7-7 from LL40 to LL03. 
7-7 from JJ43 to LL39. 
5-5 and 5-5 from NN42 to PP40. 
7-7 from NN22 to LL40. 
7-7 from JJ41 to LL40. 
6-10 and 7-7 from JJ43 to 0040. 
4-10 from LL40 to LL39.

Make Combat:
6-10, 7-7 and 1-2 (0040) vs. 4-5 (0039); 2-1 odds; +3 DRM (per contest) to eliminate 5-5, two 7-7 (LL40) advance into 0038 (with Multiple Attacker marker).
6-10, 7-7 and 1-2 (0040) vs. two 3-9 (0039); 1-1 odds; +3 DRM (as above), DR5; result: "6"-E; one 3-9 eliminated and trigger Continuous Combat.
6-10, 7-7 and 1-2 (0040) vs. 3-9 (0039); 1-1 odds; +3 DRM (as above), DR5; result: "7"-DE; 3-9 eliminated and 6-10, 7-7 and 1-2 advance into 0038 (with a Multiple Attacker marker).
6-10, 7-7 and 1-2 (0040) vs. 2-10 (0039); 3-1 odds; +3 DRM (as above), DR5; result: "7"-EE; 2-10 eliminated, and use extra "E" to move 6-10 and 7-7 back into 0038 (with Multiple Attacker marker).
6-10 and 7-7 (0043, via gatel and two 5-7 (MM40) vs. two 7-8 (NN52); 1-1 odds; +2 DRM (as above plus +1 for heavy infantry), DR5; result: "8"-DE; eliminate one 7-8 and disrupt and retreat other to NN36, one 6-7 with 6-10 and 7-7 advance into NN36 (with Multiple Attacker marker).
6-10, 7-7 and 5-5 (NN39) vs. 5-5 (NN38); 3-1 odds; +3 DRM (per contest) to eliminate 5-5, one 7-8 and 6-7 disrupt and retreat other to NN38, one 6-7 with 10-10 and 7-7 advance into NN38 (with Multiple Attacker marker).
6-10, 7-7 and 5-5 (NN39) vs. 5-5 (NN38); 3-1 odds; +3 DRM (per contest) to eliminate 5-5, one 7-8 and 6-7 disrupt and retreat other to NN38, one 6-7 with 10-10 and 7-7 advance into NN38 (with Multiple Attacker marker).

5-7 (MM37) with 7-7 and 5-7 (LL33); 4-10 and 7-7 and 5-7 (LL38), two 7-7 (MM39); 6-10 and 7-7 (NN39) vs. 10-10 (MM38); 1 DR5; (as above plus +1 for heavy infantry), DR5; result: "6"-EE; two 7-7 and 6-7 disrupt into MM37 (under Multiple Attacker marker).
6-10, 7-7 and 5-7 (MM38) vs. 1-9 (MM39); 3-1 odds; +3 DRM (+1 commander; +1 night; +1 Temple); DR5; result: "8"-EE; two 1-9 eliminated and "B" result converted to "D" (per contest) to disrupt 1-9 into 7-7 (retreat to NN39), all Judaeans advance into MM38 (under Multiple Attacker marker).
6-10, 7-7 and 5-7 (MM38) vs. 7-7 and 3-5 (NN35); 4-1 odds; +3 DRM (as above), DR5; result: "4"-EE; eliminate 3-5, and "B" converted to "D" to eliminate 1-7.

Thus, the 15th resolution is completed for Contest #152. Fifteen Roman units, worth 263 points, have been eliminated and Roman control of the Temple Quarter is broken, for not a single edifice hex is under Roman control! Given that no error-free solutions were submitted, no winners are announced for Contest #152.

Contest #153 demanded only a bit of effort on the part of readers, and some attention to our offerings in Vol. 26, No. 5 of *The GENERAL*. The following are (more or less) the responses we were looking for in judging an entry correct for our little quiz:

1. Courtney Alley. An easy question, given the proximity of the "Coming Attractions" column on Page 30, with the game title an obvious clue if one but glanced at the table of contents.
2. St. Nazario. Again, fairly easy once one tumbles to the fact that the B-40 was a variant of the B-17; a glance at the mission chart on page 47 gives the answer to this question.
3. Nowhere, OK, so it was a trick question. The rhetorical question is referred to the fictitious course mentioned in the "AI Philosophy" section (second paragraph).
4. A simple count of those listed in the latest installment of the "Sports Special" (pages 37-38) is demanded.
5. A sergeant in Carl Hoffman's ARAB SHUHD squadron. This one required that readers had actually absorbed the article "The Moral Dimension"; "Hoppe" is identified in the fourth paragraph of the first column on page 34. (Hopefully, the question encouraged a few who might have passed over it to read this entertaining account.)

7. Shangri-La. Again, the correct response demanded that one read Don Bueck's "Area News" (page 50) with some attention.
8. Six. Tucked away in Mr. Hall's first footnote on page 18 he made it clear that the 9th would be the first "official" mission. (Hopefully, the question solved the debate over whether the 9th or 9th would be the "official" mission.)
9. In the Bos Anea sector during early 1943. The location is indicated in the "Infiltrator's Report" column, while the time frame is obviously early 1943 (at least, prior to May when the 1st Division was again withdrawn from combat).
10. Turn #48. The trickiest of all (or so I thought). Although never explicitly stated, to allow the fire attack while moving, the FT men have been utilized by the Italian Group B in Turn #46 to arrest the requisite 18FP (as noted in the chart on page 24). Otherwise, the holding of the bolt-action rifles (as per 12.12) would have precluded play of this Fire card.
I beat the @!#$! out of Dad last night!

Dad might be badly bent but he's not broke. He's out now spending $15 for his very own copy of WRASSLIN: PROFESSIONAL WRESTLING.
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4517 Harford Road, Baltimore, MD 21214
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Hey, all's fair between the turnbuckles!
Hey, man, get off my case. Double teams are part of the game. Besides they wanted to play.

How'd you do that? My parents hate games.

Hey! I'll say. But why'd you drop kick your mom when he crawled over to tag her?

I bodyslammed him, then got him in the Boston Crab, and finished him with a Piledriver. I'm bad!

Even choking, gouging, hair-pulling...?

The ref didn't say nothing! Did he?

Then having your manager hold your mom so you could give her that flying headscissors...

Hey...you're BAD?

Sure am! Just ask Dad!

First I bodyslammed him, then got him in the Boston Crab, and finished him with a Piledriver. I'm bad!

Simple! WRASSLIN' is easy to learn and play. And the cards are totally cool. This game's a blast, just like the real thing.
I wish to Pre-Register for the following tournament (one only). I realize that I will be able to play in other events by being present at the start of play with a copy of the game.

<table>
<thead>
<tr>
<th>MH SPEED CIRCUIT</th>
<th>Russian Front</th>
<th>Advanced Civilization</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thu 6 PM</td>
<td>Fri 11 AM SE</td>
<td>Sat 10 AM SE</td>
</tr>
<tr>
<td>Fri 8 PM</td>
<td>Fri 1 PM Demo</td>
<td>Dinosaurs of Lost World</td>
</tr>
<tr>
<td>THE LONGEST DAY</td>
<td>Fri 12 PM Demo</td>
<td>Sat 10 AM SE Junior</td>
</tr>
<tr>
<td>Thu 7 PM Demo</td>
<td>GUNS OF AUGUST</td>
<td>Anzio</td>
</tr>
<tr>
<td>ASL</td>
<td>Fri 12 PM Demo</td>
<td>Sat 10 AM SE</td>
</tr>
<tr>
<td>Fri 9 AM Swiss</td>
<td>MH NAPOLEON'S BATTLES</td>
<td>GETTYSBURG '88</td>
</tr>
<tr>
<td>VICTORY IN THE PACIFIC</td>
<td>Fri 1 PM Demo</td>
<td>Sat 10 AM SE Junior</td>
</tr>
<tr>
<td>Fri 9 AM Swiss</td>
<td>THE RUSSIAN CAMPAIGN</td>
<td>Republic of Rome</td>
</tr>
<tr>
<td>SIEGE OF JERUSALEM</td>
<td>Fri 2 PM SE</td>
<td>Sat 10 AM SE</td>
</tr>
<tr>
<td>Fri 9 AM Demo</td>
<td>CIVIL WAR</td>
<td>War at Sea</td>
</tr>
<tr>
<td>SQUAD LEADER</td>
<td>Fri 2 PM SE</td>
<td>Sat 11 AM Swiss</td>
</tr>
<tr>
<td>Fri 9 AM SE</td>
<td>CIVILIZATION</td>
<td>Flight Leader</td>
</tr>
<tr>
<td>AFRIKA KORPS</td>
<td>Fri 3 PM SE</td>
<td>Sat 1 PM Swiss</td>
</tr>
<tr>
<td>Fri 9 AM SE</td>
<td>MH CIRCUS MAXIMUS</td>
<td>Enemy in Sight</td>
</tr>
<tr>
<td>PANZERBLITZ</td>
<td>Thu 7 PM</td>
<td>Fri 2 PM SE Junior</td>
</tr>
<tr>
<td>Fri 9 AM DE</td>
<td>Fri 4 PM Swiss</td>
<td>Sat 1 PM SE</td>
</tr>
<tr>
<td>D-DAY</td>
<td>Sat 11 AM</td>
<td>Kremlin</td>
</tr>
<tr>
<td>Fri 9 AM Swiss</td>
<td>Sat 6 PM</td>
<td>Sat 1 PM SE</td>
</tr>
<tr>
<td>KINGSMAKER</td>
<td>1830</td>
<td>MH WRASSLIN'</td>
</tr>
<tr>
<td>Fri 9 AM SE</td>
<td>Fri 5 PM SE</td>
<td>Fri 11 AM SE Junior</td>
</tr>
<tr>
<td>THIRD REICH</td>
<td>Football Strategy</td>
<td>Sat 2 PM SE</td>
</tr>
<tr>
<td>Fri 9 AM SE</td>
<td>Panzergruppe Guderian</td>
<td>Sun 10 AM Battle Royale</td>
</tr>
<tr>
<td>BATTLE OF THE BULGE '91</td>
<td>Titan</td>
<td>Acquire</td>
</tr>
<tr>
<td>Fri 9 AM SE</td>
<td>Fri 7 PM Swiss</td>
<td>Sat 4 PM SE</td>
</tr>
<tr>
<td>WIZARD'S QUEST</td>
<td>Diplomacy</td>
<td>IDF</td>
</tr>
<tr>
<td>Fri 10 AM SE</td>
<td>Fri 7 PM SE</td>
<td>Superstar Baseball</td>
</tr>
<tr>
<td>UP FRONT</td>
<td>Rail Baron</td>
<td>Sat 5 PM Demo</td>
</tr>
<tr>
<td>Fri 10 AM Swiss</td>
<td>Sat 9 AM SE</td>
<td>Attack Sub</td>
</tr>
<tr>
<td>MH BRITANNIA</td>
<td></td>
<td>Sun 10 AM SE</td>
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<tr>
<td>MH WOODEN SHIPS &amp; IRON MEN</td>
<td></td>
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<tr>
<td>MH WATERLOO</td>
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As this article is being written, the United States and its coalition allies have just initiated hostilities to enforce the UN resolution demanding the withdrawal of Iraqi forces from Kuwait. The purpose of this article is to allow owners of GULF STRIKE's 3rd edition (Desert Shield) to set up the actual forces that are available for the liberation of Kuwait under the title of "Desert Storm". This information is not intended for competitive play but as a tool to enable GULF STRIKE owners to remain knowledgeable about the events that are unfolding in the Persian Gulf. As a wargame designer it is frightening to see a hypothetical military operation of the early '80s, when the original GULF STRIKE was published, to become a harsh Television reality. A wargame can never portray, at any level, the true horror of war. How can one inform of the sober reality of war I believe a wargame has no equal. As a professional it is gratifying to know that GULF STRIKE's audience has had, since 1983, a reasonably accurate portrayal of modern combat which with a more informed judgement could have been made about the events in the Persian Gulf as they unfolded since August.

Modifications to Desert Shield Rules and Data: Based on the reports, all of the basic air campaign tactics and sequencing of weapon capabilities, that have actually been used, are already within the GULF STRIKE game system. For example a player could have used Tomahawk cruise missiles and stealth fighters to soften up the air defenses and eliminate critical targets, such as Iraq's nuclear facilities, as has already occurred. GULF STRIKE would also have allowed players to put together air, electronic warfare, and strike aircraft into mission packages that are current US doctrine. The big success story of the war, besides the outstanding success of the smart air to ground technology of the late '40s. To accommodate the reality of war to date the following modifications to the published data in the Desert Shield module are suggested:

- Patriot Hit Modifier is changed from +1 to +9 against missiles.
- Tomahawk Cruise Missile Hit Modifier is changed from -3 to -9.
- Hardened Airfields. All Iraqi Airbase units and airfields are considered hardened with extensive bunkers and shelters. It takes two hits to generate one actual hit on an Airbase unit, fractions are lost. It takes three hits to eliminate one aircraft step at the airfield.
- Increased Iraqi Airfield Capacity. All Iraqi Airbases can place 6 air units into a mission mode not 3 as per the the rules.
- Mobile Missiles. The Iraqi Scud B and Al Hussein missile units, not Al Abbas, can take 12 hits instead of 3 before they are eliminated. Additionally, all Iraqi missile units, including the Al Abbas, cannot be attacked more than once per game turn. This simulates how difficult it has been to target these mobile missiles.
- Iraqi Bunker Emplacements. All Iraqi units that start the scenario in Deliberate Defense formation are considered to be in reinforced bunkers. All air to ground combat die rolls add one to their combat rolls.

Iraqi AWAC. The Iraqi AWAC does not have to be placed on the map. If it is and a US aircraft successfully attacks it the capability is lost instead of only being removed for the game turn as would be the case with the US/ Saudi AWAC.

Desert Storm Set Up: Set up Scenario 7, Variant 3 without the automatic random event 9. Based on my current knowledge of the situation as it was updated since October 1990 the following order of battle is available to be set up by both sides. Players can for the most part create this set up with the current counter mix available in the 3rd edition of GULF STRIKE. For subscribers, the new counters are included. Owners of the 3rd edition GULF STRIKE, who do not subscribe to The GENERAL may purchase the variant counters for $3.00 US ($6.00 for Canadian/Mexican orders; $9.00 foreign orders).

Supply Points: It is almost impossible to say how many supplies each side has at this time in the war. Many Iraqi supplies will be destroyed by the air campaign and the US stockpiles are also an unknown. For purposes of this scenario give the US coalition 300 supply points at the beginning of the scenario and give them an additional 100 supply points per game turn. The Iraqi player starts with 100 supply points to simulate losses from the air campaign. The players should feel free to modify these numbers.

Force Set Up: Place all Ground Forces and helicopters in Saudi Arabia or on Amphibious ships anywhere on the Operational or Strategic Map. Place all US air units in either Saudi Arabia or Turkey, although no more than 6 airunits maybe placed in Turkey. All other Coalition air units are placed in Saudi Arabia. Place all naval units on either the Operational or Strategic Map.

US Air Units:
- 6xA-10 (Elements of the 10th, 23rd, 52nd, 354th, 926th TFW) Note: There may be more than 6 A-10 but probably not higher than 12 A-10. Additional A-10s are in the counters supplied within this issue.
- 1xA-10
- 6xF-111 (48th, 366th TFW)
- 1xF111 (42nd TFW)
- 2xF4G (Elements of the 5th, 52nd TFW)
- 9xF-15 (1st, 33rd, 36th TFW)
- 3xF-15E (4th TFW) Note: 1 do not believe that I have given enough credit to the Strike Eagles air to ground capabilities. I would either use the 3xF15E units supplied or give the US an additional 3 F15 but give them a 7 air to ground capability.
- 8xF16 (Elements of the 347th, 363rd, 388th, 401st TFW)
- 1xF117A (37th TFW) Note: It is possible that both available squadrons of F117As (415th and 416th sqns) have been deployed, in this case use the additional F117A supplied with this issue.
- 1xB52 (Elements of 42nd, 93rd BW) Note: Use the B52 supplied in the Desert Shield module that has four parts.
- 6xC130 (Elements of 314th, 317th, 374th, 435th TAW) Note: Use the additional C130s although using 2 C130s as supplied are probably sufficient. Included is a C130 gunship squadron which has been rumored to be in the theater.
- 9xAH64 (101st, 12th Combat Aviation Brigade)
- 2xAH66 (Elements of 101st, 12th Combat Aviation Brigade)
- 7xAH1 (Elements of 3rd MAW)
- 1xCH53 (Elements of 3rd MAW)
- 1xCH47 (Elements of 3rd MAW)
- 3xAV8B (Elements of 3rd MAW)
- 2xF16 (Elements of 3rd MAW)
- 1xA6 (Elements of 3rd MAW)
- 25xAirbase (Represents US ground based aircraft support units)

US Ground Forces:
- CentCom HQ
- 18th Airborne HQ
- 1st MEF HQ
- VII Corps HQ Note: Use III Corps HQ or the new 7th MEF HQ supplied with this issue.
- 82nd Airborne Division
- 101st Air Assault Division
- 3xArtillery Brigade (Represents 18th, 11th, 9th Corps Artillery Brigades)
- 24th Mechanized Division
- 3xBattalion (Elements 7th, 11th Air Defense Brigades)
- 3xHawk Battalions (Various US Army and Marine Corps units)
- 3rd Armored Cavalry Regiment
- 1 Cavalry Division (Armored)
- 2nd Armored Division Note: Use extra brigade of 2nd Armored and 2nd Armored Division unit supplied in this issue.
- 3rd Armored Division Note: Use new counters supplied in this issue or use 4 Mechanized Division (mysteriously shown as armor) units supplied with Desert Shield module.
- 5th Special Forces Group
- 1/75th Special Forces Battalion
- Scis Company
- 3xEngineer battalions (52nd plus various Marine Corp and US Army Corps elements)
- 1st Infantry Division Note: Use the two brigades of this division supplied plus the 197th Mechanized Brigade or use the new 1st Division and 1st Brigade of the 1st Division units supplied with this issue.
- 2nd Armored Cavalry Brigade Note: Use either any unarmored brigade with the identical ratings as the 3rd ACR or use the new 2nd ACR unit supplied with this issue.
- 1st Armored Division Note: Use new counters supplied with this issue or use 5 Mechanized Division (mysteriously shown as armor) units supplied with Desert Shield module.
- 1st MEF
- 7th MEF
- 4th MEF (on Amphibious shipping)
- 6th MEF (on Amphibious shipping) Note: Believe this unit is the 5th MEF but it would have the same ratings. The 5th MAB unit from the 1st edition could also be used.
- 2xMarine Battalion on Amphibious shipping (13th and 26th MEB) Note: Use the 5 MEB Battalion (mysteriously designated as a brigade) and 5th MAB Battalion from 1st edition or used units supplied with this issue.
- 7xMechanized Unit

US Naval Forces:
- 1xDD
- 2xBB Note: Use additional BB unit supplied in this article or allow the BB supplied with GULF STRIKE to have double its Tomahawk capacity and it may be activated in two naval stages per Game Turn. This is an exception to the basic rules.
- 2xCG

The GENERAL

By Mark

The Liberation

DESERT STRIKE

By John
STORM

1

Arab Coalition Order of Battle: Use set up from page 11-L from Desert Shield Module.

Syria:
1 x Mechanized Division
1 x Special Forces Regiment

Egypt:
2 x Mechanized Division
1 x Special Forces Battalion
1 x Airborne Brigade
1 x HQ

Morocco:
1 x Armor Car Regiment

Other Multi-National Forces:
1 x URS Chemical Defense (This unit is to represent the large number of forces from all the nations which are supporting operation Desert Storm. The most notable capability represented by these units is the chemical defense unit supplied by Czechoslovakia with the units defense strength of 1 representing the sum of the other small contingents. If random event 4 occurs consider the URS chemical warfare brigade unit already deployed but implement all other aspects of the event).

Iraq:
Use the Desert Shield Set Up instructions but it is advised that the player add to this set up the following units from the GULF STRIKE Rules of Play page 57-R. Basically due to the continued Iraqi mobilization and a constantly changing order of battle it is reasonable to use all of the Iraqi ground units supplied with GULF STRIKE from all three editions.
4 x 4-4-2-4 Infantry Divisions
2 x 2-1-4 Infantry Brigades

New Map: Included in this issue is a small map section which links onto the GULF STRIKE maps and expands Operation Map D on its southern end.

Update:
This last minute update is being included just as The GENERAL goes to press. This update is for the placement of the frontline units only and does not supersede the full list of units shown in the body of the article and reflects newer information. Include these units in the initial set up. Even at this point there is some confusion as to exactly where each unit is located, but this is the best picture I have been able to piece together from the news reports and the Riyadh briefing of February 27th.

Additional Rule:
• Iraqi Engineers
Iraqi HQ’s have all of the capabilities of an Engineer unit.

All set ups are on the Operational Map including the new Map Extension. The set ups are only for the frontline units. Any support units or other combat units not explicitly mentioned in this set up are still used and set up to the above scenario.

Allied Set Up:
Hexas 8839, 8840, 9040—French Daguet Division (6th Light Armor Division), 1 x French 4th Mechanized, 1 x French 4 Airmobile Bde, 1/82 US Airborne Brigade, 2 x US Truck plus French Helos
Hex 9343—US 24th Mechanized Division
Hex 9544—US 2nd Armored Cavalry Regiment
Hex 9745—US 3rd Armored Cavalry Regiment
Hex 9844—US 1st Mechanized Division
Hex 9946—US 1st Armored Division
Hex 9846—US 3rd Armored Division
Hex 9146—British 1st Armored Division
Hex 9042—US 101st Air Assault Division plus Helos
Hex 0445—US 1st Cavalry Division
Hex 0545—Egyptian 3rd Mechanized Division (use 6th Mechanized Division)
Hex 0645—Egyptian 3rd Armored Division (use 4th Armored Division)
Hex 0746—Syrian 9th Armored Division (use Syrian 1st Armored Division)
Hex 0846—Saudi Armored Brigade, Saudi Mechanized Brigade
Hex 0946—US 7th MEB, US Marine 1st MEB, US 1/2A Armored Brigade (Tiger Bde)
Hex 0947—5th MAB (this piece is from the 1st edition of GS and is used to simulate the remainder of the 2nd Marine Division), 7th MAB (this piece is from the 1st edition of GS and is used to simulate the remainder of the 1st Marine Division)
Hex 1047—UAE Mechanized Brigade
Hex 1148—Saudi Mechanized Brigade, Qatar Mechanized Brigade
Hex 1248—Saudi Mechanized Brigade
Hex 1348—Saudi Armored Brigade, Kuwaiti Mechanized Brigade, Saudi Mechanized Brigade

Note on US Marine Forces: There should be in the set up 1st MEB and 7th MAB to simulate the 1st Marine Division, 7th MEB and 5th MAB to simulate the 2nd Marine Division. 1st MEF should be the 4th MEB, 6th MEB (actually the 5th MEB), 13th and 26th MEU. The 1st MEF HQ usually only has one Marine Division and one Marine air wing but in Operation Desert Storm both the 1st and 2nd Marine Division plus the 2nd and 3rd MAW are under the 1st MEF control. Due to the presence of the 2nd Marine Air Wing allow Marine fixed wing, not helicopter units, to fly double sorties per game turn, like the carrier aircraft, to simulate the presence of these additional aircraft.

Iraqi Set Up:
There is no Iraqi Airforce or Naval forces to be set up as they have been neutralized. All Iraqi units have 5 hits on them. All Iraqi units should be placed in Deliberate Defense. Along Saudi-Kuwaiti Border through Neutral Zone—12 x Militia Infantry Divisions
In Southern Iraq West of Kuwait—1 x Armor Division, 1 x Mechanized Division
Central Kuwait—4 x Armor Division, 1 x Mechanized Division
Along Kuwait Coast—4 x Infantry Division (5-1-4)
Along Northern Kuwait-Iraqi Border—2 x Rep Gd Armor Division, 1 x Rep Gd Mech Division, 4 x Infantry Division (5-1-4), 1 x SF Division
Near Basra—4 x Infantry Division (5-1-4)
An Ras Ryan—1 x Fortification Division (5-1-4)

From descriptions of Saddam Hussein we’ve heard, his parents never married and he is the offspring of a female canine. His praying to Allah for victory is like a shark praying the ferry will turn over.

Note: These units represent a large number of UN naval units. These units adequately represent the offensive capability that the UN blockade represents to operation Desert Storm.

European Naval Forces:
1 x DD (France)
1 x MCM (France)
1 x DD/MCM (UK)
1 x FF/MCM (Italy)

Note: These units represent a large number of UN naval units. These units adequately represent the offensive capability that the UN blockade represents to operation Desert Storm.

European Naval Forces:
1 x DD (France)
1 x MCM (France)
1 x DD/MCM (UK)
1 x FF/MCM (Italy)

Note: These units represent a large number of UN naval units. These units adequately represent the offensive capability that the UN blockade represents to operation Desert Storm.
WHAT HAVE YOU BEEN PLAYING?

Top ten lists are always in vogue—be the subject books, television, shows, movies or even games. The public seems never to tire of seeing how its favorite way of spending its leisure time stacks up against the competition. So, to cater further to your whims (and to satisfy our own curiosity), this is THE GENERAL's version of the gamer's top ten. From the responses to this form the editors produce the regular column "So That's What You've Been Playing" found elsewhere in this issue.

We aren't asking you to subjectively 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 fewer) games which you've spent the most time playing since you received your last issue of THE GENERAL. With the collaboration of these responses, we can generate a consensus list of what's being played by our readership. This list can serve as a guide for us (for coverage in these pages) and others (convention organizers spring instantly to mind). The degree of correlation between this listing, the Best Sellers Lists, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of manufacturer. There will be, of course, a built-in bias to the survey since the readers all play Avalon Hill games to some extent; but it should be no more prevalent than similar projects undertaken by other periodicals with special-interest based circulation. The amount to which this bias affects the final outcome will be left to the individual's own evaluation.

1.

2.

3.

Opponent Wanted

1. Want ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncanceled U.S. postage stamps.

2. For Sale, Trade, or Wanted To Buy ads will not be accepted. No refunds.

3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.

4. Please PRINT. If your ad is illegible, it will not be printed.

5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.


NAME _______ ADDRESS _______

CITY _______ STATE _______ ZIP _______

READER SURVEY

In lieu of a contest this issue, I've been asked to conduct an informal survey of the readership, asking them to indicate whether they regularly read other specific periodicals. Please check if you read any of the following; and, in the blanks spaces provided, please indicate any other history-oriented periodicals you may subscribe to that are not included hereon. Thank you.

☐ AMERICAN HISTORY ILLUSTRATED
☐ AMERICA'S CIVIL WAR
☐ AIR COMBAT
☐ AIRPOWER
☐ AIR PROGRESS
☐ AVIATION HERITAGE
☐ CIVIL WAR TIMES ILLUSTRATED
☐ GREAT BATTLES
☐ MILITARY HISTORY
☐ MILITARY REVIEW
☐ MODEL RAILROADER
☐ NATIONAL REVIEW
☐ SCIENTIFIC AMERICAN
☐ TIME
☐ THE NATION
☐ OMNI
☐ ROLLING STONE
☐ VIETNAM
☐ WORLD WAR II
☐ Any Scholastic Magazine

Issue as a whole _______ (Rate from 1 to 10, with "1" equating excellent and "10" terrible). To be valid for consideration, your contest entry must also include the three best articles, in your view:

1.

2.

3.

NAME _______ ADDRESS _______

CITY _______ STATE _______ ZIP _______
I am already an AREA member (# .). Please enter my free Specific Game AREA membership for the __________________ game.

I also wish to be registered for the Team Tournament and the game I've selected above is the one I will be playing for my team. My three team members are: 1. __________ 2. __________ 3. __________

I am already an AREA member (#__________). Please enter my free Specific Game AREA membership for the game.

Membership #____________; RATING____________ Official AH use only

I've lost my AREA Number. My zip code at the time I entered the system was ______________________.

I am already an AREA member and already have a Specific Game Area membership (#__________________) which I wish printed on my badge for use in that tournament.

Rating: ________________ Official AH use only

I am not yet an AREA member. Please send my free Generic Area membership.

Membership #______________ Official AH use only

Reserve my free t-shirt in the following size: □ XL, □ L, □ M, □ S

Please reserve ______ additional t-shirts for which I enclose $8.00 each.

Name ____________________________
Address __________________________

City __________________ State _______ Zip ________

HURRY! Return to TAHGC, 4517 Harford Rd., Baltimore, MD 21214. Entries postmarked after August 15th, 1991 will not be guaranteed pre-registrant status.
Please note that AVALONCON officially starts on
Friday, August 23rd—not August 22nd as listed on
the hotel reservation form. Although there will be
registration and open gaming on the 22nd, and the
hotel convention rates will apply then, events will
not officially commence until Friday morning.
However, a number of unofficial "warmup" events
will be held Thursday night to accommodate early
arrivals. No plaques at stake, but some merchandise
credits can be won by the early arrivals. See your
convention program (which will be mailed to all pre­
registrants in July) for details. Table setup should be
finished by mid-day—allowing registration and Open
Gaming to proceed all evening.

The CITADEL game shop in New London, CT will
host a bus to AVALONCON. Roundtrip fare will be
a non-refundable $45 and includes free beer, soda
and chips for the trip. Local transportation from the
convention program (which will be mailed to all pre­
registrants in July) for details. Table setup should be
finished by mid-day—allowing registration and Open
Gaming to proceed all evening.

The prize structure has been enhanced by the addi­
tion of supplementary prizes for finalists. Eighth
place in a 64-player event should be at least equally
deserving of recognition as first place in an eight­
player tournament. Therefore, we will be offering
additional prizes in the form of merchandise credits
based on the number of entrants in each event. Mer­
chandise credits can be used to purchase our products
at the show or be applied to the cost of an engraved
AVALONCON plaque to be mailed afterwards. This policy addresses the preferences of the 82% of our survey respondents who favored
either plaques, merchandise credits, or a combina­
tion of the two. It also makes AVALONCON the
first gaming convention to be versatile enough to
offer winners their choice of "glory" or "booty".

The ASL tournament will be an AREA tournament
in more ways than one. Besides exchanging AREA
rating with their UMP rating, "Fish" Connor will be using
the AREA rating system to actually score his tour­
ament while continuing to run the type of free-
form, open-ended event that he has popularized at
ASL OKTOBERFEST. Play will be round-robin style using only previously published scenarios. All
players will start with a tournament-only AREA
rating of 1500 and be matched against those with
similar scores as the event progresses. Participants
may choose any game they like, but those expecting to win, place or show will be expected to display stamina in their pursuit of tour­
nament points by playing as many scenarios as
possible. To save time, pre-registrants are advised to
acquire a list of the eligible scenarios so they will
be more familiar with setups, strategies, and special
rules. No Balance (A26.5) or Night (E11) rules will be played. Send a SASE to Bill Conner, P.O. Box
4114, Youngstown, OH 44515-0114 for more
details.

A Campaign Game of THE LONGEST DAY will be hosted by Steve Piotrowski. Depending on
demand, the game will be played 16+ hours per
day and will run until Sunday afternoon. Players
will command one corps each with one C-in-C per
side. Game set-up and invasion turn to begin Thurs­
day evening at 7 PM. Late arrivals may join the
game in progress. For more information, contact:
Steve Piotrowski, 30 Greenfield Ave., #105,
Willowdale, ONT M2N 3C8, CANADA or send
E-mail to S.Piotrowski on GEnie.

A Community Game of KINGMAKER will be a Single Elimination event in three-hour rounds hosted by Richard Mulligan. All Basic, Optional, and Advanced rules will be used
with the following modifications. The Nobles Killed
Table on page 11 will be used instead of the advanced battle formation combat rules of page 10.
The Ambush rules (page 8) are modified so that a
noble that makes an ambush is NOT returned to the
Crown deck but placed in the Chancery and awarded
a damage of 1. Optional Event Cards: Gales at Sea, Irish Revolt, Plague in Calais, Catastrophe, Refuge, and Royal
Death will be in play. At the end of the time limit
winners will be determined by their standing at that
time. GEnie will be cosponsoring the tournament and
providing finalist plaques to everyone in the final round. Send all rules inquiries and comments with a SASE to
Richard D. Mulligan, e/o GEnie, 401 N. Washington
St., MC05A, Rockville, MD 20850.

WOODEN SHIPS & IRON MEN will be run by
Jon White and Mike Meister in Single Elimination
format starting Friday at 10 AM. Late arrivals will be
given a chance to start Saturday at 9 AM but only
if they pre-register. Players will receive a packet of
six standard 30 and 31 point ships from which to
select their forces. The initial round will feature
single ship duels, with winners advancing to squadron
actions of three or four players/ship per side. Players from the winning team(s) will advance to
the final rounds of single ship duels, with berths
awarded to worthy runners-up as needed. A copy of specific tournament rules can be had by sending a
SASE to Jonathan White, 179 Foxhunt Lane, East
Amherst, NY 14051.

AFRIKA KORPS will now be run by AREA postal champ Joe Beard. Kevin McCarthy will move over
to handle the honors in WATERLOO where he won
his postal championship. Both events will remain
Single Elimination formats. Dave Kopp, the STALIN­
GRAD postal champ, cannot confirm his partici­
pation at this time. That leaves only Bruce
Rensburg, the PANZERBLITZ postal champ, among
the missing.

BRITANNIA will be run by Tony Strong using a
modified Swiss Heat system wherein all players
must play at least two rounds. Participation in a third
qualifying heat is optional. The four players with
the highest average scores qualify for the final round
on Saturday at 8 PM. Late arrivals and those wish­
ing to improve their scores may play in a third
qualifying heat Saturday at 10 AM. Those wishing
to improve their scores may play in a third
qualifying heat Saturday at 10 AM. Those wishing
to improve their scores may play in a third
qualifying heat Saturday at 10 AM. Those wishing
To handle the honors in WATERLOO where he won
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Table on page 11 will be used instead of the advanced battle formation combat rules of page 10.
The Ambush rules (page 8) are modified so that a
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Death will be in play. At the end of the time limit
winners will be determined by their standing at that
time. GEnie will be cosponsoring the tournament and
providing finalist plaques to everyone in the final round. Send all rules inquiries and comments with a SASE to
Richard D. Mulligan, e/o GEnie, 401 N. Washington
St., MC05A, Rockville, MD 20850.

MBT Designer Jim Day will host a two-round
Swiss-style tournament on Saturday morning. Each player will play each side against a different oppo­
tent with the player scoring the most overall points
the winner. Later in the day, Jim will host an 8-player demo game in miniature of his new IDF
tournament—an extension of the MBT system.

Bill Jaffe and Joe Jackson will be running a
weekend-long demonstration of EMPIRES IN
ARMS using the 1983 scenario with any excess
players used to staff a 1972 scenario. Players will bid
for countries using the Campaign Game bidding
rules. Unplayed major powers will be handled per
the UMP rules. Latecomers may join the games in
progress but only after a December economic
interphase, or if an UMP is currently inactive.

WAR AT SEA will be hosted by Alan Applebaum in
a Swiss format using the 2nd edition rules which
call for accelerated American entry. More informa­
tion can be obtained by sending a SASE to Alan's
30 Stone Ave., Somersville, MA 02143 address.
Glenn Petroski has adjusted his earlier plans for VITP due to player feedback and will now be running a seven-round, Swiss style round-robin system of five-hour rounds commencing at 9 AM, 2:30, and 8 PM daily rather than a Double Elimination event. Those wishing more information may send Glenn a SASE at his 210 W. Hunt, Twin Lakes, WI 53181-9786 address.

Roger Cox will host a Single Elimination THIRD REICH tournament beginning promptly at 9 AM Friday although pairings will be announced Thursday evening for those wishing an early start. Consequently, players must be pre-registered or on hand Thursday night. Play will be the '44 scenario with two players per game in the opening rounds. As the field narrows, longer versions of the game may be played as time permits. All 4th edition rules will be used except that the variants will be limited to the original ten. If crowded, Player Turns will be limited to 15 minutes.

Designer Fred Schacter will be on hand to host complete Campaign Game demonstrations of SIEGE OF JERUSALEM with five players per game (three Roman, two Judaean). Bring your own team or sign on at the site. More details can be obtained by sending a SASE to Fred at his 155-15 Jewel Ave., Flushing, NY 11367 address.

FLIGHT LEADER will be hosted by developer Craig Taylor in a three-round modified Swiss format using the Advanced Game rules plus Options 17.5, 17.8, and 17.9. Tournament points will be awarded for scoring kills and being on the winning side. Aircraft losses will be deducted in the event of a tie.

D-DAY will be run by AREA postal champ Don Burdick in a Single Elimination format with lesser brackets to accommodate those wishing to continue — thus making it a Swiss event in practice — should the number of entrants make it feasible. Assuming a five-round field, moves will be timed at 14 minutes for the German and 7 for the Allies. With a smaller field, the time limits can be more liberal. Even so, the results will be subject to adjudication after 20 turns. Side selection will be by choice, frequency of use, and AREA rating in that order. Although not required, chess clocks should be brought if available.

Bruce Harper, the designer of WRASSLIN', ADVANCED THIRD REICH, and ADVANCED CIVILIZATION, comes to us all the way from Vancouver to host a Single Elimination tournament of ADVANCED CIVILIZATION on Saturday morning using five hour rounds to highlight the benefits of the shorter playing time of the new version. An explanatory session on the differences between the basic game and the new version will precede the event.

BATTLE OF THE BULGE '91 will get its baptism of fire fresh out of the box under the watchful eye of John Kreuz in a Single Elimination format. This introductory level game can be learned as you play. It's new to everyone so give it a shot without fear of more experienced players.

And yes, due to numerous requests BULGE '81 is back on the agenda also — hosted in Single Elimination format by John Grant starting at 9 AM Saturday. Even discontinued games will continue to live at AVALONCON — as long as they can draw a minimum of eight participants. The Advanced Game will be played with no optional rules but the OB modified on 2nd edition OB cards with the changes noted in Volume 21, No. 3 of THE GENERAL. For complete details send a SASE to John Grant, 198 Brookdale Rd., Stamford, CT 06903.

And lastly, Paul Qualtieri and his wife are looking for a similar couple to play one of the Victory Fleet games at AVALONCON in what could aptly be described as the convention's first attempt at "mixed doubles". If interested, write Paul at 701 Springs St., Fort Mill, SC 29715.

For more detailed information on other AVALONCON events, consult the previous AVALONCON Bulletin Board in Vol. 26, No. 5 of THE GENERAL.

AVALONCON
August 22–25, 1991

Room Reservation

Complete the following form and return it with the required deposit to: Penn Harris Inn, P.O. Box 839, Camp Hill, PA 17011. Or call 1-800-345-PENN.

We suggest you make your room reservations promptly, as we cannot guarantee availability after 8 August 1991. Be sure to fill out the form carefully, as the Penn Harris will honor only those reservations received with complete information and deposit or guarantee.

Name: ____________________________________________
Address: __________________________________________
City: ______ State: ______ Zip: __________
Phone: __________________________

Arrival Date: __________________________
Departure Date: __________________________
Check-in time is 3:00 PM.
Check-out time is 1:00 PM.
Reservations which are not guaranteed by check (made out to Penn Harris Inn) or credit card will only be held until 5:00 PM.

Credit Card and Number: __________________________ Exp. Date: __________

Rate Per Night: Deposit:
□ One Person/$60.00 Plus $3.60 $63.60
□ Two People/$60.00 Plus $3.60 $63.60
□ Three People/$60.00 Plus $3.60 $63.60
□ Four People/$60.00 Plus $3.60 $63.60

No more than four people per room.
I will share this room with:

Name: ____________________________________________
Name: ____________________________________________
Name: ____________________________________________

Deposit Enclosed: __________________________

AUGUST 22: Pre-Registration, Open Gaming, and unofficial tournaments only begin at 6 PM.