Featuring: WE THE PEOPLE
Avalon Hill Returns to the American Revolution
We The People doesn't include historical designations on its playing pieces, so how can it be historically accurate, you may ask?! The American Revolution wasn't about battles or military objectives; it was about opposing political ideologies at war.

Lose the battles; win the war!

General Nathaniel Greene, considered one of our most brilliant American generals, lost every battle he ever fought. Yet, we won the war. That's because the American Revolution was fought for political control. Thus the objective of your maneuvers and manipulation of events is to gain political control. The player who controls the required number of colonies at the unpredictable end of the war wins.

The most historically-accurate game of the American Revolution ever!

Renown historian, writer, and game designer Richard Berg, said in his Review of Games, "this is a slick design... well worth skipping one month's mortgage payment... graphics excellent..."

$39.95 Suggested Retail

If not available locally, order direct. Add $6.00 postage and handling to check or money-order. Do not send cash.
It was the best of times. It was the worst of times... With a bow to Charles Dickens, that opening is as appropriate to Avalon Hill in the last decade of the 21st Century as it was in Napoleonic Europe.

For some time now, we have been struggling with dwindling boardgame sales. Critically acclaimed though they may be, time marches on and the younger generation has voted overwhelmingly with their entertainment dollars for the electronic media. In the age of Nintendo and Sega, seemingly no one can be bothered to read. Every passing season brings news of the next wave of computer hardware more wondrous than its predecessor. And as the quality increases, the prices drop. Technology races forward at full throttle and those who refuse to embrace it are destined to be buried by it.

And so it happens that Avalon Hill is seriously embracing computer games for the first time. Many of our previous efforts in this field were admittedly half-hearted and it showed. Among the boardgame R&D staff, such efforts were greeted largely by indifference, or worse, derision. Hubris took its toll. We buried our heads in the sand while the entertainment industry passed us by. I was among the worst offenders. Blinded by my love of boardgames, I resisted the lure of computer wargames are measured. They quality increases, the prices drop. The increasing coverage of computer games in these pages will be just the most visible sign of change. That we have already been affected by it is obvious by the tardiness of this publication of late. Getting back up to speed will be the first priority of our new editor. While this is the first issue of the GENERAL I've edited in twelve years, we have not come full circle. You'll be stuck with me at the helm for only a short time.

In fact, the new editors have already been hired. Yes, editors (plural). Robert Waters comes aboard to become Managing Editor beginning with the next issue. The Memphis, TN native has a strong background in technical writing and a diverse background in games of all types. He is joined by a member of the Old Guard who will assume responsibility for the ASL presence in the magazine. With Rex Martin moving on to other chores in the computer division, editorship of the ASL ANNUAL has been turned over to one of the leading playtesters in the hobby. Gary Fortenberry, who placed second at AVALONCON 93 and has edited one of the more respected ASL zines (ASLUG), now assumes responsibility for the ASL ANNUAL. He will also be an Associate Editor for the GENERAL, providing an ASL article and two scenarios for publication in every issue. Make no mistake about it, the GENERAL needs a strong ASL presence if it is to survive and vice versa. The talents of both editors will be enhanced by graphics designer Chun Kim whose new look already graces these pages.

Just as France and England, mortal enemies in a bygone age, have now embraced in the Common Market for the common good we boardgamers must learn to tolerate each other's preferences within these pages. Hopefully, the marriage of generations of boardgame design experience with the latest computer technology will reward us with wonderful new games of excellence yet unimagined.

Don Greenwood
Victory in the Colonies

A Strategic Analysis of We the People

By Andrew R. Maly

I'll admit to taking a rather parochial attitude when it comes to selecting my favorite games. In general, if I didn't have a hand in developing them, they usually don't get too much of my attention insofar as recreational play is concerned. Subject wise, I've never been particularly enamored with the Revolutionary War. And if I'm not very good at a game, well—the chances of my playing it again are slim and none. So, how come I've managed only two wins in eight games of WE THE PEOPLE and keep coming back for more? I had no hand in its development and in this case I ploughed down my cash to buy my own copy just like John Q. Public. All of which entitles me to say that WE THE CUSTOMER got our money's worth and then some with this little gem.

Andy Maly leads off our feature presentation with an analysis of this simple, but far from simplistic, addition to the Smithsonian series. My woeful record in the game attests to how quickly neighbor Andy has taken to the game. On page 10, he puts his analysis to the test by participating in our Replay sample game presentation.

We the People is Avalon Hill's newest game of strategy on the American Revolutionary War. Players are presented with a streamlined game system filled with tremendous detail and subtleties of play. Each side must maximize its strengths and overcome its weaknesses in order to succeed. The game mechanics require players to employ a careful balance of exerting political influence and military maneuver, while keeping opposing moves in check. This article serves to provide some tools to help players meet those goals.

One aspect of the game which players may find particularly challenging is that no perfect strategy can be developed, nor is there a best way to select strategy cards, how­ever, it is wise to understand the potential capabilities of each side. While card counting may be a skill beyond the scope or desire of some players, knowing the location of the eight Special Event Strategy Cards, the Major Campaign and two Minor Campaign cards is important for formulating each turn's strategy. Because all card play and discards are visible to both players, there is no reason for a player not to take advantage of this information.

Table 1 (located to the left of the map illustration on page 6) shows a breakdown of the number of areas present in each colony. The colonies have been separated into three geographic regions. Obviously, the New England/Canada region offers the greatest potential profit for the required investment, based on the average colony size. However, neither player can win by controlling only one area of the board. Thus, both sides will need to be aggressive in order to claim victory.

Table 2 is a breakdown of the Strategy Cards, separated into Operations Cards (hereafter referred to as Ops) and Event Cards. The Event Cards are not listed in detail but rather by general type and effect. Thus, although there are three Event Cards which allow the American player to place PC, the differences between the three cards is not provided.

Players should not try to estimate what an average card draw would be, as the permutations of the deck make this impractical. Rather, understanding a relative balance of the remaining Strategy Cards during play is important to determine which side might have an advantage so that one might weigh the acceptable level of risk in considering his course of action.

One aspect of the Strategy Cards which may not be apparent to novices, is that possessing a Strategy Card usable only by one's opponent is not necessarily a bad situation. For example, a British player who possesses the Baron Von Stuben Line Training Card will know that the British Regulars advantage is safe, at least temporarily. Granted, there are situations where it is preferable to have cards which are beneficial to the side being played, but this is beyond player control.

The combat system uses 64 Battle Cards to depict a combat results table in unique odds-defying form. The number of cards each player is dealt is a rough approximation of the combat odds for that battle, but there are some very important side considerations. Table 3 provides a breakdown of the six types of Battle Cards.

Interpreting the probabilities of the Battle Cards makes picking winning lottery numbers seem like child's play. It may be possible to perform a precise analysis of the Battle Cards, but none shall be attempted here. Rather, based on numerous games played, the following basic guidelines are provided:

- **Attack on the best terms possible.** British players will instinctively stick close to ports to gain their benefit, while the American player will tend to try and defend interior spaces. Both players will tend to operate where the militia is in their favor. Attacking where the opposing player has any of these benefits is not necessarily
detrimental when the attacking army is strong enough to offset the defender’s advantage.

*The probability of a successful counterattack by the defender is constant in each attempt.* That is to say, that a general who fails a counterattack attempt will have the same probability for counterattacking in any subsequent attempt. This provides generals possessing superior tactical ratings an advantage in combat, as they are more likely to succeed in the counterattack attempt. Consequently, a numerical advantage in Battle Cards, while helpful, is not a requirement for success. Depending on the stakes and the relative Battle Ratings of the participants, attacking at a numerical disadvantage can be beneficial—even devastating.

Always lead with your strongest punch. Statistically, combat is short, and a battle should be won by a strong attacker. If the game were totally predictable in this regard, there would be no point to playing. Since cards and dice seem to defy probabilities, try to deny the defender a chance to counterattack by winning the battle at the earliest opportunity. Similarly, do not base play of Battle Cards on the potential that the defender may successfully counterattack. This approach negates the advantages of attacking.

Double Envelopment cards should be the top priority for play. This card with its additional Combat Unit loss for the defender is a true damage inflictor. If you do not possess one, then lead with your dominant flank maneuver. These three cards are designed to inflict damage upon the enemy, which is the primary goal of combat.

Frontal Attacks should be avoided until absolutely necessary. Frontal Attacks are the most abundant card in the Battle Deck, and will probably serve to provide the defender with a counterattack opportunity. Further, even if the defender does not match the play of a Frontal Attack, the attacking army is weakened by one Combat Unit, which may prompt future moves against that army.

If the defender has no route of retreat, then any card which cannot be matched is useful. In this situation a Probe or a Bombardment card is every bit as devastating as a Double Envelopment card. If the attacker has two or more of these rare Battle Cards, then it is probable the defender will be unlikely to match its play.

Although an overview of the basic mechanics has been provided, this article has not covered how each side should implement the game mechanics. To side step the issue, the answer is that each move is dependent upon the existing situation, the resources available to a player, and what advantages each side possesses.

The American and British sides are very different, with one side’s strength being the other side’s weakness. Being able to exploit the opposing side’s weaknesses, while protecting the weaknesses of the side being played is critical to success. What follows are some key issues each side should remember during play.

**AMERICAN STRATEGY**

The strengths of the American player are the potential to raise a much stronger army, and flexibility in committing PC and reinforcements. Further, the three most significant Event Cards all benefit the American player. The disadvantage of this side is the poor tactical ability of American leaders versus their British counterparts. Based on this analysis of the American side, seven issues of play will be discussed.

**ISSUE 1: Committees of Correspondence.**

The American Player has the first decision of the game in where to place the Committees of Correspondence. Preventing British expansion is critical when making this decision, and it is acknowledged that British expansion cannot be totally prevented—at least initially. My recommended placement for the Committees of Correspondence are illustrated on the sample map on page 6 and discussed below: The reader will find it beneficial to refer to the map to see how the initial setup affects the Committees of Correspondence and vice versa.

**NEW ENGLAND**

**Connecticut:** New Haven. Placing a PC here, at the start of the game, denies the British entry through a port space. Hartford, the other option, is unavailable from the British starting position. Because New Haven is not a Winter Quarters space, it is unlikely to be converted during the Political Control Phase.

**Massachusetts:** Falmouth. Barnstable is an untenable location for an American PC as long as the British reside in Boston. Springfield is a Winter Quarters space, and may serve as residence for the Continental Army during the first winter, which would bring that area under American influence anyway. Placing a PC in Falmouth prevents direct spread of British influence north out of Boston, which is the only real direction in which it could spread if it were unchecked, and British reinforcements cannot use its port.

**New Hampshire:** Brattleboro or Norwich. This state is a toss up. Brattleboro is less likely to be converted by the British during the Political Control Phase, as that space does not contain Winter Quarters. Norwich has the advantage of placing a check on potential British expansion if Ticonderoga is not selected as one of the Committees of Correspondence.

**Rhode Island:** Newport, by default.

**MIDDLE STATES**

**Delaware:** Wilmington, by default.

**Maryland:** Baltimore. This is the state’s only port space, and the only space which could be initially threatened by the British. Placing a PC here assists in preventing a British middle-states invasion.

**New Jersey:** Any of the three areas in New Jersey is likely to survive the first year. However, New Brunswick provides potential protection for Philadelphia. If Alexandria is to be ignored during the Committees of Correspondence placement, then Monmouth serves to protect Philadelphia. Morristown serves little purpose toward the initial American defense.

**New York:** New York, Ticonderoga, Oswego, or Fort Niagara. Any of these areas is well suited for the American Committees of Correspondence, and this is why the American Player’s initial move should be dedicated to controlling the other three areas. New York is a port, a Winter Quarters space, and serves as an excellent center of operations for moves to separate New England from the other colonies. Fort Niagara, Oswego and Ticonderoga are all viable avenues for the British to exert their influence into the colonies from Canada. If these routes are left open, the British player will eventually exploit the opportunity.

**Pennsylvania:** Basset Town. Basset Town is preferred as it checks potential southern expansion of British control out of Canada. Reading is for the truly paranoid. While the British player could try to disperse the Continental Congress in 1775, the British efforts are better served in direct placement of PC. The remaining areas of Pennsylvania can be claimed at a later point in the game.

**SOUTHERN STATES**

**Georgia:** Savannah. While Augusta would serve to prevent British influence into Georgia, Augusta is easily isolated by a British presence in Savannah. St. Mary’s is also easily isolated by the same process. A PC in Savannah benefits from being able to trace its existence to the CU in Charleston.

**North Carolina:** Wake. Although New Bern is a port space, it is easily isolated by the British. Placement of a PC in Charlotte could serve as part of a barrier (Cameron, Augusta and Abingdon) to isolate the British influence on the interior of the Carolinas. The drawback to this move is its vulnerability to British expansion from the coast, which is the more difficult threat with which to deal.

**South Carolina:** Cheraw. This area, in conjunction with Wake, serves as the best initial defense against the British coastal threat. An acceptable alternative is Camden. While Camden does allow the British player a larger ability to expand inland from the coast, this position serves to block the linkup of the British interior and coastal PC markers.

**Virginia:** Alexandria. Alexandria serves to strengthen the defense of the colonies and prevent direct assaults on Philadelphia from the south. Richmond and Petersburg serve as acceptable alternatives, and serve to block an opponent who favors a southern strategy. Yorktown, although a port, is easily isolated, and Abingdon does nothing to counter the coastal threat. The other Virginia spaces do nothing to prevent initial British expansion.

**ISSUE 2: Protect the Continental Army.**

George Washington, although just one level below Superman in this game, is nevertheless vulnerable to encirclement. Lose George, and the game is lost. For this reason, never put the Continental Army in a precarious position without a good reason. Ensuring the Continental Army always has five Combat Units is a good first step towards that end. Many untested American players get caught up in the enthusiasm of Princeton and Trenton and try to pull off Winter Offensives at every opportunity. The two card bonus is indeed enticing, but must be used sparingly. The drawback, after all, is that George must wield this weapon and anytime George attacks and fails (or succeeds) without proper flank support, he is extremely vulnerable to a British Campaign starting off the new year.

The British player has kryptonite for Superman, buried at extremes of the board.
Avoid, at all costs, putting Washington into an isolated position. Move the Continental Army into Quebec, Long Island, Barnstable, Yorktown or St. Mary’s, and observe the gleam in the British player’s eyes brighten. If the American player puts Washington into an isolable position, the British player should almost always try for the automatic victory his elimination brings. However, the American player cannot be afraid of committing Washington into the British theater of operations. With a superior ability to conduct Interception and Retreat Before Battle, Washington can frustrate even the best British plan and his active participation is therefore vital. Ensuring an escape route for the Continental Army is nonetheless the first order of business. Because of the tremendous power afforded by the Continental Army, Washington is almost always committed above the Winter Attrition line, where the stakes are greater.

ISSUE 3: Cut off British expansion as quickly as possible.

The game begins as an exercise in establishing Political Control over large portions of the board. The game eventually changes to a balancing act of force and expansion, but the progress of expanding influence is much slower once this stage of the game is reached. The British player’s tool for preventing American expansion is disrupting the Continental Congress. The American player’s tool to prevent British expansion is to deny avenues for British control to spread.

Preventing British influence into New York is a priority as the four New England colonies are relatively easy to control when compared to their southern counterparts. In the Virginia-Carolina region, efforts should be devoted to preventing the linkage of the coastal PC with the Gilbert Town and Ninety Six PC. Ports are the third primary target for American PC, but do not go after wasted targets, unless it serves a greater purpose.

For example, an American PC in Barnstable serves nothing toward the American cause as long as the British remain in Boston. However, placing that PC to deny the British Player a route of retreat before a real or threatened attack of a blockaded Boston may be a worthwhile investment.

ISSUE 4: The American Army is a guerilla force.

The ability to appear behind British lines is invaluable, and provides the American army with greater maneuverability than the British. It is less likely that the British will be able to respond to American guerilla actions, based upon the greater probability that the British player will lack Ops which will allow a counter-move. (See illustration at right)

ISSUE 5: Force the British to waste moves.

The American player starts with possession of twelve colonies. If there is no change to this situation, he will win. Thus, the British player must be the aggressor. Any action the American player can take which prevents the British from expanding influence, or by causing the British to take a move other than the one intended, is probably profitable.

EXAMPLE: The British player is advancing down the eastern side of New York and moves an army to Albany. As a counter to this move, the American player places PC in Saratoga, Fort Stanwix, and Springfield. The British player now has an interesting dilemma. Surrounded by hostile PC on three sides and facing an American army on the fourth, he is faced with the prospect of losing an army if attacked through Westchester. Another Ops must now be spent to move the British army or face possible elimination. Even if the American player does not intend to pursue this action, a successful bluff has been implemented, as the British player has been forced to expend an Ops Card for a purpose other than the original intent.

ISSUE 6: Interception and Retreat.

The American player has the ability to intercept moving British forces, or to run to unfavorable situations. Although this ability is not guaranteed, it is an ability the British Player does not have. As with many aspects of successful play, when to take advantage of this ability is dependent upon the current game situation. An appealing use of the interception capability is to force the British player into an unexpected battle where he enters an area from an area containing an army. A defeat then bags the entire British army rather than merely pushing it back in what is otherwise a basically “push” rather than “kill” CRT.

Two key points should be remembered regarding Interception and Retreat Before Battle. To the American player’s benefit, success in either attempt will bring an end to the movement of the British General. To the detriment of the American player, either Interception or Retreat Before Battle may be attempted, but not both. This fact should be carefully considered when attempting these maneuvers—especially during a British Campaign in which more British armies have yet to move.

ISSUE 7: Winter Attrition.

The American player should not necessarily be afraid of Winter Attrition. The British player is likely to covet areas which contain Winter Quarters. While it is not necessarily encouraging to lose Combat Units to attrition, keeping an army in the field provides the flexibility to threaten the flanks of the enemy lines, and the ability to exert influence over the area occupied during the Political Control Phase. Combined with the American ability to easily reinforce the army in the field, it is a potent weapon in the American arsenal.

BRITISH PLAYER

The British player faces the more difficult task. He possesses only North Carolina at game start, suffers from generals with inferior strategic ratings, and is apparently out manned by the Americans. Table 4 shows a theoretical breakdown of the maximum strengths that each side may reach in total Combat Units by year.

The fallacy to this belief, however, is that in order to maximize reinforcements, the American player would need to play two “3 Ops” cards every time an expansion occurs. This is not only unrealistic, given the breakdown of the deck, but also because it does not take into account that the American player is likely to have equally critical uses for “3 Ops” cards for the placement of PC.
To the benefit of the British Player, all available Combat Unit reinforcements may be brought into play using a single "1 Ops" card. Another "advantage" which will rarely be thought of is that no British generals can move with a "1 Ops" card, so there is no dilemma in deciding a better course of action. While the British player can use a "1 Ops" to place a PC, use of such a card for this purpose is not likely to be critical, and is more likely to demonstrate his frustration at being unable to find more useful functions for the card.

A second benefit the British player has is generals which are slightly better tacticians. Not only does this provide additional Battle Cards during combat, it provides the British player with superior counterattack capabilities. Attacking an American general with a tactical rating of one limits the American player's ability to succeed at Interception or Retreat Before Battle or counterattack to one chance in six. While the British enjoy neither Intercept or Retreat Before Battle possibilities, all of their Generals save Burgoyne have at least a 33% chance to gain the counterattack initiative once they've matched an American attack.

While it has been stated that a players approach to the game is dependent on the current game situation, the British player should formulate a basic approach to start the game. Success should be reinforced, while failure should be addressed with an alternative course of action. With this in mind, six issues for the British player are covered.

ISSUE 1: Initial Strategy

There are three basic strategies that the British player can adopt for the early years of the war. The purpose of such a strategy is to establish control, or to be in a solid position to control one entire region by the time the game reaches the point where it could end, that is 1779. Being in such a position should allow the British player the opportunity to take the remaining colonies necessary to reach victory. The three basic strategies are, as provided by earlier discussion, New England, Middle States, and Southern States strategies.

The New England strategy is based on assaulting the area of the board which is easiest to control in terms of size. The historical 1777 campaign should be implemented in this strategy, with armies advancing up and down the spine of New York (Ticonderoga to New York). Howe remains in Boston to deter any American armies fleecing into New England. Once the spine of New York is secured, pockets of American control should be isolated, and any remaining American armies driven out of the area by superior force. An assault on the Middle States region is difficult for several reasons. The major avenues into the region, New York, Philadelphia, Wilmington, Baltimore, and Alexandria are all likely to be inaccessible to the British player at the start. Once invested in the area, the British player will be assaulted on both flanks by American armies. These negative prospects can be offset by the development of strong interior lines, and by taking advantage of an American player who has over-committed in defending against this strategy. Another benefit of this approach is that the other two regions of the board are accessible from this central position.

The Southern States region may offer the greatest opportunities for the British player. Starting with four PC in the region, and with numerous ports available, the potential exists for rapid expansion. A further advantage is that the American player does not have any armies present in the area at the start of the game. The two American options, transferring armies from New England, or reinforcing the region, force the American player to take moves which do not directly block British expansion. The drawbacks to attacking this region are its size, which makes control very difficult to establish and maintain, and the ability of the American player to rapidly build an army in Charleston.

ISSUE 2: Disrupting Congress.

Neophytes to the game may wonder about the usefulness of disrupting the Continental Congress. This move, as with most, is dependent upon the game situation. When the majority of the board is not controlled by either player, then disrupting the Continental Congress is a powerful weapon. However, when the majority of the board is already contested, then the move provides little gain.

Another factor that must weigh in on such a strategy is how much effort it will take to accomplish this task. Obviously, it does little good to disperse Congress on the sixth move of a turn, whereas doing so on the first move of a turn can have a far greater effect. Given the initial British disposition, it will take a minimum of two moves to disrupt the Continental Congress. Even so, with a solid initial deployment, the American player can counter this strategy with a blocking reinforcement in Wyoming Valley, Westchester, or New York as appropriate. The more likely result of this maneuver is that the British player will be more restricted in opportunities for PC placement early in the game, exactly when it is most critical.

ISSUE 3: Playing for the Automatic Victory.

As long as the British player can threaten to trap the Continental Army, the American player will need to be wary of British intentions, especially if a Minor Campaign or the Major Campaign card is still in the Strategy Deck. By operating several generals in close proximity to each other and to Washington, the American player will wonder if a trap is being set. For this reason alone, it is usually beneficial to the British player to reposition the deck if the Campaign cards have already been played. Removing even the possibility of their appearance greatly aids the Americans. However, setting a trap is difficult, because of the superior ability of Washington to Intercept and Retreat Before Battle. Recognize that the American player will attempt to disrupt such a move, but Washington will only be able to attempt one of the two options. Further, it is not necessary to control an area nor have an army present to block a retreat route. Rather, one Combat Unit is sufficient for the task, which expands British opportunities to try such a maneuver.

ISSUE 4: British Sea Power.

Do not overlook the advantage of British Sea Power, either offensively or defensively. Offensively, British sea power can be used to rapidly transfer units from one region of the board to another. This is especially useful if the Americans are over-committed against British operations. Defensively, a British army which loses a battle in an unblockaded port space can retreat to any port not occupied by an American unit or PC. This essentially becomes a free move. If the next move belongs to the British player, an apparent setback can be turned into a potent offensive opportunity in what amounts to the equivalent of unopposed back-to-back moves.

ISSUE 5: Protecting Rear Lines.

As long as there are areas of the board behind the British front lines which can be challenged by the American player, then the British rear areas are not safe. The preferable approach to this situation is to fill in void areas with British PC. Failing that, it may be necessary to garrison certain rear areas. However, keeping a British army in reserve for this purpose is an ineffective use of the British combat capability. If rear guards are necessary, one Combat Unit is sufficient to garrison a port. Under optimal conditions, this one Combat Unit would defend six Battle Cards (one card for the Combat Unit, two cards for Militia, two cards for occupying a port space, and one card for British Regulars). While this force is still highly vulnerable to attack due to its inability to counterattack, the American player will need to make a serious investment to take such a position and setbacks at the hands of such garrisons are possible.

ISSUE 6: Present a Unified Front.

Single British Armies are less effective than several armies working together to threaten the same area. Because the American player enjoys superior mobility, the British player must adopt a strategy to counter aggressive American moves. Multiple generals operating in the same region can deny access to British rear areas, and present an imposing response should the American player attempt to do so. Further, a coordinated advance provides mutual support, and is less vulnerable than a general operating alone.

The caveat to this strategy is that while it presents a tremendous combat presence, it allows the American player the ability to concentrate forces against this move, or it allows the American player the ability to operate freely over other areas of the board. For this reason, the British player should maintain the ability to quickly shift forces between regions, to deter this type of countermove.

CONCLUSION

This article has presented some thoughts on the critical issues of the game. The many nuances to play, and the unique nature of each game as determined by the Strategy Deck, make a complete analysis of the game impossible, and time may point out flaws in this analysis. The primary fact readers should gain from this effort is that while they will be restrained by the resources the Strategy Deck provides, understanding the tools each side possesses, and how they can be best used will enhance a player's ability to effectively operate each side.
This replay was conducted via E-mail on the Genie™ network. A typical game of WE THE PEOPLE takes less than two hours to play, but obviously it takes substantially longer when played via E-mail where each post represents only one card play. An average game has 140 card plays. This game was completed over the course of 57 days. Once it had been determined that a Battle needed to be resolved, the Game Master (GM) would send each player their Battle cards and the players would respond with their preferred Battle Plan priorities. The GM then compared the opposing Battle Plans to determine the outcome.

The acronym PC refers to PC markers which are Flag markers denoting which side a space supports politically. CU is a reference to Combat Units—the basic measure of military force with which the game is played. Each card play or discard is underscored and summarized on the accompanying map illustrations. The comments in italics are those of the GM and designer, Mark Herman.

Committee of Correspondence PC markers:
- Savannah, Camden, Wake, Alexandria, Baltimore, Bassett Town, New Brunswick, Ticonderoga, Brattleboro, New Haven, Newport, Falmouth, Wilmington, DE.
- John Simcoe Tory Rangers

Although I don’t know my opponent, I have no reason to suspect that I am at a disadvantage with regards to experience since the game is new. While I suspect neither of us will play to an expert level, this game is being played for demonstration purposes and as a learning experience under the watchful eye of the designer. As such, it may prove more entertaining than a contest between experienced veterans since mistakes can be more exciting than perfect play.

The British player must play the role of the aggressor and I intend to attempt to fill that role with aggressive play. In my limited experience with the game to this point, I’ve experimented with several strategies. Based on that admittedly cursory evaluation, I’m going to try to concentrate in the south, at least initially. If opportunities arise elsewhere, I shall try to take advantage of them, but my initial goal will be to maximize placement of PC markers.

I have a decent hand. I can place quite a few PC markers, and I don’t have to worry about isolation as I possess the Lord North Royal Amnesty card. I don’t expect there to be much military maneuver this turn, so I believe that I can hold this card to the last, and prevent any American response to its play.

1775 AMERICAN STRATEGY CARDS

1775 AMERICAN MOVE A: 3 Ops: Place PC markers in Abingdon, New York, Ft. Niagara. Now we find out what the British reaction is to all this noise in the colonies.

1775 AMERICAN MOVE B: By Order of the Not-Crazy, and Very Honorable King George, we declare all persons disloyal to the Crown to be traitors! All such persons will be found and shot. Knowing the location of Missrs. Jefferson and Washington (actually his home), and searching for the location of the tyrannous Mr. Buck, we shall: 3 Ops: place PC in Richmond, Petersburg, New Bern. Long live the King!

Playing a public demonstration game lends to-over-dramatic press opportunities to set the mood. I’ll restrain myself from further such outbursts. As you can see, there were numerous targets to choose from, so I stayed the course of my original plan and grabbed areas in the south.

1775 AMERICAN MOVE C: 2 Ops: Place PC in Hillsboro and Charlotte. Cut them off with aggressive play.

1775 AMERICAN MOVE D: If he doesn’t park an army in Wilmington, I will. But first, with no direct threat, let’s unload the dead wood. War Ends in 1783. There will be a short lull while we check the political situation back in Britain. They are making brave noises about long-term commitment, but we know better.

1775 AMERICAN MOVE E: 1 Ops: Place PC in Cheraw and Georgetown. This will deplete my major resources for the year. I am taking a big chance that Stan’s late moves won’t result in a nasty surprise. However, I think it is early enough in the game that there will not be a major disaster.

1775 AMERICAN MOVE F: That was a nice move by Stan. He obviously thinks it will work to isolate my PC markers in South Carolina. Granted, it would be nice to bloody the Americans, but I am satisfied with my position.

Discard Admiral Rodney Captures St. Eustatius. A powerful British asset becomes a junk card. I haven’t had a European War yet in any of my games. They must be hard to come by, what with the French Alliance and European War
THE 1775 CAMPAIGN

A. 3 Ops. Place PC in New York, Fort Niagara, Abingdon.
B. 2 Ops. Place PC in Hillsboro, Charlotte.
C. 2 Ops. Place PC in Salem, Frederickstown.
D. War Ends in 1783.
E. 1 Ops. Arnold, 1 CU to Charleston.
F. John Simcoe Tory Rangers remove Alexandria PC.
H. Lord North Royal Amnesty removes PC in New York, Baltimore, Charleston, and Wilmington, DE.

Continental Congress
French Navy
cards both having to show up, and in the proper order.

1775 AMERICAN MOVE G: 1 Ops: Washington and five CU move to Springfield to Albany to Ft. Stanwix. Go into Winter Quarters and organize the locals to resist Tory incursions from Canada.

1775 BRITISH MOVE G: The Honorable Lord Nelson announces premium prices on beachfront property, and the colonists are only too eager to sell. Lord North Royal Amnesty: Remove American PC from New York, Wilmington, Baltimore, Charleston. I obviously held this card till the last for such a purpose. I feel lucky to get it on the first draw. Unlike my first game as the British, wherein both French Alliance AND Declaration of Independence appeared in 1775. Didn’t do a thing for the price of tea!

It would have been nice to have kept an Ops card until now to conduct a well timed invasion, but I believe I drew an American reactionary move that he did not want to make. The removal of four PC will cause Stan to place PC markers as his first move of the next turn, so I should have some better options with what to do. I opened port spaces to provide me with invasion sites for next turn.

I know that Mark thought I could have taken Delaware or another key port had I kept one of the Ops cards for play after the Royal Amnesty card. I don’t feel justified in trying to defend a colony this early in the game, and I think the Ops cards were better spent on PC markers. Hopefully, the game will bear this out.

1775 AMERICAN COMMENTS: Dang! Uncovering several of my ports gives me a major fire to fight next turn. His PC placement options had been limited and I envisaged going to the next phase—army building. Now, we’ll just have to see what 1776 brings in the way of cards. 1775 brought six Ops cards for a total of 10 Ops for me, and one junk card. Four Ops cards for nine Ops for Andy, one junk card. With that powerful last card, I’d say the hands were reasonably even, maybe a slight edge to the British. I’m trying to develop a feel for how balanced/unbalanced the card hands can be.

All armies are in Winter Quarters so there is no Winter Attrition.

POLITICAL CONTROL: Americans get a PC in Ft Stanwix due to the presence of Washington and five CU. Arnold converts British PC in Wilmington, NC into an American PC. No PC markers removed due to isolation although the British PC in the Carolinas are vulnerable.

1775 BRITISH MOVE B: Colony Control stands as follows: (# of PC markers/# Possible) with Control indicated where applicable. If the Control is followed by a + then it is minority control, indicating control is based on controlling 50% or less of possible spaces.

British Control two states plus Canada:
Canada: 3/3 Control; MA: 1/5; VA: 6/11 Control; NC: 2/7; SC: 3/7 Control*. Americans Control 11 states: NH: 1/3 Control*; MA: 2/5 Control*; RI: 1/1 Control; CT: 1/2 Control*; NY: 3/10 Control*; NJ: 1/3 Control*; DE: 0/1 Control*; MD: 1/3 Control*; VA: 1/11; NC: 5/7 Control; SC: 1/7; GA: 1/3 Control*. Since DE does not contain a PC, it would be considered American at game end.

The American position would yield a victory if the game were to end now, but most of the control is based on minority positions that are vulnerable. I am not sure that I agree with the British play of using all of his Op 2 and 3 cards early in the hand leaving him with no response for later in the phase. Obviously the American didn’t know it, but the British had no maneuver capability half way through the phase which is usually dangerous. I would have held one of the Op 3 cards till last, preceded by the Lord North Royal Amnesty card. The American would have attempted to respond if he could, and if not a British move of Cornwallis into Wilmington, DE gains a colony. As it is, unless the British get to go first next turn, the Americans by playing a 2 or 3 Ops card remove most of the impact. I thought that the American player should have consolidated his position in a particular area. As it is, the North is very vulnerable to active British play which their strong position in VA effectively divides into two theaters of operations. One thing to consider is that for the same six PC markers in VA, several Northern colonies could already be in British control. However, in the long run, this Mid-Atlantic move has strong possibilities.

BRITISH PRE-TURN COMMENTARY

As stated in the Designer Notes, the game is not one of military maneuver, but one of political ideology. That being the case, I think it is essential that the British grab PC early because they can be easily shut out if they are not careful. The initial American position basically blocked any expansion in the north, except by maneuver. Even this could be blocked rather easily. I agree that the Lord North/3 Ops would be a deadly move, and probably more profitable, as it would force an American response for the first turn, and could prove deadly if I had a Minor or Major Campaign, but I view it as having three less PC markers.

1776 BRITISH STRATEGY CARDS

**One Ops 2**

Three Ops 3

North Government Falls - War Ends in 1782 Declaration of Independence

Don Bernardo Galvez

My hand is less than pleasant. The Declaration of Independence is not a card the British want to see early, and even worse, I have to waste one of my moves to play it. It is a double whammy—a major American asset since it cannot be discarded and a junk card in the British hand. Because of this, I’m going to try to limit the number of PC he can play by disrupting the Continental Congress.

1776 AMERICAN STRATEGY CARDS

**Three Ops One**

Two Ops 2

Henry Knox

Baron Von Steuben

OK, no junk cards. My initial long range plans are to use one 2 Ops to replace the PC in Charleston and Wilmington, DE (making him use a movement to get Wilmington), a 1 Ops to move Washington to someplace useful, since playing the Baron Von Steuben card where he is would strand two CU in Ft. Stanwix, a really lousy place. Probably move him to New York, where the two CU will prevent any Brits from landing. They can be picked up or reinforced later. I’d like to use the other 2 Ops for reinforcements, or he’s going to get way ahead of me. Preferably Greene, so he could stand up to Howe, if Howe decides to move. But Arnold is a possibility if Cornwallis is active. A 1 Ops to move Arnold to someplace where he can convert a PC. That leaves a 1 Ops in reserve; Washington might take on Howe.

1776 AMERICAN MOVE A: 2 Ops: Place PC markers in Charleston and Wilmington, DE. I agree with Andy; first place PC, then when those possibilities are exhausted, build armies and maneuver to change the PC situation. PC markers are what win the game, and they’re placed more efficiently with Ops cards than armies.

1776 BRITISH MOVE A: 2 Ops: Land Clinton and six CU at Alexandria. Bringing in bigger guns to invest in the south. If Stan doesn’t reinforce the Continental Congress, though, I’ll disperse it to limit his PC allocations.

I agree that PC should precede maneuver in the first turn BUT playing an Ops card late is the turn to maneuver to a space which both gives a PC marker and isolates or threatens to isolate enemy PC markers can be a powerful distraction to slow one’s opponent down. Threatening the Continental Congress is a good idea because of the moves it might evoke from the colonists in response. However, I’m not sure I agree with the wisdom of dispersing it in a turn in which you know the Declaration of Independence will give him plenty of PC anyway. If the rebels place PC early, they may cost themselves some freedom in the smaller or more active states when the Declaration of Independence appears. The American doesn’t know it will appear this turn, let him make his own mistakes.

1776 AMERICAN MOVE B: He lands the big reinforcements in Alexandria. New York is not in much danger (except for a movement by sea), but I can’t see a better place to put Washington and the two extra CU. At least Washington will be in a central position. And I don’t care if he gets Congress; I’ve done all the PC placement I’m planning to do. Still, if he has any more “remove American PC” cards or a Campaign card, things could get ugly. 1 Ops: Move Washington and five CU to Albany to Westchester to New York.

1776 BRITISH MOVE B: Interesting move. I guess he wants to keep Washington in a central position to block multiple moves. At least he can’t stop my next move. 3 Ops: Clinton and five CU to Baltimore to Wilmington to Philadelphia to Wilmington. Continental Congress is dispersed. What have I done wrong? Please, it can’t be this simple, I MUST have done something wrong.

What you did wrong is disperse Congress now. Although claiming Delaware has its value, by stopping there you could have threatened Congress on any turn. Now it will be reconstituted in some out-of-the-way spot, the British won’t be able to reach so easily. Dispersing Congress is not as important as WHEN you disperse it. Right before the Declaration of Independence is not my idea of an optimum time since it has no effect on the placement of PC.
History Happens Here!

Commemorative of the 50th Anniversary of D-Day,
Avalon Hill Presents

The American History Series of Games
authenticated by The Smithsonian Institution

733 D-Day A highly-competitive game of chess-like strategy for "students" of great military campaigns Puts players into the shoes of the respective commanders. The "chesspieces" represent actual armor, infantry, and air formations present during the historic campaign. Well illustrated and highly-informative Battle Manual accompanies authentic gameboard map. Play is learned in 10 minutes from one sheet of Rules. For 2 players, ages 10 & up.

735 Guadalcanal Covers 1942 actions that set the stage for the rest of the Pacific War. As allied player you must decide how best to deploy your forces to cover exposed Henderson Field against the Japanese player with a more powerful surface fleet. Either side can win! Can YOU re-create or change history? Your decisions make the difference! For 2 players, ages 12 & up.

734 Midway Re-creates the military situation in the Pacific of Spring '42. This "hands-on" approach to history gives players the vicarious experience of being there in person...to plan the strategy, plot the moves, schedule the attacks, everything the real leaders had to consider. Features realistic game map, playing pieces, profusely-illustrated Historical Manual, and one sheet of Rules. For 2 players, ages 10 & up.

732 Battle of the Bulge Authentic re-creation of the largest sustained land battle fought by US forces during WWII. Includes historically-accurate full-color terrain game map. Battle Manual contains extensive historical background information and data. One sheet of Rules get participants into play quickly, easily. For 2 players, ages 10 & up.

736 Mustangs Re-creates an era (1944 to 1945) when propeller-driven fighter planes fought for control of the air above Europe and the Pacific. The game includes the legendary P-51 "Mustang", the rugged P-47 "Thunderbolt," the versatile P-40 "Corsair," the deadly F6F "Hellcat," the agile Japanese "Zero," the heavily-armed FW-190, and the futuristic German jet, the Me-262. Easy to learn, but a challenge to master.

894 Breakout: Normandy A regiment level portrayal of the D-Day landings and the battles that ensued in the following three weeks. The action is divided into weekly sessions. At the end of each week, victory points are totaled to see who has won. The map includes all of the Contamin Peninsula in the West, ranging to Caenburg on the East and Thiery-Harcourt in the South.

...and more...all new!

Special Anniversary Offer: 30023 Omaha Beachhead A grand tactical simulation of the American amphibious assault against the German occupied coast of Normandy on June 6, 1944. This $18.00 game is yours FREE if you purchase any two other games shown in this special offer commemorating the D-Day anniversary.

---

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
Dept. WWII-4 • 4517 Harford Road, Baltimore, MD 21214

NAME
ADDRESS

CITY, STATE, ZIP

Please indicate method of payment: \ Check \ Money Order \ Charge
\ American Express \ MasterCard \ Visa \ DO NOT SEND CASH

Please send me:

- D-Day @ $21.00
- Battle of the Bulge @ $21.00
- Mustangs @ $25.00
- Midway @ $30.00
- Guadalcanal @ $35.00
- Breakout: Normandy @ $30.00
- Omaha Beachhead @ $16.00

If Order Totals: ADD:

$10.01 to $25.00 $4.00
$25.01 to $50.00 $5.00
$50.01 to $75.00 $6.00
$75.01 to $100.00 $7.00
$100.01 to $125.00 $8.00
$125.01 to $150.00 $9.00
$150.01 to $175.00 $10.00
$175.01 to $200.00 $11.00

Signature

Available at leading hobby, game and book stores worldwide, or direct. Call TOLL FREE 1-800-999-3222. (Ask for Operator WWII-4, or send this order form with your check, money order (US funds only) or credit card authorization.

Please add shipping and handling charges:

If Order Totals: ADD:

<table>
<thead>
<tr>
<th>Order Totals</th>
<th>ADD</th>
</tr>
</thead>
<tbody>
<tr>
<td>$10.01 to $25.00</td>
<td>$4.00</td>
</tr>
<tr>
<td>$25.01 to $50.00</td>
<td>$5.00</td>
</tr>
<tr>
<td>$50.01 to $75.00</td>
<td>$6.00</td>
</tr>
<tr>
<td>$75.01 to $100.00</td>
<td>$7.00</td>
</tr>
<tr>
<td>$100.01 to $125.00</td>
<td>$8.00</td>
</tr>
<tr>
<td>$125.01 to $150.00</td>
<td>$9.00</td>
</tr>
<tr>
<td>$150.01 to $175.00</td>
<td>$10.00</td>
</tr>
</tbody>
</table>

SIGNATURE

CANADA & MEXICO—double the above. ALL FOREIGN—triple the above.
THE 1776 CAMPAIGN

A. 2 Ops. Place PC in Charleston, Wilmington, DE.
A. 2 Ops. Clinton 6 CU at Alexandria.
B. 3 Ops. Clinton 5 CU to Wilmington via Philadelphia.
C. Baron von Steuben Continental Line Training strengthens Washington to 7 CU.
C. Discard Don Bernardo.
D. 1 Ops. Washington, 5 CU to Wilmington, DE. Henry Knox. Clinton retreats to Baltimore.
D. War Ends in 1782.
E. 2 Ops. Reinforce Greene to 4 CU.
E. 3 Ops. Howe, 5 CU to Newport. Greene retreats to Hartford with 3 CU.
F. 1 Ops. Arnold, 3 CU to Georgetown.
G. 3 Ops. Cornwallis, 3 CU to Wake.

Game Turn

1775 1776 1777 1778 1779 1780 1781 1782 1783
3 8 8 5 1 1 1

British Reinforcements Track
1776 AMERICAN MOVE C: Well, there goes Congress—too bad its not that easy to get rid of the bums these days. If he doesn’t convert Wilmington with his next card, it would be a good target for Washington (while I still get the militia bonus). Two more thoughts: the problem with attacking Howe in Boston is that he would retreat by sea to someplace nasty, like Baltimore or St. Mary’s. And Arnold can’t leave Wilmington, NC because Cornwallis would just move in behind him. Right now I’m inclined to attack Wilmington, DE with Washington no matter what. Baron Von Steuben Continential Line Training. Place two CU in New York with Washington. At least I got it played before any battles.

Good timing for the Von Steuben play. The excess CU will be able to remain in a pivotal location free of Winter Attrition while acting as a constant roadblock and source of reinforcement.

1776 BRITISH MOVE C: Discard Don Bernardo. Offensive. Yep, this is gonna be a long one for the boys in red. I’ve got to ditch some trash cards and now seems as good a time as any.

1776 AMERICAN MOVE D: 1 Ops; Move Washington and five CU to New Brunswick to Monmouth to Wilmington, DE. Professional nastiness breaks out for the first time. Playing Henry Knox Artillery Commander also. I calculate the battle odds as: British: 5+2 (Clinton) + 2 (Port) = nine cards. American: 5 and 2 (Washington) + 2 (militia) + 1 (Knox) = ten cards. The only thing that bothers me about this is that it gives the British two unanswered moves at the end of the turn.

BATTLE OF WILMINGTON

AMERICAN BATTLE PLAN
1. Probe (P)
2. Probe
3. Probe
4. Flank Right (FR)
5. Flank Right
6. Flank Left (FL)
7. Flank Left
8. Bombardment (B)
9. Frontal Assault (FA)
10. Frontal Assault

Rats. Why couldn’t it have been three Double Envelopments? If I don’t have any Double Envelopments, he probably does. That means a counterattack will be a major disaster. So I’ve got to end this quickly and the Probes are my best chance to do that.

BRITISH BATTLE PLAN
1. Double Envelopment (DE)
2. Flank Left (FL)
3. Flank Left
4. Flank Left
5. Flank Right (FR)
6. Bombardment (B)
7. Probe (P)
8. Frontal Attack (FA)
9. Frontal Attack
10. Frontal Attack

Rd 1: American attack: Probe, British play Probe, Counterattack die roll (hereafter CA dr) 6, fails.
Rd 2: American attack: Probe, British can’t respond. British lose. Casualty die roll (hereafter CA dr) 5, yielding two CU casualties reduced to zero due to the Probe card. Washington enters the Wilmington, DE space in a bloodless victory and Clinton must retreat.

Well, that worked OK, not great. He wasn’t hurt and gets Baltimore. I’ll stick with the plan. Well, maybe I’ll move Arnold to Georgetown, SC to make sure something happens there. If he gets Wilmington, NC it won’t cost me the state, and I’ll gain SC. It does make me nervous to have Washington in the middle of the map with British armies nearby—if he gets the Major Campaign card he could force a surrender.

1776 BRITISH MOVE D: I underestimated my opponent, and I pay for it with position but not troops. I could have shipped Clinton elsewhere, which might not be a bad idea, but I’m hoping his presence will keep Washington out of the south. Time to pitch my other trash cards. Lord North’s Government Falls—War Ends in 1782. The Honorable Lord North is getting cocky. Glad to see the men at home have such confidence.

1776 AMERICAN MOVE E: 2 Ops; Place two CU with Greene in Newport. I should point out to all and sundry the mistake I made entering Wilmington from Monmouth, NJ instead of Philadelphia. My original thought was that if Washington lost, he’d retreat to Monmouth and end the turn there, gaining another PC in New Jersey. Only later did I remember that Monmouth is not a Winter Quarters space—so a retreat would have been subject to Attrition later. This is a wrinkle that gets me every game.

1776 BRITISH MOVE E: I cannot let him build up Greene as well. I could have knocked him around earlier, but now it will be a bit more difficult. 3 Ops; Howe with five CU to Newport. The battle odds are: British: 5 (CU) + 3 (Howe) + 2 (Port) = ten cards. Americans: 4 (CU) + 2 (Greene) + 2 (Militia) = eight cards.

BATTLE OF NEWPORT

BRITISH BATTLE PLAN
1. DE; 2. FR; 3. FR; 4. FR; 5. FR; 6. FR; 7. R; 8. S; 9. FA; 10. FA. I hope he doesn’t get his lucky and play a Flank Left. Greene would have won only one card ago. Now that it’s tougher to wipe out his army, he’ll stick around and see what happens.

AMERICAN BATTLE PLAN
1. DE; 2. B; 3. R; 4. FR; 5. FR; 6. FL; 7. FA; 8. FA.
1st Rd: British Attack: DE, American responds DE; CA dr 6
2nd Rd: British Attack: FR, American responds FR, CA dr 5
3rd Rd: British Attack: BA, American responds BR, CA dr 4
4th American Attack: BA, British responds BR; CA dr 3
5th BR British Attack: FR, American responds FR, British win. CA dr 2 yields one CU lost, Greene retreats to Hartford, Howe enters Newport.

1776 AMERICAN MOVE F: Boy, was that some battle. I had never seen one go that many moves and gain another PC than me this turn, but I got two of the biggies for the Americans. Now to get Ben working on the French.

1776 AMERICAN MOVE G: I guess I’ll save coastal North Carolina, and counter Arnold. 3 Ops; Cornwallis and three CU to New Bern to Wake. This was not a pleasant turn. In retrospect I made poor moves which put me into an awkward position. I overlooked opportunities for PC placement, and probably waited too long before becoming aggressive. The Crown is getting antsy, and there are rumors of my recall to England. My potential withdrawal from the game is actually working, but I find it humorous how closely this tracks the events of the real war. I’ve got to find something to laugh about.

No Winter Attrition

Congress reconvenes in Abington

Political Control: British get PC in Newport by flipping American PC. British get PC in Baltimore. British get PC in Wake by flipping American PC. American gets PC in Georgetown by flipping British PC. British lose PC in Cheraw, Ninety Six, and Gilbert Town due to isolation.

1776 SUMMARY

Americans Control 11 states: NH: 2/3 Control; MA: 3/5 Control; CT: 2/2 Control; NY: 4/10 Control; NJ: 2/3 Control; DE: 1/1 Control; PA: 3/7 Control; MD: 2/3 Control; VA: 2/11; NC: 4/7 Control; SC: 4/7 Control; GA: 2/3 Control.

British Control two states plus Canada: Canada: 3/3 Control; MA: 1/5; RI: 1/1 Control; ME: 2/14 Control; VT: 0/1 Control.

Clearly, the Americans have significantly consolidated their position by controlling 11 colonies with 31 PC markers, nine with majority control. The British control two colonies but only have 14 PC markers in play. The British offenives in the Mid-Atlantic and in New England were well conceived and were 50% effective. However, the British position in the South has suffered significantly. The American moves and luck in gaining the Declaration of Independence really punished the British. Since the British held the card, I believe a better course to consider the independence declaration in this campaign would have been to protect the Southern position at the expense of the Delaware offensive. The Howe offensive was effective and since Boston is still open, the introduction of a second army into New England should cause the Americans some problems.

The American strategy should now be to continue to protect their position while consolidating control in those few colonies where they have minority control. The British really have their work cut out for them.

1777 AMERICAN STRATEGY CARDS

One Ops
THE 1777 CAMPAIGN

A. 1 Ops. Greene, 3 CU to Boston.
B. Hulteze et Cie. Draw two new cards.
C. Thomas Paine. Place PC in St. Mary’s, Cheraw, Westchester.
D. 3 Ops. Place PC in Bassett Town, Ticonderoga.
E. Banastre Tarleton Massacre. Remove 1 CU from Boston.
F. Francis Marion. Remove PC in New Bern.
H. 1 Ops. Move Washington, 5 CU to Wyoming Valley.

G. 3 Ops. Hawe, 5 CU to New York. Eliminate 2 CU.

1775 1776 1777 1778 1779 1780 1781 1782 1783

Turn

Game Turn

British Reinforcements Track
This is a Hand From Heaven. In only three turns I’ll have nearly all of the major American asset cards. Let’s see: the 1 Ops will have to send Greene to Boston. Then the H&Cie to see what else we can get. The Tom Paine card means I can get along without Congress if need be. The 2 Ops should be saved to move Rochambeau. If the French don’t have to fight a fire, maybe land them in NY, put the fleet in Newport, and see if we can get RI back (still bad odds, though). Use the 3 Ops for reinforcement. I’m still worried about Washington, but Cornwallis moved farther south. Howe has to guard Newport, and he only has three reinforcements this turn, so Washington should be safe for now (barring a mutiny or something else equally unforeseen).

Congress was placed in Abingdon because I don’t want Brits landing in St. Mary’s or to provoke Carleton into moving. It will take two moves for anyone to get to Abingdon, so it might be safe.

1777 BRITISH STRATEGY CARDS

One Ops 1
Three Ops 3
North’s Gov’t Falls-War Ends in 1781
Banastre Tarleton
William Pitt Peace Talks

I’ve got an acceptable, but far from stellar, draw for 1777. I ought to be able to maneuver and expand my PC holdings with this hand, but I don’t know what surprises Stan may be about to spring on me. As far as my approach goes, I believe that I have a better opportunity for success in the center of the board and will try to expand my influence in this region.

1777 AMERICAN MOVE A: 1 Ops: Move Greene and three CU to Springfield to Lexington to Boston. That was left from last turn, Mark’s notes notwithstanding. I figured it was safe to leave this move until now, since even if the British hadn’t had a Campaign card, it couldn’t be used to land reinforcements.

1777 BRITISH MOVE A: So, he wants Boston. I should knock him out of there before he flips the PC marker, but I need to consolidate my position in Virginia. I’ll bring in Burgoyne and see if I can’t correct my situation. Ops 1: Burgoyne + three CU to Alexandria. I’m in a slight quandary as to what to move, but I’ll figure something out, or pawn it off on my relief!

1777 AMERICAN MOVE B: Hortelez et Cie French Aid: Gimme a couple more cards—seven weren’t enough! The American draws two new Strategy cards: an Ops and the John Glover Marblehead Regiment. The Mid-Atlantic position gives the British the choice of concentrating on the North or South. No need to do both, since they only need six colonies. Now that I’ve thought about it, it seems to me that the British shouldn’t be in any big rush to get Rhode Island and Delaware. Get them, and you tie down two armies guarding them. Ignore them until 1778-79, and the Americans are tied down guarding them (like Washington is now). Since there’s no such thing as fortification, they won’t become any harder to take.

Bay o Boy it only gets better. Stan’s two new cards for playing the Hortelez et Cie card improve an already great hand.

1777 BRITISH MOVE B: I’d agree, it only matters how many colonies you own when the war ends, speaking of which ... North’s Government Falls—War Ends in 1781. And so do I. Pressing duties elsewhere require that I send over command of all British troops in the colonies to my able assistant, Andrew Lewis who will carry on from the left coast in the finest tradition of British arms. The War Ends card was probably not the best move at this time, but rather than hinder my relief by making a move counter to what he thinks he would be productive, I shall leave him with as many options as possible.

1777 AMERICAN MOVE C: Welcome to the latest British general to try his hand at subduing the rebellious colonies. To help acquaint you with the political ferment here: Thomas Paine Publishes “Common Sense”: Place PC in St. Mary’s, Cheraw, Westchester.

1777 BRITISH MOVE C: William Pitt Peace Talks: Remove American PC in Bassett Town and Ticonderoga. The new head of the military is more open to a bloodless resolution to this rebellion.

At least the British were able to outwait the Paine card. British PC expansion was completely blocked already, so the Americans had to settle for secondary PC placements. Now they will have to use one of their reinforcement Ops if they wish to reinitiate the PC blockade.

1777 AMERICAN MOVE D: Hmm, looks like a northern push. I’ll use the 3 Ops to replace the PC markers—at least I’ll get Rochambeau back this turn. But I need more armies. Greene and Arnold need reinforcements, too. Maybe I can land Rochambeau in New York and use the Marblehead Regiment to move him to Montreal. Then place the French fleet in Quebec so Carleton can’t reinforce and take Canada (the Americans have to have Montreal and Quebec to be credited with Canada; Detroit doesn’t count). Washington could move on Baltimore. 2 Ops: Place PC in Bassettown, Saratoga and Oswego. I placed the PC in atlantic spaces because I’ve noticed that it’s hard to get those spaces using leaders. All other things being equal, use Ops cards for those spaces and leaders for the Winter Quarters spaces.

1777 BRITISH MOVE D: 3 Ops: Clinton and five CU to Wilmington, DE. The British will get nine cards (5 CU)+2 (Clinton) + 2 (Navy) vs an American defense of nine cards (5 CU)+2 (Washington) + 2 (Militia).

SECOND BATTLE OF WILMINGTON, DE

1. DE; 2. DE; 3. B; 4. B; 5. FR; 6 FA; 7 FA; 8 FA; 9 FA; 10 P.

AMERICAN BATTLE PLAN

1. FR; 2. FR; 3. FL; 4. FL.

It should be no surprise that the British win this battle by playing a DR card in Rd. 1. The Cas dr is 2, so the Americans lose two CU, eliminating the force. Andy makes the best of a bad situation. The move to New York will place another PC and eliminate an American roadblock and two CU while threatening Washington with encirclement.

1777 AMERICAN MOVE H: Darn, Howe to New York is the move I feared most. Now if they get a Campagna card next hand, the game could be over real quick, since three leaders are in range of Washington in Wilmington. My original thought was to immediately move Washington to Philadelphia when Howe moved into range, but there are so many good moves at this point that I hate to waste my last 1 Ops on that. But I may have to; even if I hit Clinton and make him retreat to Alexandria (removing Burgoyne), Cornwallis is still in range. I can’t see any way of making Washington safe in either Wilmington or Baltimore, so he’s got to leave. I’ll move him to Wyoming Valley so he can at least pick up a PC marker. They could still get him there, but Howe can’t be the attacker (he would have to block Gennesee and whoever did attack would have to do so from an American space. I’d attempt to intercept anyone who moved to Morristown from anywhere but New York.

One of the neat things about this game is the multiplicity of choices usually present. I have a 1 Ops card left; I could give Greene to Newport to take RI, or Arnold to Wake and save my Hillsboro PC and position in North Carolina, or
THE MARQUIS DE LAFAYETTE

By Rick Bromer

If youngsters fail to embrace history and join their fathers in the ranks of historical gaming, who will fill the next generation of wargamers? Perhaps The GENERAL has erred in the same traditional manner as the history texts. Those of us with a love of military history and gaming are so caught up in our games of skill that we tend to over-analyze them to the detriment of understanding the human factor. Just as history should be more than memorization of a list of battles and dates, gamers would do well to take a moment to read between the lines to discover the men behind the Battle Rating and all-too-brief and formalized mentions in historical texts. The article which follows has nothing to do with WE THE PEOPLE other than its focus on the behind-the-scenes life of one of the generals whose military exploits are briefly portrayed therein. While we could have used this space to expound on strategy or percentages of this move or that, we thought that an in-depth look at one of the more interesting figures in American history might do more to bring history alive—and subsequently—a love of historical gaming to the uninitiated than yet another variant or gaming analysis. If you agree, let us know that you'd like to see more such material in the future. And if you disagree, tell us that too. The following article is reprinted with permission from the pages of OLD NEWS which is an historical newspaper published monthly (except in August). An eleven-issue subscription is $15 and can be obtained by writing OLD NEWS, 400 Stocktown Rd., Marietta, PA 15754 or calling (717) 426-2212.

The Marquis de Lafayette, whose ancestry was traceable back to the year 1000, was born in 1757 in the Auvergne region of France. He was still an infant when his father, a colonel of Grenadiers, was shot dead while leading a charge against English troops. Lafayette's widowed mother was nineteen years old and a beauty. Leaving the baby with her mother-in-law, she promptly moved to Paris, where she would spend the rest of her life attending parties.

Lafayette was raised by his grandmother in their ancestral chateau of Chavaniac. The grandmother was a kindly old lady whose ideas were centuries out-of-date. When the local peasants reported that a werewolf was killing their sheep, madame believed them. So did her grandson, who was then seven years old. Arming himself with an antique sword, the little Marquis de Lafayette began sneaking out of the chateau every night, hoping to meet and destroy the monster in moonlit woods. To his disappointment, the beast was eventually killed by a peasant; it proved to be a large wildcat.

The chateau of Chavaniac was so ancient and dilapidated that parts of it were falling down. Beyond its crumbling towers loomed forested mountains where wolves howled at night. Neither the landscape nor the economy of this part of France had changed much since the Dark Ages. The peasants wore rags and slept in hovels. When Lafayette rode about his fieldsm on his pony, the peasants bowed low and doffed their hats to him.

It was Lafayette's ambition to be an army officer. He daydreamed about avenging his father by slaying dozens of English soldiers. His desire for a military career was encouraged by his grandmother.

The old lady was in love with the myths of chivalry! She told her grandson endless tales of knights-errant, tournaments, and courtly love. Every wall in the chateau was decorated with antique weapons and suits of armor—family heirlooms.

Lafayette was taught that his ancestors had been the most gallant knights in France. The swords of the Lafayettes had protected the peasants from dragons, bandits, and foreign enemies. Lafayette had ridden in the Crusades, and had followed the banner of Joan of Arc. To demonstrate their devotion to various fair ladies, Lafayette had jousted valiantly in tournaments, fighting on after their bones were broken. Generous in victory and courteous in love, the Lafayettes have never been tainted by greed or ambition. They had lived only to keep their family honor shining.

In 1768, when he was eleven years old, Lafayette was suddenly summoned to Paris to join his mother, whom he did not remember. She had decided that it was time to polish her son's manners at court. The carriage ride to Paris took more than a week.

Lafayette's mother was thirty years old, and still considered a beauty, when she met her carriage in Paris. She was dressed in the latest style. Her hair, powdered white, was greased into a brow. Her face was a painted mask of unnatural colors, mostly dead-white and blood-red. Her speech, her gestures, and even her walk were stiffly artificial. To her unsophisticated son, she looked ghastly as a vampire.

Lafayette's mother placed him in a Paris boarding school, but allowed him to visit her apartment on weekends. During these visits, his mother tried to train Lafayette for a career as a courtesan. She told him to forget about the army because military careers were out-of-style. The most prestigious nobles were no longer fighting men, but courtiers who hovered about the King, flattering him and begging favors. For the up-to-date knight the field of battle was the drawing room, where duels for power were waged with the weapons of wit, charm, seduction, intrigue, bribery, flattery, gossip, and betrayal.

When he arrived at his mother's apartment, Lafayette's first chore was to sit still for an hour while his hair was curled, powdered, and perfumed. After his cheeks and lips were rouged, the boy was squeezed into knee-pants so tight that sitting down was painful. Next he donned high-heeled slippers to practice walking in the latest style—a sort of glide, with the feet never leaving the ground. He memorized the latest fad words and learned the proper, limpwisted way to gesture in conversation.

Although Lafayette dutifully did everything his mother asked, he remained secretly committed to a career in the army. At parties he was miserably uncomfortable in his stylish clothes. He could never think of anything witty to say, and he was a clumsy dancer. The other aristocratic children teased him and called him a country bumpkin.

Lafayette had known his mother for only one year when she suddenly caught a fever and died. His maternal grandfather caught the same fever and died a week later. These deaths not only orphaned Lafayette, but also made him rich. Only twelve years old, he came into his entire inheritance, gaining an income of 133,000 livres a year, about $600,000.

Now Lafayette became the ward of some distant male relatives who took little interest in him. Free to do pretty much what he pleased, the juvenile marquis purchased a company of cavalry in his father's old regiment, the Black Watch Muskeeters. Commissions in the army were sold by the King on a strictly cash basis, regardless of age or experience, so it was easy for young Lafayette to become a lieutenant, with a hundred horsemen duty-bound to follow him to victory or death.

For the next few years Lafayette drilled his cavalry company, practiced fencing, and waited impatiently for a war to start. But France remained at peace.

At age sixteen, Lafayette fell madly in love with a married countess named Aglaé d'Hunolstein. He worshipped her the way Sir Lancelot had worshipped Queen Guinevere in King Arthur's day, as an ideal goddess for whom no sacrifice was too great. Everyone else in Paris considered Aglaé to be, at best, a good-looking slut. She slept with most of Lafayette's friends, but she would not even look at Lafayette, who adored her, who pursued her night and day, and who endlessly humiliated himself for her sake.
To understand exactly how Lafayette’s passion for Aglae ruined his reputation, it is important to remember that marriage was strictly a business affair among the aristocracy. Because the whole purpose of marriage was to advance the fortunes and prestige of the families involved, marriages were arranged by family elders with no regard for the feelings of bride or groom. Nobody expected husbands and wives to love each other. All male aristocrats had at least one mistress. A female aristocrat was expected to remain faithful to her husband only until she had given birth to a male heir. Having fulfilled that duty, the lady was free to take a lover. It was considered very bad manners to invite a husband and wife to the same party.

Aglae d’Hunolstein was never criticized for being an adulteress. It was her exceptional promiscuity that caused a scandal. She changed partners as often as she changed dresses. There was a rumor that she sometimes disguised herself as a prostitute and roamed the boulevards of Paris at night, in search of new thrills. Lafayette’s reputation was ruined by his failure to win such an easy prize, and by his absurd insistence that the lady was perfect in every way. His chivalrous devotion to his countess made him look ridiculous.

By the standards of his time and class, Lafayette was unattractive. He was said to be “too tall and clumsy,” “ridiculous red hair.” In an age that worshipped grace, he seemed a big, muscular oaf. His clothes were unstylish, and he was a poor dancer. He had no talent for small talk, and was criticized for his “solemn silence.” One female critic summed up Lafayette’s problem as, “He looks like a butcher’s apprentice.”

Lafayette became the laughingstock of Paris after he challenged one of his best friends to a duel over Aglae. Storming into the friend’s apartment at midnight, Lafayette accused the friend of seducing the countess in order to “steal her love.” He demanded satisfaction with swords or pistols. The sleepy friend was baffled; he had not touched the countess for weeks. “I swear that I have no the faintest desire to claim that woman,” he said. This made Lafayette even angrier. Was the friend suggesting that Aglae was less than perfect? He insisted on a duel. It took the friend twenty-four hours to persuade Lafayette to withdraw his challenge.

Lafayette’s absurd infatuation aroused the curiosity of Marie Antoinette, the eighteen-year-old Queen of France. Eager to see if Lafayette was as foolish as everyone said, the Queen invited him to one of her parties. She also invited Aglae.

Upon arrival at the party, Lafayette was astonished when the Queen herself approached him and invited him to dance with her. This unusual honor made Lafayette so nervous that, when the music began, he tripped and fell flat on his face. Clapping her hands with delight, the Queen laughed at Lafayette, then scamppered back to her seat, leaving him sprawled alone in the middle of the ballroom.

After that, Lafayette was invited to all the Queen’s parties. The Queen and her ladies-in-waiting delighted in teasing, tormenting, and humiliating him. They dreamed up elaborate schemes to make him hope that he had finally succeeded in winning the heart of his countess, only to discover that he had made a fool of himself again.

The Queen did not get along with her dull, pompous husband, King Louis XVI, and her parties were exercises in rebellion. She and her wild, young set would do almost anything to create a sensation: for example, they enjoyed posing as political radicals.

At some of the Queen’s parties, held outdoors, all guests were required to dress as milkmaids or shepherd boys to express “admiration for those noble savages, the peasants.” While the orchestra played and the servants dispensed champagne, young aristocrats danced barefoot on the grass and talked in loud voices about “liberty” and “equality.” They knew that this kind of talk would horrify the spies of the King’s secret police, who were hiding in the bushes to keep an eye on the Queen, and to report any lapses from marital fidelity on her part.

The wedding night contained a surprise for Lafayette. As he sat on the bed beside his nervous bride, holding her hand and trying to think of something gallant to say, Adrienne suddenly turned to her father and confessed that she was in love with him.

Adrienne’s father, the Duc d’Ayen, had arranged her marriage for purely financial considerations. The duke was noted for his brilliance, sarcasm, and greed. He was so disinterested in his daughter’s welfare that he had ignored Lafayette’s reputation as a backward buffoon in arranging her marriage to him. “The boy is a fool, but a rich fool,” the duke had said in explaining his choice to Adrienne’s mother, the duchess.

But through pure chance, the duke had given Adrienne to the man of her dreams. Adrienne shared Lafayette’s passion for medieval romances. She had fallen in love with his reputation as a musclebound rustic with quaint ideas about chivalry and military glory. All her friends laughed at Lafayette, but Adrienne had decided that he was the last real man in France.

Now Adrienne addressed her hero in the language of courtly romance. She would make any sacrifice to prove her devotion. She would be Lafayette’s slave. She would die for him. She worshipped him.

Poor Lafayette had no idea how to respond to this situation, which he considered grotesque. The code of chivalry required that he save his heart for Aglae, to whom he had pledged eternal devotion.

For the first few months of his marriage, Lafayette treated Adrienne with formal courtesy. He and she shared an apartment in one wing of the palace of the Duc d’Ayen. This wing was also occupied by Adrienne’s mother, the duchess. The duke lived in a separate wing with his mistress.

Because Lafayette was a teenaged orphan, his father-in-law had become his legal guardian on his wedding day. To Lafayette’s annoyance, the duke felt free to burst into Lafayette’s quarters at any hour, to criticize Lafayette and tell him what to do.

The duke wanted Lafayette to resign from the army, become a courtier, and obtain some profitable ministerial post. After conducting elaborate negotiations and paying large bribes, the duke managed to secure for Lafayette a position as lord-in-waiting to the King’s brother. The job demanded full-time attendance at court, and Lafayette did not want it. In his first day on the job, he deliberately insulted the King’s brother, and got himself fired.

This infuriated the Duc d’Ayen, who began shouting insults at Lafayette and demanding changes in his behavior. To avoid his father-in-law, Lafayette stopped going home at night. Adrienne, who was now fifteen and pregnant, heard that her husband was spending his nights in expensive brothels, and his days in pursuit of Aglae d’Hunolstein.

But just as Lafayette refused to see the flaws in his countess, Adrienne refused to criticize her husband. “The Marquis de Lafayette is the noblest soul in France,” she told her friends, “I only regret that I am unworthy of his love.”

Word of Adrienne’s loyalty filtered back to Lafayette, who could not help feeling flattered.
and even charmed, by his wife. Toward the end of Adrienne's confinement, he began visiting her rather frequently. She never questioned him, never nagged, and did her best to please him. But sooner or later her father would appear and Lafayette would leave.

Lafayette paid a visit to Adrienne when her child, a daughter, was born. Holding the baby in his arms, Lafayette suddenly turned to his wife and blurted, "I love you, Adrienne."

After he fell in love with his wife, Lafayette began spending more time at home. Instead of avoiding her father, Lafayette now stood his ground and shouted back. The uproar in the de Noailles palace became continual.

In 1776, when Lafayette was almost nineteen, England's thirteen American colonies declared their independence and the Revolutionary War began. The Duc d'Ayen sneered at the language of the Declaration of Independence, and predicted that the Americans would soon be crushed. Lafayette announced his intention to sail for America at once, to help the rebels fight the English. The duke absolutely forbade Lafayette to go.

Lafayette was worth $600,000 a year to the de Noailles family; but if he went to America he feared that rejecting Lafayette's offer would make the captain of legal responsibility for any action he took at the command of his ship's new owner.

Back at the de Noailles mansion, Lafayette did not say a word about his plans to Adrienne, who was pregnant again. He was afraid that she might betray him out of concern for his safety.

Lafayette's plans were still incomplete when he heard that the Duke had obtained a written restraining order from the King, forbidding Lafayette to leave France. Disobedience to such an order was high treason. Lafayette decided to head for the coast immediately, hoping to escape before the King's order was officially placed in his hand. If captured, he would plead ignorance of the King's order.

Concealed in a thick cloak, Lafayette crept out of his quarters in the middle of the night, mounted a fast horse, and galloped west. He was spotted by the duke's spies, some of whom took off in pursuit, while others woke the duke. The duke scribbled a note informing Lafayette of the King's order and handed it to his servants, who gave the governor 27,000 livres ($121,000) for new uniforms.

To Adrienne, Lafayette wrote: "I can only be delighted with the reception I have been given here...American women are very pretty, very simple, and of the most charming cleanliness. They rule over all here...What enchant me is that all the citizens are brothers...All citizens have a sufficient income and the same rights as the most powerful landowner...I ask you whether you still love me, but I ask myself the same question far oftener, and my heart always answers that you do. I hope that it is right."

Hurrying north to Philadelphia, Lafayette presented his credentials to the Continental Congress and asked for an officer's commission in the Continental Army. He emphasized that he wished to serve as an unpaid volunteer, and would contribute his own funds toward the maintenance of whatever troops he was assigned to command.

Congress was not at all enthusiastic about Lafayette's offer. The Congressmen were reluctant to order American opposition to fight under an adolescent foreigner who had never heard a shot fired in anger. On the other hand, nobody in Congress wanted to hurt Lafayette's feelings. Lafayette was rich and eager to spend. Moreover, the Congressmen feared that rejecting Lafayette's offer would offend the King of France. They had no idea that Lafayette had run away from France in defiance of a royal order.

After debate behind closed doors, Congress resolved to give Lafayette a purely honorary commission in the Continental Army. He would get a high rank, but no troops to command. In view of Lafayette's noble title and presumed influence in the court of King Louis, Congress gave him a suitably high rank; they made Lafayette a major general.

Meanwhile, some Congressmen sent a secret message to George Washington, informing the commander-in-chief that Lafayette was a valuable diplomatic and financial asset to America. Washington was told to flatter Lafayette, keep the boy amused, and make sure that he was never exposed to danger.

Unaware of the intent of Congress, Lafayette assumed that he would soon be leading thousands of Americans in glorious charges. He bought a flashy new uniform and galloped off to Washington's headquarters to report for duty.

When Lafayette walked into Washington's headquarters, he took one look at the commander-in-chief and was overpowerered by awe. The mere sight of George Washington's noble profile convinced Lafayette that he was gazing at the most honorable, wise, fearless, and trustworthy hero on earth.

Washington found Lafayette pleasantly amusing. Being a bit of a snob, Washington completely approved of Lafayette's elevation to major general; the boy was, after all, a marquis. In accordance with his instructions, Washington made Lafayette his aide-de-camp, and began pretending to consult with Lafayette about strategy.
Washington would spread out his maps, show Lafayette the positions of the enemy, and ask for advice. At first, Lafayette always recommended the same tactic: a frontal assault, led by himself on horseback.

Washington and Lafayette got along fine until the Battle of the Brandywine began: then Washington ordered Lafayette to remain at headquarters as an "advisor." As the battle heated up, Lafayette began requesting permission to visit the front. He nagged so persistently that Washington could not concentrate on his battleplan. Washington grew more and more annoyed. Finally, because there seemed to be no other way to silence Lafayette, Washington gave him permission to go and view the battlefield from a safe distance.

Lafayette ran to his horse, leaped into the saddle, and dug in his spurs. Reaching a hilltop overlooking the battlefield, he saw a section of the American line retreating in the teeth of a British advance. He decided that this emergency gave him a good excuse to exceed his orders, and he hurried to the front.

Galloping through the hail of musketry between the opposing armies, Lafayette rode along the faltering American line, waving his sword and shouting in French. The roar of gunfire was so deafening that the American troops did not realize that they were being addressed in a foreign language. They knew only that a major general was exposing himself to enemy fire with amazing disregard for his own safety. They began to cheer. Their line steadied, and the British advance was halted.

Lafayette kept galloping along the line until a musket-ball ripped through his thigh. For a moment he lurched in the saddle while blood gushed down his uniform. The Americans ran forward to rescue him, but he straightened up without assistance.

"Charge!" he screamed, and rode straight toward the enemy. The American troops went berserk and charged after him. The British fell back. They were still retreatting when Lafayette fainted from loss of blood and tumbled to the ground.

After Lafayette was carried from the battlefield, the British regained their advantage and won the day.

Lafayette was nursed back to health in Washington's own tent, where he was attended by Washington's personal physician. The ball had passed cleanly through the meat of Lafayette's thigh, missing bones and major nerves. There was no infection.

While Lafayette was recuperating, newspapers were reporting his battlefield heroics to all the people of America and France. When Lafayette was finally well enough to limp outside the tent, the enlisted men waved and cheered.

Lafayette's popularity with the American soldiers was increased by his habit of buying them presents. Once, when the men were complaining that their rations were monotonous, Lafayette went out and bought them a few wagonsloads of fresh beef. On another occasion he bought a hundred pounds of feathers to dress up the men's uniform hats.

When the Pennsylvania Line mutinied because they had not been paid for months, Lafayette was sent from Washington's headquarters to investigate the situation. After listening to the mutineers' complaints, Lafayette delivered a brief speech in his heavily accented English.

He began by agreeing that every word the mutineers had said was true. Conditions in their camp were intolerable. They were unpaid, ill-fed, and abused. Things were going to get worse, he added. Every man in the Continental Army could expect to freeze, starve, bleed, and suffer like Christ on the cross. The British were confident that no army on earth could survive the privations that American soldiers must suffer. While the Americans starved, the British had quartered themselves in comfortable American homes. The British were sleeping in American beds, feasting on American beef, and trying to seduce the wives and sisters of American soldiers. The British sneered at the ragged uniforms of the Americans. They laughed when the Americans ran out of money, food, powder, and shot. They boasted that the raggedy Americans and their spirit of liberty would soon be crushed.

The smiling British did not understand that Americans were a special breed of heroes, too proud and free to ever surrender. For Americans, no ordeal was too painful, no enemy too powerful.

Lafayette concluded his speech by waving his sword and shouting, "The greater our sacrifice, the more glorious our victory!" The men cheered themselves hoarse. The mutiny, which Lafayette had not mentioned, was forgotten.

By the winter of 1777-1778, when the army was camped at Valley Forge, Lafayette had become the most popular hero in America. Many citizens and Congressmen admired Lafayette far more than they admired George Washington, whose reputation had sunk very low. Unable to confront the superior British forces head-on, Washington kept retreating. The British had captured Philadelphia, forcing Congress to hide out in York, Pennsylvania.

A group of generals and Congressmen began plotting to replace Washington with General Gates as commander-in-chief. Hoping to tempt Lafayette to join the anti-Washington cabal, they offered him command of the entire Northern Army, with an opportunity to invade Quebec and liberate the French Canadians from British rule.

No offer could have been more tempting to Lafayette. If he drove the British out of Quebec, he would become the hero of the century in France. But George Washington opposed the invasion of Canada as too risky and strategically useless.

If a popular hero of Lafayette's stature had publicly criticized Washington, the Virginian's tittering support in Congress would have collapsed. This was exactly what the anti-Washington cabal hoped to accomplish when they offered Lafayette his own army.

Their hopes were dashed when Lafayette, dining with members of the cabal in a tavern in York, raised his glass and proposed a toast to "your commander-in-chief, Washington." With that single gesture, Lafayette crushed the conspiracy, saved Washington's career, and assured the future of the American republic.

Lafayette's devotion to Washington was personal and intense. As an orphan, Lafayette had never possessed a father of his own to admire and imitate. In Washington he found a surrogate father.

Under Washington's guidance, Lafayette began to develop some strategic sophistication to complement his raw courage. Given temporary command of a division at the Battle of Barren Hill in 1778, Lafayette suppressed his instinctive recklessness long enough to direct a masterful retreat from superior forces.

In 1779, Lafayette returned home to Paris to lobby the French government for military assistance to the American rebels. Thanks partly to the efforts of his wife, who had been vigorously publicizing Lafayette's heroic deeds, he was by that time as celebrated in France as in America. The King had forgiven Lafayette for leaving France against orders.

On the evening when Lafayette reached Paris, Adrienne was attending one of Marie Antoinette's parties. Both the Queen and Adrienne realized that Lafayette had arrived because they heard a roar from the streets. All of Paris seemed to be outdoors, chanting in unison, "Lafayette! Lafayette!"

During Lafayette's absence, the Queen had changed her mind about him. Now that he was a hero, the Queen mentioned Lafayette's name frequently, telling everyone that he was a personal friend of hers.

Seizing Adrienne's hand, Marie Antoinette pulled her away from the party. The two of them boarded the Queen's own carriage, and the Queen drove Adrienne to her own doorstep. This was a unique honor. It marked the first time in the history of France that any Queen had acted as chauffeur to one of her own subjects.

When the crowd milling outside the de Noailles mansion saw the Queen's carriage approaching, they went wild. Marie Antoinette leaned out the window to wave her handkerchief. The crowd lifted Lafayette on their shoulders and carried him to the carriage. The carriage door opened and Adrienne appeared, with tears streaming down her face. The whole
crowd began weeping for joy. Adrienne felt dizzy, overwhelmed. She collapsed in her husband's arms and fainted dead away. He carried her into the mansion and applied smelling salts, while the Queen drove back to her party.

To promote the American cause, Lafayette attended dozens of balls organized in his honor, where he made speeches urging that France invade England. In keeping with the etiquette of the day, Adrienne was not invited to these affairs; but Aglaé d'Hunolstein managed to attend them all.

The voluptuous countess was now sorry that she had spurned Lafayette in the past. She threw herself at Lafayette again and again. He resisted, insisting that he was in love with his wife. But after a week, Aglaé broke down Lafayette's defenses. He spent a night in the countess's apartment, and was seen with her in public during the next week.

Adrienne, as usual, had nothing to say about her husband's behavior except, "the Marquis de Lafayette is the noblest soul in France." Her patience was quickly rewarded. Having won Aglaé, Lafayette grew tired of her, and began doing his best to avoid her. Aglaé could not take this rejection gracefully, and wrote Lafayette pathetic letters, begging him to kiss her just one more time. But she got nowhere.

The roar of approval from the French people that greeted Lafayette helped persuade the King of France to declare war on England. A fleet of warships and an army of French marines were sent to America, and tentative plans for an invasion of England were drawn up.

Lafayette remained in France for more than a year, hoping to participate in the anticipated invasion of England. He was still in Paris on Christmas Eve of 1779, when Adrienne gave birth to her first son, George Washington Lafayette.

When it became apparent that no invasion of England would occur, Lafayette returned to America in 1780. There he was given command of an American army in Virginia. The decisive campaign of the Revolution was largely directed by Lafayette, who forced a British army under General Lord Cornwallis to retreat across Virginia until the British were trapped in Yorktown, on the Virginia coast. When the French fleet arrived off Yorktown, blocking Cornwallis's escape route to the sea, the entire British army was forced to surrender. After that the British foreign ministry conceded America's independence and sued for peace. By the time American independence had been won, George Washington was publicly calling Lafayette "my adopted son." To Lafayette, this was the greatest honor imaginable. The fatherless French aristocrat was severely infected with hero-worship for his mentor.

That Lafayette and Washington loved each other was obvious to everyone. The two men had a lot in common, including similar backgrounds of wealth and privilege. They also shared an obsession with honor. To both men, love, wealth, power, happiness, and survival seemed trivial matters, compared with the importance of their reputations for perfect chivalry.

After the Revolution was won, Lafayette urged Washington to make himself dictator of America. To Lafayette, "liberty" meant civil liberties only, not democracy. Lafayette loved free speech, religious tolerance, and property rights, but he felt no special fondness for elections and politicians. Washington, however, was convinced that all "men of property" should be allowed to elect their own leaders, and he persuaded Lafayette that a degree of democracy was a good idea.

Lafayette was not the only man in America who wanted to make Washington a dictator. Many of the enlisted men who had fought for independence wanted Washington crowned King of America. There was so much talk about crowning Washington that the republican faction within the Revolution began to distrust the commander-in-chief. Anonymous pamphlets were circulated that attacked Washington's reputation. It was charged that his stated devotion to democracy was a hypocritical pretense; that he was really just a power hungry scoundrel.

To defend his honor, Washington retired to his farm in Virginia and loudly proclaimed that he had not the slightest interest in politics. But when Lafayette visited the farm to say goodbye, before heading home to France, the two of them talked endlessly about politics.

After Lafayette got home to Paris, he had the feeling that George Washington was still hovering near him in spirit, like a guardian angel. He wrote to his hero, "When you are absent, I endeavor to do the thing you would have advised had you been present. I love you too much to be one minute easy unless I think you approve my conduct."

Lafayette was delighted when he learned that Washington had, with a great show of reluctance, accepted his unsought election as President of the United States. Lafayette was so eager to model himself on Washington that at least observers noticed a peculiar stiffness in Lafayette's mental processes. Talleyrand, the great diplomat, wrote of Lafayette: "His acts don't seem to belong to his nature; it feels as if he is always following advice."

Lafayette's devotion to Washington's ideas was sometimes more wholehearted. At one point, Lafayette began agitating for the abolition of slavery in France and her colonies. He wrote to Washington proposing that the two of them set up a republic for freed slaves somewhere in the Caribbean. Washington, who disapproved of slavery but owned hundreds of slaves, wrote back to say that this was a "noble idea" but, alas "impractical."

So Lafayette dropped the idea and concentrated on campaigning for religious toleration and free speech in France.

He was still campaigning for these American-style reforms when the French Revolution exploded all around him. Mobs stormed the bastille, then began chanting Lafayette's name. The royal armies mutinied, and the victorious mobs organized themselves into "the National Guard of Paris." Then the National Guard voted to elect Lafayette their commander.

Lafayette was taken by surprise. If he accepted command of the National Guard, he would become, in effect, the dictator of France. As usual, he asked himself, "What would George Washington do in this situation?"

Lafayette decided to accept command of the dictatorship, but he set to work at once on a new constitution that would return France to civilian rule. His constitution would create a limited monarchy, with the King reduced to a powerless figurehead. Real power would reside in the middle class, as in America. There would be free elections, free trade, civil liberties, and private property.

Unhappily for Lafayette, France was not America. The French middle class was relatively small, and its values meant little to the peasants and slum-dwellers who formed the bulk of the population. For the Paris mobs who had made Lafayette their dictator, the Revolution had nothing to do with tolerance or free trade. It was mainly an expression of class hatred, a chance for revenge against the aristocrats who had oppressed them for centuries. Inflamed by republican agitators, mobs began trying to attack and lynch the King and Queen of France. Finding their access to the palace blocked by Lafayette's National Guard, the mobs hurled rocks and insults.

Lafayette was able to defuse a couple of tense confrontations by making personal appearances before the mobs. Finally, however, there was a violent incident. The National Guard opened fire on a mob that wanted to "arrest" the King, and dozens of people were killed. The republicans began denouncing Lafayette, calling him an ambitious scoundrel who wanted to maintain his dictatorship through brute force.

Lafayette was furious. He was being accused of ignoble motives! Every instant urged him to arrest his critics. Instead he asked himself, "What would George Washington do in this situation?"

The answer seemed obvious—Washington had set an example of democratic purity by retiring from politics. Lafayette resigned from the National Guard. In so doing he effectively quit his position of dictator.

In the chaos of revolutionary France, Lafayette could not have made a worse decision.
His cause of civil liberties could not survive the anarchy that followed his resignation. France dissolved into warring factions, and riots became daily occurrences in Paris. Aristocrats were dragged from their mansions and clubbed to death in the streets on suspicion of being "enemies of the Revolution." Various republican factions fought pitched battles against each other. Leaders began arresting and executing each other.

Late in 1791, Austria began preparing to invade the weak and chaotic French Republic. Although Lafayette by this time despised the French government, he agreed to accept command of the regular army. He was leading French forces against the invading Austrians in July 1792 when he heard that the King and Queen of France were being tried for treason, and would be executed by the republican government. Lafayette tried to turn his army around and march it back to Paris. He told his soldiers that they must "rescue the constitution." But the soldiers did not care at all about the constitution, or about the King. "They had signed up to fight the Austrians. The confused troops milled around their camp, arguing with each other and going nowhere. Lafayette resigned as their general and crossed the frontier into Belgium. He told the Belgian authorities that he could no longer support any faction in France, and that he planned to retire to America. As a neutral, he demanded safe passage through their territory. The Belgians promptly tossed him into jail, where he was interrogated on his political beliefs. Lafayette said that he was a republican in sentiment, but could not in conscience sanction the execution of the King or the violation of the constitution by terrorism. This sounded extremely radical to the monarchist authorities of Belgium. They handed Lafayette over to the Austrians, who locked him up as a "republican spy." Lafayette spent the next five years in an Austrian prison. He was kept in solitary confinement, was fed poorly, and never saw the sun. He was allowed books, but no pens or paper. His clothes rotted to rags on his body. There was no fire in his cell, and the winters were bitterly cold. Lafayette took his imprisonment philosophically. Using a toothpick as a pen, he scratched a note on a smuggled scrap of paper: "The friends of liberty are assaulted on both sides. I can therefore feel that the only right place for me is in prison."

Adrienne and her children were arrested by a revolutionary tribunal at the height of the Terror in France, when aristocrats were being guillotined wholesale. Probably for fear of alienating American opinion, the tribunal did not execute them. Adrienne's mother and sister were not so lucky; both were sentenced to death, although they had never participated in any political activities.

It is interesting to speculate about how history would have been changed if Lafayette had allowed himself to be less concerned with protecting his reputation as the adopted son of George Washington. As Napoleon Bonaparte eventually demonstrated, only a dictator could end the anarchy in France. Napoleon, incidentally, thought that Lafayette was a fool, albeit an admirable fool.

After Napoleon freed Adrienne and her children from arrest, Adrienne traveled to Austria with her daughters, Anastasie and Virginia. Madame de Lafayette was now forty-three years old; her daughters were teenagers. When the three ladies learned that they could not possibly release Lafayette from prison, they demanded the right to join him there.

When his wife and daughters suddenly appeared at the door of his cell, Lafayette recognized Adrienne at once, but had no idea who the young ladies might be. Nobody had told him that his family was coming to join him in prison; he thought he was hallucinating.

When Adrienne and the girls first saw Lafayette, they assumed that the turnkey had directed them to the wrong cell because the prisoner they confronted did not look like Lafayette. The marquis was so ragged, sickly, and prematurely aged that his own wife did not recognize him until he spoke. None of the ladies had expected the prison to be so austere, dank, and filthy. Lafayette urged them to change their minds and leave him, but they insisted on staying.

Under pressure from American diplomats, Napoleon finally negotiated Lafayette's release from prison. In Napoleon's deal with the Americans, it was agreed that Lafayette would go to America, not home to France, on his release. Napoleon wanted no rivals in Paris.

On their release from prison, Lafayette and his family found direct sunlight overpoweringly bright. Shown to a carriage for transportation to the Austrian border, they immediately pulled down all the window-shades to protect their eyes.

When Lafayette heard that Napoleon had barred him from France, under pain of arrest, he headed straight for Paris. There he confronted the dictator personally, demanding his right as a Frenchman to live in his own home. After talking to Lafayette for a while, Napoleon decided that Lafayette was harmless, far too idealistic to be a political threat. So Lafayette stayed on in France, where he retired to a farm and conducted agricultural experiments.

Adrienne died of a fever in 1807, at the age of fifty-two. Lafayette was holding her in his arms when she died. Her last words were: "You have loved me. How happy I am. Kiss me. I am yours and yours alone."

In 1824, when Lafayette was in his late sixties, he and his son, George Washington Lafayette, visited the United States as tourists. They could not walk down any street in America without being besieged by adoring, applauding crowds.

Lafayette was especially eager to show his son the town of York, Pennsylvania, where he had once rescued his commander-in-chief from conspiring enemies. As Lafayette's carriage rolled west from Philadelphia, it attracted great attention. Even when the vehicle rolled across the sparsely-settled farmlands of Lancaster County, Pennsylvania, it was pursued by cheering people.

On February 2, 1825, Lafayette made a triumphant entry into York. At the turnpike gate his carriage was met by six military companies and "a vast multitude of people from the town and country." They chanted, "Welcome! Welcome! Welcome!"

Every church bell in York was ringing. The town was decorated with flags and evergreens. At a banquet in Lafayette's honor, a speech began: "We love you as a man, hail you as a deliverer, revere you as a champion of freedom, and welcome you as a guest."

Lafayette responded with a toast: "The town of York, seat of our American Union in her most gloomy time. May her citizens enjoy a proportionate share of American prosperity."

Lafayette died in France in 1834. His grave was filled with earth from Bunker Hill.

In France, history has not dealt kindly with Lafayette. Most French historians share Napoleon's opinion that Lafayette was a fool, too concerned with his personal reputation to be trusted with the destiny of a nation.

But although he has become an obscure figure in the history of France, Lafayette's reputation in the United States has never faded. The map of modern America is dotted with Lafayette Streets, Lafayette counties, and with cities named Lafayette or Lafayetteville.

During World War I, when General Pershing led American troops to the defense of France, the American general felt that he was repaying an old debt. When his army disembarked on French soil, Pershing reportedly said, "Lafayette, we are here."
The term “Classic” as it applies to games is one which has to be earned over decades—not years. ACQUIRE certainly has paid its dues in that regard and remains among the most respected of boardgames. But even a “classic” can get a little stale with repeated play. Here are a pair of variations by different authors to spice up your next ACQUIRE match.

**ACQUIRE WITH MIT SGS RULE MODIFICATIONS**

*By Bernie Norton*

ACQUIRE has been enjoyed by thousands of players since it first came out in 1962. Some players, however, feel that if they are not in an early merger and run out of money. There is little they can do except hope for the right merger tile. The following rules changes are suggested to give the players more options and reduce the chance of one player running away with the game.

1) SHARES MAY NOT BE KEPT AFTER A MERGER. This allows other players to start a new chain with all tiles available.

2) SHARES MAY BE SOLD BACK (at the current price). Play consists of three single shares “buy or sell” transactions in any order.

3) SOLD SHARES ARE OUT OF PLAY UNTIL USED IN A NEW CHAIN. This prevents sales effecting the majority bonuses except for the player who sells the shares.

4) IN PLACE OF ALL THREE “BUY OR SELL” TRANSACTIONS, TWO ADDITIONAL TILES MAY BE REPLACED. Normal tile play is made. Two tiles from the player’s hand are placed face down on the table. Three replacement tiles are drawn. The down tiles are mixed in the tile pool. This triples the chances for a player with poor tiles to improve their position.

5) SHARES OWNED IS PUBLIC INFORMATION. Selling and out-of-play shares complicates remembering other player’s positions. Having the shares spread out on the table promotes strategic plays in a more relaxed game.

The above rules provided more interest and playing action while being game tested at the SGS at Mass. Institute of Technology, Cambridge, Mass.

I was fortunate to be able to try out the new rules with a group of players including Sid Sackson, the original inventor of ACQUIRE. He felt the revised rules were quite playable and gave the game a new flavor.

---

**SPINOFF**

(A New “Spin” on an Old Chestnut)

When Acquire hit the scene mergers and acquisitions were all the rage in the business world. It forced the player to speculate on the many possibilities for future mergers and growth of the various hotel chains and decide where to take a position. The uncertainties in the game present the player with the same dilemma faced by many corporate executives. There are many possibilities for profits but a limited supply of cash with which to pursue the opportunities. The game is challenging and interesting. After awhile though, the jaded player begins to look elsewhere for new challenges. Spinoff offers such a challenge. With some minor rule changes the seasoned Acquire player can discover a whole new game within the confines of his favorite game.

In the intervening years since Acquire was first released, the world of acquisitions and mergers has seen some significant changes. One of these innovations has been the spinoff of portions of companies to form entirely new companies. With the following supplemental rules Acquire can be updated very easily to simulate spinoffs.

1. The majority holder of a hotel chain may, in lieu of placing a tile on the board, remove one tile from the hotel chain if it leaves a separate hotel chain standing. In the event two people are tied for the majority interest in a hotel chain either one may exercise this option.

2. All of the tiles that were in the original hotel chain, except the one being removed, will be used in either the new or the old hotel chain.

3. The existing hotel chain will always be the larger of the two hotel chains that result from this action. In the event the hotel chains resulting from this action are equal in size, the player who removed the hotel may declare either as the new hotel chain.

4. The tile that has been removed from the board is removed from the game permanently.

5. Once a hotel chain has grown to eleven tiles it may never be reduced below this level by a spinoff.

6. Establishment of a chain through a spinoff entitles the founder to a share of stock, the same as those founding hotels through the traditional methods if one is available.

7. There is no prohibition against reducing a chain that has reached 41 tiles to less than that number, thereby prolonging the game.

8. Players must tell other players, when asked, how many shares of stock they have in a particular hotel chain. In playing Spinoff you need to be aware of some implications present within the rules. Some are very obvious but must be set forth to explore some of the implications inherent therein. First, a hotel established by spinoff from an existing hotel will always be near a potential acquirer. This creates a need to maintain sufficient cash reserves to compete aggressively for a majority interest in such a hotel. Second, a smaller hotel chain near a larger hotel chain may suddenly become the largest chain near two smaller chains. If you have sunk all of your money into such a chain, hoping to merge it with the larger chain on your next turn you may suddenly find yourself with the larger chain that will never merge. You will have to be much more careful in committing your funds. Third, a tile that is currently unplayable because it would merge two hotel chains of eleven tiles or more may suddenly become playable. Don’t be too eager to discard such a tile. It may be a key tile for you, allowing you to merge a chain with another after a spinoff. Fourth, a game that you would end in Acquire normally should not be called in Spinoff if you are the one with large cash holdings. Fifth, the careful placement of tiles on a hotel chain that an opponent has a majority interest in may prevent the spinoff of a hotel from that chain. Try to make a chain boxy if you want to prevent spinoffs. Sixth, new hotel chains are still being formed by spinoff until the very end of the game. Don’t be so eager to sell all of your stock when your chain is merged into another. The player on your left may immediately reform the chain by spinoff and another player may merge it before you ever get a chance to buy stock in the company. Seventh, if you have a majority interest in a hotel chain you should add tiles in such a fashion that you will be able to spinoff a new hotel chain. Do this by making it long and one tile wide. This variation on an old favorite should prompt you to get out Acquire and dust it off. Spinoff will provide you some major new challenges in strategy and tactics and many hours of enjoyment from an old favorite.
In only three short years, AVALONCON has become THE place to be for boardgamers interested in pursuing their hobby to the highest level. Avalon Hill’s “back to basics” approach has proven immensely popular with gamers who revel in four solid days of competition free from the commercial distractions of other game conventions. Engaging in rated play with legitimate seeding systems and proper recognition for winners has given the boardgaming hobby a new sense of direction and esprit de corps which is truly infectious. Come see why 98% of all AVALONCON attendees swear they’ll return to this Baltimore suburb next year for more of the same.

BE A PART OF THE GREAT REAWAKENING OF THE BOARDGAMING HOBBY!

Your $30 pre-registration fee entitles you to all of the following features of AVALONCON:

- Unlimited participation in as many events as you choose with no individual event fees or “sold-out” events.
- FREE admission for spectators.
- FREE juniors-only events for those 14 and under.
- A $10.00 credit towards the purchase of any Avalon Hill or Victory Game product.
- FREE A.R.E.A. Rating System membership for any new member.
- Rated play of all games upon request.
- Championship plaques and merchandise credit prizes for all events.*
- FREE Team Tournament competition for groups of four.
- FREE Convention program mailed to you by first class mail before the action begins.
- Dedicated volunteer Gamemasters, each in charge of only one event.
- National and International-level competition (40% of our attendees live over 800 miles away).
- Beginner-level events for the inexperienced where the game will be taught prior to play.
- Pre-convention instruction kits provided by the Gamemasters for certain events.
- Perpetual plaques to record your victory throughout the history of AVALONCON.
- Major coverage of all events in THE GENERAL, plus ongoing updates in every issue.
- Marriott’s Hunt Valley Inn—a five-star luxury hotel with 25,000 sq. ft. of meeting space.
- FREE parking in a pleasant suburban setting close to Hunt Valley Mall.
- Light Rail access ($2.50 roundtrip) to Baltimore’s fabulous Inner Harbor attractions.

* AVALONCON ’93 awarded more than $10,000 in prizes.

For more information on AVALONCON, call Toll Free at 1-800-999-3222, ask for operator G-291 or write to:

The Avalon Hill Game Company
4517 Harford Road, Baltimore, MD 21214
AN AMERICAN REVOLUTION IN DESIGN

By Mark Herman

"A Journal of the Operations of the Queen's Rangers, From the End of the Year 1777 to the Conclusion of the Late American War" by Lt Col Simcoe, Commander of the Corps. I remember that I was struck by the intensity of the warfare described in the account and how similar it was to reading about search and destroy operations in Vietnam.

As I studied Greene's Southern campaign coupled with the political history of the war I became convinced that the conventional war and the big battles that most books focused on made for dramatic reading, but were not the most important element in the American victory. The war was about ideas. On one side stood centuries of political history represented by the British crown. On the other, stood a notion that all men are created equal, especially if it got you out of paying taxes. The majority of the American populace wanted to remain neutral and hoped that they wouldn't have to choose sides. Hence, the second design focused on controlling the intellect of the populace and not their property. To continue my Vietnam simile, the winner would be the player who controlled the hearts and minds of the American colonies.

Designing An Abstraction

The problem with abstract concepts is that they require concrete implementation in a game. My study of guerilla warfare had convinced me long ago that the ancient game of GO was one of the best game metaphors for describing this type of warfare. The beauty of GO is that procedurally it is very easy to explain, but its manifestations are almost endless in play.

The guerilla war would be one of spatial control of colonies whereby isolation from friendly forces meant elimination. I used Political Control markers (PC markers) and the GO style of piece interaction to capture the guerilla warfare dimension of the war. It is subsumed within this concept those intense small level actions described in Lt Col Simcoe's book.

It was at this point that the motivation for the movement and employment of conventional forces began to match the history. If the opponent had isolated your centers of political strength from their required support, only the presence of a friendly army (or navy for the British) would offset the impact. Now armies in the design moved to support or threaten popular opinion and the resources they represented.

This gave the game two levels of conflict that were mutually supportive. This relationship was symptomatic of the American revolution. The players would need to balance the strategies of a guerilla war and its supporting conventional war in order to win. It also solved my original conundrum with the first design. This representation of the war now began to give some insight into the strategic problems faced by our Founding Fathers and the British government. At last, I felt I was on the right track. This began the last leg of the design work.

Every Game Needs An Engine

All games need some way of regulating player interactions represented by the sequence of play. There are endless combinations of potential sequences. In the end they all have in common a procedure for moving forces and conducting conflict to further player strategies. Since the two levels of conflict in the game were mutually supportive, I needed this reflected in the game design. The guerilla war was going to be represented by the placement and orientation of the PC markers and I wanted the mechanism that controlled their placement to integrate with the maneuver of conventional forces. From this requirement arose the Operations Strategy Card concept.

Cards are a great mechanism for creating interesting player interactions. If the deck is constructed correctly you are guaranteed endless replayability. Another side benefit is that many infrequently used rules of the game only appear when you need them (i.e., when you play the card). The Operations Strategy Card allowed me to force a clear choice on the players in that the same card could be used to conduct guerilla operations (i.e., political indoctrination or guerilla combat through aggressive PC placement threatening isolation), or conventional force operations (e.g., army maneuver or recruitment/reinforcements).

I was also able through this mechanism to mimic the Americans' historical maneuver and indoctrination advantage. Using a Strategy rating on the Generals and giving the Americans more Generals, I was able to introduce this historical asymmetry. I designed it so the American player would usually use Operations 3 cards for placing PC markers, since all of their leaders could move with an Operations 1 or 2 card. Conversely, the British would sometimes be obliged to use the valuable Operations 3 cards to move some of their key leaders instead of PC markers. In this manner the system gives a broad maneuver bias to the Americans, but one that doesn't entirely limit the British player since he can always choose not to maneuver those hard to move Generals. The corollary of this is that the American advantage in numbers of Generals requires the use of recruitment in order for it to be realized. This American recruitment advantage occurs at the expense of conventional or guerilla operations.

The rationale for the American advantage in guerilla operations, whereby they could place PC markers in any empty space while the British must be adjacent to another British PC marker, is based on modern counter-insurgency theory. This theory holds that bastions of control are established and then control is expanded like spilt ink spreading on paper. The ports are usually the origins of most British control chains in the game with the exception that an army can convert an area without adjacency, simulating pacification operations. The corollary to this is...
that the American Committees of Correspondence had established a network of communications that allowed them to more freely spread their ideas and organize resistance.

Britain's World War

One key dimension in the American victory was that it brought on a World War that caused Britain to risk losing overseas possessions more valuable than the American colonies. This widening of the war represented by the French Alliance and European War cards was fought in North America, the Caribbean Islands, Gulf of Mexico, Atlantic Ocean, coastal waters of Britain, the Mediterranean, and the Indian Ocean. These events are represented by the Hortalet et Cie, Don Bernardo Galvez, Admiral Suffren, George Rogers Clark, and Admiral Rodney cards. The original random events table encompassed these types of events and key political concepts such as the Declaration of Independence. It was easy at this point to integrate these events into cards and have all of the game mechanics work through this one procedure.

One of the interesting set of choices that I had to make concerned how and when these events would be triggered. Early in the playtesting there were problems that initially had to be met before the French Alliance or European War card could be played. The playtesting statistics indicated that the French intervened only about one third of the time and the European War was correspondingly even lower. This was based on a combinational probability that the British player could avoid to some degree by not allowing a defeat comparable to Saratoga. It was this defeat (loss of three CU) that originally enabled the French alliance, alla every other game on the subject.

Upon further reading it became clear that it wasn't so much the British defeat at Saratoga that brought in the French, but Vergennes feared that the defeat would cause the British to negotiate a peace with the colonies. Vergennes wanted the war to continue as part of his long range plans to avenge France's Seven Year's War defeat. Therefore the probability that the card wouldn't occur in the first two turns was sufficient to capture this element. A key condition of the Anglo-French alliance was that neither party could make a separate peace settlement with the British. This is why the William Pitt Peace Talks cards only work before the French alliance and not after.

To the Victor Goes the Spoils

Every wargame needs some way of resolving conflict. Traditionally we have used matrices of factors we call Combat Results Tables. One of my marketing objectives for this game was that it would be very suitable for beginners. I have observed from teaching wargames to beginners that it is the complexity of the rules and matrices of numbers that intimidates them. The cards handled the rules density to a great degree, but I wanted to eliminate the need to manipulate numbers (i.e., odds ratios), since I was using cards anyway I came up with the Battle Card system.

The Battle Card system is based on two premises. First, I would mathematically recreate a Combat Results Table based on the number of cards a player received and the use of multiple

<table>
<thead>
<tr>
<th>BATTLES OF THE AMERICAN REVOLUTION</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle</td>
<td>Attacker</td>
</tr>
<tr>
<td>Bunker Hill</td>
<td>British</td>
</tr>
<tr>
<td>Ticonderoga</td>
<td>American</td>
</tr>
<tr>
<td>Long Island</td>
<td>British</td>
</tr>
<tr>
<td>White Plains</td>
<td>British</td>
</tr>
<tr>
<td>Charleston</td>
<td>British</td>
</tr>
<tr>
<td>Valour Is.</td>
<td>British</td>
</tr>
<tr>
<td>Trenton</td>
<td>American</td>
</tr>
<tr>
<td>Princeton</td>
<td>American</td>
</tr>
<tr>
<td>Headstrongy</td>
<td>British</td>
</tr>
<tr>
<td>Germantown</td>
<td>American</td>
</tr>
<tr>
<td>Beaufort</td>
<td>American</td>
</tr>
<tr>
<td>Washington</td>
<td>American</td>
</tr>
<tr>
<td>John's Mt.</td>
<td>American</td>
</tr>
<tr>
<td>Cowpens</td>
<td>British</td>
</tr>
<tr>
<td>Guilford Cft.</td>
<td>British</td>
</tr>
<tr>
<td>Yorktown</td>
<td>American</td>
</tr>
</tbody>
</table>

round is low. I was also able to work into this mechanic the general advantage the British had in their battle generalship by giving them (on average) better ratings (e.g., American 1.5 versus British 2).

For some battles, such as Saratoga, it is a judgment call on who is attacking who, but I calls them the way I see them.

Another aspect of conflict imbedded in the design is the American intelligence advantage. The American forces had a more efficient intelligence system and had easier access to spies and informants. This intelligence factor is reflected in the American advantage to intercept or retreat before battle. The requirement for an American PC marker for intercept simulates the informant network that would enable such a maneuver.

Historical Validation

To validate my designs I compare how the play of the game would represent the historical narratives. The game shouldn't recreate history slavishly, but within the design space must reside that which really occurred. The early portion of the game would see the players spend most of their effort marshaling their political muscle while most of the armies lay quiescent, historically the siege of Boston. The British mistake was to await developments without negotiating a settlement to the crisis while the American Committees of Correspondence and the Continental Congress sorted out their options. It was the Commonwealth of Massachusetts and their New England neighbors that fought the war until the militia army was adopted by the Continental Congress after Bunker Hill.

This historical British condition is simulated by a lack of good Operations cards and using them in an uncommitted manner, a PC marker here, a PC marker there type of strategy. The Americans would be using their Operations cards to place PC markers, mostly in New England, and recruit armies while conducting small forays into the North.

The next phase of the war saw the British army begin a series of maneuvers to isolate New England and destroy the Colonial will to fight by attacking New York. This resulted in a series of battles that saw George Washington repeatedly defeated by General Howe until the British went into Winter Quarters in December of 1776. It was the Battles (more like raids) of Trenton and Princeton that saved the Patriot cause when it was on the verge of collapse. In the game the American PC position in New York would be attacked by the British army using naval movement to project force into Long Island resulting in a series of battles designed to crush the Continental Army. The automatic British victory resulting from the surrender of George Washington handles this psychological aspect of
As Others See Us

Reprinted with permission of Computer Gaming World magazine. For subscription information call 1-800-827-4450.

A Throne By Any Other Name

The Gamer as Kingmaker in Avalon Hill's War of the Roses Game

by Johnny L. Wilson

"And therefore, since I cannot prove a lover,
To entertain these fair well-spoken days,
I am determined to prove a villain.
And hate the idle pleasures of these days."


Though Richard III's opening monologue begins by implying that England's long "winter of discontent," featuring the red rose of Lancaster upon the throne, is finally over, the self-proclaimed villain announces a chilling series of plots and schemes designed to bring himself to the throne. The history of his machinations would be written in the blood of his fellow nobility. Between 1455 and 1485, three kings (Henry VI, Edward V, and Richard III), one crown prince, nine dukes, one marquis, 13 earls and 24 barons lost their lives, and two royal houses, both the Nevilles and the Beauforts, were totally destroyed.

Computer Kingmaker like its boardgame predecessor (Kingmaker), focuses on the actions and alignments of the nobility, as opposed to the strategies and tactics of pitched battles, during the War of the Roses. The graphics constantly underscore this fact, as each noble is represented by his appropriate heraldic shield, and the shields move about the map to show the location of each noble. Each noble has the same sized shield, regardless of army strength or political position, and is assumed to have his army with him. Hence, the flow of the game seems to emphasize the leadership of the nobles rather than the movements of armies and the numbers of casualties as in more traditional wargames. Kingmaker (in both boardgame and computer forms) focuses upon the partisanship, power and survival of individual nobles such as Neville, known historically as "Warwick the Kingmaker."

As in the boardgame, gamers represent factions to which are dealt hands of nobles, titles and resources. You can play with as few as two factions and as many as five. The larger the number of factions, the smaller the number of resources to be distributed within each faction. Then, it is your job as leader of a faction to divide the titles (a noble must be at least an Earl in order to hold an office within the kingdom and be able to wield more power) and resources (offices, ships, archers, crossbowmen, soldiers, etc.) among the nobles in order to assemble the most formidable fighting forces and determine the initial starting positions of each noble (when there is a choice). It is very important to balance your nobility with regard to strength, because the game contains enough randomness from the effects of plague, weather, and a wide variety of summons to assure that any noble may end up alone and vulnerable to another faction at any point in the game. Indeed, when a noble is killed by plague or execution, the entire military and political strength of that noble is lost to the faction. Hence, a well-balanced faction, with its power divided equally between its nobles, is a faction that is likely to survive.

Once the resources are distributed, your task is to maneuver the heraldic devices representing your nobles across the map of England. In so doing, you attempt to capture a claimant to the throne to be your puppet monarch and to capture rival claimants in order to extinguish the claims of the rivals by surgical decapitation. The player who manages to have the highest surviving claimant and brings enough episcopal force to bear to effect a coronation will win the game. The clear nature of the victory conditions is, within itself, an improvement over the board game where many gamers have never actually finished a game of Kingmaker.

Computer Kingmaker can be won and offers a suitable challenge on many levels. Naturally, acquiring a claimant and offing the rival pretenders requires the construction of forces large enough to besiege castles and defeat rival forces. As in history, however, you may find that you have worked for several turns to prepare an assault, only to have one of your nobles summoned home to quell a peasant revolt or to defend against a Scots raid.
Worse yet, you may build a massive assault force and experience the plague on the verge of winning. Fortunately, random factors may also benefit you. As in the boardgame, you may get the equivalent of "Fresh Horses" and be able to move further by land, or draw the equivalent of "Fair Winds Assist This Ship" and be able to move further by sea. The random nature of the game causes the sands of history to shift as swiftly as the circumstances faced by the feudal lords of that chaotic era.

Battle is initiated whenever a heraldic device, representing one or more nobles in a faction, stops in the same location as another rival heraldic device. Battle is decided in one of two ways. First, you can click on the attack button, enabling the computer to make a quick and dirty calculation based on the general odds and to report the victory, defeat or inconclusive result immediately. This is the way battle was handled in the original boardgame. Second, you can choose to control the forces. This allows you to deploy all of your forces and to be able to set tactical objectives for each unit. This approach is much more satisfying to the traditional wargamer and offers something of a miniatures feel to the battles. To be sure, these battle sequences could easily be described as limited, but attractive, versions of the combat system found in Sword of the Samurai from MicroProse, Electronic Arts' Centurion or Impressions' MicroMiniatures series.

Glorious Summer?

*Computer Kingmaker* plays so smoothly, once you get used to a few clumsy conventions (I had to force myself to remember to distribute titles and resources before moving my nobles and prematurely ending my turn when the nobles were out of movement points), that it feels like playing the boardgame with human opponents. Some of the artificial opponents (particularly the yellow, gray and purple factions) play with ruthlessness and abandon, rushing to seize and kill anyone or anything in their path. Others (particularly the blue and orange factions) tend to wait patiently and move seldom until opportunistic circumstances arise. Unfortunately, there is no provision in the European version or the American beta version used for this sneak preview for multiple human players, whether by e-mail, modem, or "hot seating" one computer. This is a loss, because *Computer Kingmaker* plays faster than any game I've played of the boardgame and would make a wonderful reference/utility for multiple human players. Nonetheless, it is a very playable solitaire game until you learn the styles of the opponent's and make mental notes like "Do unto Yellow before Yellow doeth unto you." Fortunately, there may be a mechanism for mixing up the AI in the final version, though this is not definite.

*Computer Kingmaker* plays so much like the boardgame that non-boardgamers may become impatient with the speed with which the artificial opponents make their moves. Because the emphasis of the game is upon the movements of nobles, each step of each noble is animated on the screen as the noble's heraldic device moves from location to location. This animated movement provides important visual cues to the experienced boardgamer, letting the game know about the artificial opponent's vulnerability or, as several nobles in the storm sequences tell ships to move directly to port, and the plague sequences where monks march from door to door announcing death. Some may counter that the battle sequences are nice, but purists may wonder if this is enough to justify the purchase of a computer game. Those of us who still play boardgames will answer to the affirmative. Others will wonder at our patience.

Capers Nimbly?

*Computer Kingmaker* may signal the emergence of the type of computer wargame that many of us have always wanted to see out of Avalon Hill. It does not challenge the state-of-the-art in terms of computer graphics, nor does it up the ante with expensive video footage. It merely replicates its colorful and distinguished predecessor. While the game does not provide unbeatable AI at every level, it still offers plenty of options for letting gamers discover their own level of comfort/competition. Indeed, its greatest virtue is the gamer's reward in that playing *Computer Kingmaker* is like—playing Kingmaker. Warwick would be proud. CGW
Recently gave up on trying to get a TRC ladder match and had recently returned the $10.00 card for Specific ratings. Once upon a time I notified the AREA Tech of the problem in getting responses from the AREA ladder masters. Hell, even acknowledging your letter for ladder match, none available at this time would have done.

I should point out, the masters of "STAL" & "Bulge '81" wrote when their new rounds were going on. The question to be asked is this: "What gives you ladder masters the right to play God; deciding who shall and shall not be included in their little pet project?" From correspondence with other gamers I understand that mine is not the only voice crying out.

I, personally, would like to see any ladder requests handled by the AREA department of AH. Avalon Hill can appoint a commissioner to run the game segment of the ladder only. This way, people who wish to get onto the ladder can get onto the ladder without having to wonder if they will have a match or not. It is believed this would settle a lot of grievances about the ladder system.

Paul Selzer

Before I reply to Mr. Selzer, let me clearly state that I am not an employee of Avalon Hill. Essentially I am a free-lance writer, a volunteer. My basic motivation is service to my friends in the hobby, my fellow gamers. Mr. Selzer's complaint is well taken, but a tad short on understanding the situation. Our hobby is just that, a hobby. The essential element of the hobby is people, not AH.

The ladders are the product of people—usually people who become GameMasters for a game of their own choosing. As a service these ladders are advertised in THE GENERAL. AH wants to promote the use of their own products, but it also wishes to promote gamers getting together, providing forums. The ladders are one such forum. However, they are the least stable of the tools available to us to promote competition.

Unfortunately, we are all at a loss as to how to control people. People who are essentially volunteers, who have the power to start, stop, quit, or run their own little interests in their own way. As a matter of course we all want to encourage one another, encourage anyone else's efforts to further our hobby, but we have next to no control over the activities of others. Add to that the fact that any type of control stifles these volunteer efforts, and you begin to get a real grasp on the problem.

Anyone is welcome to begin any type of competition using any format or parameter he so chooses. The format may be a ladder, Swiss, single elim, double elim, turn arounds, or just a simple one-on-one challenge.

Even if a system such as Mr. Selzer suggests were put into effect, there would be plenty of people who would still begin their own competitions in their own way for their own reasons, and there would be no way to induce conformity. While the task of a "ladder commissioner," as Mr. Selzer outlines it, sounds simple, in practice it is, quite literally, impossible!

AH has done three things to support efforts of individuals. The first is the AREA rating system. We now have a means of at least roughly comparing one another's general abilities in the gaming hobby. With the advent of the Specific ratings which are just now making an appearance in THE GENERAL, we have more significant comparisons in the specific games that each individual has taken the trouble to segregate from his overall record. Things are well enough along at this point that the Specific ratings are becoming a fairly valid indication of a player's real abilities. As time goes on, both the generic and the Specific ratings will become increasingly valid. I would suggest that Mr. Selzer should have kept his Specific rating and gone to the second means which AH has provided.

If you are unable to find an opponent via a GM, find your own opponent using THE GENERAL's want ads. I now have a dozen friends across the U.S. and Canada who I play by mail or ffc. Some interesting people, I might add: A fighter pilot who flew the first combat mission over Iran, a radar operator on the U.S.S. Abraham Lincoln, DIPLOMACY players (they are always interesting), a Tennessee fireman with a drawl so thick to my Yankee ear that telephone conversations are nearly pointless, a Canadian so far up that he gets mail only once a week and plays by kerosene lamp, a few Wisconsin boys who live close enough that we now meet fairly frequently.

Don't see anything quite right in the ads? Invest 50 cents and a postage stamp and write your own. Then let them call you. Hey, it works!

Keep that AREA rating, just find someone else to play a rated game—on your own terms, at your own speed. Play two or three games on that rating, establish your standing. That rating will mean something when you show up at AvalonCon which is the third and sure-fire method of competition that Avalon Hill provides. Through its annual Boardgaming Championships convention, AH is able to crown individual champions for its many games and promote their achievements throughout the year.

To get back to the "ladder" question. Anytime you join a ladder you are taking a risk that the thing will fall apart. This is a simple fact of life. The drawback of ladders is that they are only as strong as their weakest link. Most pbm games take one or two years to play. VIP plays fast at about a year. Even those playing boardgames on computer on-line services exchanging a move per day can take several months to finish a game.

When a tournament or a ladder comes apart, play out any game that you are involved in, exchange your AREA chits, and get your games rated as individual victories. You have lost nothing. You have gained another AREA rated game, made a friend in the process, and had a good time. Count your gains!

On the other hand, if you want a pbm competition of some sort, start your own. You can make your own rules, run your own system, and find out what a headache it can be. The hitch is that pbm is not fast. Starting such a project as a GM is a commitment of five to ten years! This is why so many problems arise. People change, burn out, have personal problems, life changes, and more than any of us can imagine happens during that kind of time frame. Which is why AH questions the wisdom of anything trying to be so formal in a hobby, and at the same time are very wary of trying to make or enforce even the loosest guidelines upon anyone who is willing to even give it a try.

What help there is in this area comes from the Diplomacy hobby. It is a hobby in itself, well established, loosely organized, but functioning well. We can learn a few lessons from them. I'll start now that Phil Reynolds has been running ads in Opponents Wanted for DIPLOMACY. He is not a GM per se, but provides the service of connecting perspective players with GMs. Phil has been around, and I know him to be reliable at what he does. If you want to play DIP contact him. If you contact me, I'll send you to Phil and one or two others with proven track records.

As long as I am here and providing other services, and this column can so aptly serve as a vehicle to assist in those efforts, anyone so interested may contact me for any of the following:

1) GMs, or prospective GMs, of any game; send your name and address, I will list it in this space so you can get your competition going or growing, as the case may be.

2) GMs who find themselves overworked and need to cut commitments, let me know. I'll do what I can to find a replacement. Volunteers willing to step into any such orphaned project should also notify me.

3) Players interested in joining a pbm competition; I'll try to get you together with known GMs.

4) Players who no longer receive responses from your GM; I'll investigate. If I can motivate your GM, good. If not, I'll try to find another. But the best source of potential GMs is always going to be from among the other folks on that ladder so make a point of asking your GM for regular updates including addresses and phone numbers so that should something go amiss, someone else can take over with a minimum of difficulty. Anyone running or contemplating running a ladder should borrow a page from AVALONCON's procedures and recruit at least one assistant willing to take their place should they have to bow out. That assistant should be made known to the other participants so that he can be contacted directly if the need arises.

At your service,
Glenn E. L. Petroski
Twin Lakes, Wisconsin 53181-9786
(414) 877-4178

Area News
By Glenn E. L. Petroski

1) GMs, or prospective GMs, of any game; send your name and address, I will list it in this space so you can get your competition going or growing, as the case may be.

2) GMs who find themselves overworked and need to cut commitments, let me know. I'll do what I can to find a replacement. Volunteers willing to step into any such orphaned project should also notify me.

3) Players interested in joining a pbm competition; I'll try to get you together with known GMs.

4) Players who no longer receive responses from your GM; I'll investigate. If I can motivate your GM, good. If not, I'll try to find another. But the best source of potential GMs is always going to be from among the other folks on that ladder so make a point of asking your GM for regular updates including addresses and phone numbers so that should something go amiss, someone else can take over with a minimum of difficulty. Anyone running or contemplating running a ladder should borrow a page from AVALONCON's procedures and recruit at least one assistant willing to take their place should they have to bow out. That assistant should be made known to the other participants so that he can be contacted directly if the need arises.

At your service,
Glenn E. L. Petroski
Twin Lakes, Wisconsin 53181-9786
(414) 877-4178
SCENARIO BRIEFING

Player's Notes for ASL

By Mark C. Nixon

Deluxe ASL Scenario A
To The Last Man
Rating: 55% Russian

ASL analyst extraordinaire, Mark Nixon, continues his series of in-depth analyses of select scenarios with this look at the action in Budapest in January, 1945. TO THE LAST MAN was published in Vol. 24, No. 1 of THE GENERAL and has the distinction of being the only official supplemental scenario for DASL published thus far. Those wishing to reacquaint themselves with Mark's earlier work in this series should consult Vol. 28, Numbers 2 and 4.

Attraction: Loads of hitting power on both sides, room to move around yet plenty of difficult terrain, a surrounded SS force outnumbered 2:1 by Russians driving five juggernauts straight at them and FT, DC, HIP and machineguns galore. One of the best scenarios ever—a true "10"!

German Advantages: Stone and Fortified Buildings (Tunnels); HIP; SAN; PF/PSK; Interior Lines; Factories; Initial Concealment

"Little things mean a lot"; and it is a fortunate cliche to apply here, since these Germans lack any single dominating weapon to stem the Russian tide. But the combination of the attributes listed above, backed by twenty SS squads free to fight to the death, promises hard times for the Russian masses. Don't forget to rally broken 5-4-8 and 2-3-8 units as SS, with a broken-side "+1" morale (footnote A31). Likewise, SS (squads only) have Assault Fire capabilities and, due to the Elite status and Ammo Shortage combination, all Depletion Numbers for Special Ammo play as printed on the counters. However, deriving any real advantage from these attributes which might be used to thwart enemy intentions will most likely come from a careful layout of the fortified locations, tunnels and HIP to hold the factories. In other words, the Russians are strong enough to pierce any single spot you try to hold, but their plans can be disrupted in areas where you fortify to stand like a rock, laying tunnels to escape or attack from a new angle or where your HIP pop out of nowhere, perhaps even utilizing a tunnel to reinforce a fortified location and save an otherwise doomed factory.

German Disadvantages: Number of Squads; Ammo Shortage; AFV Limited Movement

The opening Russian assault threatens to punch through your forward defense and smash onto boards "a" and "c" in the early turns. Troops you commit up front might be annihilated by Human Wave or outright firepower, yet if you disdain those forward positions in order to conserve infantry the problem merely exacerbates as even more Russians rush forward. Down two squads to one, this can easily deteriorate into a flood of enemy bodies hurling themselves at you to drag your squads down by sheer weight of numbers. Common enough tactics to expect from the Russians, but the frightening thing this time is that they have enough leaders to rally their broken and return for more swarming. Certainly, these SS are powerful in their own right, but if we think of the battle as four separate fights for the four half-boards of "a" and "c", it seems apparent five squads per half-board will not hold anywhere. Something will have to be sacrificed in order to defend specific sectors.

The other shortcomings in the defense are of lesser importance, but there will be plenty of opportunities to bemoan the fates as Ammo Shortage and those unpredictable AFV secret DRs occur. For the weak-hearted player, you might hope to dodge those secret DRs by spending only one MP in your MPh, thinking to avoid any chance of running out of fuel since two MP would have to be used to equal the first "double" rolled, but this will work only against a rookie. Careful reading of D2.1 clearly states that any vehicle, "which ends its MPh with MP remaining is assumed to use all those MP in that hex". Therefore, as soon as an AFV decides to move, the MdIVs have a 16% chance to run out of fuel; the IgPz has a 13% chance since it would spend (excluding ESB) only 11 MP normally and not have to worry about a secret DR of "12". On the higher "doubles", the vehicles have a better chance of reaching their destination, but will then consume the last of their fuel, nonetheless. But take heart; with all those enemy IS-2m running about, there is usually not much point moving around a lot!

German Defense:

One part of the scenery cannot adequately be covered here, for the rubble rolls of SSR #5 will alter as many as six hexes on your map. It is something which must be dealt with as it occurs, and forces certain constraints or allows unexpected opportunities. Otherwise, your defense might benefit greatly in this situation, more so than most others, if you happen to be familiar with your opponent's style of play. That is, do you know him well enough to expect a first turn Human Wave, or do you know he won't try it at all? A well-organized Human Wave might destroy you on the first turn of the game—but one which runs into fortified locations, concealed HMGs and heavy fire might prove a blessing. However, usually your opponent is either unknown or his moves cannot be guessed anyway, and since a Human Wave brings with its pluses and minuses for both sides, it is not worth a lot of discussion. The set-up I am using, in fact, offers the Russians as much free space to initially cross as possible, an open invitation to "wave" on in but against horrendous fire. The only spot the enemy might realistically hope to overrun, be1, will be denied them because it is fortified. Take a good look at that key position,
for you won’t see my best leader holding a point like this very often; but he is up there this time to set the stage for some stiff resistance in the two factories.

The defense revolves around the need to deny control of buildings totaling eight points to the Russians and the hopelessness of trying to hold the line at all points against such a powerful attacker. My defense will give away the southern and eastern edges of the battlefield, will grudgingly yield the center, and will fall back from there to reinforce the west to try to hold the two factories bE1 and aK2 as well as the two-point building aM5. This is why ten of my twenty squads are already in the area—counting the HIP 6-5-8 in aM5 ready to slip through the tunnel to aL2 if needed—and only ten squads and one tank are fending off the most serious Russian threat, the “Elite front” force. My hope is the Russian “1st-Line front” will move directly against the factories and meet an early end at the hands of the 9-2 and his 40FP, the ATGs and the crafty use of some tunnels coupled with factory warfare. This explains what that 9-2 is doing; he will unload 40FP, ROF 20FP, Subsequent 20FP and even FFPP 20FP against all comers. His FP chances are very fine, as it would take a DR of “9” or higher to harm these troops, and the automatic “out” is there through the tunnel back to aK3 should they falter. That tunnel is why his command has only MMGs and no HMG; the MMGs can go with them whereas the HMG would have to be left behind. (Note that a Good Order SMC actually increases the IPC of one Good Order Infantry unit [even another SMC!], which would allow the HMG to be moved through the tunnel, but only by Good Order units.) Hex bE1 is a very peculiar factory hex, for LOS to all other hexes of the Factory are drawn outside the factory walls, so all fire both ways gets the +3 TEM—with the fortified hex getting +4, naturally. The 5-4-8 in aK3 is ready to reinforce via the tunnel, and the 8-0 is handy to rally any who come back the other way.

The few units off to the south in building aC3 are there just to keep the Russian guessing. This concentration of dummy positions and minimal resistance might just as often be placed in the south-central or northeast quadrants. The 9-1 and HMG in cJ1 seems an innocent enough spot, but covers the road all the way out to cA3 (with the exception of hex cB2), and also will put heat on any Russians moving up through dE5, dF5 and/or dG5. This is about as close to having any “on-board” reserves as the scenario allows, as the 9-1 can lead his boys in any direction from this location—even moving through one of the two nearby tunnels thanks to the IPC boost from there to reinforce with the HMG. A 6-5-8 lies HIP in cK3, ready to reinforce fortified ch4 if called for, or move up to help along the northern boarder. The 9-1 with HMG is also probably headed this way, for Russian pressure in the north could threaten building aM5 in just a few sharp turns. Finally, my HIP HS with the PSKs are obviously looking for some surprise tank shots, although they won’t hesitate to take on infantry targets if their FP is needed or if their HIP positions are about to be lost anyway.

While I like using my HIP potential in this manner, it is not the only ballgame in town.

Another set-up might see HIP half-squads in dA4, dB3, dB3/1st and dC4 and a 5-4-8 with LMG in dE4. This will almost certainly lose all three of these hidden squads, but against a Russian who surges across the street and who does so persistently, the enemy casualties ought to make it all worthwhile. If all his troops on this flank set-up in this corner expecting to flood westward, you will have stopped them cold on Turn #1. Another fine option is to scatter a few HS around with the goal of letting the Russians sweep past, only emerging at game end to claim a few buildings. Best hiding spots in this case are usually upper levels of wooden buildings; the Russians rarely go up into these locations, and if they neglect to search/nop-up these buildings your plan will succeed. Just make sure, and before playing any scenario which requires an understanding of building control rules, that you and your opponent are using the same interpretation of Rule A26.12. While on the subject, any scenario such as this one which does not specify an “immediate victory” in the VC can be resolved only at the end of the last game turn, or by resignation. The Russians might gain 15 or more points, but only win if they still hold at least 15 at the end of Turn #8.

My starting location for that MkIVJ in ch4(1/6) might seem a bit odd, but I like it for several reasons. At some point I know the Russians will mass enough firepower to overwhelm my troops in this hex, which I usually handle by pulling back, either through the tunnel or otherwise, and by moving fresh troops up through the tunnel to emerge concealed. Eventually, however, even this will not be possible, but having the tank in the hex will allow me to fire from hex ch4 with the infantry in my FPPh, and then blow off the n9 in the MPH to add (hopefully) another “+2” smoke protection. Coupled with +4 for the fortified building, this just might hold off the enemy, and the smoke even applies against the enemy FT. Simply having an AFV in the hex forces the Russians to pass a PAATC before entering, even if they have successfully circumvented the fortified building block. This tank can be hit only at vertex cH4f6, and will be able to put heavy fire on all hexes of the factory.

The one great potential in my arsenal which might, when all else fails, snatch a victory from defeat is FP/PSK availability. If you’ve never been on the receiving end of the German 1945 PF potential in a scenario such as this one, you haven’t really experienced ASL yet. I doubt the maximum 40FP could ever be used, and those four PSK even add to the carnage, all of which is ever so much more potent in the situation in those factories where firing units are not subject to the normal C13.8 Backlash penalty. That is why two PSK begin play already in the big factory and the other two will not hesitate to move there if needed. The danger for the Russian AFVs is obvious, and once Russian infantry enter the factory they are, for once, protected by only a +1 TEM for ADJACENT shots. So the FP/PSK capability in this battle will go a long way toward stopping those enemy tanks as well as the infantry once they actually enter the factories.

But this does not mean you can stand off at one- or two-hex range and rid yourself of the AFV menace and these massed infantry formations. Oh no, it won’t be as easy as all that, for this scenario is titled “To The Last Man” for a very good reason. The last stand for the “Last Man” often enough will be trusty CC and FFPP, two weapons displaying the ultimate proof of the frantic nature of this defense. Don’t think I am recommending CC versus those Russian squads, which outnumber the SS 2:1, for I am not. But CC vs these AFVs may prove a very efficient arena to slaughter them due to the availability of German ATMMs. How effective can an ATMM be? How about a squad with a “-1” leader getting an ATMM vs one of those IS-2m tanks and rolling “10” to immobilize, anything less to kill? Make this the “-2” leader and throw in an Ambush “-1” DRM and the AFV is Immobilized even on a “12” DR!

But the scenario earns this title, perhaps the most apropos ever, due to the ability and (often) necessity of the SS to rely on FFPP to stop the surging Russian infantry. Never have I seen a scenario of this size in which FFPP is called upon so frequently. It is common, it is necessary, and it is usually fully justified. The SS have the morale to withstand repeated FFPP attempts, the threat of an overpowering foe to force them into using it as a weapon, and the high broken-side morale backed by good leadership to come back from it when the attempt backfires. Added together, the PF, ATMM and FFPP arsenal of these SS make for a very exciting and tenacious defense.

Russian Advantages: Firepower; Smoke; Human Wave; AFVs; Rout Denial and Encirclement

This has to be one of the classiest Russian battle groups to ever appear on an ASL scenario card. I still remember my shock back in 1986 when this scenario was chosen to be the one out of eleven to not be included in the STREETS OF FIRE module, for it was certainly one of the best of the lot and was the only one to feature such a healthy Russian force. These Russians roll into the German lines with 65% of the FP of this encounter at their command, split nicely between 39 squads, eight AFVs, OBA, machine-guns actually superior to those in German hands, and even leadership equal to the enemy for once. This FP advantage even exceeds my professed 63% desired for victory (2% is no small matter with these large numbers, for it equals 40FP) and is a mighty weapon indeed. That 120mm OBA might bring some grief to the enemy, although any of the limited spots in LOS it might be placed will do a better job keeping your own troops out than of breaking German troops if HE...so using smoke with it might prove wise. A smoke concentration in the front lines will work very well with your numerical squad advantage, allowing you to swarm in for CC action without taking the heavy fire.

A Human Wave might prove handy, although it’s no guarantee as mentioned earlier, and the AFVs can blast apart enemy positions, crash through fortified buildings (get familiar with rules B23.41, 23.711 and 23.9221), wreck the German AFVs, crunch into the factories, stir things up by driving into enemy locations
Russian Disadvantages: Time; Unknown Building Values

One of the appealing attributes of this scenario when it first appeared was its very large scale. In the pre-RB era of ASL, this was a very large scenario. That fact is less true today, as the size of scenarios has increased lately to such a point that we now look at “To The Last Man” merely as a good, “meaty” encounter with plenty of hard fighting from start to finish (no lengthy periods of maneuver or mad dashes for an exit, just lots of slugging) and only minimal physical obstacles on the battlefield for those accustomed to fighting on the RB or jungle boards. Still, it can take the Russian player a lot of time to work through those SS, and this problem is compounded by the fact that once a victory-point building is taken its actual point value (as assigned by the German) is not known until game end. This could lead to the Russian actually having possession of enough points to win but continuing to take additional risks to try for more buildings because he is unaware (at that point) of his superior situation. For that matter, the German moves last and could even take back a building or so, which is a very real threat but continuing to take additional risks to try for it could be had it remained at ground level and continued the fight as just another pawn. If you are able to put enough of this kind of pressure on the enemy, and even fire at them to inflict minor physical damage and even fire at them to inflict continued the fight as just another pawn. If you are able to put enough of this kind of pressure on the enemy, and even fire at them to inflict minor physical damage and even fire at them to inflict

Russian Attack:

I choose not to utilize a Human Wave most of the time. Perhaps it could be argued that the Human Wave and the Banzai are much closer to reality than a normal stately ASL MPH due to the loss of control of individual units and the concept of ordering a force to take some specific objective and then letting them go all at once, but we are here to play the game, not to fight the war. Consider for a moment the often levied accusation that this game should not be called “Squad Leader” so much as, perhaps, something like “Company Leader” (or at least “Platoon Leader”), due to the tight control each player exerts upon bodies of troops much larger than individual squads. Well, I see this as nothing more than errant thinking, for what real life Company Leader ever exercised the detailed control over individual squads in combat, far from his own sight, as we see in this game system? No one has yet come near convincing me that anyone higher ranked than the individual squad leader could command all these squads so precisely, and the game is generous enough to not limit the player to command of but a single squad, but instead has given him the joy of decision making as a commander for every single squad in his OB, no matter its scope. That is the secret. The player is the “acting” squad leader for every single squad in his command, even those without a separate counter denoting a particularly effective or aggressive individual. Of course this does result in somewhat incredible coordination between individual squads acting on their own to arrive at some desired result, but even this picture is more indicative of the kind of “hands-on” control our friendly squad leaders wield than of anything run from higher up the chain of command. This discussion could go on at great length, but will have to be continued elsewhere, for we’re the Russian attack to consider.

The “big” question these Russian squad leaders must ask themselves is whether they should try for those two factories in the west, or bypass them and skirt around the defenses to grab the northern buildings. The circling move would probably allow the Germans to hold those two factories to the end of the game, thereby forcing the Russians to take all the other buildings (possibly minus one of the one-pointers); but the actual point values won’t be known till game end so, in effect, all those one- and two-point buildings would have to be controlled to guarantee a win without the two factories. But if the weaker “1st-Line” contingent tries for these factories it could mean serious trouble for the Russian: the Elite troops fighting their way in from the east may not be able to offer much help by the time they reach the vicinity near game end. This Russian decision will determine the general flow of the play—and because I’d rather attack the factories from the west than from the A2 building, I will usually go at the large factories right away. Furthermore, if I’m going for them, I will go in with everything at my command, which should be obvious from the illustration of my Russian set-up. The commander who opts to try for all the other buildings is not wrong to do so, for he might also reason that somewhere along the line he can slip into one or even both of these factories after the German has stripped their defenses and grab a win in that manner. But I am counting on my ability to control the enemy and grind him down for eight turns, leaving him too weak to strike back on that last player turn. The quickest and surest way to accomplish that is to go straight at his line, where I know he will be. Lack of hard fighting will not be a problem.

Some of the special weapons will be great fun to use, odd thing for the Russians to have it seems. Three SU-85s with lowly HE7 and no MG armament may seem a bit useless, but my 9-2 commander is eager to direct these AFVs into position to make use of their s7 shells, a convenience sadly lacking in the Russian repertoire throughout most of the war. Once depleted, who cares much about a lousy 16 FT attack; the SU4s go into the line to bust fortified locations (read “Breach”) or just to pave the way for the superior IS-2ms which follow to clean up. Another great weapon to open a path into these strongpoints is the DC. Here is a weapon which embodies brutal futility when it fails, for who among us has never expended the full cost of squad to cut a hole in a strongpoint? When the chips are down, but for hauling that “1” DRM target around I’ll use a squad this time.

My phone operator is in bB4 (2nd level) so he can scope-out the north boardedge. There are three prime areas he might bring the OBA down in: aL1/aJ1/bJ1/o2; aM4/M5/L1/aJ5; cN2/n3/o2. With the right circumstances, smoke might even be useful, although it would probably entail an extra Black Card draw for want of a known enemy unit in the blast area, and so would be a rather rare choice. Smoke in aL1, however, is one reason I like this location for the observer in the first place. I believe this northern coverage is superior to other locations since this is where I am attacking. The only other unit above ground level is in bH2. He is

The effort might be exerted at a high cost to friendly forces and, upon the climactic DR, bring nothing in return. After hundreds of games, my opinion is that most DC never see use and against a fortified location an ineffective DC attack adds the insult that smarter use of the weapon would have at least created a Breach, leaving something to show for the energy spent. That may be especially true in a scenario such as “To The Last Man” in which attacks on the magnitude of 30FP abound; there is no need to rely on those DC for their FP as one might in a small scenario where a single 30FP attack can break the defense. Here, the DC will be even more useful against those fortified locations, and can be used in that manner (to create a breach), offering continued access for friendly troops in all subsequent turns.

But the weapon of glamour in this confrontation is the flamethrower. Able to cut through “+4” TEM at a single throw of the dice and sometimes available for use more than one time, an unmodified attack on the 24-column rightly strikes fear in the heart of all opposition. Even a long range 12 attack will often do the trick, and you can bet the German player will be keeping close watch on that FT counter. It has become common practice to operate the FT with a leader in situations where elite squads are scarce, but in this case it is the leaders who are more scarce than elite squads, so I would go with a squad to operate the weapon. Whoever the user happens to be will certainly attract fire; those Russian leaders are already target enough. Of course, what’s really wanted is a Hero, since he could wrestle the FT into position and possibly still be able to fire it even after failing a MC (if lucky enough to be merely wounded). This is the kind of ability which makes the Japanese so tough with special weapons such as FT and DCs; they can take a hit or two and still deliver the attack. Like the rest of their western contemporaries, even though, the Russians must wait for a Hero to gain such super-human recklessness, but the likelihood of actually getting a Russian Hero does not warrant planning or hope. Therefore, the popularity of “making do” with a leader in place of a Hero. It’s a good move to remember when the chips are down, but for hauling that “1” DRM target around I’ll use a squad this time.

Some of the special weapons will be great fun to use, odd thing for the Russians to have it seems. Three SU-85s with lowly HE7 and no MG armament may seem a bit useless, but my 9-2 commander is eager to direct these AFVs into position to make use of their s7 shells, a convenience sadly lacking in the Russian repertoire throughout most of the war. Once depleted, who cares much about a lousy 16 FT attack; the SU4s go into the line to bust fortified locations (read “Breach”) or just to pave the way for the superior IS-2ms which follow to clean up. Another great weapon to open a path into these strongpoints is the DC. Here is a weapon which embodies brutal futility when it fails, for who among us has never expended the full cost of squad to cut a hole in a strongpoint? When the chips are down, but for hauling that “1” DRM target around I’ll use a squad this time.

Some of the special weapons will be great fun to use, odd thing for the Russians to have it seems. Three SU-85s with lowly HE7 and no MG armament may seem a bit useless, but my 9-2 commander is eager to direct these AFVs into position to make use of their s7 shells, a convenience sadly lacking in the Russian repertoire throughout most of the war. Once depleted, who cares much about a lousy 16 FT attack; the SU4s go into the line to bust fortified locations (read “Breach”) or just to pave the way for the superior IS-2ms which follow to clean up. Another great weapon to open a path into these strongpoints is the DC. Here is a weapon which embodies brutal futility when it fails, for who among us has never expended the full cost of squad to cut a hole in a strongpoint? When the chips are down, but for hauling that “1” DRM target around I’ll use a squad this time.
there just so I have someone looking over the wall into the factory area, can see over any roadblock on the road to a second roadblock along that route (what a coincidence, my Germans did put a second one there!) and to show a known unit to any broken enemy in the cH2 area. Who knows, this squad might even get a shot at a German unit trying to cross the row "F" road. At the very least, my man in bH2 (1st) puts some fire on the road leading off to the south in case any HIP Germans pop up and try to run around my flank.

I have two squads unencumbered with SW poised to move against the enemy defense. There will be no Prep Fire here after my SR attempt; the twelve squads move out singly to inspect all locations they can reach without taking adjacent "-2" fire (or "-2" fire from the larger German stacks at all). No one enters Residual Fire. All the potential HIP spots will be cleared to pave the way for the TK Platoons to move to bH2 and the 9-1 led HMG and MMG platoon to move to bD2 via bC3. Both 8-0 leaders hide their time in place; the troops have been given the locations of these leaders so they know where to head during the ROUTE Phase. Finally the three IS-2m tanks move to bC2, bD2 and bF3, the one entering the factory benefitting from the fact that I now control the entrance location. The tank in cC2 does risk a PSK shot from aK2, but knows this won't be a bloodless war in any case; this risk promises some fire from the 122mm MA on that location in return. If most of my force gets this far in Good Order, I may even be able to move the bC5 leader up to bB2—although against a different defense which might leave broken Russians in the street area this leader would stay put. If I don't already know it, my APH will prove bE1 is fortified and I'll know my first target. My HMG and MMGs can move within the factory without gaining CX status and so will be able to advance adjacent to bE1 without moving in a group with the 9-1. Coupled with infantry advancing into bF1 and bC1 as well, I am putting heavy pressure on this forward German outpost. To help support this move, the LMG platoon gets into bB1 to harass aH1, a location I will try to reach in order to bring encircling fire on bE1 next turn. Even though I expect much of my strength adjacent to the German 9-2 will break in the enemy Prep Fire Phase, I expect to have some return fire still...and although I may drop some of my HMG/MMG weapons adjacent to the enemy, it seems unlikely the SS boys will come out and grab these weapons in the face of three adjacent 122mm guns.

To the east—on the Elite front—the story ought to unfold in similar fashion. Seven unencumbered squads sweep forward to move through as many locations as possible and so clear the way for the men toting the SW. This will entail some rare Search attempts (rare for my style of play, at least) such as at dB3, dI4 and dL5. This is the best way to check the far side of the street, while any "holes" in the net left by failed Search rolls will be inspected by infantry physically moving through. My thirteen squads from dI2 through dM3 will push forward to occupy buildings dF5 and cE4 in order to reduce the defense of the factory and hex cE1. Meanwhile, five squads on the northern board-edge work into building dB4 to mount some threat from this angle. No risk taking will occur here; the objective is to maintain a presence so the Germans cannot forsake the area completely to bolster their line elsewhere. Two squads in dI2 move to dF4, both levels, to put a lock on cH3 once they have scouted the area for HIP units.

There aren't many places on this battlefield I can drive my AFVs where they won't be subjected to some kind of shot able to kill them, unless I were to hide and forfeit the advantage of actually using this armored might. The worst fear is the enemy's abundance of PFP/SK. On this rare occasion, I actually have five tanks which might be lucky enough to turn back a hit from these weapons, sure to draw a double-take or two whenever it occurs in competition. But counting on such luck on the TK Table is not prudent as working for the best advantage on the TH Table. The way to gain all advantage on the TH Table is to drive my tanks into stone buildings and thus gain a +3 DRM. This, in fact, is what I will do in a few spots where the inconvienent prospect of rolling a Bog is lessened by the excellent field of fire from the potential Bog hex. I won't hesitate to drive a IS-2m into hex dH3 to help pressure the three eastern Factory hexes. I will position an SU-85 in dB3 (bypass, 5/4) in motion ready to pie into dD4 on Turn #2. Both of these stone building locations offer fine shooting for many turns to come should the AFVs bog down. Enemy return fire of SCW variety will be nearly pointless since juicier targets abound. I may fall through to the cellar 16% of the time (colored dr of "6"), but the other 84% of the time I will be putting unexpected pressure on the defense. The other AFVs look for best spots (like dG4 behind the roadblock to hit cG4, or in dI4 to hit cI4 and cK3) or work their way through to find bypass locations offering shots at such key hexes. Bogging I can tolerate, for it is surprising how rarely it actually develop into immobilization, and even while the Bog is in place the AFV will still be fighting. Some players never drive into buildings, but where else will the vehicles park on this cluttered battlefield? Likewise, later on they will be driving into enemy occupied buildings as well to thoroughly crunch the defenders, so what's the big deal?

Don't be fooled by the stacked might of this initial Russian set-up. When the Turn #1 MPH kicks off I won't be moving these as stacks, but as single squads one at a time. The only stacks which might move will be those large MG-armed troops, but even that will occur only after all the other squads have moved, and moved through potential HIP locations or else revealed any enemy by searching. At that point, the leaders will be happy to assist these two "killer" stacks forward with their overwatch MGs. Even after these squads are up on the firing line, I will keep them dispersed as much as possible in order to avoid the enemy breaking a whole platoon with a single throw of the dice. Also, were I to keep three or four units in the same location and enemy fire forced me to roll the dice, that act would force additional chances of rolling the German SAN. At a SAN "6", this is an offer I cannot afford to make very often. Only in a few key spots will I be willing to stack units like this, such as with the 2 or 1 leaders directing the big MGs. Even this I will strive to keep to a minimum.

As always, there are certainly other options available to the Russians in this encounter. I would not, for example, scorn any Russian player who started that heavy MG platoon with the "-2" fire direction in a spot such as dC2 (2nd), for from here this fire group could hit all the German frontline positions in this set-up. Even against a concealed stack in a fortified stone building, this amounts to a 12(+-2) attack, and once concealment is blown it's a 30(+2). The ROF potential is very fine as well, and you can expect the Germans to start "ducking" fire from this position early. In fact, one reason I like to move this large firepower group forward immediately is just because it is so domineering on the second level of dC2. The German will avoid offering targets, and may even set-up to try to hit the position with his HIP 75mm Guns. Maybe not a lot to fear, but as the Russian I do like the -2 leader bringing these troops forward right away, for there he can direct the assault right onto the principle enemy positions rather than be content shooting at whatever the enemy were willing to offer up to the dC2 firebase.

Conclusion:
An excellent three-player game (and not bad for four as well), this is a true ASL proving-ground for city fighting of the non-RB variety. Here is the desperation of the German Army in 1945 as well as the unstoppable forward grind of the late war Soviet Army. Parity in quality and equipment and overwhelming numbers, even versus these SS troops, give a realistic feel of how far the Russian military had come since 1941.

AREA TOP 10

<table>
<thead>
<tr>
<th>Rank</th>
<th>Name</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Michael McGrath</td>
<td>2184HI</td>
</tr>
<tr>
<td>2.</td>
<td>Gary Fortenberry</td>
<td>2104ILE</td>
</tr>
<tr>
<td>3.</td>
<td>Perry Cocke</td>
<td>2076J5</td>
</tr>
<tr>
<td>4.</td>
<td>Bill Conner</td>
<td>2014GH</td>
</tr>
<tr>
<td>5.</td>
<td>Ronald Barger</td>
<td>1996KH</td>
</tr>
<tr>
<td>6.</td>
<td>Steven Pleva</td>
<td>1988DGG</td>
</tr>
<tr>
<td>7.</td>
<td>Bruce Rincharti</td>
<td>1928HG</td>
</tr>
<tr>
<td>8.</td>
<td>Marc Hanna</td>
<td>1892DGG</td>
</tr>
<tr>
<td>9.</td>
<td>Phillip Petry</td>
<td>1832NH</td>
</tr>
<tr>
<td>10.</td>
<td>Scott Orane</td>
<td>1825EJF</td>
</tr>
</tbody>
</table>
Half a century ago the world's greatest amphibious invasion hit the beaches of Normandy. By that time, as every wargamer knows, the Germans had conquered Poland, France, and most of the rest of Europe. For a while the British stood alone facing the mighty German Army across the English Channel. The Germans brought the Soviet Union into the war with a massive invasion on June 22, 1941, and the Japanese attack on Pearl Harbor later that year drew in the United States. By June, 1944, the tide had turned. The Red Army was pushing the Germans back towards the Polish and Romanian borders. The United States and Britain had kicked the Axis out of North Africa, Sicily and half of Italy, and were poised to take Rome. Instead of Britain being bombed by the German Blitz, Allied strategic bombers were pounding the Reich by night and day. The Battle of the Atlantic was won, and unprecedented numbers of troops and tanks were being shipped across the ocean to Britain, waiting for their chance to strike at the Germans.

BREAKOUT: NORMANDY (BKN) depicts the critical first three weeks of the invasion of Normandy on a day-by-day time scale, with the players maneuvering regiments, brigades, and a few select battalions over a mapboard split into sixty irregular areas. The impulse/area game system was introduced in STORM OVER ARNHEM. It has evolved via THUNDER AT CASSINO to TURNING POINT: STALINGRAD. Driven by the change of scale and the unique aspects of the fighting in Normandy, more innovations were added to produce BREAKOUT: NORMANDY.

Through its theme, the game is related to D-DAY and THE LONGEST DAY, but is very different from those two games. D-DAY is an introductory game that covers all the fighting in Northwest Europe, from the invasion of France to the defeat of Germany, with the Allies able to choose from among numerous landing sites. BKN is a more complex game, focusing on the historical invasion site and the first few weeks of the battle to secure a lodgement on the continent. THE LONGEST DAY is a much more detailed game which takes corresponding longer to play. Typically, a game of BKN can be played in less time than it takes to set up THE LONGEST DAY.

Any examination of the game begins with the mapboard, another masterwork drawn by Charlie Kibler and shown at left in part. It shows the main features of Normandy, the principal towns, roads, rivers, forests, beaches and bridges. The battlefield is divided into sixty areas. Each of the five invasion beaches, has its own area. Other areas are built around important towns and cities of Normandy, such as St. Lô, Caen, Cherbourg, Bayeux, and Villars-Bocage. Areas are frequently separated by Normandy's larger rivers and streams. The Germans flooded many of these rivers to inhibit a possible invasion. This is reflected in the game by flooded boundaries, such as those around Utah Beach, separating it from the hinterland. The Germans also flooded parts of the Mederet and Douve at the base of the Cotentin Peninsula, the Aure River behind Omaha Beach, and the lower reaches of the Orne and Dives, where they flow into the sea.

Unlike its predecessors, the boundaries between areas do more than merely serve to separate adjacent areas. Altogether there are five types of boundaries. Open ground boundaries act like the area boundaries in the previous games, and are the easiest to assault. Unbridged river boundaries exist where there were no significant highway bridges between areas; only infantry can cross them, and only with a significant penalty to movement and combat. Supply cannot go very far without a bridge. Most river boundaries have a bridge, representing one or more major bridges connecting the two adjacent areas. Only a limited number of units can cross a bridge at a time, and they are at a disadvantage when they must cross the bridge to attack. Bridges can be captured and lost, destroyed and rebuilt. Although the bocage is prominent in the history of the battle, the streams and rivers were also of paramount importance; most offensives came to a halt at a river line, and battles were fought to secure a bridgehead. Even small streams were obstacles to vehicular traffic due to the low, boggy ground which surrounded them, and streams often carved steep valleys that were more of an obstacle than the stream itself.

Some areas are separated by flooded boundaries, which may or may not have a bridge. A flooded boundary without a bridge totally blocks all movement and supply. Bridges over flooded boundaries frequently represent causeways, which were long, narrow, deadly avenues of attack. Like bridges over rivers, they can be seized from the enemy, but they are much more difficult to capture, destroy, or repair than bridges. The flooded boundaries around Utah Beach show the importance of the American airborne drop to keep the invasion from being bottled up on the beach. It can be easily seen how important Pegasus Bridge (between Sword Beach and
Merville) was, since it was the only crossing of the lower Orne. The intact capture of the bridge over the Aure at Isigny made it a lot easier for the American V Corps to expand the Omaha beachhead and link it with the VII Corps at Utah.

Following the established tradition in this series, each area has a Terrain Effects Modifier, or TEM. The TEM adds to the value of defenders in that area. The most difficult terrain is found in the urban areas of Caen and Cherbourg, which have a +4 TEM. Relatively open terrain has a +1 TEM, with a +2 used for more difficult country. Areas dominated by the famous bocage of Normandy have a +3 TEM. Even this high modifier understates the difficulty of attacking in bocage. Consequently, there is no overrun allowed in bocage, and the defender can ignore the first casualty point. Nearly half of all the areas in the game contain bocage. The five invasion beaches also have a +2 modifier for defense against the amphibious invasion representing the anti-invasion obstacles lining the shore, as well as the fortified strongpoints along the coast.

Victory is won by accumulation of victory points, which are awarded for control of certain key areas. These reflect the progress historically made by the Allies during the timeframe represented in the game. Caen and Cherbourg are the big prizes, worth four victory points each. Bayeux, Carentan, and St. Lô are major towns each worth two victory points each. Aunois-sur-Odon is worth two points because it contains Mt. Pincon, the highest point in Normandy, which could overlook the beaches. The areas stretching across the Cotentin from Ste. Mère Eglise to Barneville are worth a point to reward the Americans for progress towards cutting the peninsula and isolating Cherbourg. If Cherbourg is cut off from the remainder of France, the Allies receive half of its value, two points. Other areas are worth one point because they lie roughly along the historical front lines after the first three weeks and mark the progress of the Allies in the battle.

The sixty areas that comprise the field of battle are ringed by the sea to the north and west, and five zones, representing land approaches to the battlefield, to the east and south. Allied invasion troops and reinforcements arrive via beach Approach Boxes, leading to each of the five invasion beaches. German reinforcements appear in the five outlying zones, from which they use normal movement to enter the game.

The perimeter of the mapboard abounds with additional game features, including the turn record and impulse tracks, familiar to players of TURNING POINT: STALINGRAD. Handy summaries of various rules join the parade of information encircling the playing area.

After the board is laid out on your gaming table, it is populated with German defenders. The initial German forces include troops from seven divisions, a number of coastal batteries, flak units, and a few other independent units. The 716th Division, stationed to the east of the Dives, is part of the 15th Army which had responsibility to defend the coast all the way to Belgium. The rest of the Normandy defenders belong to the 7th Army, responsible for Brittany and Normandy. The 716th Division defends the coast from the Orne to the Vire at Isigny. The division's two regiments, represent the major concentration of troops at Sword Beach (which contained the fortified headquarters of the 736th Regiment) and Omaha Beach; other units of that division are factored into the strengths of the coastal artillery defending Gold and Juno Beaches. The 716th Division was reinforced with the 352nd Division, which had a regiment in reserve in Bayeux. The remainder of the division defended Omaha Beach and Grandcamp. Bivouaced in and southeast of Caen was the 21st Panzer Division. It was weak by German panzer division standards but it represented the best hope the Germans had for an armored counterattack on D-Day. Units of that division were responsible for halting the British 3rd Division, which landed at Sword Beach and hoped to grab Caen on D-Day.

Further west, the 709th Division holds the coast from Utah Beach all the way to Cherbourg. The 91st Division had units to the north, south, and west of Ste. Mère Eglise, backing up the 709th Division. The 243rd Division defended the west coast of the Cotentin Peninsula. Coastal artillery lined the entire coast. These units represented batteries emplaced in strong concrete bunkers, and miscellaneous independent security units that defended them. The strongest concentration of coastal artillery was at Cherbourg, along with a major concentration of flak placed to defend the port. There was also significant flak around Omaha Beach. Other units that met the invasion include green and thin 100th Panzer Replacement Battalion, which supplied the obsolete French tanks that attacked the American paratroopers in the first few days, the 7th Army Sturm Battalion (AOK 7) near the minor port of Barfleur [made famous in Shakespeare's Henry V, "Once more dear friends, unto the breach..."], and a Nebelwerfer brigade far to the northwest on Cap de la Hague. All these units were under command of the LXXXIV Corps, headquartered in St. Lô.

The German units come in two colors, black for the SS and blue-gray for everyone else. The Americans are dark green and the British and Canadians are tan. As with its sister games, every unit has two sides. The colored side represents the unit while fresh; able to maneuver and attack. If the reverse, white, side is face-up, the unit has been disorganized by either movement or combat, and must absorb supplies to become fresh again. This represents the expenditure of gasoline consumed by movement or ammunition expended by combat, as well as casualties taken and organization lost. As a departure from the earlier games in the system, combat can cause a unit to take further casualties, as represented by disruption counters. A spent unit that takes a loss becomes disrupted to level 1. Another loss disrupts it to level 2, and one more loss eliminates it from the game. Unlike the earlier games, units do not recover automatically from spent or disrupted status. They must consume scarce supplies to regain fresh status.

The fresh side of each unit has three numbers, the attack strength, defense strength, and movement factor. Most units are regiments or brigades, with a few important battalions represented. There are also division and corps artillery units, and German coastal artillery batteries and Nebelwerfer brigades. The maneuver units are the familiar infantry and armor, but the infantry class includes rangers, commandos, paratroopers, gliderborne troops, and panzer grenadiers, in addition to conventional infantry. They all fight the same but have different ways of arriving on the battlefield.

The German army also includes flak and anti-aircraft units, and the Allies had anti-aircraft guns, but they had very little to shoot at, while the German flak guns were constantly used in both their anti-aircraft role and against ground targets as well. While both sides had anti-tank guns, no weapon was as dominant as the famous German 88. Consequently the Allied AT guns are factored into the strengths of the allied units while German battalions featuring this fearsome weapon have their own counters.

There are a multitude of game markers. These include disruption markers to indicate the reduced state of battered units and control markers to show areas under American or British control. There are markers to show blown bridges, those seized by the Allies, and still others under repair. Other markers keep track of the weather, the date, and the impulse. In the extended game, markers represent the Mulberries, minor ports, and the great storm.
The most important pieces are the supply markers which play a crucial role in the game. The German supply markers have a greater value during overcast weather, when the Allied air power was grounded. During good weather, when the German supply lines were pounded from the clear skies, they are worth much less. The Allied supply markers are keyed to a particular beach, the source of their supplies, and become much weaker during a storm turn.

Next peruse the rulebook. It is 36 pages long, but only 12 pages contain rules, so it is not as complex as one's first impression might suggest. They also include a comprehensive Index & Glossary, and six pages of examples, followed by Designer's Notes, and a brief account of the historical campaign, which gives you a yardstick against which to measure the success of your own Normandy invasion. The last page of the rulebook contains a convenient summary of the most important charts contained in the body of the rules.

Every game begins with the pre-dawn airborne attack by the American 82nd and 101st and the British 6th Airborne Divisions. Although the drops were widely scattered, with few units landing together on target, an area on the map board is large enough to contain nearly all the airborne troops that were scheduled for a drop zone located in that area, even if they missed their intended drop zone by miles. The airborne regiments and brigades begin play placed in their respective areas with several options. They can take advantage of their surprise landing and automatically capture a bridge on a boundary of their area; they can assault the Germans located in their area; or they can remain fresh to foil any German counterattack.

For example, the British paratroopers landing in Area 7 (Merville) can secure the Pegasus Bridge between Merville and Sword Beach using one brigade, thus leaving the other brigade fresh to repel any German counterattack. An alternative to this tactic is to attack the Merville battery, but they attack with an Attack Value of only four (3, the attack strength of one unit, plus one for an additional unit) against a Defense Value of three (2 for the coastal artillery battery plus one for the area's TEM). This is a very risky attack; if the German dice roll beats the Allied die roll by as little as one the attack fails and the battery is untouched. Whether the attack succeeds or not, the two brigades become spent and therefore more vulnerable to a German counterattack. If the German dice roll beats the Allied die roll by exactly one, one British brigade becomes disrupted; and both brigades become disrupted if the Germans win by more than one. However, by not attacking the Merville battery, the British troops landing at Sword Beach become vulnerable to interdiction from that battery. Do you take the bridge, attack the battery, or maintain your strength to hold against a counterattack? This is just one example of the many tough decisions that must be made in virtually every turn of the game.

Once the paratroopers have landed, the seaborne invasion begins with the naval bombardment. The powerful guns of the fleet, ranging from small destroyers to mighty battleships, are abstractly represented by two bombardment counters. One represents the ships of the Eastern Task Force, supporting the British Second Army, and the other the ships of the Western Task Force, supporting the American First Army. These bombardment counters can only fire into coastal areas, in the operations area of the corresponding army. These possible target areas are indicated on the mapboard by color-coded symbols located in the appropriate areas, green for the Americans and tan for the British. Normally, each naval bombardment counter can attack once per turn. Each bombardment requires its own impulse. On the invasion turn, however, the Western Task Force attacks both Utah and Omaha Beaches, and the Eastern Task Force attacks Gold, Juno, and Sword in a special Naval Bombardment Phase.

Naval guns represent just one of several kinds of bombardment in BKN. Bombardment can be made by Allied aircraft and the German Le Havre batteries, as well as by field artillery of both sides, including German Nebelwerfer brigades. The result of the bombardment is derived by adding an attacker's dice roll to the attack strength, which in a naval bombardment is just the attack strength of the bombardment counter. This forms an attack total. The defender computes his defense total by adding his die roll to his defense strength, which in a naval bombardment is just the TEM of the target area and a modifier for defending fortifications. His strength against a bombardment is enhanced by coastal artillery against a naval bombardment, flak units against an air bombardment, and field artillery against a field artillery bombardment. The strength factor of the units in the target area does not add to the defense strength, since concentrating more and better target units in an area does not offer any protection against bombs and shells, quite the contrary.

These two totals are compared. If the defender's total is equal to or greater than the attack total, the target is either missed or did minimal damage. If the attacker's total exceeds the defender's total, the defender must take losses based on the difference. Each unit in the target area takes at most one step loss, because bombardment alone rarely destroys units. It disorganized and demoralized them to be sure, and caused casualties, but any unit as large as a battalion would survive a bombardment intact. Units generally require one hit to be reduced a level if spent, and two hits if fresh. Coastal artillery, protected by concrete emplacements, require two hits to lose a level, either fresh or spent. Armor, less vulnerable to bombardment than other units, require two hits if spent and three hits if fresh before taking a loss. The bombarding player chooses a primary target to take the first loss, if any. This allows him to select coastal artillery, for example, as the subject of the bombardment, and prevents the old PANZER LEADER tactic of protecting strong units by placing them alongside weak units to absorb the effects of an attack. If the primary target cannot absorb all the required losses, other units in the area, of the defender's choice, must take losses as well.

The Allies use the naval bombardment to knock out the German coastal artillery. With good rolls, they can flip additional units at Omaha and Sword onto their spent side, making the invasion a little easier. With bad luck the Germans can survive a bombardment and resist the invasion with all their strength.

Next, the planes plaster the German defenses. Each plane counter can attack only one area. A common move is to have the British 2 TAF attack the coastal artillery in Port-en-Bessin, since that can interdict Allied units landing at both Gold and Omaha Beach. The US IX AF often attacks Grandcamp in an effort to neutralize the coastal artillery there, to assist the invasion at Omaha, even though that area is protected by the flak battalion. The infantry landing at Omaha need all the help that they can get.

When the naval bombardment is concluded, the troops hit the beach. In the Amphibious Assault Phase, the various regiments and brigades land at their historical beaches, but the Allied player has the option of which units land during this phase and which units are to be held back to exploit the invasion during the normal impulses of D-Day. The more units that land in the initial wave, the better the chance of winning the battle on the beach and gaining a lodgement on the continent. However, there is more to the game than just getting ashore; the Allies have to penetrate inland to win, and the Germans are strongest on the first day. Of course, if the first wave is too weak and gets defeated, there will be no penetration inland at all. This is another tough decision which can only be made after assessing how well the bombardment did its job. If the defenders are unscathed, better send in everything early. If the Germans are reeling from the bombs and shells, it may be worthwhile to hold back troops to exploit inland.

Let us take Gold Beach as an example. Suppose that the coastal artillery in Port-en-Bessin, Gold Beach, and Juno Beach have all been neutralized (spent) by the air and naval bombardment. All units are guaranteed to make it ashore with no losses. But a German strong point on Gold Beach has only with the three brigades of the 50th Division, which should be enough to eliminate the defending coastal artillery. The 8th Armored Brigade and the 56th Infantry Brigade are held as reserves to threaten an advance inland to seize Bretteville and possibly Villers-Bocage on June 6. Of course, that forces the German player to block this move with a unit in Bretteville, but if this unit is too weak it can get overrun.

After the Amphibious Assault Phase comes the normal Daylight Movement/Attack Phase. The Germans always get the first impulse, with the impulses alternating until the day ends with a Sunset or Roll Back. The good move to invade only with the three brigades of the 50th Division, which should be enough to eliminate the defending coastal artillery. The 8th Armored Brigade and the 56th Infantry Brigade are held as reserves to threaten an advance inland to seize Bretteville and possibly Villers-Bocage on June 6. Of course, that forces the German player to block this move with a unit in Bretteville, but if this unit is too weak it can get overrun.
of impulses: assault, bombardment, and pass. An assault impulse is similar to a normal impulse in TURNING POINT: STALINGRAD. Because of the larger scale, there is no ranged attack which is replaced by the bombardment impulse. In an assault impulse, units in the same area may move, and if they enter an area containing enemy units, they may make an attack. When attacking units enter an enemy-controlled area which does not contain any friendly units, they must attack, and if they lose the battle they have been repulsed. They must retreat out of the area back towards whence they came. This also applies to attackers crossing a bridge or river boundary controlled by the enemy. However, if the attackers already have a foothold in that area, new units may reinforce it without being required to attack. Should they opt to attack, they are treated as attacking out of the bridgehead, and should they lose they may remain in the area. It is assumed that they retreat back into their lines within the area. The consequence of this rule is that the attacker must fight and win a battle to contest an area before receiving the benefit of the area’s TEM.

Another change from previous games is that an attack affects all defenders in an area. No longer can an attack be made against just the spent units in an area. The defense strength is based on one unit of the defender’s choice (the “Forward Unit”), and the defense strength is boosted for each additional fresh defender in the area. The forward unit must take the first loss, but additional losses may be taken by any defending units in the area, whether spent or fresh.

Bridges are another new feature in this series of games. They permit all units to cross rivers; only infantry can cross a river without a bridge, and only by using all their movement. Bridges also make it easier to attack across a river boundary, but only if the attacker controls the bridge. A supply line can cross a river without a bridge, but it cannot go beyond that area. No unit and no supply can cross a flooded boundary without a bridge.

If a friendly bridge is threatened, it can be destroyed during an assault impulse. This occurs at the end of the impulse, allowing friendly units to first cross the river using that bridge. Bridges can be rebuilt at the beginning of an impulse, allowing friendly units to cross a newly-built span in the same impulse.

It is also possible to control a bridge, just as a side controls an area. Initially all bridges, as well as all areas, belong to the Germans. A successful attack across a bridge controls the bridge, as it gains a bridgehead over the river. A side that controls the areas on both sides of a bridge controls the bridge as well. A side that repairs a blown bridge controls it, of course. A unit can also attempt to seize a bridge during an impulse, making an attack across that bridge a bit easier later in that or a subsequent impulse.

The bombardment impulse is another innovation unique to this game. The naval bombardment on D-Day has been described previously. After the special bombardment phases on D-Day, any bombardment requires an impulse. The Allies can use their naval and air bombardment counters. The Germans can use the Le Havre batteries should the Allies enter Houlogate or Mezidon, with range of Le Havre. Both sides can use their field artillery, including Nebelwerfers, to pound the enemy.

Since the Allied ships and planes are based in England, they do not draw on resources over the continent. Therefore, the Allied player should favor using naval and air bombardment over other means to do the job. The Allied naval bombardment is especially powerful, but it is restricted to certain areas near the coast. Aerial bombardment is much weaker, but has the advantage of not advancing the impulse marker, and can attack any area containing or adjacent to a unit of its nationality. However, if the target area is contested there is a possibility of a mistaken attack causing casualties to the Allies.

For the Allied player, the most common use of the bombardment impulse in the early turns is to neutralize the German coastal artillery to allow the troops to get ashore unhindered. Thereafter it is used in preparation for an attack on an area. It is much easier to attack an area after the front units have been blasted to spent status. The German artillery usually isn’t strong or plentiful enough to spend on fresh enemy units. The time to use German bombardment is after the Allied regiments and brigades have become spent from an attack. Additional casualties disrupting those units can take them out of the battle for a few days and burn up Allied supply bringing them back. Disrupted units are also very vulnerable to counterattack.

A crucial aspect of the battle for Normandy is the logistics challenge both sides had keeping their armies supplied. The Allies had to bring all their supplies to France across the English Channel. The Germans had overstayed supply lines, but had to contend with total Allied control of the air. Strategic bombers destroyed the French railway system, and bombed bridges and ferries over the Seine and the Loire Rivers, isolating the battlefield. The Allied tactical aircraft attacked German traffic on the roads leading to the front lines, making the daytime movement of reinforcements and supplies extremely dangerous. The evening refit phase following the daytime impulses mirrors these difficulties.

Whenever a unit moves, attacks, or suffers losses in combat, it becomes spent. It cannot make a normal move or attack again until it becomes fresh. In STORM OVER ARNHEM and THUNDER AT CASSINO this happened automatically every turn. In TURNING POINT: STALINGRAD this took a variable amount of time. In BKN, refitting requires supplies as well. The Allies receive supplies from the beaches, in general, each beach allows the placement of one supply depot in a controlled area, and the depot supplies spent and disrupted units, allowing them to recover a level each turn. Units consume supplies according to their distance from the depot and their level of disruption. The amount of supplies available at a depot can be reduced by interdiction from coastal artillery. Omaha Beach has two depots, since more supplies were landed there historically. In the extended game, Allied supply can be increased by Mulberries and minor ports, but the vigorous storm can wreak havoc with Allied supply for a few days. The Allies also have the capability to use air supply to augment their seaborne supply line, and to reach units in isolated areas, but this is subject to the whim of the weather and the die, which is affected by the presence of Germans in the area and the amount of clear weather in the turn.

The Germans have six depots, which can be placed in a controlled area that has a supply line off the board to a zone. The strength of each supply depot depends on the weather. The better the weather, the more Allied fighter-bombers filled the skies, and the fewer German supplies get through. Cloudy skies, grounding the aircraft in England, allowed German trucks to haul more fuel and ammo to forward depots to keep their troops supplied.

Both players have the option to save supply points from each depot. This supply reserve can be used to “buy” impulses for the next day, by adjusting the impulse marker before the turn begins. This represents hoarding of supplies for a big offensive or a stronger defense.

The day ends with the night regroup phase which evolved from the regrouping rule in TURNING POINT: STALINGRAD. Since BKN doesn’t have separate night impulses, this phase permits all units of both sides to move one area during the short night in June in Northwest Europe, with no penalty to their status. This allows units to pull back from the front lines, or to cautiously advance forward as reinforcements, as long as they are only entering controlled areas free of enemy units.

Because so much of the Allied strength was due to air superiority, the weather was an important factor in the Normandy invasion. Incorporating weather in a historical game is very tricky. If the historical weather is used, both players know the weather beforehand, which is unrealistic. Alternatively, if a form of random weather is used, the resulting weather will inevitably vary from the historical record. We compromised and developed a hybrid scheme. Every day starts out with the historical weather. If the sunset dice roll equals the current impulse, the day continues but the weather changes. Thus both players know what the weather will be next day, but the weather can change on any impulse, and there is no certainty as to what the weather will be in a few moments.

Weather is very important for a number of reasons. In clear weather, the Allies get an attack.
It appears in two forms. German coastal diction die roll. It may become spent or even coastal artillery units interdicting its beach, dicted, reducing the strength of the correspond­

landing as reinforcements, must make an inter­

take casualties, depending on the number of

beaches. Any unit arriving at an interdicted

unit can interdict its own and all adjacent

effects of interdiction can be reduced or elimi­

for bad weather to move, or he can trust to luck.

artillery can interdict Allied units and supply

landing at a beach. Any fresh coastal artillery

than one area.

Interdiction also applies to German units

moving during clear weather impulses. A unit

can move one area without risk, but it chances

interdiction by Allied fighter-bombers if it tries to

move farther in an impulse. However, the

effects of interdiction can be reduced or elimi­
nated by flak units. The German player can cre­

ate a protected corridor provided that he doesn’t

need his valuable flak units to bolster the

strength of his ground defenses, or he can wait for

bad weather to move, or he can trust to luck.

As the name of the game implies, the Allies

can win by achieving a breakout from the beach­

head. A breakout is defined as having a fresh,
supplied unit in a zone at the end of the daylight

phase of any turn. This is very difficult, as it should be. In the actual campaign, the Allies didn’t break out until the aftermath of COBRA, at the end of July. Normally, victory depends on the number of victory points amassed in the end of a week. The Allies receive points for the capture of key areas. In addition, they have to con­
trol the five beach areas. They can get an addi­
tional victory point for control of the Advantage (similar to the Tactical Advantage in previous games), and they can also get a victory point for merely contesting enough areas worth victory points, even though they don’t control them. If the Allies earn ten or more victory points at the end of the week, they win. To play the extended game, if the Allies get exactly the required victory points at the end of each week, play continues to the next week. Fewer points, they lose; more, they win. The extended game includes additional rules for minor ports, Mulberries, and the dreaded storm.

To achieve victory, the Allied player must maintain a relentless offense against the back­
drop of a demanding time table. He must neutralize the German coastal artillery, secure the beaches, and then link up his various beach­

heads to gain flexibility. Then he must expand his lodgement to include areas with enough victory points to win. The Allies must use their advantages of supply, air power, and firepower to destroy German units and push the lines back. He must alternate attacks with the British and

the Americans to keep the Germans off balance, and he must beware of a German counterattack with powerful panzer units.

The German player is made to feel like the little Dutchboy with his finger in the dike. He must prevent a breakout at any one point, because it takes only one breakout to end the game. Yet he must balance losing troops with yielding territory. His terrain advantages (Caen, bocage, rivers and flooded land) must be used to the utmost. He must blow bridges when he can, commit his reinforcements judiciously, husband his artillery for use against extended targets and form a panzer reserve to launch a decisive coun­
terattack. And look skyward for rain.

BREAKOUT: NORMANDY is nearly always an exciting game with opportunities for both sides to attack. Thus far we have only scratched the surface of the tension that awaits both players at every turn. Next issue, soon after the 50th anniversary of the battle, my co-designer and our prime playtesters will reveal many more of the secrets of this exciting game with analysis borne of virtually dozens of playtest sessions.

**AREA TOP 20 VICTORY IN THE PACIFIC**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Name</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Dave Targanski</td>
<td>1790DF</td>
</tr>
<tr>
<td>2.</td>
<td>Raymond Freeman</td>
<td>1720DCA</td>
</tr>
<tr>
<td>3.</td>
<td>William Thomson</td>
<td>1645ABB</td>
</tr>
<tr>
<td>4.</td>
<td>Steve Packwood</td>
<td>1620CE</td>
</tr>
<tr>
<td>5.</td>
<td>Kenneth Nild</td>
<td>1615BD</td>
</tr>
<tr>
<td>6.</td>
<td>Kevin Kinsel</td>
<td>1585ABC</td>
</tr>
<tr>
<td>7.</td>
<td>Lance Ottman</td>
<td>1585ABB</td>
</tr>
<tr>
<td>8.</td>
<td>Glenn E. Petroski</td>
<td>1573DG</td>
</tr>
<tr>
<td>9.</td>
<td>James Bjorn</td>
<td>1520AB</td>
</tr>
<tr>
<td>10.</td>
<td>Steve Reesman</td>
<td>1520ABB</td>
</tr>
<tr>
<td>11.</td>
<td>Clifford Smith</td>
<td>1505AC</td>
</tr>
<tr>
<td>12.</td>
<td>James Cmrlak, Jr.</td>
<td>1480CD</td>
</tr>
<tr>
<td>13.</td>
<td>Douglas Hopkins</td>
<td>1475BCB</td>
</tr>
<tr>
<td>14.</td>
<td>Gregory Hansen</td>
<td>1432EF</td>
</tr>
<tr>
<td>15.</td>
<td>Daniel Henry</td>
<td>1400BD</td>
</tr>
<tr>
<td>16.</td>
<td>Glenn Vogt</td>
<td>1430AAA</td>
</tr>
<tr>
<td>17.</td>
<td>Michael Ussery</td>
<td>1430BD</td>
</tr>
<tr>
<td>18.</td>
<td>Tim Greene</td>
<td>1405AAA</td>
</tr>
<tr>
<td>19.</td>
<td>Vince Meconi</td>
<td>1355BD</td>
</tr>
<tr>
<td>20.</td>
<td>John Sharp</td>
<td>1307DG</td>
</tr>
</tbody>
</table>

**AMERICAN REVOLUTION**

...continued from page 27

the war. The special Winter Offensive rule gives Washington his historical due, although it seldom occurs more than once per game.

Burgoyne’s flawed 1777 campaign simulated by the Major Campaign card closes out this portion of the war. This campaign’s objective was the isolation of New England. If the British were to capture the Montreal to New York line of spaces and eliminate all American forces in New England political isolation of all PC mark­
ers in the zone could occur. This campaign of course resulted in poor coordination, simulated by bad player decisions and the surrender at Saratoga. The rule that prevents armies from retreating into enemy PC markers captures this effect. This phase of the war closed out with the Battle of Monmouth and the French intervention simulated by the Von Steuben card removing the British Regular advantage and the deployment of the French forces on the board.

The last phase of the war saw the British focus on supporting the supposed large Tory forces in the South. This part of the campaign is characterized by small battles and extensive maneuvering by General Greene in his Southern campaign against Cornwallis. The South by this point in the game should be almost totally con­
trolled by opposing PC markers with the Americans possessing the advantage. The British move to isolate and convert American-held areas while General Greene’s presence pre­
vents them from consolidating their position. His historical retreat to the Dan river is simu­
lated by his enhanced ability to retreat before battle. The historical destruction of General Cornwallis at Yorktown is accomplished by placing the French navy to prevent a British retreat from a blockaded port and then winning a battle. All in all, it is my belief that all of these phases are represented within the design and thereby validate its basic precepts. The unpre­
dictability of how the cards will appear and be used lends the game a high replay value while allowing history to be recreated without dictat­
ing the historical outcome.

**Conclusion**

Although WE THE PEOPLE is touted as a beginners game it is based on extensive research into the origins of this country. My intention was to reflect the strategic level options and capabilities available to both sides during the war without bogging play down in a procedure oriented design. If I made a mistake it was a marketing one, because the game was labeled a beginners game. In our hobby this often equates into “not worth playing” by serious gamers and therefore must be inexpensive. Although WE THE PEOPLE is suitable for beginners, it isn’t a simple game in application of its strategies or its concepts, only in its procedures. It is compo­
ents that determine game price, not complexity. Quality playing cards, for all they bring to a design in terms of graphics appeal and ease of play, still add considerably to the cost. Hopefully, the quality of the design and its play value will overcome its billing.
June 1863: The fate of a divided nation is about to be decided. The American Civil War has been raging for more than two years and the Federals and Confederates are no closer to peace than they were at the start of the conflict. For the first time, however, the Rebels have brought the war north of the Mason-Dixon Line.

At the head of his redoubtable Army of Northern Virginia, General Robert E. Lee intends to make Pennsylvania feel the hard impact of war. A decisive military victory on northern soil in summer of 1863 could bring the war to an end and gain independence for the Confederate States of America.

Meanwhile, in Washington D.C., President Abraham Lincoln realizes that the decisive moment of the war is at hand. He directs his major military force, the Army of the Potomac, to pursue Lee aggressively and bring the Confederates to battle. According to Lincoln, only a great victory on the field of battle will bring the rebellion of the southern states to an end. The Army of the Potomac’s new commander, General George G. Meade, issues a somber directive to his men: “The enemy are on our soil. The whole country now looks anxiously to this army to deliver it from the presence of the foe... Corps and other commanders are authorized to order the instant death of any soldier who fails in his duty at this hour”.

The Gettysburg campaign is about to begin. When it is over, nearly 50,000 Americans will lie dead and wounded in the rolling hills of Pennsylvania near a little village named Gettysburg.

Roads to Gettysburg is the third volume in Avalon Hill’s series on the great campaigns of the American Civil War. Unlike most Civil War simulations, which portray specific battles, Roads to Gettysburg concentrates on the entire three-week campaign that led to the great struggle at Gettysburg. The Union player’s objective is to defeat the Rebel army and push it back to Virginia. The goal of the Confederate player is to maintain control over the rich agricultural regions of Pennsylvania.

Roads to Gettysburg is easy to learn and several scenarios can be played to completion in about an hour. The two beautiful game maps, which are based on original Civil War period maps in state and county archives, portray Maryland and Pennsylvania as they were in the summer of 1863, including roads, turnpikes, railroads, rivers, mountains, cities, and villages. In the game, players control Union and Confederate military units in turns representing one day of real time. The game’s interactive system of play assures that each scenario will be unpredictable, exciting, and competitive. An extensive historical article, detailing the day-to-day activities of the actual campaign, is included in the game.

You do not need to own Stonewall Jackson’s Way or Here Come the Rebels! to play Roads to Gettysburg. Note: Owners of those games can join their maps to the Roads of Gettysburg maps to portray the eastern theatre of the Civil War from Fredericksburg, Virginia to Harrisburg, Pennsylvania.

To order, call TOLL FREE 1-800-999-3222. Ask for operator G291
Dear Avalon Hill:

I’ve bought OPERATION CRUSADER several days ago, and I am EXTREMELY impressed. This thing COOKS!! As a Mac user, I’m used to seeing stuff, especially a game like this, so I will say that “Dick Tuccio’s Finest,” the first scenario, just rocked out!! It was moving so fast on the execution phase, I could barely read the battle status windows. Even the mid-level scenarios and enemy types were fast, but I haven’t had the courage to try the Campaign scenario yet. Kudos also to AH, or Atomic, whoever was responsible, for the size of the battle area (this is the first time I’ve got a real sense of the size of the maps used in GJS especially, I could sit there for hours without getting bored at all and I spent almost every time I turned around I barged my head and elbows on the perimeter. This however, you’ll have given new meaning to the term “to Bunk.” Wonderful space, lots of room, tanks everywhere (How about a module for the Kursk salient in 43? You want tanks? We got tanks!). It’s great! And, NO CRASHES!! Talk about a new experience I considered AH to own anyway: we just “yellowed out” GOLD and marked SLAVES instead. So far, we’ve discovered no serious drawbacks (we consider less Pirates to be a plus)

Jean “ZyZ” DEVAUX
Paris, France

Dear Avalon Hill:

THANK YOU, THANK YOU, THANK YOU!! As I pondered my heart, my local hobby store a couple weeks ago, I was pleasantly surprised to see your new American History Series (AHS) D-DAY sitting on the shelf. A quick smile and 2 minutes of polite conversation with my wife, and I was walking out the door with the game under my arm. (Couldn’t beat the price!) Anyway, I want to let you know that I am definitely jumping on the American History Series train. I have a hundred of your games! And I’d like to commend you on your 1993-94 games. My friends and family can’t seem to get enough of these. Especially, ADVANCED CIVILIZATION. Design is what makes the learning factor/valuable that historical simulations provide.

SFC Michael A. Arnold
10th Special Forces Group
Ft. Devens, MA

Dear Avalon Hill:

I wish to thank AH for helping me deal with life. AH has been my first love. And I’ve stuck with your Company from 1961 till now. And I’m definitely jumping on the American History Series bandwagon (as in my office), and sustaining a base of quality, entry level games for the next year. I’ve found that AH is a great system and one that can be expanded to keeping old-time/ historical buffs, drawing in non-gamers (as in my office), and sustaining a base of quality, entry level games for the next year. And I’d like to commend you on your 1993-94 games. My friends and family can’t seem to get enough of them. Especially, ADVANCED CIVILIZATION. Design is what makes the learning factor/valuable that historical simulations provide.

Steve Kershaw
Somers Point, NJ

Dear Avalon Hill:

Renewing my GENERAL subscription usually provokes at least a few moments of reflection on gaming, Avalon Hill, my family, my life and others. (For how long can you see it’s something I take lightly)

On the plus side:

• My 7-year-old daughter Sharon has taken a Avalon Hill gaming experience.

• Joe Balaski’s Civil War series (STONEWALL JACKSON’S WAY, HERE COME THE REBELS) has restored my faith in Avalon Hill as a supporter of original and playable game designs on pre-30th century subjects.

• The Smithsonian series and AVALONCON (I’ve yet to make the pilgrimage—maybe next year?) seem to have helped revitalize the gaming hobby and introduced a lot of pre-teens (not to mention a few of my middle-aged friends) to something other than cable television.

• The continuing evolution of the graphics, articles and editorial direction of The GENERAL. Everything—writing, graphics, and organization—are seem to be at a higher level than ever before.

On the minus side:

• The continued wasting of valuable AH time and resources on lavishly produced “current history” projects (FLASHPOINT: GOLAN) which, as recent events continue to prove, is a throw to changing down that.

A fresh look at PANZERBLITZ level WWII combat (how about a fast-moving, Don Greenwood-style approach with area movement—something fresh for tactical games—and cards?)

• An UP-FRONT-style game covering the Civil War with personnel cards representing individual brigades and commanders, offering opportunities for Corps-level action. Scenarios would cover major Civil War battles and include the most exciting highlights of the most famous Civil War battles, with (of course) an option for a Campaign Game, as players watch their units move from unit through wide-eyed farmboys into battle-hardened veterans.

I always look forward to my GENERAL subscription and new Avalon Hill releases—the only checks I never find painful to write. Ed Brickell
Dallas, TX 75238

Happy to report that we can address, at least, a few of your concerns, as Craig Taylor is currently working on a glorified remake of PANZERBLITZ, and Eric Smith is hard at work on a sequel to ACROSS FIVE APRILS.

Seeking A3R opponent for FTF or PBM. Bryant Tweeten, 2529 W. Cactus Rd., #853, Phoenix, AZ 85029. 602-870-9580.


Looking for umpire or gamemaster for 5th/6th Fleet, TLD,A3R. All letters answered. Rated games only. Michael S. Fleming, 617 Gonzalez Drive, San Francisco, CA 94132-2351,(415) 533-9050.

Legally blind old-timer looking for FTF ASL play. Also FTF super-deluxe ASL with micro armor on 4 inch bases. Earl Ryan, 241 Juniper Drive, Corona, CA 92870. A call to arms! Seeking ASLrs of all levels for play levels for weekly, bi-weekly game sessions. Stephen "Tux" Humphrey, 730 Chestnut Street, Oakland, CA 94607, (510) 763-9438.

Opponents wanted for AKF, D77, WAS, VIP and many other WWII type of games. In my home or local park: Tom Walker, 2859 El Sobrante Street, Santa Clara, CA 95051, (408) 241-8140.

Attention Denver area wargamers! Am looking for slack-filled opponents to play vast library of truly fun games. Scott Johnson, 17816 E. Carolina Drive, Plover, WI 54467-2922, (715) 341-2234.

Avalon Hill Football Strategy League now entering its 22nd consecutive season. Seeks two new members for NFL 1995 expansion season. Contact: Don Greenwood, 1541 Redfield Road, Bel Air, MD 21015.

Send postcard if you would play KOREAN WAR at AVALONCON 95. Also list probability of being there. Need opponent for 3R4, KRW, 1914. Alan Libuszewski, c/o 4212 Northcross St., Westlake, OH 44145. Adult gamer wanted for FTF play in Detroit area. 17+ years experience. Will play all titles. ASL, PCW, CVW, Roy Theisen, 25293 Colgate St., Dearborn Heights, MI 48125. (313) 274-5259.

Wanted: Opponents for FTF on RP, TPS, PB in the GR area, some experience. Anthony Sella, 4893 Champion, Grand Rapids, MI 49548, (616) 538-3656.

Experienced Adult player seeks PBM rated games of WAT, D91, AFK. Looking for timely responses. Pat McNevin, 12985 Raven St NW, Coon Rapids, MN 55448, (612) 754-3917. Experienced gamer turned novice since discovering ASL. Need FTF opponents to help me learn this system. Tim Watson, 119 Bellegrove Circle, Brandon, MS 39042, (610) 992-0157. FTF opponents for BRI, PBF, PBS, ACV, A3R, EIA. Will travel to anywhere in MS, Memphis, or New Orleans. Jay Ouzis, 608 S. Court, #10, Cleveland, MS 38732, (610) 843-6086.

Enthusiastic 43-year-old would like FTF opponents for SGD, CAE, BRK, DEV, ASL, SQI. Have others and willing to learn. William Robbins, Jeffrey Road, Fitzwilliam, NH 03447, (603) 585-6510.

PFM single or team for SQM M92, B91. Novice to A3R, ASL, SOA, A5A. Need experience before AvalonCon 95. Larry Balwender, 2908 Huff Avenue, Manville, NJ 08835, (908) 526-7219.


Rahid Brooklyn AH/VG wargame seekers for FLD, KTA, HOW, TOX, 3R4 and more. FTF only please. Clyde Kelly, 1876 Bergen St., Brooklyn, NY 11233, (718) 316-1841, Buffalo NY area. Wanted: FTF gamers, playing since 1965—can't quit now. Willing to play any AH/VG game, particularly ASL. Rodney Parker, 1000 34th Ave., Brooklyn, NY 11217, (718) 883-6490.

Rahid Brooklyn AH/VG wargame seekers for FLD, KTA, HOW, TOX, 3R4 and more. FTF only please. Clyde Kelly, 1876 Bergen St., Brooklyn, NY 11233, (718) 316-1841, Buffalo NY area. Wanted: FTF gamers, playing since 1965—can't quit now. Willing to play any AH/VG game, particularly ASL. Rodney Parker, 1000 34th Ave., Brooklyn, NY 11217, (718) 883-6490.

ASL player looking for opponent call 838-6490, Mark, Buffalo, NY.


Seeking FTF gamers in the Lockport area. Have many titles and willing to learn others. Where are you all hiding? Robert Voisin, 7112 Northview Drive, Lockport, NY 14094, (716) 453-4133.

New in town! Close to Triangle area, Greensboro, and Fayetteville. Seeking FTF and PBM opponents for most AH WWII games. Jeff Hunt, 1616 Owl's Nest Road, Sanford, NC 27330, (919) 775-4958.

Central area—opponents wanted for WIS, FP, CAE, R, DW, DEV, TAC, also willing to learn other middle level games. Also like fantasy boardgames. Mark Bauer, 7509 S. Timberlane Drive, Cincinnati, OH 45243, (513) 512-5486.

PBM Red Baricades. Anyone out there willing to try? Write or call me. I'll also play FTF. Dean Halley, 2485 SE Alder, Hillsboro, OR 97123, (503) 640-2106.

Experienced gamer new to area seeking PBM opponents for G88 or TC2. Christopher H. Yauer, 1048 Dekalb Street, Bridgeport, PA 19405.

Wanted: Opponent for WISIM, PBM. Suey Andrews, 3343 Webster Avenue, Pittsburgh, PA 15209.

PBM AKF rated or unrated. FTF AKF or others. David Hille', 4107 S. 36th St., Arlington, VA 22206, (703) 685-3118.

Seeking FTF opponents in Northern VA area for ALX or CSL. Returning to the game after 8 years. Non-rated. Martin Svensson, 103 Paddington Way, N.E., Lebanon, VA 22703, (703) 771-9261.

The Washington Gamers meet twice monthly. Join and get our newsletter of articles, notices and ads. Dues are $6.00 per year. Wendell Albright, 4403 North 4th St., #2, Arlington, VA 22206, (703) 528-5125.

MUSTANGS fans: We're playing this game with superbly painted miniatures on a 4 foot by 6 foot terrain. Wanna try it? Paul Hannah, 1925 East 4th St., Plover, WI 54467-2922, (715) 341-2234.

AREA LADDERS

* * * * * *

The "Opponents Wanted" advertisements on this page are intended as a service to the readership of this periodical. Please print or type the ad copy. If the ad is not legible, it will not be printed. Too, no ad dealing with products of other manufacturers will be printed and any mention of such will be deleted. Ads are accepted for a single printing only. Should the reader desire that a specific ad enjoy a multiple printing, a separate number of copies equal to the number of times the ad is to be run must be submitted—although only one total payment need be included to cover the printings. Due to the pressure of various deadlines, often advertisements submitted weeks before an issue appears will not be printed in that issue. Please be patient; such will probably be the sister following issue. Please do not specify a particular issue for an ad to appear; such requests cannot be honored.

live in the Chatham area, looking for FTF opponents for sub GOA, AFD and other Avalon Hill Games. Will travel, Tyone Newby, RR3 Tupperville, Ont. Canada NOR 2MO, (519) 683-2801. 16-year-old player seeks opponents for BRI from SE Finland. Please write. Tero Kalpio, Silakatu 10, Lauppmaven, 02150, Finland, (953) 716-1008.

Opponent wanted PBM PAX, Canadian Civil War, DIP, Kevin Burns, La Kasa Ione #105, Iwahara 144-3, Minami Ashigara Shi, Kanagawa Japan 250-01, 045-75-8767.

PLAY BY E-MAIL

America On-Line Wargaming Club. Meets 3rd Wednesday of each month in the conference room of the PBM & Strategy Forum at 9:30 EST. E-Mail Address: AWC.
SERIES REPLAY...continued from page 17

I could give Washington a winter offensive and hit Howe in New York or Clinton in Baltimore. All useful moves, and who knew which would turn out best? But I'm not going to do any of them. 1 Ops: Move Washington to Philadelphia to Reading to Wyoming Valley.

No Winter Attrition

FRENCH NAVY PHASE: French Navy to Quebec

POLITICAL CONTROL: British gain New York, Alexandria, and Salem. The British lose Boston and Montreal to the Americans who also gain in Wyoming Valley. PC is lost in Hillsboro (due to isolation).

1777 SUMMARY

British Control two states and Canada: Canada 2/3 Control; RI 1/1 Control; NY 1/10; MD 1/3; VA 7/11 Control; NC 2/7.

American Control ten states: Canada 1/3; NH 2/3 Control; MA 4/5 Control; CT 2/2 Control; NY 6/10 Control; NJ 2/3 Control; PA 4/7 Control; MD 2/3 Control; VA 2/11; NC 2/7; SC 5/7 Control; GA 3/3 Control; DE 1/1 Control.

This was a difficult turn for the British in that the Americans had very good cards, although the three 3 Ops cards for the British were somewhat offsetting. I think the British did ok even though the colony control score doesn't show it. The British are positioned well at the moment and have more CU than the American who hasn't added many reinforcements.

1778 AMERICAN STRATEGY CARDS

Three Ops 1
One Ops 2
European War
George Rogers Clark
North's Government Falls- War Ends in 1779

Hmm, only five Ops. But once again, only one unusable card (and even the War Ends card is hardly worthless since it puts pressure on the British who are losing). I have to save a 1 Ops for Washington (another chance for a winter offensive here). Maybe use the 2 Ops for Rochambeau and Quebec, but with so few Ops maybe it would be better if he spends a 3 Ops to have Carleton attack. I'll wait and see. Save the "War Ends 1779" until late in the turn, in case he has the 1780 card (the only one left) and hope he plays it first. I think there are no reshuffle cards left, so the war will end in 1779 or 1780. I'm not sure what's best for the George Rogers Clark card (which makes a random draw from the opponent's hand); play early for best selection or late to screw up a half-completed plan for the turn and give him little chance to react. Probably play early since there are other cards I want to play late (War Ends and 1 Ops). The European War card is not as effective as it might appear in this situation since the leaders can reinforce need only one CU each. But when I play it, it will give him a reason to spend Ops on reinforcement which he wouldn't have bothered with otherwise this turn.

And you're complaining? I should have such problems.

1778 BRITISH STRATEGY CARDS

One Ops 1
Two Ops 2
One Ops 3
Two Joseph Brandt
Lord George Germain Royal Amnesty

My hand doesn't suggest an obvious strategy so I'll bide my time and attempt to work towards both a PC victory and encircling Washington. I must admit I hated seeing Washington withdraw to Wyoming Valley.

1778 AMERICAN MOVE A: 1 Ops: Move Greene and two CU to Newport to Hartford (drop one CU) to Newport. If I've figured this right, it's going to take two moves for the British to get RI back. It sure would be nice to reinforce Greene, though.

1778 BRITISH MOVE A: 2 Ops: Move Cornwallis and three CU Charlotte to Gilbert Town to Abingdon (disperse Congress) to Fort Prince George. Who cares about RI now? I have no ports in New England to allow entrance of encircling armies. There's plenty of time to recover RI. It's time to take the South.

1778 AMERICAN MOVE B: Now you've roused the western frontier. George Rogers Clark Launches Western Offensive; British lose an Ops 1 card.

1778 BRITISH MOVE B: Lord George Germain Royal Amnesty: Remove PC in Savannah and Wilmington, DE.

1778 AMERICAN MOVE C: I don't want him to land at Savannah, so I have to spend the 2 Ops on reinforcements to occupy the port. That forces me to do something I've been wanting to do for a while anyway (start a second force in the south). 2 Ops: Place Lafayette and two CU in Savannah. Trouble breaking out all over the south.

1778 BRITISH MOVE C: Joseph Brandt Indian Raid: Remove PC in Fort Niagara.

1778 AMERICAN MOVE D: European War: Remove two CU from Howe, I chose Howe to lose the CU because he's the one the British might feel most pressured to spend an Ops reinforcing. It was tempting to use it on Cornwallis and then use Arnold to clean him up. But he'd just come back with a five CU army.

The rules state the person playing the card removes the two CU. Hence, if the British play it then they get to remove the ones they want, and yes, even blockaded units can be taken. The rationale, which happened several times during the war, Newport as one example, is that a blockade wasn't a permanent condition. Bad weather several times during the war dispersed a fleet. The naval battle of Newport never happened because of one. The blockade worked against retreat evacuation since the two situations can be coordinated and takes place over a short period of time. With the Declaration of War card, the garrison is pulled out by the British when the opportunity occurs, which it will at some point over the year. The benefit, which is intentional, is that the British get some small consolation, once in a while, from playing the European War card in rare situations like this.

1778 BRITISH MOVE D: Joseph Brandt Indian Raid: Remove PC in Reading. Brandt's really lifting hair along the frontier—back to back raids! This gives me the ability to attack Washington without risking the surrender of an entire army.

1778 AMERICAN MOVE E: Boy, where's Sullivan when you need him? 1 Ops: Move Arnold with three CU to Cheraw to Salem. I finally get to do something useful with Arnold. If he doesn't move one of those three armies around Wilmington, Washington won't have a useful winter offensive move—he shouldn't go back where he might be surrounded. Probably have to move him to Pittsburgh to block expansion from Detroit. He can still reach Wilmington or New Jersey from there. I need to put a PC in Monmouth sometime or the British can get New Jersey too easily. I'd like to have another leader in PA-NY who can dodge in amongst the British armies but won't likely get the Ops to do it.

1778 BRITISH MOVE F: 3 Ops: Place PC in Wilmington, DE, Fort Niagara, and convert Fort Prince George to British.

1778 AMERICAN MOVE F: Despite the relative success of the past year, Parliament is getting tired. War Ends in 1779.

1778 BRITISH MOVE F: 2 Ops: Cornwallis and three CU move to Ninety Six to Augusta to Savannah. Let's hope that this offensive will change Parliament's mind and convince them to carry the war until we have crushed the rebellious new workers. Lafayette attempts to intercept in Augusta, but fails. A successful intercept would have meant a difference of three Battle Cards and kept open Lafayette's retreat to Savannah (if he has any army left). He wouldn't retreat before combat anyway, since a win would force Cornwallis to surrender.

BATTLE OF SAVANNAH

BRITISH BATTLE PLAN

1. DE; 2. DE; 3. FR; 4. FL; 5. B; 6. FA; 7. FA.

AMERICAN BATTLE PLAN

1. DE; 2. FR; 3. FR; 4. FL; 5. FA. Retreat: St. Mary's (thereby protecting PC and keeping the militia advantage in GA).

2. British Attack: DE, Americans cannot match. Americans lose. CA dr 2; Americans lose two (1 + 1 for DE card). American force is eliminated except for Lafayette who retires to St. Mary's.

1778 AMERICAN MOVE G: Dang, what are the chances of two DE cards in a seven-card hand? Georgia once again proves a vulnerable area for the Americans. Actually, Cornwallis would just come back next turn with a five CU army anyway. Not giving him a leader he can use with all those reinforcements is part of my strategy. But stopping him short in Augusta sounded good, if unlikely. He'll have a hard time taking Georgia with just one army, since I can double-team him with Arnold and Lafayette (or his replacement). 1 Ops: Place one CU in St. Mary's.

1. I'll maintain the blockade of Quebec so that Carleton can't get out and bring in reinforcements. This gives him no good placement for his reinforcements. Congress goes back where it can't be caught in just one move. This may well be the last turn and I may need PC placement ability.

FRENCH FLEET PHASE: Fleet stays at Quebec.

Continental Congress convenes in Falmouth.
THE 1778 CAMPAIGN

A. 1 Ops. Greene, 2 CU to Hartford; Greene, 1 CU to Newport.
B. 2 Ops. Cornwallis, 3 CU to Fort Prince George via Abingdon to disperse Congress.
B. George Rogers Clark. British lose 1 Ops.
C. Lord George Germain Royal Amnesty. Remove PC in Savannah, Wilmington, DE.
C. Joseph Brandt Indian Raid. Remove PC from Fort Niagara.
D. European War. Howe’s army reduced to 3 CU.
D. Joseph Brandt Indian Raid. Remove PC from Reading.
E. 1 Ops. Arnold, 3 CU to Salem.
E. 3 Ops. Place PC in Savannah, Wilmington, DE, Fort Niagara, Fort Prince George.
F. War Ends in 1779.
F. 2 Ops. Cornwallis, 3 CU to Savannah. 2 CU lost; Lafayette to St. Mary’s.
G. 1 Ops. 1 CU at St. Mary’s.
There is no Winter Attrition

**Political Control:** British Gain a PC in Savannah and lose them in Salem and Newport to the Americans.

**1778 SUMMARY**

British Control two states and Canada:
- Canada 2/3 Control; NY 2/10; DE 1/1 Control; MD 1/3; VA 7/11 Control; NC 1/7; Sc 1/7; GA 1/3.

**American Control**
- Canada 1/3; NH 2/3 Control; MA 4/5 Control; CT 2/2 Control; RI 1/1 Control; NY 5/10 Control; PA 3/7 Control; NJ 2/5 Control; MD 2/3 Control; VA 2/11 Control; SC 7/7 Control; GA 2/3 Control.

The Americans have managed to protect their position by trading Delaware for RI. It could have been worse, since the Americans could have used the last 1 Ops card to have Washington take DE back. On the other hand, the British have weakened the American hold on the South, but the Arnold counteroffensive was well timed. The British have a large force in the Mid Atlantic states that needs to be activated to some purpose, especially since an offensive into PA could take that state and isolate MD, capturing two colonies. This coupled with a Southern offensive could see the British pull into a battle so that I can use the traitor card and destroy the last American army in the south in one move.

**BATTLE OF ST MARY’S**

**British Battle Plan:**
1. FR; 2. FL; 3. DE; 4. FR; 5. FL; 6. B.

**American Battle Plan:**
1. DE; 2. FR; 3. FL; 4. PA.

Rd 1: British Attack: FR; American responds FR; CA dr 2.
Rd 2: British Attack: FL; American responds FL; CA dr 2; RD 3: British attack: DE; American responds DE; CA dr 4; RD 4: British attack: FR; No American response, no retreat. Lafayette surrenders and one CU is eliminated.

**1779 AMERICAN MOVE C:** 1 Ops: Move Arnold and three CU to Cheraw to Georgetown to Charleston to Savannah. Still more fighting in Georgia as Arnold takes out Cornwallis’ rearguard.

The Americans received seven cards versus three British cards. The first card played was an unmatched DE. The British CU is eliminated in Savannah.

**1779 BRITISH MOVE C:** He swallowed the bait! 2 Ops: Cornwallis and two CU attack Savannah. **Benedict Arnold Treason!** It’s time for the 2nd Battle of Savannah in the year of Our Lord 1779. The British receive eight cards (2 CU + 2 [Cornwallis] + 2 [Navy] + 2 [Secret Plans]) while the Americans receive five cards (3 CU + 2 [Militia]). But with Arnold gone, the Americans can’t counterattack and therefore with a card deficit, cannot win. They can only hope to lessen the severity of the defeat by forcing a Probe, Bombardment or Frontal Assault.

The British Battle Plan included a DE as the first card, thus winning the battle immediately since the Americans had none. The casualty dr was a 3 yielding one CU eliminated plus another for the DE, so Cornwallis gets Savannah and one American CU retreats to Charleston. As you can see from the last two battles, single CU garrisons have some value, especially for the Americans when they are on a PC and an American army is adjacent. However, any force larger than that is a loser unless it is very large (nine CU or more) and gets a good distribution on the deal. Of course, Stan isn’t at fault here since the traitor Arnold sold him out. I never liked his eyes.

**1779 BRITISH MOVE D:** Man was that lucky. I didn’t realize that the “War Ends” card couldn’t be tossed without the effects taking place. 3 Ops: Clinton and four CU move to Alexandria (pick up one more CU for a total of five) to Baltimore to Wilmington to Philadelphia.

**1779 AMERICAN TURN E:** I thought the “War Ends in 1780” card was going to show up. The British didn’t seem quite desperate enough. So intense lobbying by the military persuades Parliament to give them one more year. May it be a year of disasters. 2 Ops: Place Lee and two CU in Pittsburgh. By the way, is that Charles Lee or Light Horse Harry Lee?

**1779 BRITISH TURN D:** Minor Campaign: Cornwallis and two CU move to Augusta to Ninety Six to Camden. Howe and three CU move to New Haven to Hartford.

Greene attempts to intercept but rolls a “5” and fails. In the resulting battle Howe gets eight cards (3 [CU] + 3 [Howe] + 2 [Navy] vs three cards (1 [CU] + 2 [Militia]). The British lead with an unmatched DE card, so the one CU is eliminated regardless of the Cas dr.

What is Cornwallis doing in Camden? If he goes to Augusta, the British control GA.

**1779 AMERICAN MOVES F&G:** Cornwallis is causing a great deal of trouble in the south. He has become a Greene in reverse. Reinforcing SC will threaten his gains in GA so I’ll waste the Engineer card and forego my planned Winter Offensive battle. 2 Ops: Place Lincoln and two CU in Ninety Six-Discard Thaddeus Kosciusko Engineer. The French Fleet stays in Quebec. I was going to use that 2 Ops to take Quebec, but Cornwallis was too big a threat. I’ll just have to save that offensive for next turn, if I need it.

Hartford isn’t a port. If Greene had intercep-
THE 1779 CAMPAIGN

A. 3 Ops. Place PC in Ninety-Six, Gilbert Town, Monmouth.

A. John Sincoe Tory Rangers. Remove PC from Morristown.

B. Jane McCrea Indian Atrocity. Place PC in Morristown.

B. 2 Ops. Cornwallis, 2 CU to St. Mary's. Capture Lafayette, eliminate 1 CU.

C. 1 Ops. Arnold, 3 CU to Savannah. Eliminate 1 CU.


D. Admiral Suffren Wins Naval Victory. Draws War Ends in 1780 card from British.

D. 3 Ops. Clinton gains 1 CU from Alexandria; moves to Philadelphia with 5 CU.

E. 2 Ops. Lee, 2 CU at Pittsburgh.

E. Minor Campaign. Cornwallis, 2 CU to Camden. Howe, 3 CU to Hartford. Eliminate 1 CU.

F. 2 Ops. Lincoln, 2 CU at Ninety-Six.

G. Discard Thaddeus Kasciuszko.
ed, and I used the Engineer card, it would have been Greene with eight cards (including the one-card surprise bonus) versus Howe's six cards and no retreat. The British have an overwhelming share of the 3 Ops cards making them much more mobile than I would have expected. However, most of the special event cards favorable to the Americans came out early in this game. The Declaration of Independence, for instance, wouldn't be nearly as useful now as it was in 1776. But I think the most remarkable thing about this game is the absence of junk cards. In previous games I was averaging two or three unusable cards per hand. In this game so far, I've gotten only one the entire game (two if you count the "War Ends in 1779" card which was actually quite welcome). The British have gotten five. We're both getting more cards which our respective sides can use than is normal. But it's tougher on the British if the Americans can respond instantly to every move. I think this more than anything else is giving the British problems. Still, I'd rather I got the Continental Mutiny card next turn. That's one junk card I won't mind seeing in my hand.

There is no Winter Attrition

The French fleet stays in Quebec

Political Control: British get PC in Hartford, Philadelphia, and Camden while losing the PC in Ft Prince George (isolation). Americans gain a PC in Pittsburgh while losing markers in Hartford, Philadelphia, and Camden. They also lose the PC in St. Mary's due to isolation.

1779 SUMMARY

British Control two states plus Canada: Canada: 2/3 Control; CT 1/2; NY 2/10*; PA 1/7; MD 1/3; VA 7/11 Control; NC 1/7; SC 1/7; DE 1/1 Control; GA 1/3.

American Control ten states: Canada: 1/3; NH 2/3 Control; MA 4/5 Control; RI 1/1 Control; CT 1/2 Control; NY 5/10* Control; PA 3/7* Control; MD 2/3 Control; VA 2/11; NJ 3/3 Control; NC 4/7 Control; SC 4/7 Control; GA 1/3.

Here are we at the last game turn. The British hurt the Americans last turn, but failed to gain control of any colonies which is how you put runs on the scoreboard. The fact that the British gains are in four different colonies is indicative of their problems. A better concentration of effort may have gotten a different result. My own style would have been to use the Minor Campaign card as an opener to isolate MD or launch a big offensive into the south. If the Americans responded in the South, the Treason event would have nullified the American response and made them waste a card. But that's hindsight. The British still have a chance, but it depends on getting control of the colonies they attacked last turn. The Americans are still in the driver's seat.

1780 AMERICAN STRATEGY CARDS

Minor Campaign

Francis Marion

One Ops 1
Two Ops 2
Two Ops 3

Wow! On my last hand I get more Ops than ever. Let's see: the Marion card means Georgia is safe, unless he comes back and takes Augusta. I don't have any other PC to place, save PA, where one or two would probably do. The pair of 3 Ops might well go for reinforcements. Saving a 2 Ops for Rochambeau, but that is looking unnecessary. His most feared move (besides the Major Campaign against Washington) is to Fredericktown, isolating Baltimore and Wilmington and taking MD. First, I need to move Washington to where he can threaten Newport and be safe. I'm tired of worrying about Sudden Death. I'm going to let him have the last move. I've got a big lead and a strong last hand.

1780 BRITISH STRATEGY CARDS

Major Campaign

Joshua Martin

Three Ops 2
Two Ops 3

Finally I have a great hand, but now I can't decide whether to go for a PC win or capture Washington.

1780 AMERICAN MOVE A: I probably should make you go first and save the last move for myself... 1 Ops: Move Washington and five CU to Morristown to Westchester.

1780 BRITISH MOVE A: I'm glad the Americans continue to take the first move. Going last should be especially important in the game-ending turn. Joshua Martin Rallies North Carolina Tories; Remove PC in Gilbert Town.

1780 AMERICAN MOVE B: 2 Ops: Move Lee and two CU to Fort Cumberland to Fredericktown to Baltimore to Wilmington. I'm taking care of Wilmington now while it isn't blocked. Even if he takes it back, it should take resources from other plans.

1780 BRITISH MOVE B: 2 Ops: Place PC in St Mary's and Reading.

1780 AMERICAN MOVE C: My gosh, he's making a play for PA. I need one more PC in PA. Converting Wilmington now will free Lee to move. At this point I have four leaders I'll probably want to move, and four leader-movement cards left. So reinforcing or placing new leaders doesn't look likely. If Howe doesn't move till the last card, Washington could displace Greene and turn Newport into a contest. But then Howe could just take New Haven and Connecticut. Dang, that was a good fork move on his part. I just wasted Washington's move. 3 Ops: Place 3 PC in Wilmington DE, Gilbert Town, Harrisburg.

1780 BRITISH MOVE C: Clinton and five CU move to Mommouth to Wilmington. I've finally decided on a course of action; I'll try for a PC win. There is no turning back now.

It looks like there is going to be a battle in Wilmington, and with the French fleet in Quebec the British will get their navy advantage, plus they have more guys. Even with the Delaware militia this looks like a lopsided battle, but I can't retreat so I might as well intercept. If I'm successful, I not only gain a Battle Card for surprise, but I'll also maintain a retreat route (back to Wilmington). One of these one-six chances should pay off sooner or later.

But not now! The intercept card is a 4 so the 1780 version of the Battle of Wilmington is upon us. The Americans get five cards (1 [Lee]+ 2 [CU] + 2 [Milliau]) vs nine British cards (2 [Clinton]+ 3 [McArthur]+ 5 [Navy]).

THIRD BATTLE OF WILMINGTON

AMERICAN BATTLE PLAN

1. DE; 2. B; 3. FR; 4. FL; 5. FA.

BRITISH BATTLE PLAN

1. DE; 2. FL; 3. FR; 4. FA; 5. P; then the FA.

Rd 2: British Attack: FL, American responds FL; CA dr 1.
Rd 3: American Attacks DE, British responds B; CA dr 5.
Rd 5: American Attack FA, British responds FA and CA dr.

Rd 6 American Attack with no cards remaining. Americans lose and can't retreat. Lee surrenders, two American CU are eliminated.

How about that? A 1-rated leader finally gets the initiative, and runs out of options. The B and P cards would have been better British attacks than the FL since losses don't matter when there's no retreat.

1780 AMERICAN MOVE D: That cost me Delaware. He may manage a draw yet. Not being content with losing one army, I'm going to put two more at risk. Minor Campaign: Rochambeau and five CU to Quebec. Lincoln and two CU to Camden.

I believe the function of American armies is to get in the way of the British to make them burn more Ops to get anything done, or to slip behind them and make them do it over. Basic guerilla strategy--raise the cost. One-CU armies are usually enough to do this just fine. I'm taking the offensive to seize another colony, which has a British army in the way, and trap Cornwallis in Eutaw Springs, ending the threat to the south. I risk: wasting a move if Rochambeau is successful in his final move, giving Cornwallis a free hand in the south. I probably should be more cautious on the last turn, but the payoff is good, and I'm curious as to how it will all work out.

I know it's a risk. I'm hoping it's not too big a risk. The Campaign card is giving me problems--the safer approach might be to wait and react to British moves. But what if I never needed to move more than one leader at a time? Since I have two things I know I want to do now, it looks like a good time to use it. Otherwise, I risk the possibility of finding myself in a situation where I can afford to move only one leader with it.

BATTLE OF QUEBEC:

AMERICAN BATTLE PLAN

1. B; 2. B; 3. FR; 4. FL; 5. FA; 6. FA.

BRITISH BATTLE PLAN

1. DE; 2. FR; 3. FL; 4. FR; 5. B; 6. P. There is no retreat option due to the presence of the French navy.

Rd 1: American Attack: B; British respond B; CA dr 2.

BATTLE OF CAMDEN

AMERICAN BATTLE PLAN

1. B; 2. B; 3. PR; 4. FL; 5. FA.

BRITISH BATTLE PLAN

1. FL; 2. FR; 3. FA; 4. FA.


1780 BRITISH MOVE D: You know what curiosity did to the cat? I think Stan risked too much at this point plus giving up the Minor Campaign for use in his final move. 2 Ops: Place PC in York and Hillsboro. I had never considered the possibility that he would have a
THE 1780 CAMPAIGN

A. 1 Ops. Washington, 5 CU to Westchester.
   A. Josiah Martin Rallies NC Tories. Remove Gilbert Town PC.

B. 2 Ops. Move Lee, 2 CU to Wilmington, DE.
   B. 2 Ops. Place PC in St. Mary's, Reading.

C. 3 Ops. Place PC in Wilmington, DE, Gilbert Town, Harrisburg.
   C. 3 Ops. Clinton, 5 CU to Wilmington, DE. Lee captured. 2 CU eliminated.

D. Minor Campaign. Rochambeau, 5 CU to Quebec. Lose 2 CU; retreat to Monroeville. Lincoln, 2 CU to Camden; Cornwallis retreats to Eutaw Springs.
   D. 2 Ops. Place PC in York, Hillsboro.

E. 3 Ops. Lafayette, 3 CU at Fredericktown.
   E. 2 Ops. Burgoyne to Wilmington to assemble 5 CU; then to Fredericktown. Lafayette loses 2 CU, retreats to Fort Cumberland.

F. Francis Marion Guerrilla Activity. Remove PC in Savannah.
   F. 3 Ops. Place PC in Savannah, Savannah, and Wilmington, DE.

G. 2 Ops. Lincoln, 1 CU to Savannah.
Campaign this turn also. Fortunately, it won't change my plans much.

I agree with Stan, the move wasn't that risky, especially if the Quebec attack had worked since he stood to gain another colony for Victory purposes. The Camden attack was also reasonable since the British haven't managed to get many reinforcements into the game. Even if they do land, it's not clear they will be close enough to where they are needed. Overall, an interesting move. I think that holding the Campaign card till the end of the move depends on the situation, but its use here could have given the Americans the strategic initiative that this late in the game could be a game closer.

1780 AMERICAN MOVE E: He's preparing NC and PA. The problem is that each of his leaders has two colonies he can hit: Howe has RI and CT; Clinton has NJ, CT, and PA; Burgoyne has MD and NC. I can only cover one of each pair, although Washington in Reading would guarantee PA and have a shot at reacting into Morristown. The only other thing I could do is take out Howe, the only vulnerable leader, leaving him with just two to take two colonies. That would probably give me the game. But taking out Howe is probably less than 50-50 (see Quebec). And a defeat would leave a weakened Washington out of position to defend anywhere else.

He has three cards left. Assuming one is the Major Campaign, then he has to use one to place another general on an American PC, then one to convert that PC, New Bern, and Wilmington, NC. He can't use Howe, because Greene would move to Hartford and leave Howe nothing to do on the Campaign card. He can't use Clinton, unless Burgoyne takes his place. In which case Washington would move in first. Has to be Burgoyne. If he moves to NC now, Lincoln could counter. If he moves to Fredericktown, I've got no response. So I'll make MD harder to take.

3 Ops: Place Lafayette and three CU in Fredericktown.

1780 BRITISH MOVE E: 2 Ops. Burgoyne with three CU moves to Baltimore to Wilmington (picking up two more CU from Clinton who is reduced to 3 CU) to Baltimore to Fredericktown.

BATTLE OF FREDERICKTOWN

BRITISH BATTLE PLAN
1. DE; 2. DE; 3. FL; 4. FR; 5. FA; 6. FA

AMERICAN BATTLE PLAN
1. P; 2. P; 3. DE; 4. FR; 5. PR; 6 FL

Rd 1: British Attack: DE; American response DE: CA or DR
Rd 2: British Attack: DE; American response DE: CA or DR

BATTLE RATING: +5 CU vs 3 CU

Lafayette isn't strong enough and has to guard against a move to Baltimore. Washington could take Fredericktown or Wilmington, but risks Automatic Victory in either case.

If he's got the Major Campaign card, he has to place PC with the next card. They'll go to Fredricktown, New Bern and Wilmington, NC. That would add NC to the list of colonies vulnerable to a single leader. Playing the Marion card on the last turn would leave Savannah open to Clinton moving by sea. Marion has to play this turn. I'll open Savannah and hope he puts his PC there, then Lincoln will move to Savannah and GA, SC, and NC will be safe. The only vulnerable colonies will be PA, NJ, CT, and RI. Burgoyne will have to do PA, since that's the only colony he can reach. Clinton will have to do NJ, giving Washington at least an interception attempt. I will have to do RI, giving either Washington or Greene a shot. It will have to do. Using the Marion card unsupported would either let him start the last turn with GA or leave it open for Clinton (depending on whether I played the Marion card sixth or seventh). Either way gives him a free colony. And he may not have the Major Campaign, so I don't want to risk Washington or do anything that might give him a draw if he doesn't have THE card.

Francis Marion Guerilla Activity: Remove PC in Savannah. Boy, it's hard to figure all the angles in this game. I hope I've got it right. It's even worse trying to figure battle odds with this battle card system. Number crunchers who like to know all the possibilities and exact probabilities had better steer clear of this game. They'll have nervous breakdowns.

1780 BRITISH MOVE F: 3 Ops: Place PC in Fredericktown, Wilmington, DE and Savannah. I think I'm going to pull a win out after all!

1780 AMERICAN MOVE G: 2 Ops: Move Lincoln and One CU to Ninety-Six to Augusta to Savannah. The CU left behind in Camden continues to the next move where it would have been uncontested last-turn grab for Burgoyne. This way everyone had to go north and I had a shot at Clinton, at least.

BRITISH OOPS: Oh no! I forgot about the intercept possibility. Otherwise, there wasn't much you could have done to defend against this last card. It's hard to see the only Major Campaign card coming. I feared that my sixth card may have given it away, but by then there wasn't much you could do to defend against it. I've been playing for this last move strategy all turn long. Lafayette's reinforcement to Fredericktown really threatened things by keeping me from Maryland and preventing me from getting to Pittsburgh.

Philly was important on the last move because it would have prevented me from taking PA by just occupying Pittsburgh and due to its proximity to NJ prevented me from isolating the lower half and being able to control NJ with just one general.

Remember it ain't over until the fat lady sings. First, a rules interpretation. The rule states, "...each American army can intercept only once per Strategy Card played." Hence, both Washington and Lafayette get a shot at interception, but only once each. Washington's attempt at an intercept in Morristown succeeds, dr 2. Lafayette's attempt at an intercept in Pittsburgh fails, dr 4. Had Burgoyne stopped in Harrisburg, there would have been no intercept possibility and he would have taken PA from there. The risk at Pittsburgh was unnecessary. We have the Battle of Morristown for all the enchiladas, Burgoyne gets to Pittsburgh and Howe gets to New Haven, so its a battle for NJ and the game. British are the attacker, and get five cards (2 Clinton + 3 CU) vs ten cards for the Americans (2 Battle Rating + 5 CU + 2 militia + 1 intercept).
very well conceived move. ~ needed PA or NJ (remember have Haven. I considered both moves, but never came up with the spare Ops to correct the flawed orig-

inal placement. I point out that Carleton making his “2” Counterattack roll in Quebec was also the margin of victory. I was surprised at how good British play could rack up so many colonies in one turn. Next time I won’t give them the last move, but I’m satisfied that there were enough critical points in the year that the game didn’t turn entirely on that decision.

I love the game. Plays fast and clean with lots of decisions and highly replayable—never the same twice.

The game was very close. If Stan had won the Battle for Quebec earlier in the turn then the end of the game would have been different. Andy did well coming up with a set of moves that could at least in theory win the game. I especially like the late placement of the Savannah PC to lure the Americans South and use up an Ops card. In the end it was Washington in the central position of Westchester that saved the day.

The game was unusual in many respects. Neither side employed much in the way of reinforcements. The Americans raised only 13 CU out of a possible 42 and most of those were brought about by Event cards rather than Ops. That was due partly to the wide disparity in Ops Strength. The American received 28 Ops cards with a total strength of 47 for an average of only 1.67. Consequently, they were more predisposed to use their Ops for maneuver than PC placement or reinforcement.

The British, on the other hand, received 24 Ops cards with a total strength of 57 or a whopping average of 2.37. This made them more predisposed to maneuver also since they had so few 1 Ops with which to land reinforcements; the higher strengths being too valuable to the British for PC placement and maneuver. Consequently, 18 of their available 26 CU reinforcements never landed. The large advantage in Ops size and possession of the Major Campaign was the main reason the British could be salvation to a draw out of a very poor initial situation which saw all of the major American Random Event assets come into play relatively early. The British, in contrast, had to make do with five junk cards to the Americans one (an extraordinarily small number) and never did get to see the Continental Line Mutiny (arguably the best British Random Event card) even so much as discarded since it was the only major Random Event not drawn. Overall, you’d have to say both sides had incredible luck in different aspects of their hand compositions and therefore I’d call the luck factor in this contest a tossup.

ACV or 3, Americans lose one CU BUT they can retreat into New Brunswick thus saving NJ for the colonialists.

FINAL SCORE
Canada: British (doesn’t count toward the six states needed to win); NH: American; MA: American; RI: American; CT: British; NY: American; PA: British; NJ: American (here was the margin between Victory and a draw); DE: British; MD: British; VA: British; NC: American; SC: American; GA: American.

Americans 8, British 5; its a draw. Overall an interesting game, but in the last turn an amazing close. Obviously the big play was the Major Campaign card and Washington’s big intercept which win or lose was going to save NJ. An interception places the intercepting American general in the space as if he were there prior to the British move. This allowed Washington to retreat into any adjacent space as opposed to having to go back to Westchester. It is Washington’s presence which keeps New Brunswick and Monmouth from being isolated. If they had been isolated, the British would have taken NJ with control of Morristown alone. A very well conceived move. My hats off to Andy. Stan played solidly from the start and garnered a lead that in the end the British couldn’t overtake.

AMERICAN POST GAME COMMENTS
I had to play the turn as if the British had the Major Campaign card. Guarding against it and still guaranteeing a win if the British didn’t have the Major Campaign was incredibly complex—it’s what I was meaning about a while back. The Mid-Atlantic position was indeed a nightmare. At the start of the turn each British leader had at least two colonies he could take. By strenuous effort I managed to cut it down to one each for three leaders, but couldn’t do any better by blocking positions than the Interception possibilities. Lafayette’s losing two CU at Fredericktown was a serious blow. I gave serious thought to having Washington take on Burgoyne, but would have felt really stupid if he lost and the British didn’t have the Campaign card.

A move to Philly wouldn’t have worked for me after Fredericktown. It would have meant playing the Marion card last, and that would have opened up GA and NC—the British wouldn’t have needed PA or NJ (remember Clinton could move by sea). I was really happy to get the Marion card at first, but it turned out to be a weakness.

I wanted Washington where he could reach Newport. It was one or two cards later that I realized Howe could take CT as well. A better place for Washington would have been Reading. From there he could consolidate PA and provide some coverage of Morristown, or New York, as well as provide protection for NJ and New Haven. I considered both moves, but never came up with the spare Ops to correct the flawed origi-
Kingmaker

The Quest for the Crown

Step back in history to the time of the War of the Roses. In England, racked by civil war, the crown hangs by a thread and the throne is there for the taking. Take command of your own faction and begin the quest for the crown. Will you fall to face the executioners' blade? Or can you outwit your opponents and win, for your Royal Heir, the throne of all England?

Based on the best selling strategy board game, Kingmaker brings the intrigue and anarchy of the 15th Century warring England to life. No matter how many times you play, highly-sophisticated artificial intelligence guarantees a challenge for novice and master strategist alike.

Available at Leading Resellers, including:
- Babbages
- Comp USA
- Computer City
- Electronics Boutique
- Egghead
- Radio Shack
- Software Etc.
- Walden's Software.

Coming Soon... 3rd Reich PC
and Operation: Crusader—Part 1
of the World at War Series!

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.
4517 Harford Road, Baltimore, MD 21214

If Kingmaker cannot be found locally, please call TOLL FREE 1-800-999-3222
Ask for operator G29-1

Available on IBM PC compatibles. Required: Processor 286 or better. Min. 640K memory. High-density Hard Drive. VGA graphics support. Sound support for digitized speech. Also available: Commodore Amiga. 1MB req'd. HD recommended.
An Electric Quest for a Crown

Rex A. Martin

Cinque Ports are not accompanied by their ships. Only the noble himself is placed in the named location.

3) Upon being summoned, an affected noble that is called to two or more places (due to titles, offices or bishoprics held) is automatically assigned to the last location mentioned.

4) A noble that has been summoned will be placed in the city, town or castle named unless it is currently controlled by another faction (in which case, he will be placed in the same space but outside the location).

5) A noble will always respond to a summons.

6) If in an Army, any controlled Royal Heir is automatically assigned to the most "senior" (not necessarily the most powerful) noble present.

7) It costs all movement points to enter a Woods space, and further movement ceases for the moving noble(s) immediately.

8) If driven ashore by "Storms at Sea", and more than one port is equidistant to the ship, the ship is automatically placed in whichever is friendly. If neither is controlled by your faction, it will be placed in whichever is neutral; if neither is friendly or neutral, the choice is randomly made by the program.

9) Ships have variable troop-carrying capacities. Remember, however, that any location-specific bonus associated with an office is no longer given the moment the noble boards a ship.

Facing one to five computer-directed factions, the player must guide his group of nobles to glory by determining the next King of England in a time of dynastic squabble when two powerful families vie for the crown. Each faction is composed of assorted and ever-varying nobles. To them can be assigned titles and offices, religious leaders, mercenary bands, ships, and the allegiance of the free towns of the realm; each brings additional forces or other—more subtle—advantages. To reach victory in the intrigue and anarchy of the Wars of the Roses, a player must muster his forces to best advantage to overcome all opposition on the field of battle. The faction in control of the last sole surviving heir, be he Lancaster or Yorkist, wins the game upon his coronation (if not already accomplished).

For those readers who have enjoyed the classic game by Andrew McNeil over the intervening two decades, all of this will be very familiar. Avalon Hill’s computer version is a fairly faithful adaptation of KINGMAKER (would you have expected anything less?). While the graphic depictions have changed, the action still sweeps across the face of an England divided into "areas". Although the heirs are indicated by red- or white-backed crowns, the great nobles are still indicated by their family’s heraldic shields. And even though the mechanics of using the mouse to assign assets, move units and conduct Parliament might take some newcomers to this dawning “Electronic Age” a little while to get comfortable with, the end result is the same.

In the course of devising this computer adaptation of the classic, some deviations from the original KINGMAKER rules were required. Those who are familiar with the original may wish to make note of the following deviations, as they can affect strategy. The following is a brief summary—in no particular order—of these differences:

1) If a noble is killed (through battle or plague), upon return to play they will always be placed at their home castle, even if that castle is currently controlled by another faction (they are considered outside the castle in this instance).

2) If summoned by piracy or raid, the Admiral of England and/or the Warden of the

INGMAKER is Avalon Hill’s exciting new computer release. Based on the award-winning boardgame of the same name published by Avalon Hill early in 1976, the electronic version is currently available for the PC and the Amiga. With high-quality digitized graphics, extensive use of digitized speech (PC only), an icon-based user interface and adjustable difficulty levels, this adaptation offers infinite replayability.

While fairly faithful to the classic boardgame, the computer version offers many other options than were available with mere paper. Think of it as compensation for having to relearn the above points I’ve mentioned.

Rather than relying upon a random card-draw based upon combat odds, one can choose to lead one’s own troops in each battle instead.
Much like the Advanced Combat option in the boardgame, if the player elects to control his troops (and it need not be every battle), you begin by allocating forces to center, each wing, reserve, etc. The screen is reminiscent of a miniatures table-top battle, with the player giving orders to each discreet element of his force. Use the option selectively, as you probably won’t change the outcome of any battle in which 2:1 odds or higher are certain. However, you may become skilled enough to be able to influence the outcome of a battle with more equal odds; more importantly, you can use the Advanced Battle option to give you the chance of achieving a specific—if pyrrhic-goal, such as targeting and killing an enemy-held heir or a powerful enemy noble.

If at the beginning of play you select “Advanced Weather”, be prepared for some frustration. For each game turn, the computer checks the percentage chances of “Fair” and “Bad” weather for the upcoming cycle of player turns. In “Bad” weather, all armies are reduced to but a three-area maximum move, no combat nor sieges will be resolved, and “Storms at Sea” occur with more frequency. With regard to the latter, the storms can sink your ships at sea (along with their ill-fated passengers)! Beware the English weather; it is certainly not for the faint-hearted.

“Advanced Plague” brings even more realism. The plague can break out anywhere, and spreads along the roads, between the ports and into the towns and cities of the realm. “Death” is no longer automatic, but anyone passing through a strucken area may be affected (a 25% chance). As old soldiers are no one’s fool, your mercenary assets may desert if you insist on passing through a plague-ridden area. With this option, not found in the boardgame, no one is safe.

Of course, in addition to such special options, all of the “standard” features found in the best computer wargames are present as well. One need never be left without an opponent, for as many as five computer-driven factions can be invoked. (In fact, you cannot play against any but the computer factions, for the program does not as yet allow for multi-player function; I am informed that the programmer is considering an upgrade that would permit more than one human player in a game.) Speed of play may vary depending upon machine, number of other factions, and options chosen—but it’s still far faster than some games I have faced. Best of all, for those of us with a bedtime, one can store as many as eight active games for completion later. At any point during one’s turn, you can save the game in progress...and then either sign off or continue playing. The advantages should be obvious, not the least of which is the ability to save a game just before a critical decision, and then simply return to that point if your careful plan goes awry. And if things get real bad, you can always just bail-out completely and re-start a new game—something my friends would never let me do at the local game club.

Finally, unlike the faulty memories of your wargaming buddies, the computer will certainly remember your successes (and conveniently forget your mistakes). Upon having seen your candidate for the crown rise to the throne, a screen will appear asking for your name. It will be enshrined in the “Roll of Honour”, a listing of the top players of your copy of the game, ranked in accord with ones demonstrated skill. These ranks, from lowest to loftiest, are: Peasant, Knight, Earl, Baron, Duke and Kingmaker. Scoring is tracked automatically by the program. Beginning with a base score of 100 points, each turn that passes in which you do not win the game deducts points from your score. In addition, points are gained for each battle won, and lost for each in which you are defeated. Finally, adjustments are made to your final score due to a number of factors that affect the difficulty of the play (such as, but not limited to, number of factions faced, use of advanced plague and/or weather, and order of set-up). In short, the quicker one brings the war to an end, the more battles won and the more foes defeated, the higher one is ranked on the “Roll of Honour” maintained by the computer.

While the game is, of course, “the thing”, I’d hope that buyers don’t overlook the rest of the package. The full-color Player Aid sheet/poster (about 20-by-14 inches) provides a ready reference to the sequence of play, the line of succession with starting locations, the offices and clerics, and the nobles. Most crucial in playing the computer version (where the screen is uncluttered with mundane things like place names) is the reduction map that occupies about 40% of the sheet giving the name of every location. This Player Aid is so useful that I’ve had those who are fans of the boardgame ask if it can be purchased separately (it can; $5 plus the usual postage charges will net you another playing aid for your KINGMAKER game even if you are not part of the computer revolution).

To help give the player an appreciation for the period and the conflict, a beautifully-illustrated “Historical Manual” is included in KINGMAKER. Charlie Kibler did my rewrite and edit of the original proud, as his layout and graphics bring color to the Wars of the Roses. This 86-page handbook details the history of the wars, giving an overview of the turmoil. Interspersed are the accounts of the key battles and brief biographies of all the nobles that kept England aflame. Charlie capped off the booklet...
with a pair of stunning two-page spreads depicting the lineage of the Plantagenets, the Nevilles and the Woodvilles, giving one a glance at how interwoven the bloodlines were in this "family squabble". Most of the readership know by now that I firmly believe that our games should enlighten as well as entertain; this manual is a giant step in that direction. Perhaps you'll learn a thing or two you'd not known before...

and that'll last long past the point where your disc drive has been consigned to the scrap-heap.

Finally, at some point you'll try to win the game. For those who are familiar with KINGMAKER as a boardgame, there's little I can tell you that you don't already know. Just dust off those old copies of The GENERAL that have been gathering dust and re-read the several fine articles on strategy therein (the likes of Richard Berg's "Playing Your Hand in KINGMAKER" [out of print; Vol. 14, No. 2] and Mike Le Beau's "The Crowning Accomplishment"[Vol. 17, No. 5]). For the newcomers to these wars, there are some hints on sound strategy scattered throughout the "Reference Manual"; look for these "Smart Moves". As a start to your elevation onto the "Roll of Honour", a few points to ponder when next you switch on your PC:

1) Create regional power-bases when assigning offices, titles and clerics.
2) Always try to retain one undeclared noble and a few undeclared assets, as insurance versus being reduced to irrelevence.
3) Become familiar with the map, and the size of the garrisons of the various castles and towns.
4) Be aware of the effects of any random event—raids, uprisings, embassies, storms at sea, recall of mercenaries, plague—may have on your current position and situation, and have a rough plan of action for each should the worst befall you (as it usually does).
5) If an army is in position to capture a Royal Heir, ensure it has enough strength to not only take him but hold him throughout the coming game turn.
6) Execute any Heir you hold likely to be captured, unless he is your sole hope of winning the game.
7) Lay siege with the barest force necessary to outnumber the enemy defending a castle or town, as there is an unvariable 85% chance you will take it no matter how much you mass against it. Why risk nobles that add nothing to the percentages of winning?
8) Conversely, do not allow yourself to be trapped in a castle/town by less than an overwhelming force...for the odds are far better of escaping if you face them in the field rather than on the walls.
9) Calculate battle odds carefully, and look to have a 3:1 advantage; anything less is risky and anything more is wasteful.
10) If in control of the sole King, summon Parliament selectively (i.e., only when your nobles will gain the bulk of the available titles and offices).

One final word on the play of the game seems appropriate. Richard Berg once wrote, "Strategy in KINGMAKER is like going over Niagara Falls in a barrel: you know what you want to do, but once you start doing it you are no longer in control." Adept play of the game demands that the player be able to think on his feet, to deal with the vagaries of fate and fight through the adversity to victory. Any player who crafts a strict plan of action and tries to stick to it will soon find himself frustrated, if not defeated. The best advice I can offer is preparedness and knowledge. The player who knows the mapboard, remembers what has gone before in the game and where the many assets are, and then has the flexibility and acumen to use that knowledge to best advantage just might survive that plunge over the waterfall.

On every level—historical veracity, graphic presentation, and gaming challenge—this latest from Avalon Hill could revolutionize computer wargaming...just as its parent did the boardgaming hobby 18 years ago. So, "Cry havoc, and let slip the Dogs of War!"
Marginal Wins/Losses for Up Front Tournaments

Giv en its multitude of scenarios, nationalities, and quick playing time, it is no wonder that UP FRONT has remained a favorite tournament event at convention years after year. Nor is its popularity limited to our shores. It remains a mainstay at European conventions. Here Aussie Mark Oliver shares with us how they approach the subject Down Under in his native Australia.

The scoring system in UP FRONT is very stark. A player either wins and receives one point, or loses and receives zero, regardless of whether the victory was comprehensive or marginal. For social play this is fine, but for tournament conditions it suffers some drawbacks. Consider a round-robin. At the conclusion of play, it is common to find several contestants locked on the same score. This inevitably poses problems for the referee, particularly if trophies are up for grabs. Everybody wants a clear cut winner. Either tie-break games must be played, or some form of count-back must be employed.

A solution to this problem is to employ a Marginal Rating system, designed to reflect the relative strength of a victory (or loss).

Marginal Rating System

The victor receives one point for breaking the opposing squad or achieving the victory conditions. Should the game come down to points, the victor scores a fractional amount equal to their proportion of the combined points scored by both players, rounded up to the nearest tenth of a point (up to a maximum of 0.9). The loser scores one minus the victor’s score.

This system is easy to administer. Suppose players “A” and “B” contest a Patrol with “A” managing a hard fought 18 to 11 victory. The total number of points scored is 18+11=29. “A” therefore receives 18/29 = 0.6207, rounded up to become 0.7 points. “B” receives one minus this total, or 0.3 points. Had “B” scored one more point the result would have been 18/(18+12)=0.6 to 0.4. Had “A” won 18 to 0 the final score would have been 0.9 to 0.1, since “A” could only score a full point by achieving the victory conditions or breaking “B”’s squad.

Suppose “A” and “B” play again, and “B” manages to maneuver four men to range hit 4 (in one or more non-infiltrated groups in terrain which will reduce the fire strength of any attack against them—I dream about this a lot). “B” has achieved the victory conditions and therefore receives 1.0 points while “A” scores zero.

Under the traditional scoring regime, “A” and “B” have drawn one all. Under Marginal Rating the final result is a victory to “B” 1.3 points to 0.7 points. In a relative sense, “B” has outperformed “A”, since “B” has a decisive victory, whereas “A” has a less comprehensive win. This is automatically reflected in the cumulative Marginal Rating of each player.

Marginal Rating rewards good play. If you fight on resourcefully against the odds and hold your opponent out, at least you can crawl away with something for your effort. The poorest player will win with a continuous string of pat hands. The mark of a great player is strong performance when the cards are against them.

Marginal Rating has considerable advantages in a round-robin situation. The probability of two players obtaining the same score is greatly reduced, easing a refereeing headache. In addition, it more closely reflects the “true” performance of each player.

Participants who get lucky in more than their fair share of games and are utterly crushed in those they lose will be penalized accordingly.

Clearly Marginal Rating as proposed is usable for many games other than UP FRONT. The only requirement is a final point score to determine victory. (If no ultimate objective is set, relax the 0.9 scoring limit). Marginal Rating is also helpful in unbalanced scenarios. The scenario is played twice, with players swapping sides and adding their respective scores from each round.

A disadvantage of this concept is the requirement for points victory conditions. Many scenarios are designed to win or lose, with no result in between. A Meeting of Patrols and the City Fight work well, but Assaulting a Fortification effectively reverses back to the old technique. Luckily, the Patrol and City Fight make excellent tournament scenarios.

For larger tournaments, Marginal Rating may still be used. The knock-out system is easy to run, and often the only practical solution, but it is distressing to see most participants waiting out a majority of rounds. Let’s face it, the whole point of turning up is to play as many games as possible in the competitive spirit of the event! It can be uninspiring to travel large distances only to be wiped out in round one. If the schedule allows a little leeway, rather than eliminating participants immediately on their first loss, conduct a number of rounds, then promote those with the highest cumulative Marginal Ratings. Everyone has a fair chance to put some form on the board, and a good player will not be eliminated solely for one unlucky game.

The exact mechanics for larger tourneys will depend on the time available for play as well as the number of participants. In general, it is an advantage to keep cumulative scores secret. This heightens tension, since no-one knows exactly where they stand. It also avoids collusion, a facet any tournament can do without.

Some may lament the idea of watering UP FRONT down from a do-or-die encounter to partial victory. Will opponents in lost positions lie meekly in the hope of scoring 0.2 or 0.3, rather than braving the odds and going for victory? Sometimes they will. But it is just as likely that the player on 0.7 will force the tempo of the game, as they desperately need a full point to improve their overall position. Seemingly hopeless positions are often turned around by this kind of pressure.

Differing playing styles develop. Some will go for all-out victory and accept the chance of disastrous loss. Others will be content to accumulate steadily in the hope of outlasting the mavericks. In our last match, the winner scored 4.3 out of a possible 6, with four wins and two losses. The runner-up scored 4.1, even though they actually won five games in total!

An unlooked for by-product of Marginal Rating is that it provides insight into the strengths and weaknesses of each nation. For a given scenario, a nationality will display a propensity for winning or losing decisively or marginally depending on their opposition. Reflecting on such information can improve play by modifying strategy to suit the temperament of each nation. But do your own work! The next time your club meets, set up a round-robin and record the results.

Marginal Rating is essentially fair, easy to administer, and eminently suitable for many tournament situations. The short duration of UP FRONT firefights make it an ideal candidate for this approach.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Name</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Jeff Paull</td>
<td>1750BD</td>
</tr>
<tr>
<td>2</td>
<td>Bill Conner</td>
<td>1730BE</td>
</tr>
<tr>
<td>3</td>
<td>Stephen Buchholz</td>
<td>1695BB</td>
</tr>
<tr>
<td>4</td>
<td>Mike Fitzgerald</td>
<td>1645AC</td>
</tr>
<tr>
<td>5</td>
<td>Philip Coveney</td>
<td>1610AA</td>
</tr>
<tr>
<td>6</td>
<td>Nick Vilholos</td>
<td>1555BD</td>
</tr>
<tr>
<td>7</td>
<td>Gary Forbenberry</td>
<td>1545AB</td>
</tr>
<tr>
<td>8</td>
<td>Don Wilson</td>
<td>1464DC</td>
</tr>
<tr>
<td>9</td>
<td>Jean Luc Brouillet</td>
<td>1450AA</td>
</tr>
<tr>
<td>10</td>
<td>Ray Pfeifer</td>
<td>1445AC</td>
</tr>
</tbody>
</table>
The Total Combat Experience

OPERATION CRUSADER

Hot on the heels of the industry's first "Game of the Year" for a computer wargame, the team that brought you the award-winning V for Victory series has joined forces with The Avalon Hill Game Company for yet another blockbuster! Atomic Games and Avalon Hill are proud and excited to present OPERATION CRUSADER, the first in the new World at War series covering great campaigns of WWII. Set in the expansive reaches of the Libyan and Egyptian deserts, OPERATION CRUSADER sweeps you into the role of German Field Marshal Erwin Rommel or British General Sir Claude Auchinleck as they commit their nations' finest infantry and tanks in an all-out struggle for the Mediterranean port city of Tobruk. A series of six historical scenarios will show you first hand what open field tactics and desert combat are REALLY like. Experience for yourself the cursed Hellfire Pass and in the end see if you, too, can earn the title, "The Desert Fox".

Available at Leading Resellers, including: Babbage's, Comp USA, Computer City, Electronics Boutique, Egghead, Radio Shack, Software Etc., Walden's Software.

The Avalon Hill Game Company
DIVISION OF MARCH AVALON, INC.
4517 Harford Road, Baltimore, MD 21214

If Operation Crusader cannot be found locally, call TOLL FREE 1-800-999-3222
Ask for Operator G291

Available on: IBM PC compatibles. Required: Processor 386 or better, Min. 4MB memory, HD, 3.5" Floppy, Hard Drive, SVGA-VESA graphic card & monitor, support AdLib, Roland & SoundBlaster cards.

Available on: Macintosh Color Systems. 4 MB RAM, HD req'd.
At IT IS NOT an activation card that allows a General to move but is used in conjunction with an Operations or Campaign card to increase the movement of ONE General. In the case of a Minor or Major Campaign card only ONE of the two or three Generals moved would get the movement bonus.

5. Rochambeau get the American general special abilities of interception and retreat before combat?

6. In the case of a British PC marker into an American PC which was also adjacent to two American Generals, they choose.

7. Does Rochambeau get the American General special abilities of interception and retreat before combat? Can multiple intercepts occur when a British army enters a space?

The William Pitt and Hortezc et Cie strategy cards are reshuffled. Does this of the Strategy Card deck if the French Alliance isn't yet occurred in the game.

2.1 Errata: Boston should be a Port. British PC marker into an American PC which was also adjacent to two American Generals, they choose.

1. The William Pitt and Hortezc et Cie strategy cards must be played, not discarded, in order for any of their effects to occur, hence if they are discarded the discards is NOT reshuffled. On the other hand, the European Card may not be discarded and it always a reshuffling of the Strategy Card deck if the French Alliance hasn't yet occurred in the game.

2. Can I, errata what is the name for the European War card may NOT be discarded if they are discarded the deck is

A. The Virginia and Pitt Card? 
B. The William Pitt and Hortezc et Cie strategy cards are reshuffled. Does this of the Strategy Card deck if the French Alliance isn't yet occurred in the game.

1. The William Pitt and Hortezc et Cie strategy cards must be played, not discarded, in order for any of their effects to occur, hence if they are discarded the discards is NOT reshuffled. On the other hand, the European Card may not be discarded and it always a reshuffling of the Strategy Card deck if the French Alliance hasn't yet occurred in the game.

2. Can I, errata what is the name for the European War card? 

A. The Virginia and Pitt Card? 
B. The William Pitt and Hortezc et Cie strategy cards are reshuffled. Does this of the Strategy Card deck if the French Alliance isn't yet occurred in the game.
In an attempt to pick up the pace and return The GENERAL to its bi-monthly publishing schedule, we will forego the usual issue ratings, RBG, and What Have You Been Playing and pick them up next issue when your feedback from Vol 29, No. 1 has had a chance to reach us.

However, we can give you the answers to Contest No. 166 now. Last issue’s contest was another of those “Name the Counter” contests that have proven so popular with the readers. Inasmuch as they always draw several times as many replies as the more conventional game situation contests and are much easier to design and grade, we’ll go with the flow. Despite its popularity, Contest 165 proved difficult with no one submitting a completely correct response. So, Contest No. 166 decreased the number of art bits to identify from 15 to nine and increased their size. From left to right, and top to bottom they were from: GETTYSBURG ’98, MARCH MADNESS, ACQUIRE, DUNE, REPUBLIC OF ROME, UP FRONT, CODE OF BUSHIDO, BREAKOUT NORMANDY, and NAPOLEON’S BATTLES. The Japanese LMG in CODE OF BUSHIDO is our expected tie-breaker as an ASL response counts as only half correct.

Making its debut in this issue is a new feature called “As Others See Us”. As a magazine covering only our own games, The GENERAL has always been considered a house organ. Consequently, reviews have never been our forte since any positive review appearing therein would have an instant credibility problem. So, we’ve decided to institute a column that repeats selected reviews of other publishers pertaining to our products so that you can see what others think of our games. This issue’s review of KINGMAKER for the PC is just the first of what we hope will be a long series of such outside looks at our products.

The French version of BLACKBEARD, BARBE NOIRE, published under license from Avalon Hill by Jean-Louis Descarte won this year’s Cannes Festival AS D’Or award for best simulation game. The game is also currently undergoing conversion to PC format featuring stunning graphic support.

Richard Berg, the designer of BLACKBEARD, will have another multi-player game out under the Avalon Hill banner later in the year. GERONIMO, as one might suspect, is a game about U.S. westward expansion and the Indian Wars. A strategic level game in which the Native Americans fate is largely decided at the outset, it relies on an old Mark Herman trick for its interest. The players change sides every turn and thus everyone tries their hand at saving the noble redman.

Speaking of awards, we were mighty pleased to receive great reviews of KINGMAKER, the first release of the new generation of Avalon Hill computer games, in the three leading Computer Gaming magazines. See Page 28 of this issue for one such review in the “As Others See Us” department. However, we were even more excited to receive the Golden Triangle Award from COMPUTER GAME REVIEW. That magazine’s review format is unique in that it solicits three different reviews of the same product to give its readers three different view-points. A game is awarded the Golden Triangle only if all three reviewers give it a top rating of 90% or better. KINGMAKER garnered a 90, 91, and 92 for an overall rating of 91%. Not surprisingly, sales of the new game have been brisk.

On a sadder note, we regret to relay the news of the loss of one of its rising young stars. Craig Sandercock, a young Canadian gamer who was instrumental in the playtest and development of GANGSTERS and ROADKILL was killed recently in an accident during travel in India. His initial foray into game design, MAHARAJA, will be published by Avalon Hill later this year. Our hobby is a little poorer for his loss. He will be missed.

Although coverage of Avalon Hill games, and wargames in particular, is less than I would like, the most entertaining gaming read I’ve seen recently belongs to the excellent SUMO. The unorthodox name belongs to an irregularly published game review fan ’zine published by Mike Siggins of 129 Ardmore Ln, Buckhurst Hill, Essex IG9 5SB in the U.K. Mike’s entertaining prose carries the day on everything from his view of the American sports scene to films and television. The main thrust of the game reviews centers increasingly on European family-style offerings a la ADEL VERFLUCHTEN which makes SUMO a must-read if you’re into that type of thing. And if you’re not, it’s still more entertaining than most hobby publications in my humble opinion. The most extensive letters column in existence gives the readers a chance to share their views on whether they agree or disagree on the relative merits of games discussed in its pages. Invariably, even games that get trashed by Mike’s opinions are often defended by others for whom the game faired better and vice versa. Another fan ’zine of per-

haps more interest to AH gamers is DECLINATION which was plugged in these pages last issue. Since its last mention here, the quarterly publication of The Quake Coast Game Club has expanded its coverage from HISTORY OF THE WORLD to cover all AH multi-player games. Inquiries can be sent to Charles Bahli’s 1281 Ashcroft Lane, San Jose, CA 95118 address.

Steve Bari’s Simtex Software is the latest high-quality development team to sign on with Avalon Hill to convert its line of classic boardgames to the PC environment. Steve is best known for his work on MASTERS OF ORION by Microprose. That game is considered among the best space empire builder games ever created. His first project for Avalon Hill will be to bring I830 to a monitor near you.

Looking for a challenge? Pat Flory’s Citadel Game Store is willing to put up a $1250.00 prize for a double simultaneous PBM team competition of THE RUSSIAN CAMPAIGN. The teams can be any size and can play by E-Mail or regular postal play. Competition between game stores is envisioned with the local patrons of one shop doing battle with the Citadel’s clientele with storefront displays promoting the match in progress. The catch? The other team has to have a sponsor matching Citadel’s prize money. Anyone wishing to pick up the gauntlet can contact the Citadel at 537, Long Hill Rd, Groton, CT 06346.

DIPLOMACY and a myriad of variants have been around almost as long as Avalon Hill itself. So why haven’t we published a variant of this timeless classic before now? Got me, but we’re about to do just that with the debut of COLONIAL DIPLOMACY later this year. A game of grand strategy, COLONIAL DIPLOMACY is set during the height of the great age of Imperialism when nearly half the world’s population were brought under the control of the colonial powers. The elegantly simple mechanics of DIPLOMACY remain the focus of play, but some of the players have changed. Gone are Germany, Austria-Hungary, and Italy. Added to the cast of characters are the Dutch East Indies, Manchu China, and Imperial Japan. The game spans 60 years from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1903. More than just a variant, COLONIAL DIPLOMACY will be playable without ownership of DIPLOMACY.
GUERILLA is a multi-player simulation card game. Three to six players vie for control of the government as rebels wage a civil war against those in power. As in real guerilla warfare, the government forces are handicapped by their inability to separate friend from foe. This “fog of war” is accomplished by a clever dichotomy of goals wherein each player simultaneously commands both government and rebel forces. However, each player is secretly backing either the government or rebel cause and is severely penalized if “his side” doesn’t win the hand.

Consequently, players are always torn between scoring for their “side”, or for themselves, or even sacrificing their own resources for the sake of an opponent who appears to be on their side. But is he? Even when you think you’ve figured out who is who, the Revolution card can appear to change loyalties and totally cloud the issue again.

Players score by eliminating opposing forces, manipulating the media and world opinion, or controlling various installations such as the Port or Airfield which grant special abilities to those who hold them. Government airpower and armor columns struggle against ambushes. Guerrilla bands which fade back into the jungle without a trace. If atrocities are committed, the U.N. may intervene and attempt to stop open warfare. Then the battle is fought by the secret police who ferret out traitors while propaganda battles are waged for the hearts and minds of the populace. Assassins abound as influential leaders are targeted in an attempt to paralyze opposing troops in preparation for the day when the U.N. withdraws.

Guerilla, #896 at $25.00 is available at good game stores everywhere. If not available locally, please call toll-free 1-800-999-3222.

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
4517 Harford Road Baltimore, Maryland 21214
VICTORY CONDITIONS: The Finns win if at game end they have amassed ≥ 10 Casualty VP more than the Russians.

BALANCE:
* Russian forces have full MF allotment on the first Game Turn.
* Delete two LMG from the Russian OB.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>RUSSIAN Moves First [240]</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>FINNISH [204]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Elements of the 2nd Soviet Ski Brigade [ELR: 4] enter on Turn 1 on/hexes 16A8 and 16A10, having already expended two MF: (SAN: 3)

Elements of the 9th Sissi Company [ELR: 5] enter on Turn 1 on/hexes 19A1 and 19A3: (SAN: 5)

SPECIAL RULES:
1. EC are Wet, with no wind at start. Deep Snow (E3.73), Extreme Winter (E3.74) and Drifts (E3.75) are in effect.
2. Place Overlay 05 on 16C5-B5. Treat all woods-roads as Paths (B13.6). Buildings, walls and hedges on boards 16 and 19 do not exist. All buildings on boards 32 and 34 are wooden rubble instead.
3. All units of both sides are Ski-equipped (E4.) and have Winter Camouflage (E3.712). All units enter play in Ski mode.
4. No Russian SMC may be replaced by a Commissar.
5. The Finnish player may declare Hand-to-Hand CC per J2.31.
6. Russian units (even if broken) may exit the mapboard along the west edge (only) without being considered eliminated.

AFTERMATH: In a bloody, brutal, running firefight that traversed over a mile, Dolin's force was chased into the dense timber near the burned-out village of Vetko. Scattered in the unfamiliar forest, the Soviet skiers were then unable to set up a cohesive defense. In a fluid battle that spanned the short afternoon, the Russians were overwhelmed by the Sissi who were quite comfortable with the tracks and clearings of these woods that had served as their base of operations for the past month. Periodically, as the Finns found a pocket of Soviets who had chosen to make their stand, eerie shouts of "Hakkaa Paalle"—an old Finnish battlecry—echoed through the snow-laden trees. Only a handful of Russian survivors managed to ski back to Soviet territory after darkness fell; Colonel Dolin and all of his officers were listed as missing. But casualties had also been heavy among the ranks of the outnumbered Sissi in the only action of the Winter War where their foe had been as mobile as they. Nevertheless, the Finns had again proved themselves the superior players in this ruthless winter sport. Meanwhile, at Kesseli a few miles to the south, the larger Soviet ski-borne force had been surrounded by Finnish reservists and would be destroyed piecemeal over the course of the next two days.
ROCHELINVAL, BELGIUM, 7 January 1945: Lt-Colonel Wood Joerg's independent 551st Parachute Infantry Battalion was a veteran airborne unit, whose distinctive patch emblazoned with the acronym "GOY A" (for "Get Off Your Ass") embodied the independent and irrevent attitude of its members. In mid-December, the battalion found itself pulled from Laon where it was recuperating from the invasion of southern France and thrown into the battle raging in the Ardennes. From the 21st of December through the 6th of January, the men of the battalion weathered "no sleep, frozen feet, knee-deep snow, cold food and hallucinations" in the dense forests while fighting alongside the 82nd Airborne Division. Despite privations and heavy casualties, the 551st was victorious in a number of battles for hamlets and villages east of Trois Ponts. They considered themselves lucky. On 7 January, however, tragedy struck. The battalion, now down to but 250 men, was ordered to take Rochelinval, a crossing point on the Salin River. The defending troops of the 183rd Volksgrenadier Regiment were known to be backed up by a flak regiment and a battalion of 105mm howitzers. The half-mile of open ground to be crossed to reach the buildings was covered with over a foot of snow. Colonel Joerg waited in vain for the promised artillery preparation. When it had failed to materialize by dawn, he asked for a delay until the following night, but was forced by his superiors to order his men into what would later be reported as a "suicide attack". With only a few 81mm mortars to provide covering fire, Joerg himself led his proud paratroopers out of the cover of the woods into the field before Rochelinval.

VICTORY CONDITIONS: The Americans win immediately if they Control both of buildings 23Y7 and 23E4 at the end of any U.S. Player Turn.

BALANCE:
+ Up to two German squad-equivalents (with all accompanying SMC/SW) may utilize HIP.
☆ Extend Game Length to 11½ turns.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>GERMAN Sets Up First [129]</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>AMERICAN Moves First [337]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Elements of Volksgrenadier Regiment 183 [ELR: 2] set up on board 23: {SAN: 5}

Remnants of the 551st Parachute Infantry Battalion [ELR: 4] set up on board 39: {SAN: 3}

SPECIAL RULES:
1. EC are Overcast (however, Falling Snow will occur instead of Rain; see E3.71), with no wind at start. Ground Snow is present.
2. The canal on Board 23 is a Frigid Water Obstacle (as per B20.7), fordable and flowing west. The only bridge spanning the canal is that in hex 23X3.
3. All German units have Winter Camouflage (E3.712).
4. All German SW may be Bore Sighted prior to U.S. setup.

AFTERMATH: With a great shout of their impudent battlecry, the entire body of the 551st charged out of the woods, down a slope and into the snow-covered field. The Volksgrenadiers were fully awake by this time, and had taken up positions behind a long rock wall and in the upper levels of buildings that overlooked the Americans' route. Automatic fire swept across the paratroopers, who were spread out in a skirmish line that stretched from one end of the wide field to the other. Although many fell, and a few stopped to return fire, the rest of the Americans swept across the half-mile, over the wall and into the village itself, where a bitter close-quarter battle erupted that lasted for the better part of an hour. With the fall of the school and the church, two dominating stone structures, the fight was over. When it ended, the 551st held Rochelinval and had taken some 400 Germans prisoner. But the cost had been devastating. Scarcely 100 were still on their feet at the end of that day. Colonel Joerg himself was killed instantly when an enemy shell exploded nearby (Major William Holm assumed command). After repulsing a counterattack the next day, the exhausted survivors of the independent battalion were relieved and pulled back to Juslenville for rest and refit. But on February 10th, the final blow came. That day, a SHAEF directive disbanded the gallant unit, ordering the remaining few men and officers to be used as replacements in the 82nd Airborne.

ASL SCENARIO G18
DAWN...June 6, 1944
The greatest amphibious armada in history stands ready to assault Hitler's Fortress Europe. The pastoral silence of a new summer day is shattered by the cacophony of naval gunfire hammering the shore as it walks inland to the German bunkers. Overhead, the skies are dark with Allied aircraft adding to the crescendo of battle. Inland, three airborne divisions, dropped during the night, are already engaged in a life and death struggle for control of crucial bridges and road junctions. As the din of the bombardment lifts, the first wave of landing craft turn toward the beaches, and the sounds of battle take on a new pitch as German defenders miraculously rise from the rubble to contest the beach. The battle is joined. What Allied planners envisioned as a quick break through to the interior will soon bog down into a ten week battle among the hedgerows characterized by some of the most bitter fighting of the war.

This is BREAKOUT: NORMANDY...a graphic portrayal of the first week of battle in which Rommel's panzers struggled to throw the Allies back into the sea. The game is at the cutting edge of area movement combat simulations. The semi-simultaneous movement system provides the ultimate in player-interaction-induced tension without the tedium of recorded moves usually associated with Simultaneous Movement games.

• VARIABLE GAME LENGTH: Basic game depicts first week of invasion in finely-tuned competitive contest that can be played in under four hours. If you prefer to relive the Great Storm or the fall of Cherbourg, opt for the Extended Game with Sudden death Victory Conditions that can last up to 12 hours.

• SOLITAIRE FEATURES: Although designed for two players, each game day is composed of an indeterminate number of impulses and weather changes beyond the player's control which create unbelievable tension even when playing alone.

• DUAL COMBAT SYSTEM REALISM: Players opt between Assault and Bombardment impulses; assaulting to take ground and bombarding to suppress defense. The most realistic combat system to date retains its basic "no CRT" simplicity.

• PLAYABILITY: The combination of Area Movement and large pieces make this one of the most playable realistic wargames you will ever play.

Please send a check or money order in U.S. funds to:
The Avalon Hill Game Company
4517 Harford Road, Baltimore, MD 21214

For 1 or 2 Players
Ages 12 & Up

BREAKOUT: NORMANDY

$30.00

U.S. residents add $5.00 for postage & handling (Canada/Mexico add $10.00; all others add $15.00.)
The GENERAU#29-2

BREAKOUT: NORMANDY $30.00
Regimental-level Game of the Normandy Landings

INSTRUCTIONS:
Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right ("1" equating to excellent; "9", average; "9", terrible). EXCEPTION: Rate items 7a and 7d in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and one-half hours to play the basic scenario of NUTLIPS WAR, enter "20" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 24, No. 5. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity, Year of Publication and Type (2P=two player; MP=multi-player; SO=solo) have been provided for your information.

1. Overall Value
2. Components
2a. Mapboard
2b. Counters
2c. Rulebook
3. Complexity
3a. Avalon Hill Complexity
4. Completeness
5. Playability
5a. Excitement Level
5b. Play Balance
6. Authenticity
7. Game Length
7a. Shortest
7b. Longest
8. Year of Publication
9. Type
2P

Good for Postage Charges Only on Complete Game Purchases

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 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 column, your editor produces 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 collation of these responses, we can generate a consensus list of what's being played by our readership. This list can serve both 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 List, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of the 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 discretion.

CONTEST #167

The Series Replay of WE THE PEOPLE in this issue provides the subject of this issue's contest. As exciting as the British come-from-behind grab for victory was, a better move existed that could have resulted in a British win instead of a draw. Your task is to replay the last British move of the Series Replay to increase the chances of a British win. You have the final move and a Major Campaign with which to snatch victory from defeat. Show the three Generals you'll choose for the moves to Moves To next British move of the Series Replay to increase the chances of a British win. Show the three Generals you'll choose for the moves to Moves To moves.

GENERAL

Carleton
Hove
Clinton
Burgoyne
Cornwallis

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

1.
2.
3.

Opponent Wanted

50¢

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 uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will not be accepted. No refunds.
3. For an explanation of the categories, refer to the AH Philosophy of Vol. 24, No. 5. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity, Year of Publication and Type (2P=two player; MP=multi-player; SO=solo) have been provided for your information.

CONTEST #167

The Series Replay of WE THE PEOPLE in this issue provides the subject of this issue's contest. As exciting as the British come-from-behind grab for victory was, a better move existed that could have resulted in a British win instead of a draw. Your task is to replay the last British move of the Series Replay to increase the chances of a British win. You have the final move and a Major Campaign with which to snatch victory from defeat. Show the three Generals you'll choose for the moves to Moves To moves.

GENERAL

Carleton
Hove
Clinton
Burgoyne
Cornwallis