Featuring: LONDON’S BURNING and a Series Replay of HANNIBAL: ROME vs. CARTHAGE
CONTENTS

Features

Blitz by Number
Ground School for LONDON'S BURNING • by Charles Bahl

Protecting England
Strategy Tips for LONDON'S BURNING • by Andrew R. Maly

The Magical Pleasures of CAVEWARS
Laptop Reference with a Race Profile of Namarië • by Mark Simonitch

Thirty Seconds Over London
Microscenarios for LONDON'S BURNING • by Charles Bahl

Hyper Sniper
A look at this threat in ASL • by Mark C. Nixon

Series Replay—HANNIBAL: ROME VS. CARTHAGE
Punic Clash • Andrew R. Maly, Jeff Paull and Stuart K. Tucker

The Play Is the Thing?
Juniors Events at AvalonCon 1996 • by Stuart K. Tucker

Rebuilding Western Civilization
Sample Game of AGE OF RENAISSANCE

Artificial Intelligence for PC THIRD REICH
Design Analysis • by David Hiller

Staff Briefing
An Interview with David Hiller • by Stuart K. Tucker

The Old Way to Win the New ACQUIRE
Ten Winning Principles • by Michael Anchors

Historical Conquest in WAR & PEACE
More Realism for the Grand Campaign • by Charles E. Duke

Destalinization
A 1953 Variant for KREMLIN • by Ed Ericson III

Columns

AH Philosophy #174 AvalonCon '96 Report • • • 4
Contest #179 • • • • • • • • • • 32
ASL Scenario G35 • • • • 33
ASL Scenario G36 • • • 34
Opponents Wanted • • 47
Tech Tips • • • 50
At the Kiosk • • • 51
Top A.R.E.A. Ratings • • 52
ASL Scenario List • • 52
Coming Attractions • • • • • 62
Convention Calendar • • • • 62
Infiltrator's Report • • • • • 63
This sequel to CIVILIZATION begins in the Dark Ages. Three to six players vie to re-establish their civilizations via trade while advancing in Science, Religion, Commerce, Communications, Exploration and Quixics. While gains are measured in economic and cultural terms, the competition for markets brings with it territorial conflict. Against the backdrop of war, plague, famine and religious strife, each personality such as Newton, Galileo, Gutenberg, Erasmus, Copernicus, Charlemagne, Polo, Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning with startling discoveries in their respective fields. Victory is won through the acquisition and application of 26 Advances which grant players game-winning advantages. Can you discover the New World, inaugurate the Enlightenment and usher in the Renaissance?

The Avalon Hill Game Company

Complexity: Medium/Low
Solitaire Suitability: None
Players: Three to six (ages 12 & up)
Playing Time: Two to Five hours

http://users.aol.com/ahgames/avalon.html
S
time, each tournament is in competition with each of the 100+ tournaments for recognition as being among the well-attended, so that their winners will get more coverage. Juniors tournaments will continue to give special recognition (see page 41).

As editor, I am in the quandry of deciding what summary information cannot fit into this magazine. Part of this decision is out of my hands, as not all events are well-documented by their game masters or other participants. Rather than trying to overburden one issue with as much as I can piece together, I have chosen an alternative format. This article will summarize the highlights, but is not the end of the story. Throughout the pages of upcoming issues, a sprinkling of sidebar coverage of the action will appear next to articles on related games. In this manner I hope to be able to cover the smaller events not mentioned up front in this article (and perhaps find room for photos of winners left off pages 20-21 as well). In any case, if you won a tournament, congratulations for your excellence in gaming. If your picture doesn’t appear on page 20 or 21—then perhaps a little recruitment for next year’s tournament might boost the status of your event in 1997.

I offer my gratitude to the many writers who contributed the following information. Their largely underheralded efforts as game masters are deeply appreciated by the thousand or so gamers who got to play this year and by me, who could not do this article without their tireless efforts to support our hobby.

EXTRAORDINARY SUCCESSES

The first mention goes to those cited by others for acts of sportsmanship: Michael Anchors, Don Chappell, Terry Coleman, David Cross, Jim Douglas, Tom Druedinger, John Ellsworth, Christine Prattali, Cathy Kratz, James Hughto, Jean Maurice La Belle, Bill Levy, Jason Levine, Jim Matt, Keith McFarland, Gary Moody, Tom Olson, Mike Puffenberger, Dave Sidelinger, Bruno Sinigaglio, Phil Van Willenburg. Afterall, without sportsmanship, competition loses much of its fun. One example that caught my eye: Bruno Sinigaglio entered the BREAKOUT: NORMALDY tournament with very limited knowledge of the rules with the intent to learn more about the game. [This has a familiar ring to it, eh?] His first opponent, Keith McFarland, patiently continued to explain situations to Bruno throughout the game, rather than taking advantage of his inexperience, and ultimately ended up in a losing position as the Allies. As a show of respect for the time and effort provided Keith to teach Bruno the rules and tactics of BKN, Bruno graciously evacuated Caen, allowing Keith to obtain a win.

Our hats are off to the 53 participants who won their very first AvalonCon plaques. It is a deeply satisfying feeling to take home such an award.
Blitz by Number

Ground School for LONDON'S BURNING

By Charles Bahl

Most games of LONDON'S BURNING are squeakers. You may send a lot of flaming Messerschmitts spiraling down into Sussex farmyards, but the Luftwaffe is equally busy putting craters in your airstrips and reducing the East End to rubble. I'd say about 70 per cent of the games I've played have been close calls—with either the RAF or the Luftwaffe winning by fewer than eight Victory Points. In a way that's good: nicely balanced games have a way of keeping your interest over many replays. Yet, I'm sure that doesn't mean you wouldn't like to tip the scales a wee bit in your favor by getting a jump on Reichsmarschall Goering's boys. After all, they've got quite an assortment of their own tricks hidden away in their rucksacks. So sharpen your pencils, grease your slide rule (remember this is 1940), and masticate your spit wads—ground school is about to begin.

OVERVIEW

LONDON'S BURNING is not a game of football, but the game's short scenario does conveniently divide into two halves, each of which has distinct strategic goals. In the first half, pilot and plane conservation is the primary objective. During the first turns of the game, you should take kills only when easy opportunities present themselves. Stay away from those dangerous, fighter-laden raids. Pick and choose your targets carefully. In the second half of the scenario, you should adopt a more aggressive stance in which both protecting your targets and shooting down enemy planes becomes your overriding aim. At this point in the game, you take to the skies as one of Churchill's "few," eager to even the score. Tallyho!

THE FIRST HALF

The first half of the LONDON'S BURNING's short scenario lasts from turn 1 through turn 3 (August 13 through 15). This should be the RAF's conservative phase. You should attack German raids only when they pose an extremely small risk (Remember, however, that no raid is completely risk free.) Here is the idea to keep in mind: lost pilots (those killed or those injured beyond the time frame of the scenario) and, to a lesser extent, lost planes are a deficit from which the RAF player can rarely recover. Two pilots lost in the first one or two game turns is virtually equivalent to an RAF defeat. With your original pilots lost, you will have to nurse your remaining pilots too carefully. In all likelihood you will yield the initiative to the Luftwaffe. If this happens, bomb damage will increase to an unacceptable, game-losing level. Here are some rules of thumb to follow in turns 1 through 3 to make sure that this eventuality never happens.

REBASEING

In the short scenario, I recommend selecting a game base far from the thick of things. In the short scenario, you will never have a problem finding an airfield for an emergency pancake. I think Debden is the best field for a base. Raids will very rarely ever make it there.

At the beginning of the first two phases of each turn (7 and 10 a.m.), you will want to rebase your planes to a satellite field (rule 5.2). At this point in the game send both of your planes to Manston. (This applies only if there is currently no damage to any Home Chain station.) The reasons behind this move are simple. Manston occupies a centralized position near the coast from which the RAF, in most circumstances, can respond quickly to any Nazi incursion. Only those raids starting on and moving to the left of the mapboard will be hard to catch.

There is a small chance (less than one in twelve) that the Luftwaffe may attack your pilots when they have just taken off from Manston, but the risk is acceptable and must be taken. (Remember that not only must the raid enter the Manston hex, but it must also be at a sufficiently low altitude to make contact with your air units.) Although Hawkinge is a more centrally located field, the risk of German interception here is higher. However, if you tend to be a more aggressive player, and just cannot stand letting a German raid get by without so much as a look, Hawkinge is, more than likely, the place for you. Of course, if one of these locations has been bombed, you have no choice but to rebase to the other.

When at least one Home Chain station is damaged (or both Manston and Hawkinge are no longer available), you should move your planes further inland to Gravesend (first choice) or Rochford. This is basically a defensive move. It prevents German bombers from catching your planes on the ground. (Recall from such a fate is extremely difficult, if not impossible.) The drawback is that you will be giving the Luftwaffe, at least temporarily, a free hand at bombing the coast. You will still stand a good chance against raids that penetrate further inland. Use your repair points to get all Home Chain stations operating as soon as possible, unless you need the points to recover lost planes.

During the last two phases of each turn, instead of rebasing your pilots as mentioned above, put them up on patrol over a central target near the coast. Lympne, Dunkirk and Rye are good selections. (Dover is not as good because of potential Luftwaffe interception there.) Late in the day, pilots can get away with the extra fatigue that accrues if no German raid appears. Put your patrols at 20,000 feet. This is an optimum altitude for responding to nearly any Nazi threat.

CLOSING FOR THE KILL

The first question you should ask yourself when intercepting a raid is this: Now or later? In other words should you intercept at the first available opportunity, or should you wait until you can achieve a more favorable altitude or angle of attack? Here's a basic rule—if you can get your planes up to the same altitude (reported or true) as that of the raid, before the raid reaches its target, by all means intercept. Don't allow the raid to reach its target, if you can at least match its altitude. Of course, if you have time to spare, take advantage of it by getting to the best altitude and angle that you can. Generally, you should never intercept a raid below its altitude, even if this means allowing it to bomb a target. Above all, do not put your planes within the "triangle" of a raid's potential flight paths. Interception by the Luftwaffe means lost Spitfires and lost Hurricanes. Stay to the front of a raid, beyond its three hex range, or approach it from the side, outside of its potential flight paths (see Figure 1).

By the way, don't intercept at higher than 5,000 feet above the raid's reported altitude. Rule 8.2 forces a break-off when the nearest German air unit on the altitude display is two or more altitude levels away from an RAF fighter. If you repeatedly intercept at a differential of 10,000 feet or more, you will be letting too many enemy aircraft slip through your defenses. Also, never intercept raids over the water. (Remember that this dictum, as well as all the others in this section, applies only to turns 1 through 3.) Combat over water spells disaster. Too many of your pilots will die in the icy waters of the English Channel. The drawback is, of course, that the German bombers will usually reach their target. If this is unavoidable, then try to intercept the raid over the target hex. Dover harbor may be reduced to smoking ruins, but at least you can prevent the raid from getting back.
to France unscathed. Such a situation is frustrat­
ing to say the least. Do not, however, let an
increasing German VP total entice you to a rash
and risky attack. Be patient. Your chance for
revenge is coming.

Once you’ve intercepted, you must decide
whether or not to actually fight. During this con­
servative phase of the game, never attack a raid
that contains more than two fighters. Attack a
two-fighter raid only if you can attack from a
higher elevation (but not necessarily from “out
of the sun”). Attack all one-fighter raids. If you
can’t or shouldn’t attack a raid that you’ve just
intercepted, break off immediately, before the
first round of combat. If you do attack, attack
every fighter first. If there is only one enemy
fighter, attack it with one of your own. Use your
other fighter to go after an enemy bomber. When
firing, assign two bursts against a previously
undamaged fighter. If you’ve got enough ammo,
assign three bursts against an undamaged
bomber. It is usually best to down enemy planes
as soon as possible, rather than conserving
ammo and hoping for another round of combat.
(A combat-ending roll always seems to
come up at the most inopportune times.) Use
fewer bursts against bombers, if the raid has
penetrated far enough inland or is at a particu­
larly low elevation. An enemy bomber with an
engine hit will not be able to make it back to
France.

Finally, concentrate on creating an RAF ace.
Don’t try to advance two pilots at the same time.
Give your selected pilot all the best kill chances.
When he makes ace, advance your other pilot.
An ace or two will be one of your most potent
weapons in the second half of the game.

THE SECOND HALF

If you’ve made it to turn 4 (August 16) with
no (or maybe one) pilots lost, you are probably
eight to twelve Victory Points in the hole. (By
the way, keep a running total of the Victory
Points.) If this is the case, don’t get mad—get a
Messerschmitt! From this point on, if you lose a
couple of pilots along the way, grin and bear it.
That is the price of victory. Your major goal
now is nothing less than the destruction of the
Luftwaffe, wherever and whenever a Messer­
schmitt or Stuka flies between your crosshairs.

Now, in face, with your blood up, you will
actually hate to see a “No Raid” counter come
popping out of your coffee cup—or other opaque container. If you are behind in the VP
race, August 17 will become the most important
turn of the game. During this turn you need to
close to within four VPs of the Luftwaffe,
preferably closer. You don’t want to have come
all this way only to pull a handful of “No Raid”
counters on August 18, the last turn of the short
scenario. By closing to within four points on
August 17, you should be close enough to pull
out a victory on the following day—unless the
“counter gods” are out to get you.

REBASING

In the latter part of the game, busing is not so
critical. If coastal targets have more or less been
blown away (likely), rebase your planes at either
Gravesend or Rochford. If three or more Home
Chain stations have been damaged, you should
rebase even further back, at the fields surround­
ing London (Hornchurch, Biggin Hill, Staple­
ford Abbots, etc.). As usual, put up patrols only
on the last two phases of the day. With coastal
targets already bombed, your patrols are best
located in the center of the game board, over
Detling, let’s say, or West Malling, Rochester or
Canebdon. As in everything, however, use your
own judgement. If, for example, most of the
remaining targets are to the right (northeast) side
of the game board, use an airfield that is further
to the right.

DAMAGE REPAIR

Concentrate, of course, on keeping those two
planes of yours in the air at all times. Second
priority is your Home Chain network. However, if
a Home Chain station has received a significant
amount of damage, say four or more points,
don’t waste precious repairs on it. Instead, focus
on locations with just a few points of bomb dam­
age (three or less). Once completely repaired,
these targets will decrease the Luftwaffe Victory
Points by two (by three if it’s a London hex).
There is no use throwing away repairs on targets
that have no chance of being completely repaired. Remember that in the short scenario,
you will have a total of only twelve repair
points.

CLOSING FOR THE KILL

The further you are behind in VPs the more
bloodthirsty you need to be and the more Nazi
flags you need to get pasted onto the outside
of your fuselage. If you catch up with and then sur­
pass Luftwaffe VPs, you can back off on the
bloodlust a little bit. In this case, rather than
always going for the kill, focus on forcing
bombers to break off. Concentrate on keeping
British targets safe from German bombs.

In any case, attack almost every raid. (Stay
away from those that have four or more fight­
ers.) You will find that getting altitude and angle
will be a lot easier, because the raids will have to
travel much farther inland in order to reach a tar­
get. In fact, I would recommend coming from
“out of the sun” on virtually every raid, even if
you have to let the Nazi bombers reach a target.
In these cases you often can destroy four-points
worth of enemy planes in exchange for their two
or three points of damaged targets.

If you know a raid has only a single plane as
fighter cover, it is often not a bad idea to split up
your attack planes. Send one plane “out of the
sun” against the single defending fighter, and
send the other “head on” against a bomber. This
technique is illustrated in the “Example of Play”
provided in the LONDON’S BURNING Rules of
Play. Attacking over water is also no longer out
of the question, but you should have a good rea­
son for doing it (i.e., you stand to shoot down a
record number of planes, or you are so far
behind in VPs that you need to get suicidal.).

As usual, go for the fighters first. At this
point in the game I prefer using only one burst
versus fighters and two bursts versus bombers.
(Quite a few damaged planes won’t make it back
to the continent.) In this case, you are hoping for
more than one combat round. If the raid consists
of only four or five enemy planes, try to force
the whole raid to break off. In the process, you
will most likely succeed in destroying a fair
number of planes anyway, and you will succeed
at killing two birds with one stone—denying the

---

**Figure 1.** A raid approaches London from the southeast. Interceptors should
stay out of the raid’s flight-path “triangle” (shaded area). Intercept by approach­
ing from the raid’s front (the hexes marked “A”) or from the raid’s side (the hexes
marked “B”).
Protecting England Strategy Tips for
LONDON'S BURNING
By Andrew R. Maly

LONDON'S BURNING is a challenging game about the Battle of Britain. The player is faced with a multitude of decisions, and the wrong decisions prove costly. As with any solitaire game, there is a system. However, there is no “best plan” to be discovered, as the situation is constantly evolving. The system punishes failure, leading to more and easier defeats. Thus, the British player must be aggressive, yet logical in the decisions he makes.

This article focuses on the solitaire play of the British (RAF) in the Long Scenario against the game system which runs the Luftwaffe. Some of the following is applicable to two-player games.

VICTORY

In order to understand how to defend England, the British player must understand the victory conditions. The RAF gets victory points from only one source: the downing of German planes. The German player gets points for downing RAF planes, as well as damaging ground targets. Thus, it is imperative that the British player gain the advantage in aircraft at an early and rapid rate, if success is to be achieved.

Several factors combine to determine how to best handle this situation. First, you must understand the vulnerability of the various targets to attack. Next, you need to know what the Luftwaffe can do during a raid, and how to best stop the raids. Finally, you must handle the inevitable setbacks the British player will encounter, by managing your repair points.

TARGET ANALYSIS

Table 1 gives an overview for what parts of southeast England are susceptible to attack. This information is a breakdown of the relative vulnerability of any given target at the start of the game. It should be noted that the odds immediately change as soon as a target is hit. However, a few important facts should be noted.

Although the Chain Home radar stations represent only four of the 28 targets on the board, they represent over 20 per cent of the potential target base for a given raid. Without exception, a raid from any starting location has the opportunity of damaging a Chain Home radar station.

Of the initially available targets, only seven are located within two impulses of the raid starting locations. Yet, these seven targets represent over 60 per cent of the targets, based on odds. Fourteen targets, including all Chain Home radar stations, are located within three impulses of France. These targets represent over 81 per cent of the probable strike points. Thus, it is likely that any raid which does occur will not last very long. This translates into a small window of opportunity for the RAF to respond, and lends credence to having an up front, aggressive defense by the RAF.

However, not all targets can be assigned the same priority for defense. Table 2 is a breakdown of target probability based on the initial start point of a raid. This is useful information in determining how the RAF fighters will approach the raid, and in helping to determine the relative safety of certain targets. If the RAF is keeping its pilots on Stand-by, this information can be very valuable. There are times when the additional pilot fatigue would outweigh the benefit of defending a target, or the benefit of defending a valuable target with a low vulnerability. However, as with the overall target probability, the odds immediately change as soon as a target becomes damaged.

One note: Hornchurch is the only home base which is invulnerable to a raid during the 7am phase of the August 13th turn. A damaged home base is as critical as a damaged Chain Home radar station. The lost pilot fatigue recovery and damage repair requirement necessarily mandate that the home base be defended. I recommend Hornchurch as the RAF home base.

THE RAIDS

The mix of raid markers consists of six “No Raid” markers, one “Remix” marker and two each of “4 Raiders,” “5 Raiders” and “6 Raiders” markers. On average, there is a 50 per cent chance of no raid. This presents the British player with the first major challenge of the game, that of judging whether the increase in pilot fatigue from patrolling is worth doing when the patrol may be wasted by a lack of raiders. Passive reaction to the German assault presents its own problems. The astute British player will consider the previous raid marker draws when making the patrol decision.

In the event of a raid, it helps to know the probable composition of the enemy forces in order to assess how to handle it. The German forces are summarized in Table 3. Given that the German player will be able to replace a maximum of 68 planes over the course of a total campaign, it is unrealistic to expect that the Luftwaffe will ever be totally crippled. Yet, this task must be attempted.

(Continued on pg. 10)
CAVEWARS

EAT THIS ROCK BOY!

It'll Rock Your World!
Ibidos, the world of CAVEWARS, is a rockin' place to dwell. In a vast, maze of caverns, eight species wage an incredibly brutal war for survival. Your job, Commander: take control of these subterranean lifeforms and roll over the civilizations of your enemies.

It's Not All Blood 'n Guts!
CAVEWARS is also a game of exploration and empire building. Play vs. as many as four computer or human opponents. Fight in "Ibidos" or have the computer create a new underground world.

Dig It or Get Buried!
In the beginning, you have primitive weapons and magic and your empire is small. Manage your population and your troops, mine rich mineral deposits to forge new weapons, effectively research new technologies, and rediscover the lost spells of Gimlor. Now kick some serious butt and the vast levels of caverns will be yours!

CAVEWARS for IBM CD-ROM is available wherever great games are sold. or contact:
The Avalon Hill Game Company

517 Harford Road, Baltimore, MD 21214 • Toll Free: 800-999-3222 • Fax: 410-254-0991
http://users.aol.com/ahgames/avalon.html
The Magical Pleasures of
CAVEWARS
Race Profile: Namarie
By Mark Simonitch

The pleasures of exploration, city-building and global conquest are taken to new levels—or is it that new depths—with Avalon Hill's new computer game, CAVEWARS. The addition of the third, dirt-encumbered, dimension to an empire-building game makes for a new gaming experience. This addictive game will soon become a favorite among cave-dwelling, computer gamers who delight in making their own passageways through enemy terrain. Here give profile of the eight races you may lead—SKT.

The Namarie are weak. When I heard that players playing the Namarie race were losing and were commenting on their pathetic abilities, I, naturally, took up the challenge to see if I could win with them. Well, I've found that the Namarie are good. Yes, they are so good that when my sons and I sit down for a game, we must negotiate who gets to be the Namarie.

The advantages that Namaries have are their skill with ranged weapons and their keen use of magic. The ranged weapon skill is nice, but does not come into use in my strategy. What interests me is their ability to learn spells faster than the other races. This advantage, fully applied, can give them an early and decisive lead in the war.

Here is my formula for success with the Namaries.

1. Invest heavily in magic. Concentrate strictly on the power of Summoning until you have reached a level 3 mastery. After that you can diversify a little into other areas of magic (Earth, Transportation and Viewing) but keep working on obtaining the fifth and highest level of Summoning. This is important for your wizards.

2. Don't build Namarie army units (they are pitiful); build wizards. At the start of the game, I build about three Namaries swordsmen (with mounts) for exploration. After that, I never build another Namarie unit again. All other resources will be committed to building wizards, more wizards and armies of wizards. As your research into summoning gets better, your wizards get better. Wizards have ranged fire (those mysterious fire balls) which will knock out the garrison of a neutral city before they can return fire.

3. Because you are not building armies of soldiers which require metal weapons, you don't need to mine metal—even! That's right, while other players are enslaving large sections of their population for digging and mining of metal, your Namaries are concentrating on research and wizard upkeep. That means that a bigger percentage of your population is devoted to researching an area in which you already have an advantage. Your Namaries will enjoy an early lead in the research race.

4. Build only one or two engineers, but don't build any until you need to build a new city. You'll need a new city when you find a good spot with lots of food, but more on that later.

5. Forget about city defense altogether. Putting people to work on strengthening your cities is a waste of manpower. Set your global slider in the defense category to zero and lock it there. Send everybody to the research labs. If you are worried that a city may come under attack, then garrison it, but don't rely on defensive works.

6. Balance your production, research and magic commitment carefully. At the start, I set my production to build a wizard every other turn rather than every turn. Even when you capture many cities, don't build a wizard in every city. You need to repel level 5 mastery in Summoning as soon as you can. Too much production and wizard upkeep will slow you down. It is impossible to say exactly how you should set your global sliders in these three categories. Make sure your research is always getting the lion's share.

7. Use your power of summoning wisely and don't waste your magic points. Summoning is best used to reinforce the front lines or as reserves. While wizards and troops have to move from where they were built to reach the area of action, which can take many turns, summoned units can arrive instantaneously. If you capture an enemy city, you can reinforce it the next turn with a summoned army. You can leave large areas in your rear undefended as long as you have enough magic to summon an army to the hot spot when intruders appear. In CAVEWARS, the enemy can appear through walls, ceilings and floors so you always need to worry about your rear.

8. Feed your people. Prevent your population from being devastated by a food shortage. This is what separates the average CAVEWARS player from a good player. The key to this is to always have an eye out for food and on your food supply. Those one or two engineers you've built should always be busy building cities near food sources. When those cities are completed, ship to them any population in a city with a poor harvest. If a city is located in a place without any food, then ship everybody out and raze it to the ground.

9. Surprise your enemy. Everybody I play leaves most of their cities undefended. A few units made invisible will wreak havoc in their rear lines.

10. Eat Metal. This becomes a viable tactic for you since metal has no value to you. At the cost of 200 magic points I would reserve it only for medium or rich Mithril.

Not only are the Namaries good to play, they are also the most fun. Summoning the many evil and twisted creatures of Thido and building them into armies to send against your enemies is just plain fun. Also, seeing your armies of wizards marching off to war with their funky hats is a kick. Its also nice to watch them in battle when they mow down Gakkars and Advaries. Watch out for those nasty rocket launchers though. You hope to win before your opponents can build those. So the next time you hear somebody put down the Namaries—challenge them.
Probably the most important information to be extracted from Table 3 is the average number of bomb hits delivered per raid size, based on the date. This information does not take into account the effects of air defense or dive bombing. While this doesn't appear to be a bad situation at first, any target, with the exception of a Chain Home radar station, is likely to be out for several days before a total repair can be achieved, even if the RAF's limited repair resources are devoted strictly to target repairs.

On the positive side, Table 3 reveals that the Luftwaffe doesn't provide as much fighter escort early in the game. If an advantage can be gained early, then it is possible to achieve and maintain air superiority.

Even so, the British player cannot relax during the latter half of the game, approximately from the 28th of August. This twelve day stretch will test the mettle of the RAF. At this time, German reinforcements are primarily fighters. Attacking a raid gets tougher and the RAF is more likely to take casualties, thereby increasing the likelihood that raids will reach their targets. However, average target damage decreases, allowing for speedier repairs. A passive defense becomes both feasible and necessary during this part of the game, especially considering the fatigue factor.

In general, it pays to watch pilot fatigue, the raid chit draws, and the Luftwaffe aircraft available for duty. These factors all must be evaluated by the RAF when determining defensive tactics.

**DEFENSE DECISIONS**

A stand-by defense does not necessarily work when there is a raid, but, if no raid appears, it pays dividends by keeping your pilots fresh. The flight sequence when pilots are on stand-by is:

- Impulse 1: Max. Altitude: Ground Level, 0 Moves
- Impulse 2: Max. Altitude: Angels 10, 2 Moves
- Impulse 3: Max. Altitude: Angels 10, 2 Moves

The target analysis shows that 80 per cent of the targets are within three impulses of the raid starting locations. Thus, a stand-by defense requires letting an occasional high altitude raid go unintercepted. The potential for successfully intercepting the raid is low, unless the fighters are at the right airfield. A sortie by the RAF which only yields pilot fatigue is a losing proposition. It may be possible for the RAF to intercept a raid at a lower altitude, but this again depends on the starting location of the raid, the starting position of the RAF and existing damaged targets.

For stand-by, select a remote airfield which allows an adequate response time, yet is not itself vulnerable to a raid, lest the RAF be caught in the precarious position of being intercepted by the raid.

In reality, there are only two stand-by airfields which safely allow adequate response times. Most are too far removed for planes on the ground to catch a raid prior to bombing. Manston and Hawkinge are both vulnerable to first impulse raids. Gravesend and Rochford are the best for stand-by, affording a bit more flexibility in terms of response, but the delay in responding may be too great, especially if the Chain Home radar stations have taken damage.

A patrol defense will be costly in terms of fatigue, but the fighters are in the air prior to determining if a raid will occur and can be at an interception altitude from the start. The one movement point cost to descend to any desired altitude is better than having to spend multiple movement points to ascend several altitude levels, if you guess the wrong altitude. No British player can consistently guess the time, altitude and starting location of the raids. Therefore, start at maximum altitude and out of range of potential interception.

When attacking a raid blindly, before the true composition and altitude is known, it is very difficult to get into the optimal attack altitude and aspect to the raid. Potentially nasty
problems are associated with attacking blind. Your interception of the raid may be from below the true altitude of the raid. Based on the composition of the raid, discretion may dictate that the interceptors take the safer course of breaking off, but this wastes a sortie. The discovery of a raid consisting solely of bombers is a pleasant surprise. Interception of a fighter sweep means a short day at the office, yielding only pilot fatigue for your effort. The critical problem is how to deal with potential top cover. Even if that possibility is ignored, the RAP can still waste the sortie if the raid is intercepted from above, and the true altitude is less than reported.

The alternative to blindly intercepting a raid is a strategy which has a different set of risks, yet can yield great reward. This strategy is to allow a raid to attack a target. While this strategy gives a free bombing run to the Germans, it also establishes the composition and exact altitude of the raid. The RAP patrols in close proximity, to achieve optimal attack position once the raid has dropped its bombs and is clearly identified. Armed with this information, the RAP can decide where, when, and how to attack the raid, thereby maximizing the potential for a decisive victory. This strategy allows the increase of German bomber air combat performance (due to unloading the bombs), but this drawback is insignificant.

Each option has its relative merits and drawbacks. When the chance of a raid is 50 per cent or better, the protection of England warrants a patrol (with a post-bombing interception being the best way to minimize RAF losses). This decision should be balanced against pilot fatigue and the high cost in victory points, especially in the short scenario. If the odds for a raid decrease well below 50 per cent, more weight should be given to playing a stand-by defense to conserve pilot fatigue.

**COMBAT**

Combat is inevitable. In fact, the RAF must engage the Luftwaffe when it is reasonable to do so. Rule number one, as was proven historically, is to take out the enemy fighters first. The logic is quite simple. You may preserve a target by eliminating the bombers, but the German fighters will have free reign to attack the Spitfires and Hurricanes. Such a trade may lessen the impact of a raid, but the RAP may be short a plane or a pilot. A British player with only one aircraft is very vulnerable; having none invites disaster.

While it is useful for the RAF to understand the capability of its aircraft versus the Luftwaffe, a more crucial piece of information is understanding these rolls in reverse. The more dangerous enemy fighters should become the number one target of RAP pilots. Table 4 shows the relative strengths of the Me109 and Me110 versus the Spitfire and Hurricane, assuming that there are no modifiers.

One example of an exception to the rule would be two Hurricanes attacking out of the sun versus two Me110s and one Me109. An attack versus the two Me110s provides better odds that the RAF will face only one plane for a counterattack. The unattacked wingman will then provide a defensive benefit to the attacked Hurricane to bring down the German odds. This is only one example. The British player will undoubtedly find other reasons for varying from the standard rule of thumb in combat over the course of a campaign.

Table 5 illustrates one bright spot in this situation. Only two hits are required to guarantee putting an Me109 out of action. The two hits will either down the plane, both being placed in the same location, or at least one of the hits will affect the pilot or engine forcing it to withdraw from combat. Thus, the most formidable opponent of the RAP is also the most vulnerable aircraft to your attacks.

Further evaluation of this information shows that all other German planes have a 50 per cent chance of surviving one hit, but less than a 20 per cent probability of surviving two hits. Given that the average burst from a British fighter yields 1.33 hits, it will take two bursts to put a German plane out of commission. One burst may achieve two hits, or one burst may be all that can be taken. However, when given the option to fire two bursts, it should be exercised, lest the gamble result in a return attack. Taking any more than two bursts is most likely a waste of ammunition and invites more than one return shot from a gunner of the target aircraft.

---

**TABLE 3**

**LUFTWAFFE CAPABILITIES**

<table>
<thead>
<tr>
<th>Date of change:</th>
<th>August</th>
<th>September</th>
</tr>
</thead>
<tbody>
<tr>
<td>Date of change</td>
<td>13 17 19 28 29 30 31 5 6 7</td>
<td></td>
</tr>
<tr>
<td>Number of days at this level:</td>
<td>4 2 9 1 1 1 5 1 1 9</td>
<td></td>
</tr>
<tr>
<td>Total Luftwaffe capability:</td>
<td>Planes Flying</td>
<td>25 19 18 16 17 19 20 21 22 23 22</td>
</tr>
<tr>
<td>Fighters Available</td>
<td>12 8 9 9 11 12 12 12 12 12 12</td>
<td></td>
</tr>
<tr>
<td>Me109 Ace</td>
<td>1 1 1 1 1 1 1 1 1 1 1</td>
<td></td>
</tr>
<tr>
<td>Me109</td>
<td>5 5 6 8 8 8 8 8 8 8 8</td>
<td></td>
</tr>
<tr>
<td>Me110</td>
<td>2 2 2 2 2 3 3 3 3 3 3</td>
<td></td>
</tr>
<tr>
<td>Bombers Available</td>
<td>13 11 10 8 8 8 8 10 11 10 10</td>
<td></td>
</tr>
<tr>
<td>Me110 Divebomber</td>
<td>1 0 0 0 0 0 0 0 0 0 0</td>
<td></td>
</tr>
<tr>
<td>Ju 88</td>
<td>1 1 1 1 1 1 1 1 1 1 2</td>
<td></td>
</tr>
<tr>
<td>Do 17</td>
<td>4 4 4 4 4 4 4 4 4 4 4</td>
<td></td>
</tr>
<tr>
<td>He 111</td>
<td>3 3 3 3 3 3 3 4 4 4 4</td>
<td></td>
</tr>
<tr>
<td>Ju 87</td>
<td>2 2 0 0 0 0 0 0 0 0 0</td>
<td></td>
</tr>
<tr>
<td>Total bomb load</td>
<td>19 15 14 12 12 12 12 13 15 17 16</td>
<td></td>
</tr>
<tr>
<td>Average Bombs per Plane</td>
<td>0.76 0.79 0.78 0.75 0.71 0.61 0.60 0.62 0.68 0.74 0.73</td>
<td></td>
</tr>
<tr>
<td>Average Hits per Raid size</td>
<td>4 Raiders 3.04 3.16 3.11 3.00 2.82 2.53 2.40 2.46 2.73 2.96 2.91</td>
<td></td>
</tr>
<tr>
<td>5 Raiders 3.8 3.95 3.89 3.75 3.53 3.16 3.00 3.10 3.41 3.70 3.64</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6 Raiders 4.56 4.74 4.67 4.50 4.24 3.79 3.60 3.71 4.09 4.48 4.38</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7 Raiders 5.22 5.53 5.44 5.25 4.91 4.42 4.20 4.39 4.77 5.17 5.08</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8 Raiders 6.08 6.32 6.22 6.00 5.65 5.05 4.80 4.66 5.45 5.81 5.82</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**TABLE 4**

**GERMAN FIGHTER AIRCRAFT PERFORMANCE**

<table>
<thead>
<tr>
<th>Target</th>
<th>Me 110s</th>
<th>Me 109s</th>
<th>Me 109 Ace</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fighter</td>
<td>0.46</td>
<td>0.16</td>
<td>0.23</td>
</tr>
<tr>
<td>Spitfire</td>
<td>0.68</td>
<td>1.70</td>
<td>2.67</td>
</tr>
</tbody>
</table>

**TABLE 5**

**AIRCRAFT COMBAT DURABILITY**

<table>
<thead>
<tr>
<th>ME109, SPITFIRE</th>
<th>Hits</th>
<th>Destroyed</th>
<th>Break Off</th>
<th>Flight On</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0%</td>
<td>67%</td>
<td>33%</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>33%</td>
<td>67%</td>
<td>0%</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>78%</td>
<td>22%</td>
<td>0%</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>100%</td>
<td>0%</td>
<td>0%</td>
<td></td>
</tr>
<tr>
<td>HURRICANE</td>
<td>Hits</td>
<td>Destroyed</td>
<td>Break Off</td>
<td>Flight On</td>
</tr>
<tr>
<td>-----------------</td>
<td>------</td>
<td>-----------</td>
<td>-----------</td>
<td>-----------</td>
</tr>
<tr>
<td>1</td>
<td>0%</td>
<td>67%</td>
<td>33%</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>28%</td>
<td>67%</td>
<td>6%</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>67%</td>
<td>33%</td>
<td>0%</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>93%</td>
<td>7%</td>
<td>0%</td>
<td></td>
</tr>
<tr>
<td>JU87</td>
<td>Hits</td>
<td>Destroyed</td>
<td>Break Off</td>
<td>Flight On</td>
</tr>
<tr>
<td>-----------------</td>
<td>------</td>
<td>-----------</td>
<td>-----------</td>
<td>-----------</td>
</tr>
<tr>
<td>1</td>
<td>0%</td>
<td>50%</td>
<td>50%</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>25%</td>
<td>61%</td>
<td>14%</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>59%</td>
<td>38%</td>
<td>3%</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>84%</td>
<td>16%</td>
<td>1%</td>
<td></td>
</tr>
<tr>
<td>ME110, DOROTHY</td>
<td>Hits</td>
<td>Destroyed</td>
<td>Break Off</td>
<td>Flight On</td>
</tr>
<tr>
<td>-----------------</td>
<td>------</td>
<td>-----------</td>
<td>-----------</td>
<td>-----------</td>
</tr>
<tr>
<td>1</td>
<td>0%</td>
<td>50%</td>
<td>50%</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>19%</td>
<td>67%</td>
<td>14%</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>40%</td>
<td>49%</td>
<td>3%</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>73%</td>
<td>28%</td>
<td>1%</td>
<td></td>
</tr>
<tr>
<td>JU88, HEK111</td>
<td>Hits</td>
<td>Destroyed</td>
<td>Break Off</td>
<td>Flight On</td>
</tr>
<tr>
<td>-----------------</td>
<td>------</td>
<td>-----------</td>
<td>-----------</td>
<td>-----------</td>
</tr>
<tr>
<td>1</td>
<td>0%</td>
<td>50%</td>
<td>50%</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>14%</td>
<td>67%</td>
<td>19%</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>39%</td>
<td>57%</td>
<td>0%</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>61%</td>
<td>37%</td>
<td>2%</td>
<td></td>
</tr>
</tbody>
</table>
There are times when the fighters should be ignored. The limited cases are when attacking from below and all fighters are in top cover. Another case for ignoring fighters is when attacking head on, but not out of the sun. In these two latter cases, discretion may be the better part of valor, depending on the type and quantity of fighters present.

For the true numbers junkies, Table 6 provides useful information on the relative odds of being able to obtain a certain number of bursts, based on modified performance differential, prior to rolling the performance dice. This information is useful in determining when RAF pilots should show discretion and break off combat.

One last comment on combat. The British player should try to dictate the terms of combat—and choose a target inland, such that damaged German aircraft will crash before they can get back across the Channel. Obviously this is not always possible. However, the further a German raid penetrates into England, the greater the odds a damaged plane will not be able to return to France. This decision should be based on target vulnerability. Similarly, pay attention to the availability of a friendly airfield. Nothing is more frustrating than losing a fighter to an engine hit because there is nowhere to land.

**REPAIR PRIORITY**

Despite the best efforts of the British player, some damage will occur, and thought must be given to the priority of repair. A common two repair points per turn, you rarely will have enough points to accomplish needed repairs. Though a particular situation may dictate otherwise, the following are the recommended repair priorities:

1. **Planes.** Without planes the RAF cannot fight the Luftwaffe. The RAF needs two fighters to have a decent chance against any German raid. This priority falls out, however, if only one pilot is available and his aircraft is in flying condition. Of course, in this case, the RAF is facing very poorly, and all is probably lost if a replacement pilot is not forthcoming.

2. **Home base and Chain Home radar stations.** While repairing the Chain Home radar stations puts them back into a vulnerable status, the British player cannot afford the delayed reaction time to a raid. Each radar station damaged gives the raid one “free” impulse, thus giving the RAF less time to adequately defend the targets. This becomes a spiraling disadvantage once it is allowed to begin.

Equally devastating is the reduced fatigue recovery from a damaged home base. This increases the chance of having to fly a tired pilot and hitting the maximum fatigue level. Once RAF pilots cannot fly, targets cannot be defended, again leading to a spiraling disadvantage. Neither situation can be allowed.

**TABLE 6**

<table>
<thead>
<tr>
<th>Aircraft Performance</th>
<th>No Bursts</th>
<th>1 Burst</th>
<th>2 Bursts</th>
<th>3+ Bursts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Perf. Advantage</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>-4</td>
<td>97%</td>
<td>3%</td>
<td>0%</td>
<td>0%</td>
</tr>
<tr>
<td>-3</td>
<td>92%</td>
<td>6%</td>
<td>3%</td>
<td>0%</td>
</tr>
<tr>
<td>-2</td>
<td>83%</td>
<td>8%</td>
<td>6%</td>
<td>3%</td>
</tr>
<tr>
<td>-1</td>
<td>72%</td>
<td>11%</td>
<td>8%</td>
<td>8%</td>
</tr>
<tr>
<td>0</td>
<td>58%</td>
<td>14%</td>
<td>11%</td>
<td>17%</td>
</tr>
<tr>
<td>+1</td>
<td>42%</td>
<td>17%</td>
<td>14%</td>
<td>26%</td>
</tr>
<tr>
<td>+2</td>
<td>28%</td>
<td>14%</td>
<td>17%</td>
<td>42%</td>
</tr>
<tr>
<td>+3</td>
<td>17%</td>
<td>11%</td>
<td>14%</td>
<td>58%</td>
</tr>
<tr>
<td>+4</td>
<td>8%</td>
<td>8%</td>
<td>11%</td>
<td>72%</td>
</tr>
<tr>
<td>+5</td>
<td>3%</td>
<td>6%</td>
<td>8%</td>
<td>83%</td>
</tr>
<tr>
<td>+6</td>
<td>0%</td>
<td>3%</td>
<td>6%</td>
<td>92%</td>
</tr>
</tbody>
</table>

CONCLUSION

No one said that defending England would be easy.

The reader may leave this article with the thought that no definite strategy has been outlined for defending England. To a degree, that is correct. However, the lack of a “best” strategy is the beauty of LONDON’S BURNING. The British player is faced with many tough decisions, each with the potential for great reward, yet each decision has its cost. Now, the British player has some tools which can assist with those decisions. Tallyho!

**Thirty Seconds Over London**

**Microscenarios for LONDON’S BURNING**

By Charles Bahl

LONDON’S BURNING is in essence a campaign game. As each Luftwaffe raid passes over the green fields of southern England, the RAF player is forced to make a number of difficult decisions—decisions that affect not only the current game turn, but ones which will have repercussions for many turns to come. Should he protect Dover from a particularly heavy concentration of German bombers? Should he save his handful of precious pilots to use against a small, more manageable raid? Should he repair damage to his Chain Home radar stations or bring up boldly needed new aircraft? Should he intercept enemy planes over the open ocean or attack them over the British countryside where his pilots will have a better chance of surviving a bail-out? These are the kind of decisions that make LONDON’S BURNING such a demanding and enjoyable game—and one with tremendous replay value.

However, even the game’s short scenario can take several hours to play, depending upon the type and concentration of raids the Luftwaffe sends up against you. If your time is at a premium, and yet you can’t fight the urge to mix it up with Goering’s best, the following microscenarios may be just the ticket. Each one should take no more than fifteen minutes to play (considerably less if a couple of Messerschmitts blow you to pieces). Each represents a single Luftwaffe raid and each presents a unique set of challenges. Though you will not have to make the tough strategic decisions required by the full game, in these scenarios, you will still face plenty of sticky tactical problems. Each scenario is specially constructed to test your best tactical judgment and to reward good play on the part of the RAF. In addition, a “Par Score” is given for each scenario. This is the average Victory Point score achieved by players of the scenario during playtesting. The Par Score provides a standard against which you can measure your own achievements as an RAF pilot.

**HOW TO PLAY THE SCENARIOS**

Each of the microscenarios represents a single Luftwaffe raid. Except where noted in the scenario rules, all the rules for LONDON’S BURNING apply.

**Setup**

Chose a scenario and set up the playing pieces as indicated. Place the listed RAF aircraft on the designated base(s) or on patrol in the specified hex at the given altitude. RAF aircraft always begin each scenario with a full load of ammunition (15 seconds of bursts). If specified, pilots may begin the scenario with an ace status or with a fatigue level. If no pilot information is provided, he is considered to be a non-ace at fatigue level 0. Pilots are not carried over from scenario to scenario.

Set up the Luftwaffe raid as indicated. The “Composition” numbers give a list of the individual aircraft (by number) in the raid. Place the
Place the raid marker on the map in the designated starting hex. The "Notes" section lists any special circumstances that must be taken into consideration when playing the scenario.

Performing the Raid

Play out the scenario as you would any other raid except as noted here. During the Luftwaffe's second movement action of the raid, move the raid marker three spaces in direction 6. If all the aircraft in the raid have a movement factor of four, you must move the raid four hexes instead of three.

Each raid has an indicated target. If the raid passes over an undamaged target (or a London hex regardless of bomb damage) during its movement to its listed target, the raid ignores the target it is currently passing over. In these scenarios, only the listed target is bombed. In scenarios that have London as a target, a specific London hex is designated as the target. In this case, other London hexes are ignored as targets.

When a raid is intercepted (or intercep ted) or is over its listed target, roll for the true altitude and top cover per the normal rules.

Victory Points

At the end of the scenario, score Victory Points as follows:

Each destroyed Luftwaffe fighter, "two-bomb" bomber or divebomber: +10
Each destroyed Luftwaffe "one-bomb" bomber (excluding divebombers): +5
Each hit on an undestroyed Luftwaffe aircraft: +1
Each hit on an destroyed Luftwaffe aircraft: +5
Each RAF pilot who dies as a result of a bomb out (there is no penalty if a pilot dies for any other reason): -1
Each time the Luftwaffe Raid moves on the map before it is first intercepted (or before it first intercepts): -1

A negative score is considered a Luftwaffe victory; a positive score is an RAF victory; a score of zero is a draw. Regardless of whether or not the scenario is a Luftwaffe or RAF victory, you should consider yourself successful if you score better than the listed par score for the scenario.

[Those of you who quibble with the author's valuation of a pilot's life should remember that these scenarios are meant as training devices for air tactics. In the campaign game, the loss of any aircraft is putting your valuable pilots at risk and therefore the VP costs in these scenarios are pitted into that event itself; while the additional bail-out loss is to penalize interceptions over the sea or shore—SKT]
HYPER SNIPER
A SANe look at this threat in ASL
By Mark C. Nixon

The length of this article runs a risk of misleading the reader to suspect that I attribute far more importance to sniper activity than is due. After all, in ADVANCED SQUAD LEADER (ASL) your opponent's Sniper Activation Number (SAN) often appears low enough to warrant little fear, and who needs added worries in an already complex game? However, is the question really one of preparing for the expected enemy sniper activity? Many of us can remember games in which, despite a low SAN of 2 or 3, the number seemed to roll more often than was probable and at the most inopportune moments. We can recall games in which these SAN have been followed by a good many more sniper attacks than the average 33 percent (for a die roll of 1 or 2) and by a good many more die rolls of 1 than of 2. With this in mind, perhaps the entire sniper panorama can be better understood if we try to answer the question, "What can be done to protect against the enemy sniper and to enhance our own sniper activity, without making harmful sacrifices elsewhere?"

TABLE 1. SNIPER POSSIBILITIES
(Expected sniper attacks per 100 SAN-capable dice rolls)

<table>
<thead>
<tr>
<th>SAN</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frequency in 100 DR</td>
<td>2.77</td>
<td>5.55</td>
<td>8.33</td>
<td>11.11</td>
<td>13.88</td>
<td>16.66</td>
</tr>
<tr>
<td>Chance of Sniper Attack</td>
<td>.92</td>
<td>1.85</td>
<td>2.77</td>
<td>3.70</td>
<td>4.62</td>
<td>5.55</td>
</tr>
<tr>
<td>Chance of Sniper Attack dr of 1</td>
<td>.46</td>
<td>.92</td>
<td>1.38</td>
<td>1.85</td>
<td>2.31</td>
<td>2.77</td>
</tr>
</tbody>
</table>

The relatively low frequency of actual sniper attacks, especially a sniper 1 attack, is a profound fact to consider before assigning disproportionate significance to SAN considerations. Still, it's just that single sniper attack die roll of 1 which can ruin your plans.

This article divides comments on snipers into four sections: Sniper Abatement, Sniper Attacks, Anti-Sniper and General Principles. Probably all players are aware of tactics which can be used to thwart the enemy sniper (abatement). Some of these are valuable strategems, while others are extreme to the point of near uselessness—and can even be detrimental by virtue of squandering valuable energy and resources for little or no gain. Less obvious are the methods available to encourage your own sniper to get off his duff and join the battle (sniper attacks), as well as anti-sniper measures and some additional general principles to consider. This article investigates possible tactics in order to make intelligent choices, but knowledge of when and how rigorously to employ sniper procedures is key. Thus, I conclude each of the following sections with a recommendation. At times, this advice can hurt you. Do not follow it blindly. Individual perspective is part of the beauty of the game. I will be delighted if you consider my recommendations, but when you sit down to play, use your own discretion.

SNIPER ABATEMENT

PILING ON
Most players embark upon a sniper abatement regimen after noticing that any 9-2 or better leader (hereinafter termed "Rambo") seems to suffer a disproportionate number of sniper hits. The ideal countermeasure would be to eradicate the enemy sniper. The best we can usually hope for, though, is keeping our best units from taking a sniper hit while less useful units take the heat instead. Welcome to the world of sniper abatement activity. The initial move is usually to stack extra units with Rambo. This can be an excellent choice for it combats the sniper while also enjoying the other benefits associated with close proximity to -2 and -3 leadership. Piling ever more and more units onto this stack, however, soon loses its effectiveness in helping protect Rambo. At the same time, the massive stack is aligning itself to attract a big hit. Beware of figuring that, if two squads help keep the sniper away from Rambo, six half squads, a 7-0 and an 8-0 will do even better. You have overlooked the predicament you will face if Rambo does take the hit, despite all this security, bringing down the whole stack in a torrent of Leader Loss Morale Checks (LLMC).

Our Rambo stacked alone suffers 100 percent of the sniper hits which hit his location. Stacking with one other unit protects him from only 41.7 percent of the hits (since we must expect the enemy to choose Rambo on any Random Selection tie). This leaves Rambo to take 58.3 percent of the hits. Table 2 shows Rambo's diminishing exposure with additional covering units. Note that, no matter the number of units stacked with Rambo, there is always a 16.6 percent chance that he rolls a "6" on his Random Selection die roll and is selected for the hit.

TABLE 2. THE REALITY OF "PILING ON"

<table>
<thead>
<tr>
<th>Percentage of shots hitting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number of units in stack</td>
</tr>
<tr>
<td>1 (Rambo)</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>7</td>
</tr>
<tr>
<td>Infinity</td>
</tr>
</tbody>
</table>

As units pile onto this stack, each lends additional protection to Rambo, yet progressively less than each previous unit. Exactly how many units are ideal to stack with Rambo is a personal decision, but somewhere exists an invisible ceiling above which additional units "piled on" become wasteful—the manpower would surely prove more beneficial elsewhere for some other game tasks. Think also of the enticing target you present the enemy as units pile higher and higher. This is an open invitation for your smiling opponent to throw all available fire at this one location to try to score a major coup (not in a frantic bid to generate a SAN, but in a reasonable attempt to break the stack), the magnitude of which can easily surpass the relatively insubstantial issue of sniper generation.

RECOMMENDATION: Put two units with each -2 and -3 leader when not moving. Use three units sparingly, and only with at least +2 Terrain Effect Modifier protection or when you just "have" to form that one hard hitting firegroup. Avoid three squads stacked together as a general rule and when faced with large enemy firegroups. (This advice is actually geared to utilize that Rambo Dice Roll Modifier more than to safeguard against the sniper.)

SNIPER BAIT
Step number two in the quest for sniper protection is to station units as sniper bait in hexes near or adjacent to Rambo. This does a better job of guarding against the sniper than overloading Rambo's own location, at least on the first sniper attack rolled. In fact, if you properly utilize the TEM and GEO techniques discussed below in conjunction with bait, you can make it impossible for the first sniper to harm Mr. Rambo (so long as you are willing to avoid putting him in certain hexes). Furthermore, you can bar subsequent sniper attacks against him aside from a Direct Hit (when the Sniper Random Location dice roll lands directly on Rambo's hex). Even when a Direct Hit (DH) is possible it should occur on only one of thirty-six Sniper Location dice rolls (DR). The worst case is with a SAN of 7 (16.6 percent probability), followed by the requisite 1 or 2 Activation dr (33 percent probability), and then the sniper still must roll a DH (2.7 percent probability). Gentlemen, we simply are not playing the game to exercise concern over the net 0.15 percent chance of this occurrence.
The most notable aspect of bait is that it provides an ideal use for dummy stacks because a sniper will attack dummies even after the opposing commander has long since deduced the surface target. Picture Rambo directing a heavy machinegun (HMG) in a level 2 building ready to spew death upon all attackers. During setup, the defender places a stack of seven dummy counters nearby. In his first Movement Phase (MPH), five of these dummy counters move away, one at a time, allowing each to add a concealment counter on top of itself to form five new dummy stacks, leaving two of the original dummies behind to make a total of six dummy stacks totally surrounding Rambo. This accomplishes the equivalent of twelve original dummy counters and now Rambo is completely insulated against any sniper other than a DH—all for the low, low price of seven dummy counters.

**GEO**

GEO is an abbreviation for the geometric characteristics of sniper defense. This tactic exploits the predictable sniper pattern to align Rambo so that a sniper, from its current location, cannot settle directly on him. Figure 2 shows an example. The essential GEO considerations are either linear or proximity. Six hexrows, each six hexes long, radiate from the sniper counter and demark that which the sniper can strike with a DH (these hexrows are known as kill lanes). Notice the hex with the sniper counter itself is immune to a DH. You are employing GEO technique whenever you deliberately avoid the linear kill lanes or stay further from the six-hex sniper range than other potential sniper targets (avoiding proximity to the sniper).

Unfortunately, GEO techniques can only guard against the next sniper attack. Once the sniper's original location is altered by a sniper attack which moves the sniper counter to a new hex, you are facing a whole different sniper geometry. Exercising concern about the impending sniper, however, seems more perceptible than fretting about one or two hits down the line. The GEO techniques may actually be more rewarding with a low enemy SAN than with a high one because you are less likely to see more than one sniper attack with that lower SAN in play. Regulating your GEO/sniper relationship will by itself do absolutely nothing to safeguard Rambo if a sniper attack is rolled and finds him the only unit in play. This means GEO is worthwhile only when used in conjunction with sniper abatement tactics such as TEM and bait. Although you can ensure Rambo is not cleaning his weapons while sitting on a sniper kill lane, unless there is some bait out there, preferably in more vulnerable terrain, the sniper will strike Rambo nonetheless. The tangible value of GEO is that it can prohibit an initial DH and also can be used to help decrease the amount of bait needed to provide Rambo a reasonable sniper cushion.

**RECOMMENDATION: Stay off the kill lanes if an equal position is available, but do not give up a +3 TEM for a +2 TEM just to avoid a kill lane.**

**TEM**

The most eloquent sniper abatement tactic happens to be complemented by sniper rules written to guide you exactly where you almost always want to go—high TEM locations. What better place to establish Rambo with that HMG firebase than in a +3 stone building? Assign lesser units like that 8-1 Nixon bum to handle lower TEM positions (acting as a black hole for enemy sniper attacks). In fact, put Rambo in a stone location with merely two dummy bait stacks in adjacent lesser TEM on opposite sides of his hex and he is protected from the next sniper on everything but a DH. Go nuts and station six dummy stacks in lesser TEM all around Rambo as in Figure 3 and the sniper will have to knock out at least three of them before anything other than a DH could get to Rambo on an unbelievable—may, mythic—fourth sniper attack. All that aside, let's consider what is most likely in our everyday ASL routine. Whether on attack or defense, the most common place to find Rambo will be in a high TEM location. The situation is so basic to good ASL play, we often remain oblivious to it in the sniper context. Good tactics put Rambo in the highest TEM and the sniper rules cause most hostile sniper attacks to strike elsewhere. Here is an ongoing, game-generated reward for expert play.

**Figure 1.** Barring a direct hit, the leader has a fairly effective screen of sniper bait.

Let us extend this thought just a bit. Players new to the game are quite often fooled into wasting game time and manpower resources counting dummy stacks. Experienced players, however, are only rarely hindered by dummies, and you may as well abandon all hope that an expert never, are only rarely hindered by dummy stacks. For the experts, then, the use of dummy counters as sniper bait is actually a more meaningful advantage (because they lack other worthwhile uses for them). New players have a better chance that their dummy stacks might serve the meaningful purpose of deceiving their equally green opponents.

**RECOMMENDATION: Use dummy stacks for bait as much as possible.** On occasion, use for bait some loose half squads, weak leaders (wounded leaders are great) and maybe even a squad here and there (Conscripts are good). The real troops, however, are usually needed elsewhere.

Let us extend this thought just a bit. Players new to the game are quite often fooled into wasting game time and manpower resources counting dummy stacks. Experienced players, however, are only rarely hindered by dummies, and you may as well abandon all hope that an expert never, are only rarely hindered by dummy stacks. For the experts, then, the use of dummy counters as sniper bait is actually a more meaningful advantage (because they lack other worthwhile uses for them). New players have a better chance that their dummy stacks might serve the meaningful purpose of deceiving their equally green opponents.

**RECOMMENDATION: Use dummy stacks for bait as much as possible.** On occasion, use for bait some loose half squads, weak leaders (wounded leaders are great) and maybe even a squad here and there (Conscripts are good). The real troops, however, are usually needed elsewhere.

**Figure 2.** Even though Rambo (the 10-2) is a mere four hexes from the enemy sniper, he cannot possibly suffer a sniper hit on the next attack due to the combined use of GEO and bait.
of elimination of the enemy sniper). In any scenario with enough geographic space to permit, position Rambo far enough away from all clusters of six sniper targets to guarantee a sniper-free environment. This is markedly easier to accomplish at scenario start than to maintain as the game progresses.

The tactic should be fairly common practice for specific scenario setups, when the desire is to keep the sniper away from one force, no doubt spoiling Rambo. "Point of No Return" (ASL 42) comes to mind because I suggested using this exact tactic in a past GENERAL article ("Desert Sands, Part II" Vol. 26, No. 1) to protect the German 10-3 leader, but there are plenty of other examples.

RECOMMENDATION: Give a thought during setup to whether you can create a sniper-free area for safely positioning a key leader.

FAST RAMBO

Whether shooting or moving, Rambo gets first consideration. He may find himself in a good or bad position relative to the enemy sniper. If all else remains equal, Rambo can use the timing of his fire and movement to avoid possible sniper shots. For example, suppose it is the beginning of the Prep Fire Phase (PFPh) and Rambo intends to direct a big attack. If the enemy sniper counter is nearby and Rambo finds himself exposed to sniper attack (it is shocking to consider, but Rambo has been inexplicably ignoring sniper abatement strategies), you may want to take his shot immediately to ensure it occurs before a sniper catastrophe strikes. On the other hand, if Rambo appears secure it might be advisable to fire other important, yet more vulnerable, units first. In the Movement Phase (MPH), it might likewise prove beneficial to move Rambo away from the hostile sniper before Defensive First Fire against other moving units gets a chance to generate a SAN and score a sniper hit. The flip side occurs when Rambo is sniper-safe but plans to move to a more sniper-exposed location. Then it would be better to move lesser units first in order to provide some sniper abatement defense in the area Rambo intends to approach.

RECOMMENDATION: Be attentive to fire and movement sequencing considerations. Remember, however, that the enemy sniper is not the most dangerous thing out there—hostile HMG fire with negative modifier leader direction is still the bigger threat.

SNIPER ATTACKS

FIREFIGHT MECHANICS

I want to make a statistical point without burdening you with a lot of numbers, so the following is a broad generalization. Consider a defender in stone buildings with a SAN 5 facing an attacker in +1 TEM who has a SAN 3. The defender has arranged his troops one per location, whereas the attacker has stacked squads in order to gather firegroups large enough to overcome the +3 TEM of his opponent. At the outset of this firefight, if each player rolls an equal number of SAN-capable DR the defender can expect to benefit from twice as many sniper attacks with his SAN 5 as can the attacker with his SAN 3. His sniper expectation, however, should actually be much higher for several reasons.

Because the attacker has stacked his units, every effective shot at the attacker will entail several SAN-capable DR. Since these stacks are in lower TEM, effective shots should come more frequently than similar effects against the defending units. On the other side of "No Man's Land," with a single unit per location, only one SAN-capable DR per effective shot is rolled against the defense, and because of the +3 TEM such effects should be tougher to obtain. As we can normally expect the attacker to field more squad than the defender, the attacker’s stacked squads may be taking more shots than the dispersed defender. Each extra shot adds another SAN-capable DR.

To emphasize the point, consider this example at its extreme. The defender gets double the possible sniper attacks due to his SAN 5 vs. SAN 3 advantage. Double it again due to stacking advantage and double it a third time due to the TEM differential. In this case, the defender can expect roughly eight times more snipers than his opponent! Of course, he will still be getting just the "face value" double number of snipers per 100 SAN-capable DR, but because of the mechanics of this particular firefight (the rolls little and his opponent rolls a lot) his advantage of actual sniper results has geometrically leaped to a very potent strength. Take it one step further and allow our defender a SAN 7 vs. an attacker with SAN 2 in this situation. The face value of six times more snipers doubled for TEM and doubled again for stacking advantage yields an expected twenty four times more snipers! SAN values inherent in the scenario, combined with tactical doctrines employed by these two combatants, have elevated sniper activity to a level the defender might realistically expect to dominate the scenario.

The conclusion to draw from this example, however, is nowhere near as extravagant as this big number might suggest at first glance. The situation of one side wields a sniper which is 24 or even eight times more potent than the other should probably never occur throughout the duration of an entire scenario. I believe isolated instances of it might occur at isolated times within scenarios. It is, however, specifically when you find yourself in the midst of a scenario facing sniper odds at such high magnitude that you should feel most strongly drawn to the sniper abatement tactics discussed previously.

RECOMMENDATION: Making a lot of small or mid-sized attacks against stacked enemy units (rather than just a few large attacks against single units) is the correct procedure if you want to generate sniper attacks against your opponent. At the same time, the more attack DR we make the more likely our own troops will suffer retaliatory enemy sniper attacks.

(Continued on pg. 18)
A few minutes past midnight, June 6th 1944, glider-borne D Company, 2nd Oxfordshire and Buckinghamshire Light Infantry seize a key bridge over the Caen Canal in Normandy. This elite company, along with the paratroopers of the 7th Battalion, 6th Airborne Division must hold the bridge until relieved. Throughout the remainder of June 6th, the glidermen and paratroopers repulse eight different German counterattacks from elements of the 21st Panzer Division and the 716th Infantry Division, until finally relieved by the Warwicksheires advancing from Sword Beach.

_Pegasus Bridge_ includes one 4-color 22" x 32" map of the bridge and the surrounding towns of Benouville and Le Port, Chapter Q of the _ASL_ rule book (which introduces new terrain types and contains the rules for the _Pegasus Bridge Campaign Games_), 160 1/2" counters, 64 5/8" counters, Chapter H notes for all the new vehicles introduced, two campaign games, and six scenarios which highlight the key moments of the battle. Also included is Day 7 of the Chapter K Squad Leader Training Manual.
SAN INITIATIVE
A player can control his game to the point of gaining SAN initiative only in his own player turn, and can do so during either the PFPh, the MPH or the Advancing Fire Phase (APh).

The phasing player controls this initiative because it is his option to either Prep Fire at the enemy or to move. Considered from a tunnel vision perspective of sniper considerations to the exclusion of all else, a player in the PFPh facing enemy units arranged in stacks while his sniper is zeroed in to nail the enemy Rambo might be enticed into firing at those stacks not only to try to break them, but also to reap the ancillary benefit of directing a sniper to dance on the enemy Rambo’s head. In this situation, the sniper is another weapon in your arsenal, albeit not a very potent one. On the other hand, when Prep Fire fails to offer such fine SAN opportunity, the moving player might interpret this as some slight enticement to forego Prep Fire in order to move into an alignment more favorable to sniper activity.

At times, the advantage may be so insignificant as to be meaningless in comparison to other game events and the player should not feel compelled to needlessly fault his own plan for an exceedingly remote stroke of luck which brings a devastating sniper attack upon him. Yet, at other times conscious manipulation of SAN initiative might prove decisive.

RECOMMENDATION: There are more meaningful reasons for Prep Firing or not Prep Firing, moving or not moving, but Sniper Activation most certainly must take its place in the spectrum.

ANTI-SNIPER

SNIPER VS. SNIPER
There are two ways the sniper vs. sniper battle rages. Most obvious is the ability of one sniper to eliminate the other. Obviously, if you knock the enemy sniper out of the game with a KIA, there will be no need to concern yourself with hostile sniper worries for the duration of that scenario. If you Pin him, you will have gained at least a momentary respite from his evil ways.

Much more common, however, is the likelihood that your sniper counter itself will step into the fray and be subjected to enemy sniper attacks. It has happened for and against all of us and can be much more than just a random piece of good (or bad) luck. It is common practice among ASL players to position a sniper counter to purposely disrupt enemy sniper strikes.

The ability of your sniper counter to draw repeated enemy effective sniper attacks with die rolls of 2 can prove a godsend. The risk is that your opponent might generate a die roll of 1 and your sniper is killed. When those enemy sniper die rolls of 1 occur, we must question our decision to locate our sniper as bait. Ineffective as he might be, an active SAN 2 still retains a chance for a major league hit on the enemy Rambo.

Losing your sniper to an enemy sniper attack would relinquish this offensive strike capability while possibly doing so little as sparing a HS from breaking or so much as saving the life of your own Rambo. It could be inconsequential or it could be the game. Making a conscious decision to place a SAN 2 sniper counter in harm’s way runs the risk of total loss of sniper potential, while a higher SAN sniper that is killed is reduced but still around. Therefore, it may be wiser to limit yourself to utilizing a higher SAN sniper counter for such a purpose.

That said, it is also true that a sniper counter represents both an uncertain strike capability and a known defensive deterrent for enemy sniper attacks. It is not surprising that common practice among many ASL players is to chose the latter in favor of the former. The thinking here is take a known strength, reduce the luck factor, and try to move closer toward a game which can be decided on skill. With this line of reasoning, use of your sniper counter as bait might be regarded as a conscious, aggressive, defensive tactical move. This makes it easier to categorize as a passive act any decision to leave him floating in space in the hope of a meaningful strike against the enemy.

RECOMMENDATION: This one is a toss-up that must be judged according to the situation and how lucky you feel.

SNIPER ACTIVATION
It should be obvious without too much emphasis here that you should monitor events and know well what does and what does not allow a Sniper Activation attempt. There is no mystery in this; it is simply a matter of reading rule A14.1 (1992 version). Make sure your opponent does not get away with rolling for Sniper Activation on To Kill rolls and other activities such as Excessive Speed Breakdown, Crew survival, SD usage and Bog DR which we have all seen some players mistakenly jump into the general “Task Check” category of SAN-capable DR. Look carefully at the definitions; if the activity is not specifically listed as SAN-capable, then you are not susceptible to Sniper Activation.

RECOMMENDATION: Ensure that your opponent does not roll any mistaken Sniper Activations by knowing the rules!

SNIPER CHECK
Rolling a Sniper Check to nail that sniper is an uncommon luxury. A player must have unaffected Good Order units in the location attacked by the sniper. Further, these units must have neither moved nor fired that player turn and (because they will become Temporarily Immobilized) must not be needed for conducting any more meaningful activities the rest of the player turn. It is rare enough for commanders to field such a stack of units, let alone that the enemy sniper selects it as a target. The practice of keeping units dispersed in order to avoid the hazards of stacking plays right into the sniper’s hands. He can usually find exactly what he wants—a solitary unit which will be unable to retaliate after the sniper attack. Of course, when the sniper does go after a bigger target, there is the insulating fact that players habitually have bigger and better plans for their killer stacks than to attempt the low odds DR required for a successful Sniper Check. As a final note, beware the unique capability of the Japanese squad to withstand an effective sniper attack die roll of 1 and still roll an immediate Sniper Check!

RECOMMENDATION: Roll ‘em when you can, but that will not be very often. Your most likely Sniper Check chances will come during your opponent’s player turn when you might have units with no targets. Given the option to move, shoot or roll a Sniper Check, I almost always skip the check.

SAN EROSION
During the playtest of the RED BARRICADES (RB) campaign games, playtesters noticed one worthwhile tactic was to eliminate the enemy sniper early in the campaign with a series of Sniper Checks conducted by large stacks of squads (easily assembled into “sniper hunter packs” with the quantity of squads available). Once the enemy SAN was reduced below two, the balance of the campaign could be fought without sniper worries—quite a significant advantage in such a lengthy encounter. Although that flaw was amended to provide a means of rebuilding SAN strength during a RB campaign, the lesson is one worth remembering in other long scenarios where your opponent has a relatively low SAN.

RECOMMENDATION: In some long scenarios (such as “The Last Bid”), the tactic of nailing the enemy sniper early can prove quite profound.

LIGHT MORTARS AND OTHER FOOLISH SHOOTING
Short of killing your opponent’s sniper, it is impossible to completely eliminate enemy sniper activity. Sniper abatement procedures do nothing to limit enemy sniper operations, they merely hope to diminish the painfulness of results. Avoidance of foolish shooting, however, will curtail the probability of hostile sniper attacks as well as lessen your own frustration over suffering SAN results created by your own ill-advised shots. Of course, if you never shoot you will endure fewer sniper attacks than other ASL players, but you will probably never win a scenario. Somewhere there exists a line separating legitimate shots from foolish shooting, and it is the advanced squad leader’s responsibility to identify that frontier.

The definitive example of foolish shooting involves use of Light Mortars against troops in high TEM. Here is a weapon with Rate of Fire (ROF) 2 or 3 which might have been provided to your troops by the enemy sniper school. The enemy wants you to shoot these weapons as often as you can, because your results against that squad in a stone building will typically call in a sniper attack on your own Rambo long before any effect is registered against the enemy. Firing such light weapons merely to gain Acquisition is another symptom of the foolish shooting syndrome, especially during Defensive Final Fire when the acquired hex will easily be vacated by advancing enemy troops. (Of course, used in conjunction with Air Bursts, these mortars assume a greatly enhanced battlefield presence.) A foolish shot which hits paydirt, though, (Continued on pg. 56)
AH Philosophy... (Continued from pg. 4)

for your efforts and the first will no doubt always hold a special place in your hearts, no matter how many more you get over the years.

...Speaking of which, let's congratulate those players who managed to hit doubles and triples this year. While some of us strive in vain year after year to prove that the first win was not a fluke, others show their range of abilities by capturing more than one in a single year. Congratulations go to: Ken Gutermuth (BASEBALL STRATEGY, TITLE BOUT, CANDIDATE), Bruno Sinigaglio (AFRIKA KORPS, BATTLE OF THE BULGE `81, WATERLOO), Jon Diminnie (MARCH MADNESS, SUPERSTAR BASEBALL), Paul Tsevich (ROADS TO GETTYSBURG, STONEWALL JACKSON'S WAY), Bruce Monnin (AUCTION, CIRCUS MAXIMUS), Jack Morrell, Bruce Reiff (FOOTBALL STRATEGY, WIN PLACE & SHOW), and Trevor Bender (CIVIL WAR, SPEED CIRCUIT).

Run almost the way you'd imagine a relay race on the Internet, the AvalonCon Team tournament is an elusive competition for braggings rights with few spectators and many competitors. Most "team" sports involve some inter-relationship between team members. In the case of this team tournament, that relationship is often familial or home-town friendship, but rarely can one team member help another. I enjoyed the camaraderie of hearing of my teammates' efforts. I suppose it is akin to tag-team wrestling if the wrestlers would obey the rule prohibiting their simultaneous occupation of the ring. Of course, some gamers have been known to jump in the same "ring" with team members, but I haven't yet detected any piggy-backing maneuvers like we used to see in roller derby. More often, that little mark on the participant badge (indicating the game is for team points) becomes the mark of death in a multiplayer game (as is being editor of this magazine perhaps). I wisely chose a game where only the dice could fail me. It does not surprise me that the six top teams this year rarely competed for their teams in multiplayer games:

<table>
<thead>
<tr>
<th>Points</th>
<th>Name</th>
<th>Team Members</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>Jerry's Kids</td>
<td>Byron Stingley TPS, Michael Arrighi BKN, Joe Bellas HCR, Jeff Otto TIG</td>
</tr>
<tr>
<td>9</td>
<td>AHIKS Europe 1</td>
<td>H. Graef ASR, M. Cowles BKN, N. Fydras W&amp;P, T. Olsen TPS</td>
</tr>
<tr>
<td>9</td>
<td>Will Game for Food</td>
<td>E. Beach SW, E. Kraush OXO, F. Speck HCR, R. Roots SW</td>
</tr>
<tr>
<td>8</td>
<td>Token Female</td>
<td>M. Ehlers AOR, L. Ehlers ACV, J. Clark JWD, D. Loehrmeadecker ASL</td>
</tr>
<tr>
<td>8</td>
<td>Junta</td>
<td>E. Anderson ATS, J. Emery BKK, B. Young UPF, S. Pfeiffer BRI</td>
</tr>
</tbody>
</table>

(parentheses indicate the total number of participants in the team's tournaments)

I tip my hat to Michael Ehlers who must have conveniently forgotten his badge while winning one of the most cutthroat games around (REPUBLIC OF ROME) to put his team on this esteemed list. It looks like the competition in the Great Campaigns of the American Civil War series games has created friendships and teams among the top players. ...As for the 200 Men (7 points), I don't know how you can ask Ken Gutermuth to win more games for you—it is too bad that he couldn't run more than his fair share of the team's legs to ensure that his multiple victories were not just individual ones.

Although every game master deserves special thanks from us all, we encourage excellence in the performance of these duties by allowing players to rate their GMs. This year the top six ratings went to Dave Terry (B17), Neal Schlaifer (EIS), Russ Gifford (ASL), Greg Mayer (MOV), Bruce Monnin (WAS) and John Elliman/Ed Okimoto (MMS). (For those curious, John has done such a great job of organizing the MARCH MADNESS tournament in the past, that this year's substitute, Ed, vocally admits that the thing nearly runs itself now—gee, John, did you get better ratings this year due to your absence from the first few heats? We kid, because we love.)

AvalonCon '96 runs so smoothly that Don Greenwood can relax over a game of BREAKOUT NORMANDY.

**Most Popular Events**

The top tournaments, ranked by number of participants, reveals the rather eclectic interests of our gaming community. Several out-of-print, quick card games competed with weekend-long, all-consuming events for top honors. Two brand new games showed strong interest. Neither multi-player nor two-player games eclipsed each other. Although no computer game tournaments make it into the top events, they did show strong increases over previous years—and even the names of a few grognards appear on their participant lists. Meanwhile, the classics are becoming progressively weaker draws, although their resilience is commendable, considering the lack of entrants on some much more recent games. Twelve events gathered 50 or more participants (roughly double the average event size):

- **Air Baron**
- **Advanced Squad Leader**
- **History of the World**
- **Slapshot**
- **Titan**

The celebrated, quick-playing WE THE PEOPLE system games (including HANNIBAL-ROME VS. CARTHAGE) make excellent tournament games, as reflected by their place on this list. The Great Campaigns of the American Civil War series games (of which there are now five) jointly drew 93 participants for the individual games and provided an opportunity for participants to vie for crowing rights for their ability with the whole series. Several others from this list also fielded respectable numbers of participants for the sequel games using the same system. Some events are becoming a ritual whose popularity has little to do with player's ownership of the game. SLAPSHOT may never gain the top slot, but I dare say the biljinx of the event organizers will keep this late Saturday night event a strong one in future years.

Our summaries begin with the largest events and their sister system games. The number of participants is listed next to the event headings below.

**Air Baron**

During the development of AIR BARON, we envisioned it as an excellent convention game. And so it turned out to be. This best-attended tournament at Avaloncon '96, benefited from the use of four qualifying rounds to overcome the handicap of being a game that had been on the market for only one month. Most of the players were learning the game on the spot. Fortunately, there were many entrants who already knew the rules, selflessly taught the game, and offered suggestions to the beginners (which cost a notable number of those good sports a chance to advance).

Players found a variety of forms of airline competition during the qualifying rounds. In one six-player game, each player owned one spoke of the JFK hub at the same time. In another, two players were convinced the other was winning. It came down to put-up-or-shut-up, so they agreed to switch airlines in the middle of the game. While most games were finished in the expected hour or hour and a half, some games lasted four hours, with every player close to winning at some point in the game.

The semi-finals involved three tables, with the first and second place at each table advancing to the final. Not unexpectedly, the six finalists played the last round quite seriously. Jack Jaeger pursued a defensive LAX strategy, entrenching that hub with jumbos and foreigns before expanding. He eventually won with 220 in market share and $82 in cash. Chuck Foster earned second place with 170, while Jon Kwiatkowski (165), Marvin Bimbam (123), Robert Taylor (94) and Kenny Rothstein (66) all deserve credit for making it to the final through such a large field.

(Continued on pg. 22)
Air Baron
Jack Jaeger
Richmond, VA

ASL
Tom Morin
Florence, MA

AK, Bulge '81, Waterloo
Bruno Sinigaglio
Delta Junction, AK

Attack Sub
John Emory
Greer, SC

Auction, Circus Maximus
Bruce Monin
Minster, OH

B-17
Robert Hamel
Newington, CT

Diplomacy
Will Wible
Virginia Beach, VA

Dune
Bruce Bernard
Fairview, PA

1830
Christian Goetze
Amherst, NH

Empires in Arms
Jim Chatham
Westland, MI

Enemy In Sight
Fred Gosnell
Vienna, VA

Facts In Five
Lucie Kratz
Pocatello, ID

History of World w/bidding
James Pei
Austin, TX

Kingmaker
Justin Thompson
Charlottesville, VA

Kremlin
Sean Cousins
Bangor, ME

Machiavelli
Mark Franceschini
Owings Mills, MD

Maharaja
Dave Gantt
Greenville, SC

March Madness & SSB
John Diminnie
Knoxville, TN

Pro Golf
Tom Pavy
Dayton, OH

Rail Baron
Heikki Thoen
Montreal, QUE

Republic of Rome
Michael Ehlers
Baltimore, MD

Slapshot
Leonard Omllecki, Jr.
Nanticoke, PA

Speed Circuit/Civil War
Trevor Bender
Woodbridge, VA

Stocks & Bonds
Andy Lewis
Lewes, DE

Tyranno Ex
Tom DeMarco
Riverside, NJ

Up Front
Bill Edwards
Richmond, VA

Victory in the Pacific
Bob Kondrack
Reading, PA

War At Sea
Steve Packwood
Eagan, MN

We the People
George Scary
Endwell, NY

Wrasslin' Battle Royal
Mike Stachowski
Colden, NY
AH Philosophy... (Continued from pg. 19)

ADVANCED SQUAD LEADER 110

Participants played six rounds to determine a champion and a seventh for tie-breaking purposes among those who fell short of the plaque. For only the second time in six years, neither Gary Fortenberry nor Mike McGrath were in the finals.

In round 4, 1995 ASLOK winner Louie Tokarz took down the number one seed and former champ Mike McGrath in KGP 7. In round 5, Louie was the top undefeated seed ranked player with only one loss, Mike McGrath. Tokarz took down the number one seed and Eric Givler in Tiger of Tongoo, while Carl round 5, Louie was the top undefeated seed. However, Nogueira wasn't done yet— in his round six game he tagged Tokarz with a second loss.

Thus Morin, Fago and Givler became the only undefeated players to reach round six, setting up the final assault on the crown. As the top ranked player with only one loss, Mike McGrath was the chosen eliminator. Givler took his option of challenging McGrath. If Givler were to succeed, he'd play the winner of the Fago vs. Morin battle for the championship. When Mike bested Eric in TOT's Black Friday, Tom Morin and Carl Fago knew they were playing for the crown. In the early going, it looked as though Carl had the upper hand—but a big shift occurred halfway through the game, and Tom had Carl fighting for his life. In the end, Carl could not deny Tom the victory. After playing more than nine hours of Cold Crones, Tom Morin went home to New England as the 1996 Aval­onec champion.

The top players all agreed that the skill level of unranked ASLers has increased, in line with the number of ASL tournaments across the country.

Scenario breakout:

Round 1: Finns/Minors/French
ASL 1: 5-6  ASL 76: 3-5
ASL U: 11-6  ASL A88: 0-3
ASL A81: 5-5  TOT 17: 1-2

Round 2: Russians
ASL 10: 1-3  ASL A68: 3-9
ASL T7: 0-3  ASL A80: 8-7
DASL 3: 3-0  WCW 7: 7-6

Round 3: Japanese/Italians
ASL A82: 8-6  ASL G8: 2-1
ASL A83: 9-3  ASL A72: 7-8
ASL A86: 4-1  DASL 77: 0-0

Round 4: Americans
KGP 5: 3-0  ASL 11: 2-3
KGP 7: 2-4  ASL G25: 5-9
ASL G6: 3-4  CH 44: 5-7

Round 5: Chinese/Partisan
ASL A60: 2-11  ASL 30: 3-2
DASL A10: 2-3  ASL G15: 2-4
CH 25: 7-5  CH 11: 2-1

Russ Gifford organizes another successful ASL tournament.

SQUAD LEADER/CROSS OF IRON 10/9

Both events used the half bid mechanism for scenarios. Due to time constraints; both COI and SQL were reduced to four rounds of play. The excitement level was high throughout due to bidding, new scenarios, many players in the hunt until the conclusion of the last round and the PLC inclusion.

Chuck Leonard, Bill Thomson, Kevin Welsh ('95 SQL champ) and Pete Pollard all advanced their PLCs to a 9-2 rank with Kevin edging into second place.

Eric Stranger ('94 SQL champ) placed first in SQL ahead of Kevin Welsh who captured second. Pete Pollard aved his peers by advancing his PLC to a 10-2(+) status and surviving to tell the tale. Snipers will be ready next year.

HISTORY OF THE WORLD 102

This large event followed its traditional three-round format with first and second place players plus a few others advancing to the semi-final round. Most games were closely-contested. The final game was decided in the last epoch, in which at least three players still had an excellent chance to win. Local talent and contributor to The GENERAL Keith Levy emerged with the victory over the final table of top-notch players: Michael Eifiers, Mark Peters, Stefan Kryzwicki, Kathy Stroh and Paul McCarthy.

<table>
<thead>
<tr>
<th>EVENT WINNER</th>
<th>WINNER</th>
</tr>
</thead>
<tbody>
<tr>
<td>Across Five Aprills 40</td>
<td>David Metzger</td>
</tr>
<tr>
<td>Acquire 32</td>
<td>Al Bingaman</td>
</tr>
<tr>
<td>Adel Verhacht 59</td>
<td>Ray Pfeiffer</td>
</tr>
<tr>
<td>Advanced Civilization 28</td>
<td>Joe Gunderson</td>
</tr>
<tr>
<td>Advanced Third Reich 31</td>
<td>Michael Mitchell</td>
</tr>
<tr>
<td>Age of Renaissance 30</td>
<td>Mike May</td>
</tr>
<tr>
<td>Air Baron 118</td>
<td>Jack Jaeger</td>
</tr>
<tr>
<td>ASL 110</td>
<td>Tom Morin</td>
</tr>
<tr>
<td>Attack Sub 40</td>
<td>John Emery</td>
</tr>
<tr>
<td>Auction 52</td>
<td>Bruce Monnin</td>
</tr>
<tr>
<td>B-17 32</td>
<td>Robert Hanel</td>
</tr>
<tr>
<td>Blackbeard 43</td>
<td>John Kilbride</td>
</tr>
<tr>
<td>Breakout: Normandy 54</td>
<td>Hank Burkhalter</td>
</tr>
<tr>
<td>Britannia 55</td>
<td>Scott Pfeiffer</td>
</tr>
<tr>
<td>Candidate 30</td>
<td>Ken Osterman</td>
</tr>
<tr>
<td>Circus Maximus 64</td>
<td>Bruce Monnin</td>
</tr>
<tr>
<td>Decathlon 39</td>
<td>John Weber</td>
</tr>
<tr>
<td>Dinosaurs of Lost World 22</td>
<td>Christina Hancock</td>
</tr>
<tr>
<td>Diplomacy 50</td>
<td>Will White</td>
</tr>
<tr>
<td>Dune 22</td>
<td>Bruce Bernard</td>
</tr>
<tr>
<td>Firestorm 45</td>
<td>Christopher Greene</td>
</tr>
<tr>
<td>Enemies in Arms 27</td>
<td>Jim Chamblis</td>
</tr>
<tr>
<td>Enemy In Sight 36</td>
<td>Fred Gosnell</td>
</tr>
<tr>
<td>Facts in Five 25</td>
<td>Luke Kratz</td>
</tr>
<tr>
<td>Flight Commander II 19</td>
<td>Stan Back</td>
</tr>
<tr>
<td>Football Strategy 30</td>
<td>Bruce Reiff</td>
</tr>
<tr>
<td>Greed 23</td>
<td>Randy Cox</td>
</tr>
<tr>
<td>Guerrilla 30</td>
<td>Caleb Cousins</td>
</tr>
<tr>
<td>Grünlinger 22</td>
<td>Steve Kolatch</td>
</tr>
<tr>
<td>Hannibal 58</td>
<td>Thomas Driscoll</td>
</tr>
<tr>
<td>History of the World 102</td>
<td>Keith Levy</td>
</tr>
<tr>
<td>History of the World w Bid 35</td>
<td>James Petich</td>
</tr>
<tr>
<td>Kingmaker 36</td>
<td>Justin Thompson</td>
</tr>
<tr>
<td>Kremlin 20</td>
<td>Ken Osterman</td>
</tr>
<tr>
<td>Machiavelli 33</td>
<td>Mark Franciscus</td>
</tr>
<tr>
<td>Maharaja 20</td>
<td>David Gant</td>
</tr>
<tr>
<td>March Madness 41</td>
<td>Jon Dinnick</td>
</tr>
<tr>
<td>Merchant of Venice 48</td>
<td>Tom Stokes</td>
</tr>
<tr>
<td>Mustangs 22</td>
<td>David Childs</td>
</tr>
<tr>
<td>Naval War 24</td>
<td>Michael Hart</td>
</tr>
<tr>
<td>Panzer Leader 20</td>
<td>Bob Byema</td>
</tr>
<tr>
<td>Pax Britannica 22</td>
<td>Eric Olin</td>
</tr>
<tr>
<td>Paydirt 19</td>
<td>Harry Flawd</td>
</tr>
<tr>
<td>Pro Golf 43</td>
<td>Tom Pavy</td>
</tr>
<tr>
<td>Rail Baron 46</td>
<td>Helmut Thein</td>
</tr>
<tr>
<td>Republic of Rome 41</td>
<td>Michael Eilers</td>
</tr>
<tr>
<td>Roadkill 25</td>
<td>John Kilbride</td>
</tr>
<tr>
<td>Sabotage 25</td>
<td>Leonard Omelecki</td>
</tr>
<tr>
<td>Speed Circuit 26</td>
<td>Trevor Bender</td>
</tr>
<tr>
<td>Stocks &amp; Bonds 26</td>
<td>Andy Lewis</td>
</tr>
<tr>
<td>Stonewall In the Valley 20</td>
<td>Ed Beach</td>
</tr>
<tr>
<td>Stonewall Jackson’s Way 28</td>
<td>Paul Tsvichich</td>
</tr>
<tr>
<td>The Russian Campaign 20</td>
<td>Tom Gregorio</td>
</tr>
<tr>
<td>Titan 66</td>
<td>Ben Foy</td>
</tr>
<tr>
<td>Titan 2 26</td>
<td>Brian Surton</td>
</tr>
<tr>
<td>Title Bout 20</td>
<td>Ken Guntzmann</td>
</tr>
<tr>
<td>TV Wars 22</td>
<td>Richard Luchins</td>
</tr>
<tr>
<td>Tyrannos 25</td>
<td>Tom DeMarco</td>
</tr>
<tr>
<td>Up Front 46</td>
<td>William Edwards IIs</td>
</tr>
<tr>
<td>VHF 46</td>
<td>Robert Kondracki</td>
</tr>
<tr>
<td>War of the Sea 27</td>
<td>Steve Kucklock</td>
</tr>
<tr>
<td>We The People 54</td>
<td>George Scary</td>
</tr>
<tr>
<td>Wraslin’ 22</td>
<td>Don Greenwood</td>
</tr>
<tr>
<td>Wraslin’ Battle Royal 20</td>
<td>Mike Stachowski</td>
</tr>
<tr>
<td>Best GM</td>
<td>Dave Terry</td>
</tr>
<tr>
<td>Sportsmanship</td>
<td>Jim Matt</td>
</tr>
</tbody>
</table>

# number of entrants * is defending champion
HISTORY OF THE WORLD w/bidding 35
James Pei won this well-attended first-time event based upon a GENERAL variant. Jim took a substantial lead on the last turn, bidding 40 victory points for powerful British Empire card (a nice deal for an empire that can yield as much as 70 points.) The other finalists were Bruce Bernard, Rob Kircher, John Weber, Greg Courter and Jason Levine.

CIRCUS MAXIMUS 64
Charioters, driving in ten races, lashed and crashed their way through three preliminary heats of his classic game. Points were scored both for the order of finish and amount of damage inflicted upon opponents' cars, drivers and horses. All preliminary race winners plus the six highest scoring non-winners advanced to the finale. Of the ten preliminary race winners, three drove light cars, six drove normal cars, and one drove a heavy car. William Edwards pleased the Roman Emperor and advanced to the final race by inflicting 44 damage points upon his opponents. He also won the award for inflicting the most damage during the tournament.
In the final race, eight heavy, six normal and two light chariots lined up to do battle. One of the light chariots, driven by Duane Wagner, was quickly reduced to a team speed of 6. The other, driven by Bruce Monnin, was attacked several times by nearly all other players, but Bruce either braked or evaded to avoid the attacks, or the attackers rolled 'no effort' or a low dice roll on the car ram attacks. Bruce was also boxed in on one occasion by John Guyton's chariot but luckily got out by lashing attacking John's driver and getting a swerve result. He then had to run the final straightaway gauntlet after he had lapped about half of the field. Still, none of the other players could succeed in either boxing him in or in killing one of his horses. Thus, to the amazement of all present, Bruce crossed the finish line first, a full turn ahead of Steve Cameron, who finished second for the second year in a row.

WE THE PEOPLE 54
Despite competing with its new sister game, HANNIBAL, this tournament remained strong. The British won twenty-five games, the Americans twenty-seven, and there were two draws. Players bid pre-game PCs given to the British in 1780 or 1781. Only four games lasted a full year in a row.

Britannia 55
Participants played in two or three of the five qualifying heats which produced the 16-player field for the semifinals. Scott Pfeiffer survived the large field and tough competition in the final game (James Jordan, Sean Smallman and David Yoon) to claim the championship.

MAHARAJA
In order to circumvent the perceived play imbalance, players competed against the successes of the same color faction at other tables. The two-heat format allowed play in either or both heats, with the better single score determining a player's standing. Defending champ David Gantt was proclaimed best green player. Bruce Young took best purple, Phillip Barcafer best yellow and George Ponzoni best blue. Each of their scores was then compared to the average for that faction to determine final ranking, giving Gantt the championship and the supreme title of Chakravartin.

BREAKOUT: NORMANDY 54
BKN started out the weekend with a warmup, "Mulligan" round. Players could take their Wednesday night results, in place of the regular first round or drop their loss and start fresh. Some Mulligan round players experimented with new tactics, knowing that a loss could be discarded. New to this year's tournament was the use of the bid (to play the Allies) of points to be awarded for a victory, by either side (the points were used as a tiebreaker for people with the same win-loss record). Axis play dominated with 47 wins versus 33 losses.

The field appeared to be much stronger than in previous years, but was won by AvalonCon first-timer Hank Burkhalter, who earned the plaque the hard way with wins over Tim Doughan ('94 BKN champion), Don Greenwood (1994 95-runs-up) and four other worthy opponents. Second place was taken by Bryan Eshelman who, along with Hank Burkhalter, entered the final game undefeated.

Veteran developer of area-movement games, Don Greenwood, put in a strong bid again this year to earn that coveted championship plaque from one of the area-movement games, which has eluded him since the first AvalonCon. Only the ultimate champion ruined his annual tournament runner-up status by winning a 50-50 die roll on the last throw of the dice.

Thanks go to Jim Doughan for donating a chess clock to the first and second place BKN and TURNING POINT STALINGRAD finishers, as appreciation for having these events run at AvalonCon.

TURNING POINT: STALINGRAD 14
The pairings of the strong field (including three previous champs) were based on AREA ratings with highest against second highest, etc. Tim Doughan ('95 winner) after winning his first round game was given a bye into the semifinal round. He later withdrew in order to pursue glory in BREAKOUT NORMANDY thus allowing Nick Frydas with two victories under his belt to move into the finals against Byron Stingley ('92 champ) who had swept through the other side of the tournament bracket. The final lasted three hours as Nick Frydas (the Russian) conceded early, giving Byron Stingley his second TPS crown. In twelve games, wins were split evenly between Germany and Russia.

DIPLOMACY 50
Participants played in both of the first rounds. The top seven scorers in the first two rounds...
FOLLOWING IN THE LONG
TRADITION OF EXCELLENCE
IN MULTI-PLAYER GAMING...

NOW AVAILABLE AT THESE FINE STORES

CALIFORNIA
Long Beach
The War House
620 W. Willow Street
(310) 424-3180

Temecula
Fun 'N Games
41125 Winchester Road
Suite A-2
(909) 603-1141

COLORADO
Aurora
Attractions, Inc.
15107 E. Hampden Avenue
(303) 699-3349

Colorado Springs
HobbyTown USA
819 N. Academy Blvd.
Citadel Crossing
(719) 637-0404

HobbyTown USA
Chapel Hill Mall #253
(719) 531-0404

GEORGIA
Columbus
HobbyTown USA
2301 Airport Thruway E-3
(706) 660-1793

KANSAS
Lawrence
HobbyTown USA
2016 W. 23rd Street
(913) 865-0683

ILLINOIS
Champaign
Bear Productions
204 S. First Street
(217) 355-6806

Moline
Key’s Games & Hobbies
1136 Fourth Avenue
(309) 762-3070

Washington
The Game Room
1203 Peoria Street
(309) 444-6460

IOWA
Ottumwa
Spud's Emporium
225 E. Main Street
(515) 682-9228

MAINE
Bangor
The Wizard's Den
499 Hammond Street
(207) 941-1944

LEONARD
Magic Guild
975 Merriam Avenue
Suite 223
Twin City Mall
(508) 537-7115

MICHIGAN
Livonia
Hobby House
30991 W. Five Mile Road
(313) 425-9720

Royal Oak
Alcorw Hobby Shop
2424 N. Woodward
(810) 545-6237

Sterling Heights
Old Guard Trophies
35806 Van Dyke
Brentwood Plaza
(810) 977-3999

MISSISSIPPI
Jackson
HobbyTown USA
6380-D Ridgewood Court
(601) 957-9900

MISSOURI
Ottumwa
Spud's Emporium
225 E. Main Street
(515) 682-9228

OVERLAND
Games, Crafts, Hobbies
and Stuff
9220 Lackland Road
(314) 423-2199

NEBRASKA
Lincoln
HobbyTown USA
East Park Plaza
230 N. 66th Street
Suite 228
(402) 434-5056

NEVADA
Las Vegas
Triple J Comics & Hobbies
4150 S. Sandhill
(702) 454-7166

NEW YORK
Islandia
HobbyTown USA
1728 Veterans Memorial Hwy.
Islandia Center
(516) 342-1518

Rochester
Discount Games
3047 W. Henrietta
(516) 427-2195

OHIO
Elyria
HobbyTown USA
River Street Square
233 Midway Boulevard
(216) 324-3833

Kent
Spellbinders
257 S. Water Street
(216) 673-2220

PENNSYLVANIA
Reading
Village Hobby
1-4 Village Center Drive
(610) 796-0515

SOUTH DAKOTA
Rapid City
Whos Hobby House
717 Main Street
(605) 342-0875

TEXAS
Arlington
Lone Star Comics
511 E. Abram Street
(817) 660-7827

Austin
HobbyTown USA
2360 W. Parmer
Parmer Crossing Shopping Ctr.
(512) 246-8904

VIRGINIA
Warren
TSG Hobbies
251 W. Lee Highway-Ste. 683
(540) 547-9212

WASHINGTON
Chehalis
HobbyTown USA
177 N.E. Hamp Lane
(360) 740-1815

Longview
TSG Hobbies
310 Triangle Mall
(360) 636-2543

THE AVALON HILL GAME COMPANY
DIVISION OF MONARCH AVALON, INC.
©1997 The Avalon Hill Game Company
4517 Harford Road • Baltimore, MD 21214
1-800-999-3222 • 410-254-9200
FAX 410-254-0991 • Ask for Dept. GEN
SERIES REPLAY
HANNIBAL: ROME VS. CARTHAGE
CARTHAGE: Andrew R. Maly
ROME: Jeff Paull
NEUTRAL COMMENTATOR: Stuart K. Tucker

Andy Maly is a well-known player of Avalon Hill games, whose previous articles have been well-received, including his analysis of the sister game, WE THE PEOPLE, found in vol. 29, no. 2. I met Jeff Paull at Origins this year, where I witnessed his artful play of WE THE PEOPLE. While the mechanics of the two games are different enough to matter significantly, the overall discipline of thought required to win is very similar. These veterans of the predecessor should be good competition for this replay.—SKT

PRE-GAME COMMENTARY

ROME

Andy and I met at the first AvalonCon during the UP FRONT tournament. He looks nothing like his card. Against the backdrop of “real life” (each getting married, changing jobs, moving and having kids), we’ve been able to maintain that friendship. These face-to-face occasions when we can pound each other into card board oblivion are like a sea of tranquility in our otherwise hectic lives. Through countless games, I’ve come to recognize his style as unconventional and aggressive. In other words, he hits ‘em hard and where they ain’t looking. We’re both major fans of WE THE PEOPLE, so when HANNIBAL: ROME VS. CARTHAGE (HRC) became available, we jumped on the chance to do this replay.

We played this game on a Friday night, as a series of games. Andy’s house. Rather than stop the game every few minutes to write out comments, we kept a tape recorder going the whole game to record our verbal comments and thoughts. One of us would step out of the room when special interest comments were made. Anyone wishing a transcript of the recording should contact Andy. No adult beverages were spilled during this contest, and no animals were injured during the taping of this replay.

The first thing to recognize in HRC is how to win—or rather how to lose. As Rome, I must play for the long game. Scipio Africanus, my best general, arrives on turn 6 in a nine-turn game. While the opportunity for a “sudden death” victory may occur, it’s not something for which I’m going to plan. Carthage must come to Italy. A campaign in Iberia or Numidia can offer early distractions and dilemmas for Carthage, but the war will be won or lost in Italy.

The primary mechanic for waging war is the strategy deck. The use of each card depends on a number of factors—board situation, army locations, and province control are but a few. I will develop a plan for the turn based on my entire hand and the game situation. I may have no desire to attack Africa, due to Hannibal’s presence in southern Italy. However, if the gods deliver Numidian Revolt, a campaign and the Allies Desert card, I will adapt appropriately and Carthage may have some early invasion worries herself. The map is too big to be adequately defended everywhere. The opportunity to change the tempo of the game and to cause Andy to relinquish the initiative will be predicated based largely upon the deal, rather than a preset plan.

In a nutshell, until the cards offer other opportunities, my plan is to play for the long game, make Hannibal come to me in Italy, but deny control of Italy to Hannibal (not so very easily done). In the word’s of my great, great . . . great grandfather Aemilius Paulus, let’s kick some Carthaginian butt!

CARTHAGE

Hannibal is a clever adaptation of the WE THE PEOPLE system. The myriad of options each hand allows, combined with the lack of junk cards, provides plenty of opportunity for Monday morning quarterbacking. So be it. Jeff and I are oblivious to most critiques of our play and willingly display our moves to you.

I met Jeff at the first AvalonCon. Whether due to our common interest in game genres or our similar, warped sensibilities of humor, we tend to play entertaining games. Maybe it’s his incredible luck, or my lack thereof, which provides most of the entertainment, but I won’t cry about that, much. We’re both from the school of move first, think later, so expect a brutal game. Even though I have more experience with the game, that means about as much as the strategic oil reserve means for the price of gasoline. Our warm up games and aborted replays reveal Jeff is a quick study.

Stuart, the editor, asked us to try and convey the agony over the decisions involved. While not all decisions are that tough, we’ll try to do our best to convey our thought processes. My basic game plan is to get to Italy on turn 1 to start the process of influencing the people to the proper way of thinking. Everything else will be evaluated as necessary. I’ll react to his moves only when I think I need to do so. I’d rather dictate the tempo of the game. I really need to have a solid position by the time Scipio Africanus comes on board, as that is generally when the game turns in Rome’s favor.

NEUTRAL COMMENTARY

This is a game where 20/20 hindsight guessing is very easy. The vast array of potentially good moves overwhelms the thought process at times, whereas disaster hits hard and fast and shows up a flawed strategy with brutal clarity. To be fair to the two players, I have chosen to not preview this article before doing my commentary. I know how long it lasts, but not the outcome. I don’t see any point in previewing everything in advance and then placing together how cards should be played, had a player known in advance what lay ahead. Together, the three games will be commenting “on the spot” during the action. This may go far to showing the reader the variety of strategic options and the depth of planning necessary, but admittedly may give you more a sense of “my” strategic beliefs, than of “the best” plays. Readers and authors alike will have to forgive me for any enthusiastic remarks or warnings of possible events that turn out to be more ghosts than reality.

Jeff has certainly captured the essence of the game. You must plan for the use of must, if not all, of your hand at the start of a turn. The Roman must, therefore, adapt to each deal and await opportunities, while trying to distract Hannibal from the central focus of the early game: control of Italy. Unfortunately, your opponent may play a series of cards that dictate abandonment of your turn’s plan. As in any war, you should highly prize concealment of your intentions, without risking wildly into ill-prepared ground. This game has much of the feel of chess, in that each of your moves must be designed to counter the enemy’s move while opening up your own threat upon him. Jeff does not claim to have a plan to hunt down Hannibal or sack Carthage for an instant victory, but many a game will end this way in Roman victory—often due to overambition by Carthage, rather than deliberate planning by Rome. Early perceptions are that Rome has the advantage in this game, but early tournament results seem to belie this. Certainly, the Roman may make more mistakes without succumbing to defeat, while the margin of error for Carthage is finer. Yet, with experience, players are finding the game to be finely balanced. I would guess that early perceptions are based upon the very visible assets of Rome but miss the subtle advantages of Carthage. The fact that the more experienced
player Andy, is taking Carthage should help balance this particular playing of the game.

**TURN 1 (218 BC)**

The game begins at the point in time in which the Carthaginian general, Hannibal, has just finished putting down a rebellion by the people of Saguntum (which, by treaty with Rome, is in the Carthaginian Republic). Rome's meddling and support for the resistance becomes the catalyst for this, the Second Punic War.

**Note:** The card number is followed by the encircled operation number of a card (white background @ 2@3 indicating that Carthage may use the event, black background @ 2@9 indicating that Rome may use the event) and the name of the event (even when not usable, an enemy event is information on what the opponent can't do).

**CARThAGINE'S HAND**


I have a decent hand for the early game. I should be able to control Idubeda, which I believe to be important, and also get Hannibal over the Alps. Starting at a disadvantage in provinces, I need to get across the Alps and into Italy on turn one. I've got the two recruit cards which should help out in case Jeff tries to come onto my turf, and some cards which are obvious Operations rather than Events. The card with the best potential is Messenger Intercepted. Timing will be key, but I have no complaints.

How sweet a deal! Nearly every card gives Andy the choice of use as either an event or an operation (the Pestilence is unlikely to be usable this turn). The Messenger Intercepted, Force March and Ligurian Recruits is practically a Senatorial invitation to dine in Italy this winter. Hannibal can make his crossing after Rome's hand is depleted, leaving him with the initiative next turn. On top of that extremely good deal, Andy also gets a minor campaign and the Tarentum card which gives him an option—which I'd find hard to ignore—to get aggressive with Mago in southern Italy (remember that even bad news is good news since a sunk Mago comes back where you need him most, in Carthage). The Iberian recruits can replace some of what sailed with Mago from New Carthage, while any O moves Mago down to the port. Whatever is lost from the vagaries of the card game will be made up in Idubeda, which means he doesn't. An effort to subjugate one of those Carthaginian loving tribes might be in order. Getting to the Boii would make controlling Galia Cisalpina easier. So, there's the plan, get strong with the Auxiliaries, attempt to control Galia Cisalpina, and dig in against Hannibal.

This is a very typical, perhaps better than average, first-turn deal for Rome. It contains several O.cards that will neither be playable as events nor usable to move Rome's strategically-challenged Generals. Their only function will be for PC placement (which Rome must get in the habit of doing, since every battlefield defeat is likely to cost her politically). Matherbal and Tribal Resistance should be devoted to placement of PCs in Massilia or Idubeda. The Diplomacy card gives Rome a good chance to control the province and set the stage for an invasion of Spain next turn.

Unfortunately, Jeff has received an extremely valuable card for the first turn: a campaign card, which allows him to seize the first card play of the game. Usually the only manner in which Rome can make headway in Spain without a good General, is by getting the jump on Carthage with the first PC placement. I'd suggest playing the campaign card as an operation card, not as an event, and thereby place three PCs in Idubeda. The Diplomacy card give Rome a good chance to control the province and set the stage for an invasion of Spain next turn.

The Auxiliaries are comforting, but Hannibal would walk into Italy unchallenged if P. Scipio and T. Longus both sit in their camps. These should be used as operations to move one or both of them into better defensive positions (in Northern Italy). A gratuitous invasion of Spain could be launched this turn with the sole purpose of trying to slow down Hannibal from the rear. This usually leads to disaster, but Rome has plenty of men and must burn some of Hannibal's time. The easiest play is to send P. Scipio into Cisalpine Gaul and reinforce him with Apulian auxiliaries while devoting the rest of the hand to politics in Spain and Massilia. The more daring move of T. Longus to the Spanish theater after Hannibal starts moving is only for Romans with aggressive spirits willing to let Italy suffer under Hannibal's heel. Again, Rome has such leeway of decision in this game—but only if PCs are being regularly placed to cover the political backlash of failures by daring raids. I advise against such an early invasion of Spain, unless you feel you will be particularly lucky in replacing your Consul, should he survive the year.

Chalk up this turn's deal to Carthage and expect Rome to be pressed early.

**ROME'S HAND**

Strategy Cards: 6. OMarchtal's Cavalry, 35. ODiplomacy, 40. OMInor Campaign, 44. OAuxiliaries (Apulia), 46. OAllied Auxiliaries (Sannium), 53. OTribal Resistance, 60. OStorms at Sea.

Looking at my hand, I have a lot of reinforcements coming. I hold Tribal Resistance which means he doesn't. An effort to subjugate one of those Carthaginian loving tribes might be in order. Getting to the Boii would make controlling Galia Cisalpina easier. So, there's the plan, get strong with the Auxiliaries, attempt to control Galia Cisalpina, and dig in against Hannibal.

**STRAtegy PHASE**

Carthage decides which player moves first, unless Rome uses a campaign card as the first play to seize the move. Rome keeps quiet this turn.

**TURN 1 CARThAGINIAN MOVE A:** 63. Oforce March as an Operation for PC placement in Mutina, Tarraco and Dertosa. I call this decision an easy one to make, yet it could come back to bite me later. A force march is nice on turn 1 in that it allows Hannibal to get into Italy in just two moves. I still believe that securing Spain and Galia Cisalpina first are keys. No need to get ahead of myself.

It is hard to argue against this PC placement, unless some trouble might be expected in Ilerda, therefore securing Idubeda instead of Tarraco, thereby preventing other spaces in Idubeda and freeing Carthage from having to counter Roman PC placement supplied through Emporiae and Ilerda.

**TURN 1 ROMAN MOVE A:** That seems to be a pretty solid first play for Carthage. I should challenge him for Idubeda, just on principle, but it might tip my plans on vacationing there later in the year. Time to bulk up, and make him commit. 44. OAuxiliaries (Apulia) as an Event to reinforce P. Scipio with two combat units (CUs), bringing his army up to 10 CUs (the man is highly thought of)!

**TURN 1 CARThAGINIAN MOVE B:** 18. OTraitor in Tarentum as an Operation to place PCs in Ilerda and Azaila. Another "easy" call. I claim possession of Ilerda. I don't realistically expect to get over there with any type of force capable of taking the city, and he's letting me have Spain without a fight.

**TURN 1 ROMAN MOVE B:** 6. OMarchtal's Cavalry as an Operation to place PC in Verona. I want to make a play for Galia Cisalpina, but I don't want to burn my good operations cards, which I'll need later in the turn. It appears that Jeff is planning to move P. Scipio to Cisalpine Gaul, for otherwise the Verona PC will be isolated—except that Andy doesn't know that Paul has one of the two Diplomacy cards. Of course, the Diplomacy card can only deny Galia Cisalpina to Carthage, not swing it to Rome. By throwing out the Force March card, Andy seems to be saying, "go ahead and do what you can there this year, Hannibal is in no hurry to join his Gallic allies." Both players may be disguising their end turn intentions at the cost of underutilizing some of their cards—however, it is more likely that each card play will give a big hint as to what remains in a player's hand.

**TURN 1 CARThAGINIAN MOVE C:** Verona? Is he going to try for the tribes? That would make sense since he's built Skippy up as a more dangerous force. Well, Spain is secure, so it's time to get Hannibal in gear. 52. OPestilence as an Operation to move Hannibal (with Gisgo, Mago, 10 CUs) to Narbo. Pestilence seems like the logical alternative. I really don't think Jeff is going to be coming into the heart of Carthage this early in the game, so there is no point in saving it for play as an event.

Andy seems to be a little overreactive to his opponent's threat. If he had planned to march into Galia this year, why throw away the Force March, which would have saved him one strategy card play? Also, if he really intends to be in Cisalpine Gaul this year, fighting Skippy, he certainly should secure the allies for the battle, by placing PC in Taurini before the Romans show up to force loyalty in Mutina. A good rule of thumb in this game is to play PC on open spaces early in the year, while reserving military moves or revolts for the end of the year. Certainly, Andy cannot fear a subjugation of his
THE 218 BC CAMPAIGN

A. 3. Place PCs in Dertosa, Tarraco, Mutina.
B. 6. Place PCs in Ilerda, Azaila.
B. 7. Hannibal (Gisgo, Mago, 10 CUs) to Narbo.
C. 5. Place PC in Verona.
C. 6. Hannibal (Gisgo, Mago, 10 CUs) to Narbo.
C. 7. Diplomacy: Convert the PC in Mutina.
E. 9. Minor Campaign: Move P. Scipio (10 CUs) to Boii, subjugation fails.
E. 10. Move T. Longus (8 CUs) by sea to Emporiae.
F. 11. Move Hannibal (Gisgo, Mago, 10 CUs) to Insubrians (Alps attrition is ~3 CUs).
F. 12. Move Hannibal (Gisgo, Mago, 10 CUs) to Insubrians.
G. 13. Move Hannibal (Gisgo, Mago, 10 CUs) to Insubrians.
H. 14. Ligurian Recruits: Place 2 CUs with Hannibal in Insubrians.
Z = PC removals for end-of-turn province count.
allied tribes, since he knows that he'll be robbing Rome of a strategy card this year. Finally, Andy should have left behind at least one general (Mago usually), as Carthage needs an extra general to shuttle around reinforcements and rarely needs two subordinates with Hannibal to assist as flank guards in Italy.

**TURN 1 ROMAN MOVE C: 60. Storms at Sea as an Operation to place PC in Taurini.**

Hey, things aren't so bad after all. I should be able to get Galla Cisalpina, even without the tribes. I hope he doesn't have a second force march card.

Mago’s move with Hannibal to Narbo also makes a sea voyage very unlikely this turn, so the card is free for use.

**TURN 1 CARTHAGINIAN MOVE D:**

I know that he’s probably hoarding some decent cards, but how many? I’d like to ruin his plans, but I think that holding out a play on the messenger is the way to go. Besides, he’s making a big push on Galla Cisalpina, meaning he’s planning a warm reception for Hannibal and I’d rather not have to fight for all the Italian provinces. The key to move Hannibal is Iberian Recruits, but I don’t expect Jeff to just adopt a home defense strategy. That’s not his style, and it’s way too boring. But, as soon as I let go of the Iberian recruits, that puts me at a real disadvantage in Spain. Soon, Hannibal will no longer be available to counter any threat there. Well, I can’t protect everything. 15. Iberian Recruits as an Operation to move Hannibal (Gisgo, Mago, 10 CUs) to Drunentia.

**TURN 1 ROMAN MOVE D:**

I’m glad I didn’t go to Spain earlier. I bet he’s thinking I’m going to hit the tribes. Sorry, Andy, that’s not what I have in mind. 35. Diplomacy as an Event to convert the PC to Mutina.

Right about now Andy may be wishing that he didn’t use the Messenger Intercepted earlier possibly to swipe that Diplomacy card, but I can’t argue with his decision to wait as long as possible to steal an even better card.

**TURN 1 CARTHAGINIAN MOVE E:**

I overlooked that possibility. Still, he’s got to get rid of the Boii, or he’ll lose control of that Province come the end of the turn, due to Taurini being isolated. He must have some decent expectations for his remaining three cards, which means they must be pretty good. Fine, I’ll take one of them. 55. Messenger Intercepted as an Event to draw one strategy card from the Roman hand (netting card 53. Tribal Resistance).

It is the worst of luck for Andy to draw this card, although it may ease his mind about the vulnerability of his tribal allies. The big benefit, however, is having the final two card plays of the turn without worrying about Rome’s response.

**TURN 1 ROMAN MOVE E:**

What a cheese bucket! At least he didn’t take the cards I really need, but he’s going to hit Scipio as soon as I hit the tribes. That’s where the reinforcements come into play. But it is now time to force him to make a decision. 40. Minor Campaign as an Event to activate two Generals: P. Scipio (10 CUs) moves to Boii and attempts subjugation (die roll of two on siege table has no effect); T. Longus (8 CUs) moves by sea to Emporiae.

For a man whose armies are entering winter quarters early this year, Paul is certainly being aggressive. Normally, this double move would put Hannibal in a bind, because he would have to choose to ignore the plight of his friends in either Spain or Gaul. With his extra cards, however, Andy has the option to trouble Longus’ army before moving into Italy. Alternatively, he can move into Italy and has plenty of time to march all the way south to Lucania or to convert Brituria or to swing around to P. Scipio’s rear, thereby avoiding possible interception as he crosses the Alps. Having lost the initiative with the messenger, I’d have played more conservatively with the Roman armies, which are both quite bearable when separate; should Hannibal seek an engagement. Furthermore, P. Scipio’s army will be facing winter attrition unless he chooses to march back to friendly territory (which is probably where he should be now); that Tribal Resistance card is now available to Andy if Jeff chooses to subjugate again.

**TURN 1 CARTHAGINIAN MOVE F:**

Where is Greenwood when you need him? That guy has a knack for picking the Campaign card out of my hand. I shouldn’t complain, as I now have an extra card to use. Since Skippy seems intent on destruction of the Boii, I could keep “Tribal Resistance” for that purpose. However, I’ve got Hannibal in a less than desirable position right now. Forward to Italy or back to defend Spain? Delay the offensive, or risk getting trapped against the Alps? No guts, no glory.

Ah! Say it isn’t so. Don’t cross the Alps in the face of the enemy, when you could have planned to do it safely with a force march card! Hannibal is not a general who needs to prove his guts and all of Italy awaits him—the Boii villages can take care of themselves quite nicely.

53. Tribal Resistance as an Operation to move Hannibal (Gisgo, Mago, 10 CUs) to Taurini (attrition over the Alps takes its usual nasty toll as a die roll of four kills 3 CUs). P. Scipio attempts interception, but fails allowing Hannibal to continue movement to Insurbrians, where P. Scipio again fails his interception attempt.

I assume that Andy is making this move because he wants to fight or score away P. Scipio. If so, then he should consider going to Verona with his unused fourth movement point so that he will be in a position to convert the province and gain the allies. As a defensive precaution, he should end his turn on a Roman PC next to the Insurbrians so that he will have a place for retreat/withdrawal in case of a battle disaster.

**TURN 1 ROMAN MOVE F:**

Do I try to hit the Boii again and risk the winter attrition? Do I reinforce Scipio? Do I try to put the hurt on Hannibal? Campaign in Spain? I’ll take it easy and deal with the coming Winter. I hope Andy doesn’t have any really good cards left in his hand.

46. Allied Auxiliaries (Sannium) as an Event to place 2 CUs with P. Scipio in Boii.

**TURN 1 CARTHAGINIAN MOVES G AND H: Woah! He’s willing to trade off the Winter Attrition to keep Scipio at full strength. That means I definitely have to reinforce Hannibal because the normal 1 CU reinforcement at the start of next turn won’t be enough. He’s forcing my moves already! 14. Ligurian Recruits as an Event to place 2 CUs with Hannibal in Insubrians.

The Minor Campaign isn’t the most welcome card for Carthage on turn one. Realistically, there are few opportunities to use the card, and it could be taken from your hand. Anyway, I can’t reach Longus and I’m not about to risk a winter attrition die roll with Hannibal at this stage of the game. 38. Minor Campaign as an Operation to place PCs in Numantia, Iberus and Bibilis. I’ll be happy with the situation, and place three PC markers.

All will go into Spain. One is placed to provide a bit more strength to my claim, the other two will equal my loss due to my province deficit during the Political Control phase. At least I’m able to plan that choice. Not a powerful or dynamic turn one, but then there isn’t a whole lot of damage to worry about, either.

Andy blew his chance to balance the provincial count and bolster his military position with Italian allies (and of course move on the path towards victory through capture of all Italian provinces). Hannibal’s army had better hope that P. Scipio is not replaced by a more capable general, because he has not prepared the political ground for military victory in Italy. The turn ends with little more than a secure Spain to show for his superior strategy hand. Meanwhile the Romans get away with the daring landing at Emporiae, leaving an intact army to await next year’s consul.

**TURN 1 END PHASES**

Winter Attrition: P. Scipio (Boii) loses 1 CU (11 CUs remain) due to an attrition die roll of one.

Political Isolation: None.

Victory Check: The provincial count favors Rome ten to eight, resulting in the loss of two Carthage PCs (Numantia, Iberus).

**ROMAN POST-TURN COMMENTARY**

The move against the Boii, after he stole my Tribal resistance card, was to allow the PC in Taurini to exist, giving me control of the province. Sailing Longus to Emporiae was a risk, but I wanted to give Carthage an early headache. He had the option of moving against Longus and not getting into Italy, or allowing a Roman Army to campaign in Iberia. I’ve got 11 CUs facing Hannibal in a Roman controlled Italy, and 8 CUs poised to strike Iberia. I’ve got my options open going into turn 2.

**TURN 2 (217 BC)**

**REINFORCEMENTS**

Carthage:
- 1 CU for Hannibal (5 CU total)
- 2 CUs for Hasdrubal (4 CU total)
- 1 CU for Hannibal (10 CU total)

Rome:
- 5 CUs in Rome
- P. Scipio designated Proconsul
- Remove T. Longus.
- New Consuls: Marcellus in Emporiae, Varro in Rome.
THE 217 BC CAMPAIGN

A. 12: Place PCs in Numantia and Iberus.


B. 16: Move Marcellus (8 CU) to Azaila.

B. 45: Move Hasdrubal (4 CUs) to Bilbilis, where Marcellus successfully intercepts. Battle losses: 1 Carthaginian CU, 8 Roman CUs, Marcellus displaced, 4 Roman PCs (Numantia, Iberus in Spain Nuoro, Aleria in Corsica/Sardinia).

C. 17: Move Varro (5 CUs) to Bruttium, subjugation fails, eliminate 1 CU.

C. 58: Move Hannibal (Gisgo, Mago, 10 CUs) to Ariminum, drops off Mago with 1 CU, then moves to Mutina. P. Scipio attempts interception at each opportunity and fails.

D. 4: Move Varro (4 CU) to Sena.

D. 45: Place PC in Aleria, Convert PCs in Mutina and Ariminum.

E. 64: Truce.

E. 34: Major Campaign: Move Hasdrubal (3 CUs) to New Carthage, Mago (1 CU) to Tarquini, Hannibal (Gisgo, 9 CUs) to Falerii.

F. 3: Numidia Revolts (Western).

The Roman reinforcements go to Rome, in anticipation of needing a refuge for a bad Consul, but it would certainly be valid to put two consuls in Emporiae if neither were better than P. Scipio. I would strongly urge building a mega-army in Boii or at least building up the Spanish force with the maximum possible (two of the CUs). Since it takes a 3-point strategy card to activate P. Scipio, I would certainly advise against leaving him in command of his army. With Hannibal around, Roman forces must be more mobile in Italy. Since Marcellus with a big army is a pretty good match for Hannibal’s smaller army, I’d have put him in charge at Boii and sent Varro to the Spanish theater, where his only saving grace (his strategic rating which makes him very mobile) can be put to use to arm twist a few Iberian villages into supporting Rome. Jeff is opting to distract Hannibal rather than confront him—a very valid strategy. Andy should plan on pressing the Italian campaign while largely ignoring Marcellus until Hasdrubal absolutely has no other choice.

**CARTHAGE’S HAND**

Strategy Cards: 1. @Corsica and Sardinia Revolt, 4. @Celtiberia Revolt, 9. @Philip V of Macedon, 24. @Sophonisba, 34. @Major Campaign, 45. @Allied Auxiliaries (Etruria), 58. @Cato Counsels Rome.

Strong cards. Very nice to see that the Macedonians have shown up early on and I’d like to use that in combination with forcing a Roman first play, to get myself a second turn of having me go first? Hannibal seems to be trapped, yet I can’t use my sole good card this early, so I’ll start my Spanish expedition.

**ROME’S HAND**

Strategy Cards: 3. @Numidia Revolt, 12. @African Reinforcements, 16. @Gallic Recruits, 17. @Surprise Sortie, 54. @Treachery within City, 56. @Grain Shortage, 64. @Truce.

I put my best Consul in Emporiae because I want to make some significant gains in Spain. I drew three events that only Carthage can use! At least I know Carthage’s cards, like usual. We’d rather see some of the nastier Carthaginian events, but it is always nice to see that the Gauls and Elephants won’t be arriving. The Treachery card comes in handy for the Spanish campaign, which should focus on maneuvering toward a siege of New Carthage, because Jeff lacks enough 3-pt. cards to make a political year profitable. A truce is rarely long-lasting, since any event will break it. Jeff has been dealt a hand for Marcellus’ use. Unfortunately, P. Scipio will not be able to maneuver—as the Numidia Revolt is too strong not to be an event.

**STRATEGY PHASE**

Carthage forces Rome to play first.

**TURN 2 ROMAN MOVE A:** What trick does he have up his sleeve in making me go first? Hannibal seems to be trapped, yet I can’t use my sole good card this early, so I’ll start my Spanish expedition.

**TURN 2 CARTHAGINIAN MOVE A:** Great. He’s making a move on Spain, and he’s going to try to make me come to him. Except, he’s too far out of range for me to do anything about it. I don’t want to be battling for PCs, when I play Philip because it could give him a pseudo double move and the current odds are pretty low to claim a good card from Jeff’s hand.

**TURN 2 ROMAN MOVE B:** Hey, quit stealing my cards! Since Scipio is pretty much a lame duck, I’m forced to focus on Marcellus, which really isn’t that bad. I’m going to move on Spain, but I want to be able to protect my conquests as I go. 16. @Gallic Recruits as an Operation to move Marcellus (8 CUs) to Aza­lia. I’m stronger than he is, so there’s no need to take any needless risk. Maybe he’ll have to send Hannibal back across the Alps, although I don’t think so.

This sort of bad news for Rome is best sprung late in the year, unless you need the naval move­ment modifiers now. However, I don’t see any Carthaginian fleets leaving port this year.

**TURN 2 ROMAN MOVE B:** Hey, quit stealing my cards! Since Scipio is pretty much a lame duck, I’m forced to focus on Marcellus, which really isn’t that bad. I’m going to move on Spain, but I want to be able to protect my conquests as I go. 16. @Gallic Recruits as an Operation to move Marcellus (8 CUs) to Azali­a. I’m stronger than he is, so there’s no need to take any needless risk. Maybe he’ll have to send Hannibal back across the Alps, although I don’t think so.

This should lead to some action soon. Jeff, looks can be deceiving. Marcellus with 8 CUs will get 11 battle cards, while currently Has­drubal with 4 CUs, plus 4 allied provinces in Spain will also get 11 battle cards. Marcellus will actually be weaker if intercepted to initiate battle, until he takes away Spanish provinces. Hasdrubal is sitting in one of the few spaces in Spain that is in normal movement range of all other spaces in Spain. In other words, there really is only one relatively safe place for a Roman army—next to a Roman PC into which Hasdrubal cannot move (always embark on a military move with a path in mind for avoiding battle/withdrawal/retreat)—and Marcellus is in one.

TURN 2 CARTHAGINIAN MOVE B: Okay, I’ll blink. He hasn’t learned the finer trick of PC droppings. If I’m going to devote any effort to stopping Marcellus, I’d rather do it early. It will do me no good to stop him after he’s already done the damage, and if he’s going to have the advantage in Spain, I’d like to know that fact as well. 45. @Allied Auxiliaries (Etruria) as an Operation to move Hasdrubal (4 CUs) to Bilbilis, where Marcellus successfully intercepts (die roll of 2). Still, I’m waiting for him to make me pay for keeping Hannibal idle.

Since Hasdrubal may only have to move once this turn, I’d have used the Major Campaign to move Hannibal simultaneously. It is likely that a later play of the card may only move one Gen­eral. Campaign cards are generally more useful for the Roman, except that Carthage needs the ability to ship troops by sea every so often. Rather than wasting the card’s ability, I like to keep my enemy facing a dilemma about which threat he can blunt, especially if a two-theater war is in progress such as now.

**THE BATTLE OF BILBILIS, 217 BC**

Carthage: 4 CUs + 4 Spanish Allies = 3 General = 11 Battle Cards (BCs): 4 Frontal Assaults (FA), 1 Flank Left (FL), 1 Flank Right (FR), 1 Probe (P), 2 Double Envelopment (DE), 2 Reserve (R).

Rome: 8 CUs + 3 General + 1 for Interception = 12 BCs: 3 FA, 3 PL, 2 FR, 3 P, 1 R.

Ugh, the Roman void in Double Envelopment could hurt. Carthage’s Reserves and Double Envelopments make for a killer hand. If Jeff continues after the first play of a Double Envelopment (in this system, the side with the initia­tive can attempt to withdraw), he’ll be backing on Hasdrubal failing a disproportionate number of counterattack die rolls before breaking through with a Flanking or Probe card.

Although Marcellus moved to intercept, Has­drubal is the original attacker, having chosen to continue into Bilbilis instead of backing off one space.

1. Hasdrubal DE matched by Marcellus R, counterattack (CA) is automatic.
2. Marcellus P matched by Hasdrubal P, CA die roll (dr) 5 fails.
3. Marcellus P matched by Hasdrubal R, CA dr 3 succeeds.
5. Battle casualty dr 1 causes each army to lose 1 C.

Retreat dr 5 (2 due to Double Envelopment) eliminates Roman army (8 CUs), displacing the Consul Marcellus.

Political Consequences: 4 PCs lost (Numi­ntia, Iberus in Spain, Nuoro, Aleria in Corsica/Sardinia).

Each general has an excellent battle rating of three, allowing each to regain the initiative 50% of the time after an opponent’s play. Both players chose to risk continued battle after playing Reserve cards. In this battle, Hasdrubal gets back the initiative from Marcellus and hammers him with a double envelopment and an excellent retreat die roll for a spectacular victory. While Rome will miss the Consul and CUs this turn, Rome’s reinforcement advantage will generally

(Continued on pg. 35)
Low on gas and ammo and the Germans are on your tail...

Over the Reich

Command one of 55 missions and pilot 19 different types of aircraft included in Over the Reich. Or, serve a complete tour of duty.

Playing strategy, then be prepared for air-to-air combat.

You're on a strategic bombing run — can you elude the anti-aircraft fire?

Play solo, 2-player hotseat, true internet play.

Windows® Power Mac® compatible

"Over the Reich is one of the best W.W.II games we've seen, period..."

Computer Gaming World

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
4517 Harford Road, Baltimore, MD 21214
410-254-9200 • Fax: 410-254-0691
http://www.avalonhill.com
Available at your favorite game retailer or call us Toll Free: 800-999-3222

© 1997 AH Games. Power Mac is a registered trademark of Apple Computer, Inc.
Windows is a trademark of Microsoft Corporation
In a four-player game of *ACQUIRE*, it is your turn at a crucial point in the middle of the game. You must decide how best to achieve the advantage over your opponents. Through careful counting, you know that each of them have equal shares of stock in the hotel chains shown on the diagram. Furthermore, they each have the same amount of cash on hand as you: $400. A glance at the situation reveals that you have a wide-range of options:

### Hotels:
- Cont.
- Imp.
- Lux.
- Tow.
- WW

### Your Shares:
- 6 5 3 3 3

### Unbought Shares:
- 10 8 16

### Your Tiles:
- 6F, 7D, 7G, 8C, 9E, 10D

Make the best move to put you ahead of the competition:

**Tile Play**

**Merger Transactions**

**Stock Buys**

---

**PRIZE IS NOW A $15 MERCHANDISE CERTIFICATE!**

---

**Opponents Wanted/Games Sought/For Sale**

- 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.
- Clubs are encouraged to announce regular meetings.
- Insert copy on provided lines (25 words maximum) and print name, address, and (if desired) phone number on the appropriate lines. Ads pertaining solely to *AV ALONCON* are free.
- PLEASE PRINT CLEARLY AND LEGIBLY. If your ad is illegible, it will not be printed.
- So that as many ads as possible can be printed in our limited space, we request that you use official state and game abbreviations. Don’t list your entire collection; list only those games which you are most interested in playing.

Across Five
- Aprs~A5A
- Advanced Squad Leader~ASL
- Afrika Korps~AFK
- Age of Renaissance~REN
- Air Baron~ABN
- Air Force/Dauntless~AFD
- Assassin~ASN
- Battle of the Bulge~B(yr.)
- Blackbeard~BKB
- Blitzkrieg~BZK
- Breakout Normandy~BNG
- Britannia~BRI
- Circus Maximus~CMS
- (Advanced) Civilization~ACV
- Colonial Diplomacy~CDP
- D-Day~D(yr.)
- Diplomacy~DIP
- DUNE
- Empires in Arms~EIA
- Enemy in Sight~EIS
- Firepower~FPR
- Flat Top~FTP
- Fleet Series~#F
- Flight Leader~FL
- Gangsters~GSR
- Geronimo~GER
- Gettysburg~GBG
- Gladiator~GLD
- Guadalcanal~GCA
- Hannibal: Rome vs. Carthage~HRC
- Here Come the Rebels~HCR
- History of the World~HWD
- Hitler’s War~HWR
- Kamikaze~KMK
- Kingmaker~KGM
- Knights of the Air~KTA
- London’s Burning~LEG
- Luftwaffe~LFW
- Machiavelli~MAC
- Maharaja~MAH
- Magic Realm~MRM
- MBT
- Merchant of Venus~MOV
- Midway~MYR
- Montgomery’s Battles~MBB
- PanzerBlitz~PZB
- Panzergruppe Guderian~PGG
- Panzer Leader~PLL
- Railroad Tycoon~RTY
- Republic of Rome~ROR
- Richthofen’s War~RFN
- Roads to Gettysburg~RTG
- The Russian Campaign~TDC
- Russian Front~TFR
- Siege of Jerusalem~SOJ
- Starship Troopers~STT
- Stellar Conquest~STC
- Stonewall’s Last Battle~SLB
- Stonewall Jackson’s Way~SJW
- Storm Over Arnhem~SOA
- The Air~TAC
- Thunder At Cassino~TAC
- Titan~TTN
- Turning Point: Stalingrad~TPS
- Tyranno Ex~TYX
- Victory In The Pacific~VIP
- War and Peace~W&P

---

**Games Played in December:** 

---

**Rate This Issue!**

Issue as a whole (Rate from 1 to 10, with “1” meaning excellent and “10” terrible). Plus, include your choice for the three best articles. Write their titles below:

1. 
2. 
3. 

We value your opinion. Therefore, take a few minutes to write some personal comments below on what you liked and what you didn’t like about this issue.

Comments:

---

**This coupon is valid only for mail order purchases of complete games direct from The Avalon Hill Game Company. Each postage coupon entitles the sender to deduct up to $1.00 from the postage charges of any order for a complete game, provided the amount deducted does not exceed the total postage for that order. Coupons are not valid for parts, magazines, or PBM kit orders.**

---

**Example:** Customer A lives in the USA and orders a $15 game. His postage charge is $4, which he may pay by sending four postage coupons and $1. If he uses fewer coupons (less than 8), he must pay the full postage charge.

Customer B lives in Canada and orders the same game. He must pay $15 in US funds plus 8 postage coupons or $16 plus $1 (US) for each postage coupon less than 8 which he sends.
ST. MARTIN-DE-FONTENA Y, FRANCE, 1 August 1944: In the days following Operation Spring, the 2nd Canadian Infantry Division conducted several short but sharp actions to improve their positions. One of the positions was the two adjoining villages of St. André-sur-Orne and St. Martin-de-Fontenay. The Canadians held the southeast portion of St. André and all of St. Martin except the church on the southern outskirts. Brigadier H. A. Young wanted the church taken. Several attacks by Le Regiment de Maisonneuve failed. Les Fusiliers Mount-Royal relieved them and took up the attack. Young believed the objective could be taken by a company of infantry, supported by engineers.

Scenario Design: Kevin Meyer

**GOING TO CHURCH**

VICTORY CONDITIONS: The Canadians win immediately when there are no unbroken German MMC in building 23F3.

**BALANCE:**
- Add six "?" to the German OB and decrease the game length to 5 1/2 turns.
- Add one 2-4-8 and one British MMG to the Canadian OB.

**BOARD CONFIGURATION:**

**TURN RECORD CHART**

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>GERMAN Sets Up First</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CANADIAN Moves First</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Elements of SS-Panzer Division 9 [ELR: 4] set up ≤ 3 hexes from 23E4: [SAN: 4]**

**Elements of Les Fusiliers Mount-Royal [ELR: 4] set up on/north of hexrow L: [SAN: 2]**

**SPECIAL RULES:**
1. EC are Moderate, with no wind at start. Kindling attempts are NA.
2. All hedges are treated as walls.
3. Treat all canal/river hexes as open ground. Bridges do not exist, but the road depictions in all Bridge hexes do.
4. German squads may Deploy freely during setup.

**AFTERMATH:** Careful planning for the attack paid off. The sappers moved on the church about an hour before dawn and were driven back by German machine gun fire. The Fusiliers, led by Major J. A. Dextraze, had an alternate plan ready and promptly reacted to this minor set back. Sweeping around to the side of the church and then over the wall, the company poured into the churchyard with guns blazing. Resorting to grenades and bayonets at close range, the assault was over in about an hour. Most of the defenders were killed, with a half dozen taken prisoner and some ten managing to escape across the fields. The Germans showered the church with mortar and artillery fire, but the Fusiliers held on and used the church as a base for future operations.
HILL OF DEATH

ASL SCENARIO G36

HILL 112, FRANCE, 11 July 1944: Hill 112 had a commanding view over the surrounding fields and several small villages, which made it a key position. It also dominated the area south of Caen, and thus attracted the best units of both combatants. Since June 27th, it had been the focus of repeated attacks and counterattacks, with such heavy shelling that trees became shattered stumps. On July 10th, a British combined tank-infantry force had wrested the hill from the SS defenders. After anti-tank guns were brought up and emplaced, the tanks withdrew for the night. That same night, the hill was subjected to an intense bombardment, then a counterattack by SS-panzergrenadiers, but the SS were driven back by pointblank fire. No one is sure how many German assaults were repulsed; some say fourteen. With daylight, Tigers joined the fray. The weary defenders quickly discovered that their hellish nightmare was not yet over.

SCENARIO DESIGN: Vince Lewonski

VICTORY CONDITIONS: The Germans win at game end if they have more Victory Points (calculated as Exit VP, but excluding Broken/Immobile units and Prisoners) on Level 2 hexes than the British.

TURN RECORD CHART

BOARD CONFIGURATION:

BALANCE:
- In the German OB, add one 6-5-8, add one LMG, and replace one 9-1 armor leader with one 9-2 armor leader.
- Add one Churchill IV to the British reinforcement group and delete the last sentence of SSR 6.

SPECIAL RULES:
1. EC are Moist, with a Mild Breeze from the northwest at start. Kindling attempts are NA.
2. All building hexes are Rubble of the appropriate type. All Level 3 and 4 hill depictions are treated as Grain depictions at Level 2 [EXC: woods/building hexes contain no Grain]. All Crag hexes are shellholes. All hedge and Cliff hexes are Bocage (B9.5; F10); no Cliffs exist (they are treated as Double-Crest hexes where applicable.
3. Place a shellhole counter in each of the following board 9 hexes: B3, F7, G6, H7, I7, N4, R5, T2, U7, W9, and BB5. Place one Burnt-Out-Wreck (O11.4 RB SSR CG7) in each of the following board 9 hexes:M1, N2, T7, X6, CC5 and CC7.
4. The British AT Guns may not use HIP, but may set up Emplaced.
5. The concealment counters given in each OB may be set up in non-Concealment Terrain.
6. The British receive one module of 80+mm OBA (HE and Smoke) directed by an Aerial Observer (E7.6). Radio contact may not be rolled for prior to Turn 5.

AFTERMATH: The Tigers rolled up the hill, clearing a triangular wooded area of anti-tank guns. The Churchills broke formation and drove for the hill. They were no match for the Tigers, however, and it was a sadly uneven fight. The remaining SS-panzergrenadiers had gone to ground when the British artillery had begun shelling the area. But the impervious Tigers continued on alone and began butchering the infantry in their foxholes. In desperation, the British called down smoke to cover them as they pulled back, but the Tigers drove through it and decimated the withdrawing troops. One Tiger was lost, but the hill was once again in German hands. The DCLI was relieved at the end of the day, having lost all of its antitank guns and 50 per cent of its men. This was not the end of the Hill 112 saga, however, as it continued to be the scene of bitter fighting until August 2nd.
SERIES REPLAY...
(Continued from pg. 30)

make such a loss minor. The bigger consequence is the loss of 8 CUs (one for every PC lost in battle). Jeff wisely abandons PCs in Spain that are now isolated and unsupported. However, the other losses hurt more, showing how important it is for Rome to place PCs in Massilia and even Gallia Transalpina in the first turn.

TURN 2 ROMAN MOVE C: Hey, Andy, quit using the loaded dice! What a disaster! My entire expeditionary force is crushed. I could handle some casualties, but all of them? I've got to start sacrificing more chickens to Mars. I'm happy with the standoff in northern Italy, so Varro moves against the tribes. 17. 5. Move Varro (5 CUs) to Brutium, subjugation dr = 1, eliminate 1 CU.

Varro's army is not likely to stop Hannibal, so the subjugation subjugation plan is reasonable, but backfires. I guess the lesson is to never underestimate the heart of tribes and walled-closed citizens. For the siege/subjugation process to run its full course, three attacking CUs must survive to make the final roll to gain the three siege/subjugation points. It should take an average of 3.3 rolls and cause 1.0 lost CUs.

Jeff is now owed two favors from Lady Die Roll Luck. Varro could find himself still attempting subjugation when winter arrives.

TURN 2 CARTHAGINIAN MOVE C: I think that last battle was a fair trade. Now I can focus entirely on operating with Hannibal. I've got to leave and head south, as the operating quarters are a bit too tight for my liking. He gets two interception rolls, so I'll probably have to do battle. At least I'll be in range of one of the Tribes in case things go sour. Once I leave the area, he can easily cut them off from my access, leaving me vulnerable. Still, it is Hannibal, and while he could go down, I can't get preoccupied with that possibility. 58. 5. Civic Counsels Rome as an Operation to move Hannibal (Gisco, Mago, 10 CUs) to Ariminum (P. Scipio fails with interception attempts at Verona [dr = 4] and Mutina [dr = 5]), drops off Mago with 1 CU, then moves to Mutina (P. Scipio fails with interception attempt Mutina [dr = 3]).

TURN 2 ROMAN MOVE D: I can't make a dent in the enemy tribes in Italy. Five interception rolls (over two turns) against Hannibal yield no effect. Enough whining, I must take the fight to Hannibal. 54. 5. Treachery within City as an Operation to move Varro (4 CUs) to Sena.

Varro (remember him—his historical claim to fame was losing the battle of Cannae) is going to get swatted aside by Hannibal. I don't see the point of this, when subjugation of Brutium is still a valid policy. Heck, running in the opposite direction, to say Sicily or a port for movement to southern Spain would at least preserve the army and next turn's chances for mayhem.

TURN 2 CARTHAGINIAN MOVE D: Trying to bait me with Varro? Nice try, as my reward could be equal to my intended play. Of course, ignoring him does leave a second Roman Army in the field, but it's fairly weak. No, I need the guaranteed PC conversions. 4, @Celtiberia Revolts as an Operation to place PC in Aleria and convert PCs in Mutina and Ariminum.

TURN 2 ROMAN MOVE E: 64. @Truce as an Event. I hadn't counted on playing the Truce as an Event, but it's as good as any other card in my hand. It's about the only way I can stop him.

TURN 2 CARTHAGINIAN MOVE E: No Truce for you! 34. @Major Campaign to move Hasdrubal (3 CUs) to New Carthage, Mago (1 CU) to Tarquinii, Hannibal (Gisco, 9 CUs) to Falerii. Time to move on. I'd like to claim Samnium, but moving to Emurita offers me the ability to protect my gains and the Alps guard my flank. I could split off Gisco as well, but I don't see being able to convert all those PCs by the end of the turn. Hasdrubal goes back to New Carthage so he can pick up reinforcements next turn, and, if necessary, provide resupply. No need to take any risks right now.

It is hard to discern in his hand the shortage of operations points that Andy perceives. Furthermore, Jeff could attack Hannibal in such a manner that he has no retreat (although with only a small chance of victory). I would have sent Hannibal all the way to the Etrurian port of Cosa, leaving Gisco in Falerii. The conversion would have isolated the remaining Roman PCs in Etruria. Gisco's special interception ability makes him a better flank guard than Mago. By missing this opportunity, Andy allows Rome to retain three extra PCs and a province, while Hannibal foregoes the chance to gain the provincial advantage and the allied troops for battles in Italy.

NOTE TO PLAYERS: Subsequent to the play of this game, it has been ruled that a Truce may not be broken by a Campaign or Forced March or Traitor/Treachery or counter card, nor may a card be played as an event if its conditions do not permit the event (such as allied auxiliaries with losses) to receive them. Further classifications of the game's rules will appear in the next issue of THE GENERAL. You may write for a copy of these by sending a self-addressed stamped envelope to the editor at 4517 Harford Rd., Baltimore, MD 21214.

TURN 2 ROMAN MOVE F: Hannibal or Numidia? 3. @Numidia Revolts as an Event to move all PCs in Western Numidia. Attacking Hannibal is dangerous, because I've got to either cross the Alps, or come through Carthaginian PC markers. A potential disaster if I lose, or Hannibal makes an Interception. Numidia is a case of whether I want to suffer less losses with no gain, or no losses with his gain. Anything I can do to distract him seems to be to my benefit.

TURN 2 CARTHAGINIAN MOVES F and G: 24. @Sophonisba as an Operation to place PC in Salsae and convert PCs in Tarquinii and Falerii. Priority number one is the conversion of PC under Hannibal and Mago to avoid winter attrition. My next struggle is whether to reclaim Numidia or to revolt in Corsica. Either move won't change the net Province control, but my choice is to get rid of Roman PCs. 1. @Corsica and Sardinia Revolt as an Event to cause the revolt and remove Roman PCs from Corsica and Sardinia. Still, this move leaves Africa vulnerable. I hope Hannibal will be up to the task.

Though the Numidian allies are sorely needed to defend Africa, Andy is on the offensive right now and correctly goes for softening up Roman political control. Jeff's PC position is dangerously thin now. He almost cannot afford a strategy of fighting losing battles with Hannibal for attrition purposes.

TURN 2 END PHASES

Winter Attrition: P. Scipio (Boii) loses 3 CUs (8 CUs remain) on an attrition dr of 6.

Political Isolation: None.

Victory Check: The provincial count is even at eight each. No PC removals.

ROMAN POST TURN COMMENTARY

This has been a dark turn for Rome. I'm reduced to fighting in Italy, without the 8 CUs that Marcellus commanded, nor the distraction they offered to Carthage. I've got to get some cards that will allow me to chase after Hannibal, and bring the provinces he converts back under my control. I can't afford another major defeat next turn, but I've got to reduce Hannibal's strength faster than he can replace it.

TURN 3 (216 BC)

REINFORCEMENTS

Carthage:
1 CU to Hanno (6 CUs total)
2 CU to Hasdrubal (5 CUs total)
1 CU to Hannibal (10 CUs total)

Rome:
5 CUs in Sena (9 CUs total)
5 Cus designated Proconsul, Remove Varro. Consuls Marcellus and Fabius to Sena.

Again, the lesson of last turn is that P. Scipio is only worth keeping when in Spain. At least, Marcellus should be placed in command of the army in Gallia Cisalpina so that it can do something this turn. Now with both Consuls together, the army in Sena will be unable to drop off troops anywhere. Had Varro been the Proconsul under Fabius, Jeff would have more options this turn.

STRATEGY DEAL

The dock was reshuffled because of the play of the Truce card.

CARTHAGINE'S HAMM

Strategy Cards: 7. @Hostile Tribes, 8. @Hostile Tribes, 28. @Hannibal Charms Italy, 35. @Diplomacy, 38. @Minor Campaign, 43. @Two Legions of Slaves Raised, 44. @Alien Auxiliaries (Apulia).

A lot of Events I can't or won't use. I'm going to campaign for PCs. My hand supports what I should be doing at this stage of the game. This is an average deal of Operations points, plus some useful PC-related cards. At this stage, Andy is correctly interested in converting as much of Italy as possible. Thus, the @ cards move Hannibal and the @ cards place the PCs. He should expect Jeff to hammer Hannibal if possible, but Andy's military position is best
bolstered by political moves in Italy to gain more allied battle cards.

**ROME’S HAND**


The gods look favorably upon my empire. I’ve drawn the operations cards I need to move my armies. Not much in the way of Events, although the Auxiliaries may be a necessity. With this freedom, I intend to fight Hannibal in an effort to cause at least two CUs of casualties. With a reinforcement rate of one, I want him to be more concerned with survival than with converting my PCs.

Amen to that, Jeff. That little old Senate Dismisses Proconsul card is also very valuable—replace P. Scipio with Nero and voila, suddenly you have a very mobile army in Cisalpine Gaul. The Bad Weather and Storms cards are better in years when you know the enemy is going to be sailing in reinforcements, but if Nero is placed on the board, they come in handy no matter how Carthage moves. This is the first really balanced deal of the game. Outnumbered 17-11 combat units, and with Roman leadership at its best (short of the arrival of Scipio Africanus), Hannibal is now facing his toughest year. The struggle for control of allied provinces may prove pivotal for the tactical battles that lay ahead.

**STRATEGY PHASE**

This would be a good turn for Carthage to move first, given the number of vacant spaces that can take PCs (particularly in Sardinia, where Carthage has no army to assist conversions and in Icosium to isolate the Numidian interior).

**TURN 3 CARthagINIAN MOVE A:** 35. Diplomacy as an Event to convert Cosa. I’ll claim my first Italian Province. Turn three, and it’s my first Province. Not a good sign, but it’s better than a total disaster.

**TURN 3 ROMAN MOVE A:** If he wants me to have Corsica back, how can I decline the offer? 24. Sophonisba as an Operation to place PCs in Sassari, Oristano, and Carales.

**TURN 3 CARthagINIAN MOVE B:** 43. Two Legions of Slaves Raised as an Operation to place PCs in Icosium, Zuccebar and Tupusiucut. Fatigue sets in for both of us. I’m lucky to get back Numidia, as my first two moves should have been done in reverse order. Of course, Jeff might not have the cards to take advantage of having claimed a foothold in Africa. Or, he’s more afraid of Hannibal, or Hanno. Interesting.

Jeff has gotten the better of Andy by getting back one of the two provinces vacated at the end of last turn. Andy’s Diplomacy was played out of fear of being attacked immediately, but too soon, considering the opportunities for PC placement in empty spaces.

**TURN 3 ROMAN MOVE B:** Time to spring a little surprise on him. 19. Senate Dismisses Proconsul as an Event to have G. Nero replace P. Scipio as Proconsul. I need some more mobility to go after Hannibal.

... or to get the Roman CUs together. Excellent move.

**TURN 3 CARthagINIAN MOVE C:** Dirt bag. Should I take on Nero, or try to convert more PCs? 28. Minor Campaign to move Hannibal (Gisgo, 10 CUs) to Paelem (dropping off Gisgo, 1 CU in Beneventum). Mago (1 CU) to Heraclea. It’s a lose-lose situation, because he’s just going to offset everything I’m about to claim. All I can hope is that my Operation cards are a bit stronger in that respect, and maybe he’ll come after me. Such is the life of Hannibal.

Some people love to castle in Chess; I love to post Gisgo in Beneventum. I see that Andy and I think alike about leaving this general in the barbecue. The move south is well-executed, as now he has time to create another allied province before the Roman army catches up with Hannibal. However, attacking Nero would be better. Nero on his own will have no trouble converting two provinces while Hannibal gets only one.

**TURN 3 ROMAN MOVE C:** Well, it doesn’t appear that the Carthaginian Naval Victory will sail, even though Philip is shown. Thus, I’m going to use Storms at Sea. 60. Storms at Sea as an Operation to move Nero (8 CUs) to Faroheres (dropping 1 CU in each of Mutina and Atrimium). How much territory can I try to get back, without leaving Nero hanging in the wind?

**TURN 3 CARthagINIAN MOVE D:** Jeff learns the drop-off trick real quickly. 44. Allied Auxiliaries (Apulia) as an Operation to convert Rome PCs in Heraclea and Paestium. I’m committed to this course of action. Going to fight him will play right into his hands.

**TURN 3 ROMAN MOVE D:** Sure, we can play this game for a while. I need to match him PC for PC. Time to play one of those useless Carthaginian Event cards.

29. Carthaginian Naval Victory as an Operation to convert PCs in Faroheres and Mutina.

**TURN 3 CARthagINIAN MOVE E:** I’m in it for the duration. 7. Hostile Tribes as an Operation to convert Rome PCs in Beneventum.

**TURN 3 ROMAN MOVE E:** Not that I can count on it, but I’d like to get one or both of Hannibal’s henchmen. Even if Hannibal intercepts, I get a chance at knocking him down a few CUs. I can’t see a better time to try. 37. Minor Campaign to move Marcellus (Fabius, 9 CUs) to Heraclea, where Gisgo fails interception (dr = 5) and Hannibal succeeds (dr = 3). I am surprised that Jeff did not move Nero first to get rid of the Gisgo interception force. As it turns out, such was not necessary. Andy’s failure to try interception with Gisgo earlier in the movement of Marcellus indicates that he seeks battle with Carthage. This seems foolishly when the Minor Campaign allows Nero to follow-up any successes or major attrition accomplished by Marcellus.

**BATTLE OF HERACLEA, 216 BC**

As both Consuls have the same battle rating, Carthage has no need to attempt to fight on a day in which Fabius is in charge.

**Rome:** 9 CUs + 2 Allied Italian Provinces + 3 General (Hannibal’s elephants fail to affect battle, dr = 2) = 14 BCs: 3 FA, 2 FL, 3 FR, 2 P, 3 DE, 1 R.

**Carthage:** 10 CUs + 1 Allied Italian Province + 4 General + 1 for Intervention = 16 BCs: 6 FA, 4 FL, 2 FR, 1 P, 1 DE, 2 R.

Marcellus is blessed with Double Envelopments, while Hannibal has deep Reserves. With Rome on the attack, it is always a good idea to lead with Probes against Hannibal, unless you plan to Frontal Assault him. Hannibal’s special ability is to use one Probe as a Flanking or Enveloping maneuver, making Rome’s even life more difficult than his high battle rating already does. Jeff doesn’t know it yet, but he will not win this battle (the best chance of victory is P, P, DE, DE, DE, which will give Hannibal the initiative automatically two straight times, by which time the Roman army will have collapsed). In any case, Jeff should try to extend the battle to increase battle casualties to Hannibal’s army.

1. Marcellus DE matched by Hannibal DE, automatic CA.
2. Hannibal FL matched by Marcellus FL, CA dr 2 succeeds.
3. Marcellus P matched by Hannibal P, CA dr 1 succeeds.
4. Hannibal FL matched by Marcellus FL, CA dr 5 fails.
5. Hannibal FL matched by Marcellus R, CA dr 6 fails.
6. Hannibal FL wins.

Battle Casualty dr 2 causes loss of 1 CU from each army. Retreat dr 2 causes Roman army to lose 2 CUs more. Marcellus retreats army to Cannae.

**Political Consequences:** 1 PC lost (Croton). In the second part of the Minor Campaign, G. Nero (6 CUs) moves to Beneventum, where Hannibal’s interception attempt fails (dr = 6), leaving Gisgo on his own.

**BATTLE IN BENEVENTUM, 216 BC**

**Rome:** 6 CUs + 2 Allies + 2 General = 10 BCs: 2 FA, 1 FL, 3 FR, 2 P, 2 DE.

This should be walkover, but Jeff should lead with the Flank Right. He need kill only 1 CU and a non-Probe victory is all that is required. The DE could backfire if Gisgo has DE, FL, FL.

**Carthage:** 1 CU + 1 Ally + 1 General = 3 BCs: 1 FL, 1 P, 1 DE.

1. Nero DE matched by Gisgo DE, automatic CA.

**Political Consequences:** 3 BCs: 1 FA, 1 FL, 1 FR, 1 P.

No political consequences. It appears that Jeff favors switching battle tactics to find voids rather than persisting with a strong tactic. This is likely to get him in hot water in a bigger battle.

**TURN 3 CARthagINIAN MOVE F:** These Romans aren’t really gracious hosts. Well, I’m going to get out of the south and do an end run back to the north. That should put him out of position for next turn, and I should be able
THE 216 BC CAMPAIGN

A. 35. Diplomacy: Convert PCs in Cosa.

A. 24. Place PCs in Sassari, Oristano, and Carales.

B. 43. Place PCs in Icosium, Zuccabar, Tupusuctu.


C. 38. Minor Campaign: Move Hannibal (Gisco, 10 CUs) to Paestium (dropping Gisco, 1 CU in Beneventum) and move Mago (1 CU) to Heraclea.

C. 60. Move Nero (8 CUs) to Falerii (dropping 1 CU in each of Mutina and Ariminum).

D. 44. Convert PCs in Heraclea and Paestium.

D. 29. Convert PCs in Falerii and Mutina.

E. 7. Convert PC in Beneventum.

E. 37. Minor Campaign: Move Marcellus (Fabius, 9 CUs) to Heraclea, where Gisco fails interception and Hannibal succeeds. Battle losses: 1 Carthaginian CU, 3 Roman CUs, Marcellus retreats to Cannae, Rome loses PC in Croton. Nero (6 CUs) moves to Beneventum, where Hannibal's interception attempt fails. Battle with Gisco. Losses: 1 Carthaginian CU, Gisco displaced.

F. 8. Move Hannibal (Mago, 9 CUs) to Capua.

F. 46. Allied Auxiliaries (Samnium): 2 CUs for Nero.

G. 28. Hannibal Charms Italy: Attempts to move Hannibal (Mago, 9 CUs) to Sora via Falerii, but is uncovered and moves in Falerii, PC removed.

Z = Isolated PCs removed.

Y = Isolated PCs removed for end-of-turn province count.
to secure the northern provinces. His own aggressiveness allows me this. 8. @Hostile Tribes as an Operation to move Hannibal (Mago, 9 CUs) to Capua. My one problem is where to end this move. Rome isn’t a real cool proposition since it will definitely lead to another battle. Any space short of Rome keeps me farther away from a friendly PC marker, and it also means fewer Roman PCs removed with my last card. Yet, every move is a potential interception, but I doubt he’ll be that bold with Nero in a weakened state. Then again, Nero is in a weakened state, but Marcellus is at a supporting spot. Onward.

At this point, any battle with Nero and without Marcellus is welcome. Jeff does not try interception, though his attrition goals suggest he could give it a try. Andy ends in a great place to begin his Charm of Italy at the end of the turn.

TURN 3 ROMAN MOVE F: Well, another battle and I’m the one forced to rebuild my Army. I could hit Hannibal with one full Army, but I don’t like the odds. I know I need to attrition Hannibal, but if I hold off, I’ll have two armies to fight against him next turn. 46. @Force March 2.

If Jeff had another @ he could have tried to hatch Hannibal with Marcellus and 10 CUs. His political markers are still too thin for my comfort. Andy’s best chance for victory would appear to be through the sudden death victory afforded him when Jeff cannot take any more PCs to cover political consequences of battle or the province discrepancy at the end of a year. Many nasty political events still await Jeff (such as the Capua, Syracuse and Sicily Revolts cards). I am not certain he needs the CUs more than 3 PC markers.

TURN 3 CARTHAGINIAN MOVE G: Which way to go? I guess I’ll neutralize Etruria and Samnium. I could take out those two stray Roman CUs, as I shouldn’t allow him to reclaim them. The Samnium move, though, provides something of a buffer. This move appears to leave me in a good position for next turn. He’s going to lose some PCs to isolation, and I’ll have an advantage in the province count. Things have definitely turned around from the slow start. 28. Hannibal Charms Italy as a dual use Operation/Event to move Hannibal (Mago, 9 CUs) to Sena via Falteri.

ROMAN COUNTER: 41. @Bad Weather played as counter card to end Hannibal’s move in Falteri. Roman PC removed from Falteri. Do I stop Hannibal and suffer winter attrition or move Nero and lose provinces? I’m about to get reinforcements, and I’m behind in the province count, so I’d better stop the bleeding. I didn’t cause Hannibal the casualties I wanted, but my armies are relatively intact. I believe that I can take back Lucania with one army, while pushing north with the other. Unfortunately, two neutral provinces are within easy grasp of Hannibal. Nero’s mobility will make him an easy choice for Proconsul. I’m still looking to cause casualties without losing an entire Army. There is plenty of time left.

Well that was a disappointing failure for Carthage. The Charms Italy card should be used to move through four non-walled PCs to maximize the effect of the card. After bad weather this would have given him two empty spaces instead of just one. I thought he had stopped in Capua last move so that he could go to Falteri via Samnium (in which case he’d now be in Sena, and Rome would have lost Samnium instead of Etruria, but Carthage would be worse off for losing Ariminum). Of course, had there been no bad weather, ending in Falteri would have been superior to ending in Sena. I agree with Jeff’s decision to use the bad weather instead of moving Nero (or better yet, Rippling Beneventum). He lucks out with having such an opportune moment to spring it on Andy.

TURN 3 END PHASES

REINFORCEMENTS

Winter Attrition: G. Nero (Beneventum) loses 1 CU on an attrition dr 2 (7 CUs remain). Attrition in Ariminum has no effect (dr 3).

Political Isolation: Rome’s PCs removed from Taurinum, Pisa, Faesulae.

Victory Check: Carthage 9, Rome 7. Rome loses Rome PC from Enna, Brundium.

TURN 4 (215-214 BC)

Rome: 3 CUs to Cannae (10 CUs total)

Carthage: 1 CU to Hanno (7 CUs total)
2 CUs to Hadhruabul (7 CUs total)
1 CU to Hannibal (10 CUs total)
Gisgo placed with Hannibal

Andy appears content to fight in Italy without significant reinforcements. Gisgo should be in Carthage.

Rome: 4 CUs to Cannae (10 CUs total)
1 CU to Beneventum (8 CUs total)
G. Nero designated Proconsul
Proconsul Marcellus and P. Scipio to Cannae
Jeff foregoes the option of building up a Consular army in the north to slow down Hannibal’s reconquest there.

CARTHAGE’S HAND

Strategy Cards: 3. @Numidian Revolts, 23.
6. @Numidian Ally, 26.
2. @Syracuse Allies with Carthage, 27.
3. @Hannibal “I have come...”, 30.
2. @Carthaginian Siege Train, 32.
@Syracusean Allies Desert, 58.
1. @Cato Counsels Rome, 62.
2. @Force March 2.

Sweet! I really have no complaints about this hand. I should be able to reinforce my position by claiming a few more provinces. I get Syracuse, and, if I so desire, the Siege Train. I expect him to keep coming after me, since I’ve got the position to claim and protect northern Italy. Depending on what happens, after securing the north, I will either head south, or go for the grand prize. Priority one, though, is to get some more Allies.

As expected, Carthage has received her Syracusean allies. I doubt Jeff will want to send an army to Sicily to stamp out these fellows while Hannibal is still running rampant, so the Roman political pain will be felt for several turns. The Siege Train is a great option, especially since Jeff is not stockpiling CUs on top of Rome, but it is still a costly gamble to use (besieging Rome with the Train will take about six siege rolls and cost 3 CUs, giving Rome plenty of opportunities to trap a weakened Hannibal or pursue alternative action prior to relieving the siege with one of those nice event cards that lengthen sieges. Essentially, Andy has a hand full of high high-point Operation cards that will help his political campaign, if Rome lets up with the attacks (doubtful). At least the @ cards can be used for reinforcements in dire emergencies.

ROME’S HAND

Strategy Cards: 10. @Macedonian Reinforcements, 17.
@Surprise Sortie, 25.
2. @Carpa Sides with Carthage, 34.
@Major Campaign, 42.
@Elephant Fright, 45.
@Allied Auxiliaries (Etruria), 52.
@Pestilence, 64.
@True.

I’ve got my best generals in play. I’ve got Elephant Fright and a Major Campaign. This is a definite sign from Mars to seize the initiative. If I can cause Hannibal some casualties, he may spend the turn reinforcing and ducking, instead of converting PCs. If not, look out.

STRATEGY PHASE

Rome chooses to go first, by playing a campaign card.

TURN 4 ROMAN MOVE A: The troops are in high morale, the virgin was sacrificed, and the gods smile upon us! Onward! I pass the river Rubicon! The die will be cast, after the play of battle cards! Okay, so that was Caesar. Excuse me. 34. @Major Campaign to move Nero (8 CUs) to Falteri via Firmum Picenum, causing Battle of Falteri.

When Hannibal didn’t take the bait to intercept himself into range of Marcellus, Jeff should have continued north. This army can’t scare Hannibal and is being squandered, with little chance of high attrition.

BATTLE OF FALERII, 215 BC

Rome: 8 CUs + 2 Allies + 2 General - 2 for Elephant Charge = 10 BCs: 3 FA, 2 FL, 2 FR, 2 P, 1 R. Nothing to write home about, this battle is lost.

Carthage: 10 CUs + 1 Ally + 4 General = 15 BCs: 3 FA, 4 FL, 3 FR, 2 P, 2 DE, 1 R.
1. Nero P matched by Hannibal P, CA dr 4 succeeds.
3. Nero P matched by Hannibal P, CA dr 2 succeeds.

All so easy. You can’t fault Jeff for trying, after all there are more Romans where these came from, but this was a pretty pathetic hand for this. I might have taken a shot at the 11 per cent chance of withdrawal before the first arrow was launched.

No battle casualties on dr 2. Retreat to 2 (+2 for DE) yields Roman loss of 3 CUs.
Nero retreats to Firmum Picenum.
Political consequences: Rome loses PC in Panormus.
The second part of the major campaign operation moves Marcellus (P. Scipio, 10 CUs) to Falerii via Rome.

**SECOND BATTLE OF FALERI, 215 BC**

Carthage calls for the Consular die roll to switch command in the co-led army, but Marcellus commands on the day of battle. Battle event: 42. @Elephant Fright negates Hannibal's elephant charge and costs Hannibal two battle cards.

Rome: 10 CUs + 2 Allies + 3 General = 15 BCs: 4 FA, 3 FL, 2 FR, 2 P, 3 DE, 1 R.

Looking better this time, but never underestimate Hannibal's abilities.

Carthage: 10 CUs + 4 Ally + 4 General - 2 for Elephant Fright = 13 BCs: 3 FA, 2 FL, 3 FR, 1 P, 1 DE, 3 R.

1. Marcellus P matched by Hannibal P, CA dr 6 fails.
2. Marcellus P matched by Hannibal R, CA dr 5 fails.

Note that Hannibal could choose to run and fight another day (accepting defeat by a Probe), and losses at this point would average only 2.3 CUs, but the deep Reserves are too good to give up so quickly. Hannibal barely fails two CAs in a row, so perhaps Andy has gotten that bad luck out of his system and can take control of this battle. Marcellus is smelling blood now and goes for the jugular.

3. Marcellus DE matched by Hannibal DE, automatic CA.
4. Hannibal FR matched by Marcellus FR, CA dr 4 fails.
5. Hannibal FR matched by Marcellus FR, CA dr 2 succeeds.
6. Marcellus DE matched by Hannibal R, automatic CA.

Andy loses heart just as he is one failed Marcellus CA from victory. With two Reserves left, and Jeff giving him CAs via DE, this is a little early to panic.

Hannibal withdrawal attempt dr 6 fails. When it rains, it pours.

7. Marcellus DE matched by Hannibal R, automatic CA.
8. Hannibal withdrawal attempt dr 1 succeeds, Marcellus attempt to prevent withdrawal dr 4 fails.

Battle casualty dr 3 causes loss of 1 CU from each army.

This is a draw that could easily have been a Carthaginian victory, but it is always wise to play cautiously with Hannibal.

**TURN 4 CARTHAGINIAN MOVE A:** How 'bout Da Bull! Jeff burned two cards in the process. Twice lucky, I shouldn't count on luck alone to carry me through. I need to reinforce myself with some additional Allies. I could crush one of his armies, but claiming an empire will be meaningless without an army of my own. I need to maneuver, not fight. The Numidian Allies can still serve my purpose. 23. @Numidian Ally as an Operation to place PCs in Taurini, Faenulae and Panormus.

Excellent PC play, netting two allied provinces for coming battles while chipping away at Sicily.

**TURN 4 ROMAN MOVE B:** I guess Andy is paying me back for that seven rate of fire from a previous ASL game. I got one CU, but I really need to hit him again. But, if I fail, he can get his choice of Nero or Marcellus. Disregarding being the better part of valor, Nero has to seek safety. 17. @Surprise Sortie as an Operation to move Nero (5 CUs) to Rome.

Rome doesn't have time to be so discrete. Hannibal is running out of retreat room and Jeff needs to weaken his army to have any chance at all. Send in Marcellus again. Have a killer instinct. Sooner or later Hannibal will not be dealt three Reserve cards. I'm not sure that Jeff should be so confident that Hannibal will not besiege a city this turn so as to throw out the Surprise Sortie either. Finally, the move to Rome risks interception by Hannibal and even the militia of Rome couldn't save Nero's army (the BCs would have been 17-11). Despite all of this mistaken thinking, however, Andy lets himself get cornered anyway, making Jeff's move look brilliant. Now, Hannibal will have to attack his way out of Eturria against mutually-supporting armies. Things could get ugly.

**TURN 4 CARTHAGINIAN MOVE B:** Runnin' away are ya?! I've seven cards left, so I feel a little more comfortable with taking my time to claim these provinces. If he wants to throw his troops my way, I'll make him pay, but I am not eager to start the fight. 27. @I'm not to take Rome, but to fight for the liberty of the Italians against Rome -- Hannibal as an event to convert PCs in Apri and Campana.

**TURN 4 ROMAN MOVE C:** Yes, Andy puts the BULL in Hannibal. I'm already in this too deep, and, again, I'm going to watch him move twice at the end. I've got to make him think twice about heading south. Equal attrition. 25. @Capua Sides with Carthage as an Operation to move Marcellus (P. Scipio, 9 CUs) to Tarquinia.

**BATTLE TARQUINI, 215 BC**

This time Hannibal succeeds with the change of command die roll and P. Scipio heads the Roman consular army on this day.

Rome: 9 CUs + 2 Allies + 2 General - 2 for Elephant Charge = 11 BCs: 3 FA, 4 FL, 1 FR, 1 P, 1 DE, 1 R. What little hope there is for P. Scipio is on the left flank, but he should still lead with the Probe.

Carthage: 9 CUs + 4 Allies + 4 General = 17 BCs: 4 FA, 3 FL, 4 FR, 3 P, 2 DE, 1 R. Such balance is unfortunate; this should become a FR or PR victory after too many rounds.

1. P. Scipio FL matched by Hannibal FL, CA dr 3 succeeds.
2. Hannibal P as a DE matched by P. Scipio DE, automatic CA.
3. P. Scipio P matched by Hannibal P, CA dr 2 succeeds.
5. P. Scipio FL matched by Hannibal FL, CA dr 3 succeeds.

Battle casualty dr 1 causes no losses. Retreat dr 1 (+2 for DE) causes Rome to lose 3 CUs, 1 PC in Brundisium. P. Scipio retreats to Falerii.

Andy confidently pushes ahead with the DE only to be rewarded with a bad retreat die roll for all his bravery. This time Hannibal never missed a beat getting back the initiative, but he should not so confidently play DEs with only 1 R. TURN 4 CARTHAGINIAN MOVE C: I could probably fight Marcellus, and he'd be more than happy to do so, even though it could cost him an army. His next move would be to move Nero out the back door and try to reclaim the lost northern provinces. I'm really in the mood for a game of cat and mouse, which plays into his hands. It seems to be time to end this thing, one way or another. Besides, in Rome's weakened condition, a siege and the Siege Train should be safe. 30. @Siege Train as an Event to place the siege train with Hannibal.

I think Andy is getting ahead of himself here. He still has to blow back the Roman army in Latinum before he can even initiate a siege.

**TURN 4 ROMAN MOVE D:** What is he going to do with that thing? I can still give him a fight with Nero in Rome, so I've got to block him from going south to the other cities. Marcellus becomes a sacrificial lamb, so at least I should stick him in a useful spot. I'm in real trouble. 10. @Macedonian Reinforcements as an Operation to move Marcellus (P. Scipio, 6 CUs) to Beneventum.

Ooooh, Rome is threatened by the siege train and all of Rome's armies should now be in Latinum to face the threat! Let Hannibal intercept his way into Latinum, Jeff, but get your whole force there now! Andy has two unanswered operations at the end of the turn, so Jeff will not be able to answer the call for help then, should Rome enter siege. This could be the critical failure for the Roman cause. Jeff's repeated failures to attrition Hannibal down are now going to come to haunt him.

**TURN 4 CARTHAGINIAN MOVE D:** Yes, it's a crap shoot, but I don't see a better situation for trying to take Rome. The alternative would be to pound that speed bump and remove a few more Roman PCs. If I head south, I'm still going to have to fight his armies or conduct sieges, so why not go for the win? The Romans might like those long, protracted fights between the Christians and the lions, but I'll opt for the quick kill. 58. @Cato Counsels Rome as an Operation to move Hannibal (Gisgo, Mago, 9 CUs, Siege Train) to Rome, where the siege die roll of 4 eliminates 1 Carthaginian CU, but places one of three siege markers necessary to sack Rome.

**TURN 4 ROMAN MOVE E:** Do I have any choice? At least Nero can sortie. If I can get him to retreat, that should be enough to save Rome, for now. 52. @Pestilence as an Operation to move Marcellus (P. Scipio, 6 CUs) to Rome, Hannibal's interception attempt in Praeneste fails (dr -4), leading to Battle of Rome.

The mood of truth for Rome has arrived -- virtually every CU under arms is called to Rome to relieve the siege. Had Marcellus hung around in or next to Rome for interception, the waste of two Roman strategy cards could have been saved. What I find intriguing is that Andy was willing to lift the siege to intercept Marcellus. I have seen sieges that were meant only to draw the Romans into favorable battle, but this does not appear to have been Andy's purpose.

(Continued on pg. 57)
Princess Ryan’s Star Marines

... Just around the next corner

"Schenectady, come in. Schenectady. They’ve got the Princess at Dar Yamaguchi’s Citadel. The empire is sending their usual sledge hammer force. You are the only people near enough to mount a rescue mission before a cataclysmic battle. It is up to the Princess Ryan’s own Star Marines to get the job done in any way possible. Save the Princess! You’re her only hope!"

From one to six players drop their marines onto the planet and march through difficult and humorous terrain to attack the Black Guard forces. The company of star marines has outmoded battle suits and obsolescent weapons ranging from can openers to hovertanks, but their biggest obstacle may be their inept leadership and self-serving comrades. The enemy (whether system-drive or player-run) will throw a variety of boobytraps and high-tech weaponry at you. You and your friends must form a cooperative strategy to defeat the Black Guards, but you also seek to gain promotion points, special weapons, event cards and information necessary to allow you to claim individual victory. A Black Guard player will do everything necessary to sow dissention and suspicion in the ranks.

Includes mapboard and cards depicting marines, events, weapons, terrain and the guards. With enemies and friends like these, at every turn you have to...

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
4517 Harford Road, Baltimore, MD 21214
410-254-9200 FAX: 410-254-0991
http://www.avalonhill.com
Available at your favorite game retailer or direct from us (call toll free 1-800-999-3222).

Watch Your Back!
THE PLAY IS THE THING?
Juniors Events At AvalonCon '96
By Stuart K. Tucker

Nay, winning is the only thing for some of these seasoned veterans of AvalonCon. As is our custom, we here make special mention of the up-and-coming stars of the gaming hobby: our children who compete in the juniors events of AvalonCon. These events are geared to kids under the age of 14. However, make no mistake about this—they have often gained expertise on their own turf which makes them formidable foes in any crowd. Competitiveness in this group of rivals has been brewing for years at home and at AvalonCon. Fortunately for the rest of us it will be a few years before these girls and guys storm the league of ancients... Yet, soon we may have to create an oldtimers bracket to avoid the public embarrassment of no longer being the masters within our own homes.

ADEL VERFLICHTET 21
In this single-elimination multi-round tournament, Seth Kirchner took top honors over finalists Erica Poniske, Russell Chilcote, Brian Kirchner and Jessi Wagner.

CANDIDATE 7
Two boards of candidates fought for their party's nomination. Scott Garmon triumphed over Courtney Foster and Lauren Vessey in the final.

CIRCUS MAXIMUS 18
Three six-chariot races reduced the field to eight for the final. Possibly the youngest AvalonCon competitor of all time, Chrissey Frattali earned second place in her preliminary heat to gain a spot in the finals. Brenden Crowe, Tina Snarski and Mark Yingling each won the preliminary heats, but again faced stiff competition in the final from those that had come in second and third during the preliminaries. Ultimately, Mark Yingling outran Brenden Crowe for first, while Mark's brother David earned third and Tina Snarski captured fourth, foiling the bids of Brooks Beyma, Jonas Borra, Chrissey Frattali and Kim Cresswell.

DINOSAURS OF THE LOST WORLD 22
John Poniske, Brad Garmon, Erica Kirchner and Evan Hitchings survived two rounds on the lost plateau to compete in the final round. There Poniske proved again his adventurous acumen and won the plaque.

HISTORY OF THE WORLD 21
Twenty-one enthusiastic kids of age nine to fourteen showed up. Five preliminary games of six epochs each were played. Brian Kirchner, Lauren Hickok, Stephen Crenshaw, Richard Beyma and George Ponzoni won these preliminary games to advance to the final. Jonas Borra had the high second place score to also advance. Defending champion Josh Johnson and his sister Katie Johnson were both in the running but came up a little short.

Lauren Hickok rode the GM’s favorite color (blue) to first place finishing with 174 points. George Ponzoni beat out the other players in a close race for second place with 155 points. Brian Kirchner finished third with 151 points and Richard Beyma was fourth with 144 points. Lauren was later observed testing her skill in the adult HISTORY OF THE WORLD tournament. Look out world—these kids are good!

LEGENDS OF ROBIN HOOD 18
The Kirchner clan continued their domination of the juniors events. Jeff Ribiera and Michael Fellin met a pair of Kirchners (Brian and Seth) at Robinhood's Sherwood Forest camp in the four-person final. Brian stole the show to earn the championship plaque.

MERCHANT OF VENUS 12
A strong field of contestants used a wide variety of trading strategies. Brooks Beyma, Abby Cocke, Kim Cresswell, Courtney Foster and Stephen Crenshaw advanced to the final. The game was tight to the finish, when Stephen zoomed his hot yellow-drive Clipper into a port with two demand markers, adding $100 to his payoff and putting him over the top. Courtney got caught with a hold full of valuable Voll Silk, but finished a strong second. She was a cool, calm and quiet contestant throughout the game (NOT!). Congratulations to everyone for some excellent play.

PRINCESS RYAN'S STAR MARINES 21
The three demonstrations (in but five hours) of this soon-to-be-released game successfully reeled in players ranging from eight years old to fourteen to brave the tongue-in-cheek futuristic assault mission to rescue the princess.

In the first game, the marines fought a series of see-saw battles, with many retreats, regroups and ballistic insertions. The commander (Tim Kirchner) kept urging the use of promotion points for more time chips and option cards which gave them one last regroup for the successful final push into the royal suite to save the Princess.

In the second game, the marines lost every one of their four ballistic insertion battles. The girl in charge (Alison Brown), having led them to the holding tanks four times, REFUSED to go for a...
“Do or Die” assault, preferring to rest on her lead in promotion points. She remarked, “I don’t want to die. I want to WIN ONE GAME this weekend!” Plodding forward at a safer pace, Alison suffered from the lack of confidence of her marines, who managed to engineer her Sergeant Major into the focal point of Black Guard’s deadly firepower. The new commander and three other marine players screamed “Do or Die! Do or Die! Do or Die!” Courtney Foster and Alison, climbing begrudgingly into the assault shuttle. The next card was drawn and the next sound was a large SPRAAAAAANG as the General Electric Armed Freighter Schneckly crashed into the planetary shields and folded up like a cheap accordion, followed quickly by the louder sound of Alison screaming “I DIED! Noooooo!”

Game three was a much more sedate game...at first. The marines (led by Brooks Beyma) advanced into a series of traps the Black Guard (run by Bryan Dood) had set up for them. Then the Marines decided to try to outflank him in a series of leapfrogs into friendly locations. They hit the Bank. They hit the Resistance Fighter Base. They hit the MALL! They fought right down to their last time chip and hit THE DOOMSDAY BOMB! Their hearts sank. They already had lost the card to defuse it—the 332nd Underwater Messkit Unit. THEN ALISON GOT HER REVENGE on the Black Guard with the game-saving play of the Mechanized Marines to take the hit and allow the marines to move on to the next battle. The Black Guard had run out of tricks and the marines coasted into the suite to save the Princess.

First place in the Tourney went to Ian Lange, the Black Guard commander in game two. Second place went to Bryan Dood, as the Marine commander in game one. Third place went to Brooks Beyma, the Marine commander in game three.

SPEED CIRCUIT 12

Brian Kirchner mastered the course to win against his eleven swift opponents. Brooks Beyma captured second place, with Jeffry Ribeiro and Harrison Anderson finishing third and fourth.

TYRANNO EX 6

Brian Kirchner defeated Scot Garmon, Evan Hutchins and the Chilicote clan (Russell, Michael and Philip) in this two-round survival of the fittest.

WIZARD’S QUEST 15

John Ponisie’s quest for another plaque was rewarded again. Mary Kratz claimed second place.

WRASSLIN’ 2

The two entrants played a best two out of three falls with a different wrestler for each match. One kid picked the two wrestlers, the other chose which one he wanted to play against. As each advance allows yet another deviation from the basic rules, a player seeks to amalga­mate a winning combination of these Advances which will propel his civilization ahead of the others.

In the end, players will only truly fathom the appeal of this game by experiencing it. Once the game begins, however, players are slowly drawn into the dynamics of the game and find themselves unable to put it down. I usually introduce a new game to my friends with the idea of teaching them the mechanics and playing the first few turns and then starting over the next time we meet. I thought surely this would be the same this time around as well—especially for a game which clearly punishes the unenlightened newcomer. Certainly, with the mechanics understood, my friends would have wanted to stop and get a fresh start. However, to my surprise recently, I found my friends saying, “let’s keep playing this one” and “I have Plans for this coming turn and want to carry on.” In the end, we played the game to completion in one evening, ending at two a.m. (on a work night). They could not put the game down. (Indeed, they wanted to play it again the next time we met.) It seems that the intricacies of the many interdependent decisions in this game makes time pass rapidly. Each player has plenty of thinking to do during the time when other players are taking their actions. Each decision must be implemented over a series of actions spanning several turns. Opportunities arise at unusual moments. Plans can be foiled by the actions of others, but the building blocks of your Renaissance (the Advances) cannot be taken away.

Whereas CIVILIZATION may involve too little conflictual interaction among the players and HISTORY OF THE WORLD may have too much “down time” during other players’ turns, AGE OF RENAISSANCE offers players a fully interactive, thinking experience, which (due to card play) does not fall into boring patterns. Believe me, I say this from the standpoint of being an enthusiastic player of both of the other games.

On the next few pages, we print the beginning turns of a sample three-player game of AGE OF RENAISSANCE to provide insight into some of the early decisions players must make.

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT

---SJT
A three-player game of AGE OF RENAISSANCE has just begun. Let's observe the opening turns for a few strategy hints.

**Initial Deal:**
Don - Wool  Ben - Crusades  Bill - Silk

The capitals go up for bid. Don and Bill bid $3 each for the first choice, with Bill winning the tie-breaking die roll. He chooses Venice with an eye towards a rapid eastward expansion and pays $3 to the bank. “Yellow” is written in the Choice 1 box of each player’s Turn Log.

Don also pays $3 for the second choice. Wanting to avoid Genoa so he can get off to a fast start with his Wool card, he settles for Barcelona/Blue. Ben, knowing that his Crusades card will cure all opening position ills, bids 0. Ben gets Genoa for nothing. “Blue” is written in the Choice 2 box and “Purple” in the Choice 3 box. Each player places a • in his capital.

Each player records his “Total”, “Tokens” and “Cash” outlays on the Turn 1 section of his Game Log as follows:

- Blue: $37 14  $23
- Purple: $40 17  $23
- Yellow: $37 20  $17

Once all are finished, they announce their allocations and pay $14, $17 and $20 respectively to the bank and move that many tokens to the Expansion side of their mats. The broker places one yellow and one purple marker on the “1” Cloth space and one blue marker on the “1” Wine space of the Commodity Log. The blue Turn marker is placed in the “2nd” box of the Order of Play Display, followed in order by the purple and yellow markers in “4th” and “6th”.

**1. Draw Cards Phase:**
Blue draws Rashid ad Din.  Purple draws Papal Decree.  Yellow draws Wool.

There is no Buy Cards Phase since none of the players has acquired Urban Ascendancy, so play proceeds to:

**3. Play Cards Phase:**
Blue passes. He could play Rashid ad Din now with an eye towards buying Written Record in the coming Purchase Phase, but that would leave him without enough money to buy his initial Ship Upgrade which he decides is his first priority.

Purple plays the Crusades card which allows him to place a • in any province of his choice in Area VI. He chooses Acre. The broker places a purple marker on the “1” space of the Spice row of the Commodity Log and moves the purple Misery marker to the 10 box of the Misery Index.

Yellow plays his Wool card which triggers no payments since no player yet controls a Wool province. Yellow’s plans are for eastward expansion where Wool is scarce and he fully expects Barcelona to command the early lion’s share of Wool so he decides to play it now before Barcelona can benefit from it rather than pay Stabilization costs for it later.

**4. Purchase Phase:**
Blue pays $10 for a Galley 2 and $3 for Stabilization for his two-card hand, leaving him with $10.

Purple pays $20 for Caravan and $1 for Stabilization for his one-card hand, leaving him with $2.

Yellow pays $10 for a Galley 2 and $1 for Stabilization of his one-card hand, leaving him with $6.

**5. Expansion Phase:**
Blue places his 14 tokens as follows:
- Montpelier: 2 Os = 1 O.
- Basque: 2 Os = 1 O.
- Valencia: 2 Os = 1 O.
- Granada: 2 Os = 1 O.
- Toledo: 3 Os = 1 O.
- Marseilles, Toulouse, Palma: 1 Os each.

Purple goes next. He places his 17 tokens as follows:
- Bordeaux: 4 Os = 1 O.  (Caravan pays early dividend.)
- Lyons: 4 Os = 1 O.  Milan: 3 Os = 1 O.  Florence: 4 Os = 1 O.

Suez, Aleppo: 1 Os each (again aided by Caravan).

Yellow then places his 20 tokens as follows:
- Dubrovnik: 2 Os = 1 O. Belgrade: 2 Os = 1 O. Rome: 2 Os.
- Florence: 8 Os vs 1 O.  [Attack dice roll: black 5, white 3.  Attacker wins.] Place one O.  Return the eight Os and the O to their respective Stocks.

Yellow pauses. He has six tokens left which is just enough to attack the last remaining province he can reach this turn: Milan. However, if he does so, he will have nothing left with which to buy an Expansion card and it is rare to be able to buy one for only three tokens while moving last. Yet, in this case, the cost in real terms is actually six tokens since he can do nothing with his three remaining tokens and they will be returned to Stock if unused. That, coupled with his jealousy over Purple’s good fortune in penetrating Area VI so fast with the Crusades, decides the issue. He attacks Purple in Milan.

Yellow draws Armor.

**6. Income Phase:**
By checking the last uncovered circle of their Income Tracks, the players discover they are due the following income for the coming turn to add to their existing cash:

- Blue: $33 for six Os.
- Purple: $30 for five Os.
- Yellow: $27 for four Os.

The Surplus/Shortage dice rolls are a red 4, white 1, and black 2 yielding a Wool Surplus, and a red 5, white 2, black 5 which creates a Wine Surplus. Barcelona is the majority holder of both surplus commodities and pays $3 to the bank - $2 for his two Wool provinces and $1 for his sole Wine province.

**7. Order of Play Phase:**
Each player secretly records his Token expenditures for Turn 2 as follows:

- Blue: $40 23  $17
- Purple: $32 19  $13
- Yellow: $33 20  $13

The expenditures are announced and paid as the broker rearranges the Turn markers to put Purple in “2nd,” Yellow in “4th” and Blue in “6th.”

**Turn 2**

**1. Draw Cards Phase:**
Purple draws Mysticism Abounds.
Yellow draws Armor.
Blue draws Wine/Cloth.
There is no Buy Cards Phase since none of the players has acquired Urban Ascendancy, so play proceeds to:

3. Play Cards Phase:

Purple passes. The Mysticism card is not one he cares for, but he decides to hold it until he buys at least one Science in hopes of gaining less Misery than the others.

Yellow passes. There are too many vacant provinces to waste his Armor card in combat now.

Blue, jealous of Genoa's fast start in Area VI, hits Purple with Civil War. He decides to bide his time with the Wool card since the Wool of Algiers is now within his reach. By weakening Purple, he can even improve his chances of taking Marseilles to further his Wine interests which will make his Wine/Cloth card a very profitable acquisition. Genoa is reduced to a • and a Purple Cloth is lost on the Commodity Log. Purple also gains another space on the Misery Index and will be dropped to last in the Expansion Phase with Yellow and Blue moving up to 2nd and 4th respectively. Faced with the loss of $7 in cash or ten tokens, Purple curses Blue as he pays the bank $7 and laments his lost Galley build. Were it not for his favorable heads start in the east due to the Crusades, Purple would be in a very difficult position - pinched between two greedy neighbors with no shipping. Fortunately, there is room for expansion in the east which does not require shipping at the moment.

4. Purchase Phase:

Purple laments his fate as he pays half of his remaining $6 for Stabilization of his two-card hand and falls further behind in the shipping race. Balance: $3

Yellow pays $10 for an upgrade to Galley 4 and $3 for Stabilization of his two-card hand. Balance: $0.

Blue follows suit except that his Stabilization bill is $6 for a three-card hand. Balance: $1.

5. Expansion Phase:

Yellow expands fully to the south and east as far as his Galley 4 will reach. With his remaining three tokens he buys an Expansion card which turns out to be War.

Rome: 2 Ds + 2 Rs = 1 O.
Sicily: 2 Ds = 1 O.
Tunis: 4 Rs = 1 O.
Salonika: 2 Rs = 1 O.
Crete: 3 Rs = 1 O.
Bari, Durazzo, Corfu, Athens: 1 each.

Blue also expands to fill a vacuum. He'd like to attack Tunis, both to blunt Yellow's southern penetration and to deprive him of his third Cloth province, but lacks the necessary shipping to make an eight-token attack without an adjacent prior presence. He decides to forego a six-token Expansion card purchase and instead uses his last seven tokens to attack the Civil War-stricken Genoa.

Leon: 1 O.
Lisbon: 3 Os = 1 O.
Marseilles: 4 Os + I = 1 O.
Fez: 2 Os = 1 O.
Algiers: 2 Os = 1 O.
Naples: 4 Os (lacks shipping for necessary five tokens).
Genoa: 7 Os vs 1 I (doubled) [Attack dice roll: red 3, black 5, white 2] = 1 O.
Purple laments the scavenging tendencies of his neighbors and completes his infestation of Area VI without opposition. Without shipping, Genoa cannot reach Cyprus and has no place for its last token which must be forfeited.
Alexandria: 5 Os = 1 O.
Cairo: 4 Os = 1 O.
Suez: 2 Os + I = 1 O.
Aleppo: 3 Os + 1 I = 1 O.
Tarsus, Levant, Adalia, Jerusalem: 1 O each.
Yellow is awarded the free bonus card for most Expansion (Stone) although it tied Blue with five new markets. Yellow wins the tie for having moved before Blue in the turn order.
6. Income Phase:

By checking the last uncovered circle of their Income Tracks, the players discover they are due the following income for the coming turn to add to their existing cash:

Blue: $48 for 11 Os.
Purple: $39 for eight Os.
Yellow: $42 for nine Os.

The Commodity dice rolls (red 2, black 5, white 1 and red 1, black 6, white 1) create a shortage of Wine and Cloth. Barcelona is the Majority holder of Wine and gets a free card (Furs). Venice is the Majority holder of Cloth and also draws a free card (Stone).

7. Order of Play Phase:

Each player secretly records his Expansion expenditures for Turn 3 as follows:

Blue: $49
Purple: $42
Yellow: $42

The expenditures are announced and paid as the broker rearranges the Turn markers to put Blue in “2nd,” Purple in “4th” and Yellow in “6th.” Blue, relieved that his low ball Expansion bid has allowed him to go first as planned to protect the Wine Shortage, announces that the Market Shortage in Cloth has been corrected. He pays the bank $5 to influence the market and the broker removes the Cloth Shortage marker from the Commodity Log.
Turn 3
1. Draw Cards Phase:
   - Blue draws Timber.
   - Purple draws Spice.
   - Yellow draws Dionysus Exiguus.

   There is no Buy Cards Phase since none of the players has acquired Urban Ascendancy [V], so play proceeds to:

3. Play Cards Phase:
   The reason for Blue's low Expansion bid is soon evident. He positively beams as he plays the Wine/Clotch card as a payout for Wine. His three dominated Wine provinces increased by the Shortage pay him $80. Yellow also benefits to the tune of $20 for his domination of Crete thanks to the Shortage. Blue follows that play with his Wool card for another $18 for his three Wool provinces, rationalizing that someone else will beat him to Smyrna and that now is the best time to trigger the payment while neither of his adversaries can benefit. Now flush with cash, he plays Rashid ad Din as the first Leader card of the turn to guarantee his safety from Patronage claims.

   Purple resists the urge to play his Spice card for a badly needed $36. He decides to hold onto it in hopes of a Spice Shortage developing which will increase his payout to $81 since his two current Spice provinces seem secure for the time being. However, he decides to ruin Blue's day in the meantime by playing Papal Decree and banning all Exploration purchases in this turn. If nothing else, it guarantees that Blue has lost the $10 credit for Overland East provided by Rashid ad Din.

   Yellow plays Armor. War, Dionysus Exiguus and both Stone cards. All three players have one Stone province and therefore collect $2 each. However, wary of Blue’s ability to buy Patronage and claim Exiguus' credits for free, he reluctantly spends $10 to set the Patronage price on Exiguus at $10. Yellow declares War on Blue. His die roll is a 5 which is increased to a 6 due to his +1 modifier for Armor. However, his elation quickly subsides when Blue rolls a 6 to tie him. Although Yellow still wins the war due to his Armor Advantage which wins ties and has saved him from a protracted struggle in the following turn, no provinces change hands because the modified die rolls were tied. His Misery marker is advanced one space and Blue's Misery marker is advanced two spaces.

4. Purchase Phase:
   Blue's smile has faded along with his vision of an early purchase of Overland East and Seaworthy Vessels for an untethered exploitation of Area V. The Papal Decree against Exploration Advances has squashed that plan. Rather than wait a turn to put it into effect and risk getting hit by Alchemy, he goes on a spending spree in another direction. $10 buys a shipping upgrade to Galley 6. $30 buys Patronage. That plus $10 to Yellow earns the $20 credit for Exiguus which, when coupled with his own $10 credit for Rashid ad Din, buys Written Record with no further expenditure. Another $60 buys Holy Indulgence. Blue loses the $20 credit for Patronage by buying two Religions in the same turn (since Advance credits cannot be used in the same turn they are acquired), but decides it is worth it to slow down the coming Armor-fueled onslaught of Yellow. The broker advances the Blue Misery marker two spaces to '40' for the two Religion acquisitions. $20 buys Urban Ascendancy, and he completes his purchases with $3 for Stabilization of his two-card hand. Balance: $27.

   Yellow, with $32, has more cash than he had anticipated at the outset of the turn. Before his windfall in Wine, he had intended only to upgrade his shipping to fuel his Armor-aided Expansion plans with the maximum tokens he could field. Now, he upgrades his shipping to Galley 6 ($10) and pays another $10 coupled with the $20 Exiguus credit to buy Written Record. With the remainder, he purchases Stabilization for his one-card hand with $1. Balance: $11.

5. Expansion Phase:
   Due to being in sole possession of Holy Indulgence, Blue gains four tokens while Yellow and Purple lose two apiece. Nevertheless, Blue must now pay the price for going first as he looks at his meager force of five tokens. He places them as far east as possible, hoping that they will survive as a stepping off point in the next turn.

   Tripoli: 2 Os + 1 D. [Attack: black 3, white 3] = 0.

   Smyrna: 2 Os + 1 D. [Attack: black 4, white 4] = 0.

   Constantine: 4 Os + 1 D. [Attack: black 6, white 6] = 0.

   Purple's options without any shipping aren't much better, but Carvan allows him to fulfill his potential in the east as he gobbles up everything he can reach without shipping - even passing through the D in Libya to occupy Barca. His last five tokens are just enough, thanks to the doubling factor of attacking one's own Capital, for some payback against Blue as he claims Genoa.

   Constantine: 4 Os + 1 D. [Attack: black 6, white 6] = 0.

   Smyrna: 2 Os + 1 D. [Attack: black 4, white 4] = 0.

   Genoa: 5 Os (doubling all 5) vs O [Attack: black 6, white 6] = 0. Broker removes one Blue Cloth.

   Barca: 1 Os.

   Aside from Cyprus which the shipping-poor Genoans could not reach, there are no freebies left for Yellow as the allowable board area at this point has been saturated. It matters little. Yellow is loaded for bear with 30 tokens and Armor and has the wherewithal to take what he wants. Unfortunately, he doesn't have a fleet whose prowess matches his army. With a shipping capacity of only six, Yellow cannot land in Aleppo which defends with 10 due to its two supporting Satellites. Even the new Purple domination of Metals at Constantinople with a defense of 8 is temporarily beyond Yellow's means. Yellow shows no interest in Gold but notes that Armor plus his shipping capacity of 6 is enough to deliver a 7-strength attack against the 7 defense of Suez and its Satellite in Jerusalem. However, Yellow must look westward for fulfillment of its Silk ambitions - at least for this turn. He decides to take some Satellites to pave the way for his eastward ambitions on turn 4. Sensing Blue is presently the main threat, he will attempt to nullify Blue's progress in the rich provinces of the East.

   Tripoli: 3 Os (Armor +1) vs O [Attack: black 3, white 2] = 1 Os. (Armor wins ties)

   Smyrna: 3 Os (Armor +1) vs O [Attack: black 3, white 2] = 1 Os. (Armor wins ties)

   Cyprus: 3 Os = 1 Os.

   Valencia: 4 Os (Armor +1) vs O [Attack: black 3, white 4] = 1 Os. (Armor wins ties)

   Granada: 3 Os (Armor +1) vs O [Attack: black 2, white 2] = 0 Os. (Tie won by Military).

   Gallipoli: 1 Os (Armor +1) vs O [Attack: black 3, white 4] = Loss.

   Gallipoli: 1 Os (Armor +1) vs O [Attack: black 2, white 5] = Loss.

   Gallipoli: 1 Os (Armor +1) vs O [Attack: black 1, white 4] = Loss.

   Gallipoli: 1 Os (Armor +1) vs O [Attack: black 3, white 3] = 1 Os. (Armor wins ties)

   Libya: 1 Os (Armor +1) vs O [Attack: black 2, white 3] = 1 Os.

   Fez: 3 Os (Armor +1) vs O [Attack: black 2, white 3] = Loss.

   Fez: 3 Os (Armor +1) vs O [Attack: black 5, white 4] = 1 Os. (Armor wins ties)

   Seville: 3 Os = 1 Os.

   (Continued on pg. 48)
**Opponents Wanted**

**Avalon Hill does not vouch for the character or business practices of any advertisers.**

**Clubs**

CO: Denver area wargamers: The Colorado Commissaries are looking to fill its glorious ranks with anyone interested in playing fun wargames. Sense of humor required. Contact Scott Johnson, 2039 Shiloh Dr., Castle Rock, CO 80134, (303) 660-2299.

CT: The Connecticut Game Club is looking for players and GMs to attend our monthly meetings, held the second Saturday of every month from noon to midnight, at the Ramada Inn of Norwich, CT. All types of games are played, especially serious board games, card games and minatures. For club info and complimentary newsletter contact the CGC POB 403, Fairfield, CT 06430-4043 or email CGC@ASBBS.com.

FL: Join our growing gaming group in Sarasota, FL. For more info call of the Bakken at (941) 355-3429, e-mail: M.BAKKEN@GENIE.GEIS.

NC: The Piedmont Area Wargamers is recruiting ASL players in the NC Triad area. All levels of play welcome. For more info contact Jeff McIvor, 1004 S. Church St., Greensboro, NC 27401, (303) 660-2299.

PA: Adult wargamers wanted for PBM in PA. PL, RF, TRC, and many others. Keith Atkinson, 538 Ridgeway Dr., Easton, PA 18042, (510) 562-2089.

MD: MD wargamers wanted for fun and competition. Contact Barry Deaton, 5200 Pine Dr., Charlotte, NC 28210, (704) 532-7964.

NY: Interested in wargaming and especially WTP? Contact Barry Deaton, 5200 Pine Dr., Charlotte, NC 28210, (704) 532-7964.

**FOR SALE**

ID: Relative left me several boxes of wargames: PZB, P&Z, & Variants, EBG. laptop computers, e-mail: mciccione@ab.infocomm.it. Volpi games for sale. My Email is

**Foreign**

Canada: Seeking good condition AD/Unlimited expansion kit. Willing to pay good price. G. Mann, 1 Place of Bretagne, Hull, Quebec, Canada J8E 1E2, (819) 770-2875.

Italy: We are (beginners) DIP players and looking for opponents PBM (no Col. DIP). Besides send us (by letter!) your best recipes, cocktails, funny stories and experiences of your game parties for our coming up free fanzine. Further information about playing DIP: e-mail me: cioccione@ab.infocomm.it. Volpi G. and Ciccone F., Corso Adriano 38, 41100 Modena, Italy.

Japan: Japan international gamers guild PBM games: CDP, CWR, DIP. Junta, Shonan, 1, 1759, Kevn Burns, 2565-4 Tsukahara, Minami, Ashigara Sh, Kanagawa, Japan.

New Zealand Opponents: PBM Col. DIP. For information contact the LWG, Central Civil War, Indianomacy Dip Variant, United Nations and others: Kevin Burns, 2659-4 Tsukahara, Minami Ashigara, Kanagawa 250-01 Japan.

The Netherlands: Gaming organization "Het Duivels". Sreeko Suznjic. My Email is

We need wargamers! The Bing- hamton Area Gaming Society is expanding. We are looking for AH and other games. We meet monthly in the Poughkeepsie area and play many different wargames (no RPG’s). Beginners are welcome. Contact Barry Deaton, 504 W. Church St., Tarrytown, NY 10591, (914) 776-5400. For more info e-mail: Barry@hippo.com.

** Clubs:**

CO: Denver area wargamers: The Colorado Commissaries are looking to fill its glorious ranks with anyone interested in playing fun wargames. Sense of humor required. Contact Scott Johnson, 2039 Shiloh Dr., Castle Rock, CO 80134, (303) 660-2299.

CT: The Connecticut Game Club is looking for players and GMs to attend our monthly meetings, held the second Saturday of every month from noon to midnight, at the Ramada Inn of Norwich, CT. All types of games are played, especially serious board games, card games and minatures. For club info and complimentary newsletter contact the CGC POB 403, Fairfield, CT 06430-4043 or email CGC@ASBBS.com.

FL: Join our growing gaming group in Sarasota, FL. For more info call of the Bakken at (941) 355-3429, e-mail: M.BAKKEN@GENIE.GEIS.

NC: The Piedmont Area Wargamers is recruiting ASL players in the NC Triad area. All levels of play welcome. For more info contact Jeff McIvor, 1004 S. Church St., Greensboro, NC 27401, (303) 660-2299.

PA: Adult wargamers wanted for PBM in PA. PL, RF, TRC, and many others. Keith Atkinson, 538 Ridgeway Dr., Easton, PA 18042, (510) 562-2089.

MD: MD wargamers wanted for fun and competition. Contact Barry Deaton, 5200 Pine Dr., Charlotte, NC 28210, (704) 532-7964.

NY: Interested in wargaming and especially WTP? Contact Barry Deaton, 5200 Pine Dr., Charlotte, NC 28210, (704) 532-7964.

**FOR SALE**

ID: Relative left me several boxes of wargames: PZB, P&Z, & Variants, EBG. laptop computers, e-mail: mciccione@ab.infocomm.it. Volpi games for sale. My Email is

**Foreign**

Canada: Seeking good condition AD/Unlimited expansion kit. Willing to pay good price. G. Mann, 1 Place of Bretagne, Hull, Quebec, Canada J8E 1E2, (819) 770-2875.

Italy: We are (beginners) DIP players and looking for opponents PBM (no Col. DIP). Besides send us (by letter!) your best recipes, cocktails, funny stories and experiences of your game parties for our coming up free fanzine. Further information about playing DIP: e-mail me: cioccione@ab.infocomm.it. Volpi G. and Ciccone F., Corso Adriano 38, 41100 Modena, Italy.

Japan: Japan international gamers guild PBM games: CDP, CWR, DIP. Junta, Shonan, 1, 1759, Kevn Burns, 2565-4 Tsukahara, Minami, Ashigara Sh, Kanagawa, Japan.

New Zealand Opponents: PBM Col. DIP. For information contact the LWG, Central Civil War, Indianomacy Dip Variant, United Nations and others: Kevin Burns, 2659-4 Tsukahara, Minami Ashigara, Kanagawa 250-01 Japan.

The Netherlands: Gaming organization "Het Duivels". Sreeko Suznjic. My Email is

We need wargamers! The Bing- hamton Area Gaming Society is expanding. We are looking for AH and other games. We meet monthly in the Poughkeepsie area and play many different wargames (no RPG’s). Beginners are welcome. Contact Barry Deaton, 504 W. Church St., Tarrytown, NY 10591, (914) 776-5400. For more info e-mail: Barry@hippo.com.

** Clubs:**

CO: Denver area wargamers: The Colorado Commissaries are looking to fill its glorious ranks with anyone interested in playing fun wargames. Sense of humor required. Contact Scott Johnson, 2039 Shiloh Dr., Castle Rock, CO 80134, (303) 660-2299.

CT: The Connecticut Game Club is looking for players and GMs to attend our monthly meetings, held the second Saturday of every month from noon to midnight, at the Ramada Inn of Norwich, CT. All types of games are played, especially serious board games, card games and minatures. For club info and complimentary newsletter contact the CGC POB 403, Fairfield, CT 06430-4043 or email CGC@ASBBS.com.

FL: Join our growing gaming group in Sarasota, FL. For more info call of the Bakken at (941) 355-3429, e-mail: M.BAKKEN@GENIE.GEIS.

NC: The Piedmont Area Wargamers is recruiting ASL players in the NC Triad area. All levels of play welcome. For more info contact Jeff McIvor, 1004 S. Church St., Greensboro, NC 27401, (303) 660-2299.

PA: Adult wargamers wanted for PBM in PA. PL, RF, TRC, and many others. Keith Atkinson, 538 Ridgeway Dr., Easton, PA 18042, (510) 562-2089.

MD: MD wargamers wanted for fun and competition. Contact Barry Deaton, 5200 Pine Dr., Charlotte, NC 28210, (704) 532-7964.

NY: Interested in wargaming and especially WTP? Contact Barry Deaton, 5200 Pine Dr., Charlotte, NC 28210, (704) 532-7964.
Although his initial attack on Fez was repulsed, Yellow had enough shipping capacity (6) to repeat the attack once since his Armor advantage allowed him to attack with only three tokens. Had the second attack been repulsed as well, Fez would have remained Blue since Yellow lacked an adjacent overland presence from which to mount another attack. The strike at Gallipoli, on the other hand, was repulsed three times, but because it used only one token each time (due to the +1 Armor advantage), it could have been repeated five times by shipping alone or many more times from its adjacent prior presence in Salonika.

Yellow is awarded the free Expansion card for most new markets and draws Ivory/Gold.

6. Income Phase:
By checking the last uncovered circle of their Income Tracks, the players discover they are due the following income for the coming turn to add to their existing cash:

- Blue: $39 for eight ₣s.
- Purple: $45 for ten ₣s.
- Yellow: $63 for 16 ₣s.

The commodity dice rolls yield shortages of Spice and Fur which earns Purple a free card as the Majority holder of Spice. There is no Majority holder of Furs so the Furs Shortage has no effect.

7. Order of Play Phase:
Each player secretly records their Expansion expenditures for Turn 4 as follows:

- Blue: $49 28 $21
- Purple: $72 3 $69
- Yellow: $74 3 $71

Purple and Yellow both wanted to go first in a bad way and tied for the low bid at $3. Fortunately for Purple, he wins all Expansion bid ties and goes first. He spends $5 to remove the Cloth shortage and looks forward to the Purchase Phase when the shipping jokes will soon be aimed in the other direction!

Space limitations preclude us from taking this further, but you get the idea. Turns of fortune can be cruel and frequent. Two such surprises struck our friends immediately in Turn 4. Purple drew Alchemist's Gold and decided to relieve Yellow of $36 from his war chest. Not to be outdone, Yellow drew Famine and was only too happy to play it since with three Grain provinces he gained but one Misery while both Blue and Purple gained four!
Artificial Intelligence for
PC THIRD REICH

By David Hiller

I have had about a year of time to create the "Computer Opponent," or artificial intelligence (AI) for THIRD REICH for PC. Mine was the third effort at creating an AI for this game. The first happened before the game was anywhere near complete, and never got anywhere. The second attempt at an AI was entirely inadequate when the game was ready to go into beta testing in October 1995. I had made a number of suggestions about how to finish the AI, so when it was decided to start anew I was given the opportunity to do the job. I found that I had to begin from scratch. All of the ideas are mine, though I had a great deal of help from Jamie Nash in the coding.

PC THIRD REICH was a difficult AI to create. The AI plays by the same rules, using the same keyboard and mouse clicks as does a human player. A great deal of effort went into ensuring that the AI knows how to play the game correctly without violating the rules. The only rule that was changed to make things easier for the AI is the number of breakdown counters for air units. It was much easier for the AI to work with one factor air units during movement and combat, and then to recombine them for strategic redeployment. All of the other rule changes would have been made even if there had been no AI. Not only does the AI play the same way that a human player does, but it does not cheat in any way either. If the AI wins, it does so honestly.

You might find that the AI takes a few minutes to finish some phases, such as strategic redeployment. However, in general, the AI needs far less time to finish a turn (10 to 20 minutes) than a human requires, especially when playing the boardgame (where a turn can take hours). This should cut down playing time considerably for solitaire and hotseat play.

The AI starts a turn by choosing a grand strategy, such as "Conquer Russia." It uses its grand strategy, together with the current situation on the board, to decide its long-term goals. For each goal, the AI guesses what enemy units are trying to act on the same goal and, then, based on the priority of that goal, assigns units to achieve the goal. If the AI has sufficient forces to attack to achieve a goal, the AI will use an offensive option on the front of the goal. If one of the goals require an offensive option, the AI will use an attrition option instead. During movement, all of the units assigned to a goal will move in coordination with each other, and during combat they will attack together. The long-term goals are also used to decide what units to build, and where to strategically redeploy units.

During an opponent's turn, the long-term goals are used to decide where to send defensive air support. Hence the AI will not fight a coordinated strategy throughout the turn. The long-term goals are also adjusted in response to enemy actions and the achievement of goals.

If you are new to THIRD REICH, a good way to start is by watching the AI play itself for awhile. The NOVICE level will be quite challenging to players unfamiliar with the mechanics of play. (You may even want to acquire the Third Reich Gamer's Guide ($8.00) that Avalon Hill created for the boardgame several years ago.) After that, you might try the 1944 scenario, which is the simplest. The Axis has the advantage in this scenario, so start by playing the Axis. Later, switch to the Allies once you are comfortable with the mechanics of the game.

Once you've mastered the mechanics of the game, you can tackle the higher settings of the AI. The EXPERT level is the same as NORMAL except that you adjust the Basic Resource Point bases and growth rates at the start of the scenario. The CHALLENGING and DIFFICULT levels have a few extra tweaks to take advantage of the extra BRPs and force pool units.

I began sending my design on paper to Alpha testers before a single line of code was written. Right from the beginning, I have been responding to suggestions and comments on the AI. I have done my best to implement suggestions that I have received during Beta testing. I plan to tweak and support the PC THIRD REICH AI for years to come, so please send any comments or suggestions to AHDavid@AOL.com or to David Hiller, The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Now that the game is released, I hope to continue to improve the AI. So please do send comments!

Staff Briefing
An Interview with David Hiller

By Stuart K. Tucker

SK: When did you begin wargaming?

DH: I got my first wargame when I was eight years old from my uncle, Louis C. Jones, author and historian. It was the 1965 edition of Gettysburg.

SKT: Where did you live prior to moving to the Baltimore-Washington Metropolitan area? What brought you here?

DH: I was getting my Master's degree in Mathematics at the University of Illinois, Champaign-Urbana. I moved to Washington four years ago when I got a job as a computer programmer at the Bureau of the Census in Suitland, Maryland.

SKT: What are your favorite wargames to play?


SKT: What got you interested in military history?

DH: Actually, wargaming was what got me interested in military history—so much so that, as an undergraduate, one of my majors was history.

SKT: What is your favorite period for wargaming and why?
DH: Actually, I care more about the system than the period. I buy and play games from all periods of history, as well as non-historical games. If I had to choose, I would pick Ancients. After all, most of history happened before the American Revolution.

SKT: Do you get much time to game outside the office?
DH: Recently I have had very little time to play games outside of work. I had been playing THIRD REICH almost all of the time, of course. Now that THIRD REICH for PC is out, I hope to find more time for other games.

SKT: What is your favorite non-wargame?
DH: AIR BARON.

SKT: Do you have any interests outside the hobby?
DH: Reading science fiction, fantasy, history, and technothrillers, tennis and artificial intelligence. Besides wargames, I enjoy all types of computer games, role-playing games, card games, chess and go.

SKT: What did you do prior to being hired by Avalon Hill?
DH: I worked at the Bureau of the Census for three years. I started as a computer programmer, and ended as a database administrator.

SKT: What was it like to work at the Census Bureau? How is the environment at Avalon Hill different?
DH: Working at the Census Bureau was great, except that the work was rather boring. I always wanted to work on artificial intelligence for games, so at Avalon Hill I get to do work that is extremely interesting all of the time. Even if I did not have to work at all, I would want to do the work that I am doing now.

SKT: What part of programming is most time-consuming? Most difficult?
DH: Debugging is the most time-consuming part of programming. The most difficult part is finding a bug that happens only some of the time under fixed, controlled conditions.

SKT: I imagine that one of the chief advantages of programming the AI to 4th edition THIRD REICH is your familiarity with the boardgame and the thought processes that are necessary for making the key decisions. How did this mesh with the rule changes (minimal though they be) that the computer necessitated? Did these rule deviations usually facilitate AI programming or make things more difficult?
DH: Even though getting the AI to understand all of the rules took time, it was not truly difficult. The only rule that was changed to make it easier to program the AI was adding unlimited air breakdown counters. No rules were left out because of the AI. THIRD REICH is not something of a chess-like quality at all, which has allowed me to develop the AI far beyond the point of simply guessing the right moves. For players new to the game and many familiar with the boardgame, the AI is a competent opponent. However, the real experts in THIRD REICH will find strategies and tactics that the AI can not handle. I can only suggest that they tell me about them so that I can incorporate a fix in a later patch to turn this good AI into a great one.

SKT: What is your favorite wargame?
DH: I had to program a fairly conservative AI because the AI is less able to adapt to a fluid situation than a human.

SKT: If you play face-to-face, are you likely as the Allies to go for the early flip-flop and take out of Italy? What about the Axis risking the German airborne in unsupplied hexes of Britain? Does Spain figure highly in your Axis plans often? Do you heartlessly run the Allies over the lowland neutrals? Do the British launch a "thousand Dieppes."
DH: I know you have a few "reckless 1-1" bones in you and I want to know what to expect (assuming you are not sick of staring at the THIRD REICH board by now).

DH: I always try to do whatever my opponent is least expecting me to do. Sometimes that might mean doing the obvious, while my opponent is waiting for the other shoe to drop. If I have an opponent who has big plans for Italy, and has too few troops on defense, then, yes, I will try to take Italy in a flip-flop. In the same way, as the Axis, I will try to see if the British are weak in Britain or Egypt. If they are strong in both places, perhaps I'll take out Spain and go for Gibraltar in the hopes of either taking Gibraltar or straining the British elsewhere. As the Allies, I will launch an offensive and/or attack neutrals if I can gain some advantage and throw the Axis off of their timetable.

SKT: Do you think the game is the most important aspect of a computer game that the programming team must consider for today's gaming market?
DH: In today's market, I would say that the computer opponent is the most important aspect to consider. However, as more people get connected by modem, and through the Internet, connectivity will become the most important aspect. Personally, though, I'll still be mainly interested in the AI.

SKT: How do you view the evolution of the wargame market? Is there going to be a comfortable division of labor between computer games and boardgames? Do you think the hobby is adapting well to our changing consumer demands?
DH: I think that boardgames will have a place in the market for a long time to come. Since board wargames have low costs, it is possible to make a complicated game, or a game with an obscure topic, and still make a small profit. However, the expenses of computer games are so great that I see most computer wargames as being simple and on popular topics. If THIRD REICH were not one of the most popular wargames ever, it should have been too complex to even contemplate for conversion to the computer. Avalon Hill will be in the unique position of introducing people to wargames through our computer games, and then being able to follow up with a much wider variety of board wargames.

SKT: What do you see as the most worrisome trend in computer gaming?
DH: Very little information is shared among computer companies. With boardgames, every play is right there to be seen, so a designer has no problem with taking everything that has come before and moving beyond that with a new design. With a computer game, no one outside of the companies working on it sees the actual code, so each company has to learn its lessons on its own. This especially hurts the development of Artificial Intelligence. The AI in computer games today is hardly better than it was in the 1980s.
side of the ship. Also, before executing the move, make sure you specifically target the ship you want them to fire at. Many times they will target a ship that is out of range or at a bad angle, and you need to direct them to the proper ship.

Current Versions
Here are the current versions and updates available for all our games.

**KINGMAKER**
- IBM PC
  - Original Version 1.50
  - Current Version 1.52
  - Available upgrade v1.50 to v1.52

**OPERATION CRUSADER**
- IBM PC & Mac
  - Original Version 3.5" Disk
  - Current Version CD-ROM
  - Original v1.0 Mac 3.5" Disk
  - Current v2.35 (Mac and PC CD-ROM)
  - Available upgrade v1.x to v2.35

**5TH FLEET**
- IBM PC
  - Original Version 1.0
  - Current v1.2
  - Available upgrade v1.0 to v1.2

**FLIGHT COMMANDER**
- IBM PC & Mac
  - Original v1.0
  - Current v1.04
  - Available upgrade v1.0 to v1.04

**STALINGRAD**
- IBM PC & Mac
  - Original Version 3.5" Disk
  - Current v1.0
  - Available upgrade v1.0 for PC v1.9 for Mac

**A.R.E.A. (Avalon Hill Reliability, Experience and Ability)**

RATING SYSTEM

A player enters the system with a rating of 1500 for a given game title. For AREA-rated games the rating goes up with win and down with a loss (with the exact number of points lost or gained being somewhat proportional to the relative rating of the opponents). The rating change formula is:

$$35 + 5\% \text{ of } (\text{losing player's minus victor's rating})$$

Thus, the higher-rated player will gain less from a victory than the lower-rated player. The maximum change is 70 and the minimum is one.

The AREA qualifiers identify the frequency of play for the AREA-rated player. The four letters (in order) stand for frequency of play, number of opponents, number of PBM/PEM games rated and number of AREA-rated tournaments attended. The final single digit indicates the last digit of the year of latest reported AREA activity for that player. No qualifier is indicated with a dash (-).

The meaning of the letters is as follows:

<table>
<thead>
<tr>
<th>Qualifier</th>
<th>Frequency</th>
<th>Opponents</th>
<th>PBM/Tournaments</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>1-5</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>B</td>
<td>6-10</td>
<td>2-3</td>
<td>2</td>
</tr>
<tr>
<td>C</td>
<td>11-15</td>
<td>4-5</td>
<td>3</td>
</tr>
<tr>
<td>D</td>
<td>16-20</td>
<td>6-7</td>
<td>4</td>
</tr>
<tr>
<td>E</td>
<td>21-25</td>
<td>8-10</td>
<td>5-6</td>
</tr>
<tr>
<td>F</td>
<td>26-30</td>
<td>11-13</td>
<td>7-8</td>
</tr>
<tr>
<td>G</td>
<td>31-40</td>
<td>14-16</td>
<td>9-10</td>
</tr>
<tr>
<td>H</td>
<td>41-50</td>
<td>17-20</td>
<td>11-12</td>
</tr>
<tr>
<td>I</td>
<td>51-60</td>
<td>21-25</td>
<td>13-15</td>
</tr>
<tr>
<td>J</td>
<td>61-70</td>
<td>26-29</td>
<td>16-18</td>
</tr>
<tr>
<td>K</td>
<td>71-90</td>
<td>30-34</td>
<td>19-21</td>
</tr>
<tr>
<td>L</td>
<td>91-105</td>
<td>35-39</td>
<td>22-24</td>
</tr>
<tr>
<td>M</td>
<td>106-120</td>
<td>40-44</td>
<td>25-28</td>
</tr>
<tr>
<td>N</td>
<td>115-135</td>
<td>45-50</td>
<td>28-32</td>
</tr>
<tr>
<td>O</td>
<td>136-150</td>
<td>51-55</td>
<td>33-36</td>
</tr>
<tr>
<td>P</td>
<td>151-165</td>
<td>56-60</td>
<td>37-40</td>
</tr>
<tr>
<td>Q</td>
<td>166-180</td>
<td>61-66</td>
<td>41-45</td>
</tr>
<tr>
<td>R</td>
<td>181-200</td>
<td>67-73</td>
<td>46-50</td>
</tr>
<tr>
<td>S</td>
<td>201-220</td>
<td>74-80</td>
<td>51-55</td>
</tr>
<tr>
<td>T</td>
<td>221-240</td>
<td>81-87</td>
<td>56-60</td>
</tr>
<tr>
<td>U</td>
<td>241-260</td>
<td>88-95</td>
<td>61-66</td>
</tr>
<tr>
<td>V</td>
<td>261-280</td>
<td>96-103</td>
<td>67-73</td>
</tr>
<tr>
<td>W</td>
<td>281-300</td>
<td>101-111</td>
<td>74-80</td>
</tr>
<tr>
<td>X</td>
<td>301-320</td>
<td>112-120</td>
<td>81-86</td>
</tr>
<tr>
<td>Y</td>
<td>321-350</td>
<td>121-128</td>
<td>87-93</td>
</tr>
<tr>
<td>Z</td>
<td>351+</td>
<td>129+</td>
<td>94+</td>
</tr>
</tbody>
</table>

**LADDERS REPORTING IN:**

**AFRIKA KORPS:** GM: Joe Beard, 3822 E. Sahuaro Dr., Phoenix, AZ 85028-3442.


**BREAKOUT NORMANDY:** GM: Thomas N. Poulson, 619 Gainsborough Rd., #4, Dayton, OH 45419. Ph# 937-299-0267. Tpaul@GEnie.com@inet#

**FLAT TOP:** No known PBM competition in progress, but players seek one. Group in Scotland seeks to correspond with west side of Atlantic. Contact: Glenn Petroski (see below).

**STALINGRAD:** GM: John B. Grant, Jr., 198 Brookdale Rd., Stamford, CT 06903. Ph# 203-329-7837. JBGrantJr@aol.com

**THIRD REICH, 4th Edition:** GM now setting up two more boards. GM: Bruce Hatter, #206753 Box 316, Fort Madison, IA 52627-0316. Glenn E.L. Petroski 6829 23rd Avenue Kenosha, WI 53143-1233

**By Glenn E. L. Petroski**
## GENERAL Scenarios for ASL

The following are all ASL scenarios which have appeared in the pages (usually on the insert) of The Players on List: 65 Active Players: 34.

### A.R.E.A. RATINGS

**Players on List: 65 Active Players: 34**  
**Date of Standings: November 5, 1996**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Name</th>
<th>Rating</th>
<th>Qualifiers</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Randy Heller</td>
<td>1975</td>
<td>GGL:A6</td>
</tr>
<tr>
<td>2</td>
<td>Vince Meconi</td>
<td>1867</td>
<td>DHEA5</td>
</tr>
<tr>
<td>3</td>
<td>Michael S. Crowe</td>
<td>1812</td>
<td>BDC:A5</td>
</tr>
<tr>
<td>4</td>
<td>Joseph C. Beard, III</td>
<td>1740</td>
<td>BDED6</td>
</tr>
<tr>
<td>5</td>
<td>Michael R. Ruffe</td>
<td>1730</td>
<td>CEFA6</td>
</tr>
<tr>
<td>6</td>
<td>Phillip Evans</td>
<td>1668</td>
<td>AC:A5</td>
</tr>
<tr>
<td>7</td>
<td>Thomas J. Delaney</td>
<td>1643</td>
<td>DFJA5</td>
</tr>
<tr>
<td>8</td>
<td>Gregory Smith</td>
<td>1629</td>
<td>DEBB5</td>
</tr>
<tr>
<td>9</td>
<td>Barry L. Smith</td>
<td>1627</td>
<td>BEABS</td>
</tr>
<tr>
<td>10</td>
<td>Frank Pielar</td>
<td>1600</td>
<td>AA:A5</td>
</tr>
<tr>
<td>11</td>
<td>Mark J. Gutfriend</td>
<td>1543</td>
<td>BCBA6</td>
</tr>
<tr>
<td>12</td>
<td>Michael Matthews</td>
<td>1538</td>
<td>AB:A5</td>
</tr>
<tr>
<td>13</td>
<td>Robert Hahn</td>
<td>1535</td>
<td>AA:A5</td>
</tr>
<tr>
<td>14</td>
<td>Scott Sianno</td>
<td>1505</td>
<td>AB:A5</td>
</tr>
<tr>
<td>15</td>
<td>Neil Moran</td>
<td>1501</td>
<td>ACC:6</td>
</tr>
</tbody>
</table>

**BATTLE OF THE BULGE ('81)**

**Players on List: 30 Active Players: 18**  
**Date of Standings: November 5, 1996**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Name</th>
<th>Rating</th>
<th>Qualifiers</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Randy Heller</td>
<td>1928</td>
<td>EHC:C6</td>
</tr>
<tr>
<td>2</td>
<td>John B. Grant, Jr.</td>
<td>1714</td>
<td>AB:B5</td>
</tr>
<tr>
<td>3</td>
<td>Daniel Tierney</td>
<td>1650</td>
<td>ABA:6</td>
</tr>
<tr>
<td>4</td>
<td>Bruno Sinigaglio</td>
<td>1593</td>
<td>AC:A6</td>
</tr>
<tr>
<td>5</td>
<td>Phillip Evans</td>
<td>1561</td>
<td>AB:B5</td>
</tr>
<tr>
<td>6</td>
<td>Alan Libuszowski</td>
<td>1535</td>
<td>AA:A6</td>
</tr>
<tr>
<td>7</td>
<td>Henry Lowood</td>
<td>1531</td>
<td>AA:A6</td>
</tr>
</tbody>
</table>

**1776**

**Players on List: 27 Active Players: 17**  
**Date of Standings: November 5, 1996**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Name</th>
<th>Rating</th>
<th>Qualifiers</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Steven Packwood</td>
<td>2011</td>
<td>EG:C6</td>
</tr>
<tr>
<td>2</td>
<td>Michael Sincavage</td>
<td>1863</td>
<td>DE:C6</td>
</tr>
<tr>
<td>3</td>
<td>Mark S. Miklos</td>
<td>1821</td>
<td>EF:D6</td>
</tr>
<tr>
<td>4</td>
<td>Rod Coffey</td>
<td>1648</td>
<td>AB:A6</td>
</tr>
<tr>
<td>5</td>
<td>James McAden</td>
<td>1570</td>
<td>ABA:5</td>
</tr>
<tr>
<td>6</td>
<td>Nathan Kirlet</td>
<td>1515</td>
<td>AB:A6</td>
</tr>
<tr>
<td>7</td>
<td>Robert Jamelli</td>
<td>1504</td>
<td>AC:B6</td>
</tr>
<tr>
<td>8</td>
<td>John Barrett</td>
<td>1501</td>
<td>AA:A6</td>
</tr>
</tbody>
</table>

**WATERLOO**

**Players on List: 37 Active Players: 17**  
**Date of Standings: November 5, 1996**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Name</th>
<th>Rating</th>
<th>Qualifiers</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Kevin McCarthy</td>
<td>1866</td>
<td>CC:A5</td>
</tr>
<tr>
<td>2</td>
<td>Larry L. Lingle</td>
<td>1744</td>
<td>AC:A5</td>
</tr>
<tr>
<td>3</td>
<td>Joseph C. Beard, III</td>
<td>1635</td>
<td>BDC:C6</td>
</tr>
<tr>
<td>4</td>
<td>Eric Kirchner</td>
<td>1572</td>
<td>BC:A6</td>
</tr>
<tr>
<td>5</td>
<td>James R. Patrick</td>
<td>1555</td>
<td>ABA:6</td>
</tr>
<tr>
<td>6</td>
<td>Scott E. Goering</td>
<td>1515</td>
<td>ABA:5</td>
</tr>
<tr>
<td>7</td>
<td>John Ehworth</td>
<td>1514</td>
<td>GN:A6</td>
</tr>
<tr>
<td>8</td>
<td>Carli Adamec</td>
<td>1512</td>
<td>AB:A5</td>
</tr>
</tbody>
</table>

Qualifiers refer to quantities of Games played, Opponents played, PBM games, Tournament participation, and Year of last activity with later letters indicating greater quantities and the number being the last digit of a year. For more information on the A.R.E.A. rating system, contact:  
Glenn Petroksi  
210 W. Hunt  
Twin Lakes, WI 53181-9786

### GENERAL Scenarios for ASL

The following are all ASL scenarios which have appeared in the pages (usually on the insert) of The GENERAL to date.

<table>
<thead>
<tr>
<th>Scenario</th>
<th>Title</th>
<th>Issue</th>
</tr>
</thead>
<tbody>
<tr>
<td>GEN-A</td>
<td>The Guards Counterattack</td>
<td>22-6</td>
</tr>
<tr>
<td>GEN-B</td>
<td>The Tractor Works</td>
<td>22-6</td>
</tr>
<tr>
<td>GEN-C</td>
<td>The Streets of Stalingrad</td>
<td>22-6</td>
</tr>
<tr>
<td>GEN-D</td>
<td>The Hedgehog of Piepsk</td>
<td>23-2</td>
</tr>
<tr>
<td>GEN-E</td>
<td>The Paw of the Tiger</td>
<td>23-5</td>
</tr>
<tr>
<td>GEN-F</td>
<td>Habe's Pocket</td>
<td>23-5</td>
</tr>
<tr>
<td>GEN-H</td>
<td>Escape from Velikiyeuki</td>
<td>24-1</td>
</tr>
<tr>
<td>GEN-I</td>
<td>Buchholz Station</td>
<td>24-4</td>
</tr>
<tr>
<td>GEN-J</td>
<td>The Bitche Salient</td>
<td>24-4</td>
</tr>
<tr>
<td>GEN-K</td>
<td>The Cannes Strongpoint</td>
<td>25-2</td>
</tr>
<tr>
<td>GEN-L</td>
<td>Hitdorf on the Rhine</td>
<td>25-2</td>
</tr>
<tr>
<td>GEN-M</td>
<td>First Crisis at AG North</td>
<td>25-3</td>
</tr>
<tr>
<td>GEN-N</td>
<td>Soldiers of Destruction</td>
<td>25-6</td>
</tr>
<tr>
<td>GEN-O</td>
<td>The St. Goar Assault</td>
<td>26-1</td>
</tr>
<tr>
<td>GEN-P</td>
<td>The Road to Wiltz</td>
<td>26-1</td>
</tr>
<tr>
<td>GEN-Q</td>
<td>Land Leviathan</td>
<td>26-2</td>
</tr>
<tr>
<td>GEN-R</td>
<td>Butzovo</td>
<td>28-3</td>
</tr>
<tr>
<td>GEN-S</td>
<td>The Whirlwind</td>
<td>28-4</td>
</tr>
<tr>
<td>GEN-T</td>
<td>Pavlov's House</td>
<td>29-6</td>
</tr>
<tr>
<td>GEN-U</td>
<td>Chance d'Une Affaire</td>
<td>30-5</td>
</tr>
<tr>
<td>GEN-G1</td>
<td>Timoshenko's Attack</td>
<td>23-3</td>
</tr>
<tr>
<td>GEN-G2</td>
<td>Last Act in Lorraine</td>
<td>23-6</td>
</tr>
<tr>
<td>GEN-G3</td>
<td>The Forgotten Front</td>
<td>23-6</td>
</tr>
<tr>
<td>GEN-G4</td>
<td>First Action</td>
<td>24-3</td>
</tr>
<tr>
<td>GEN-G5</td>
<td>Six Came Back</td>
<td>24-3</td>
</tr>
<tr>
<td>GEN-G6</td>
<td>Rocket's Red Glare</td>
<td>24-6</td>
</tr>
<tr>
<td>GEN-G7</td>
<td>Bring Up the Guns</td>
<td>25-3</td>
</tr>
<tr>
<td>GEN-G8</td>
<td>Recon in Force</td>
<td>25-5</td>
</tr>
<tr>
<td>GEN-G9</td>
<td>Sunday of the Dead</td>
<td>25-6</td>
</tr>
<tr>
<td>GEN-G10</td>
<td>Grab at Sibovo</td>
<td>26-2</td>
</tr>
<tr>
<td>GEN-G11</td>
<td>Pegasus Bridge</td>
<td>26-3</td>
</tr>
<tr>
<td>GEN-G12</td>
<td>Avalanche!</td>
<td>27-1</td>
</tr>
<tr>
<td>GEN-G13</td>
<td>A View from the Top</td>
<td>27-5</td>
</tr>
<tr>
<td>GEN-G14</td>
<td>Tiger, Tiger</td>
<td>28-3</td>
</tr>
<tr>
<td>GEN-G15</td>
<td>Bone of Contention</td>
<td>28-4</td>
</tr>
<tr>
<td>GEN-G16</td>
<td>Alligator Creek</td>
<td>28-5</td>
</tr>
<tr>
<td>GEN-G17</td>
<td>Hakkaa Paakle</td>
<td>29-2</td>
</tr>
<tr>
<td>GEN-G18</td>
<td>Goya</td>
<td>29-2</td>
</tr>
<tr>
<td>GEN-G19</td>
<td>A Tough Nut To Crack</td>
<td>29-3</td>
</tr>
<tr>
<td>GEN-G20</td>
<td>Camp Niagara</td>
<td>29-3</td>
</tr>
<tr>
<td>GEN-G21</td>
<td>Cat's Kill</td>
<td>29-4</td>
</tr>
<tr>
<td>GEN-G22</td>
<td>A Day By the Shore</td>
<td>29-4</td>
</tr>
<tr>
<td>GEN-G23</td>
<td>Habbaniya Heights</td>
<td>29-5</td>
</tr>
<tr>
<td>GEN-G24</td>
<td>Mt. Cornet to Mohammed</td>
<td>29-5</td>
</tr>
<tr>
<td>GEN-G25</td>
<td>The T-Patchers</td>
<td>30-1</td>
</tr>
<tr>
<td>GEN-G26</td>
<td>Parker's Crossroads</td>
<td>30-1</td>
</tr>
<tr>
<td>GEN-G27</td>
<td>Vaago Venture</td>
<td>30-2</td>
</tr>
<tr>
<td>GEN-G28</td>
<td>Ramsey's Charge</td>
<td>30-3</td>
</tr>
<tr>
<td>GEN-G29</td>
<td>Shoot's Scound</td>
<td>30-4</td>
</tr>
<tr>
<td>GEN-G30</td>
<td>Morgan's Stand</td>
<td>30-4</td>
</tr>
<tr>
<td>GEN-G31</td>
<td>Point of the Sword</td>
<td>30-6</td>
</tr>
<tr>
<td>GEN-G32</td>
<td>A Helping Hand</td>
<td>30-6</td>
</tr>
<tr>
<td>GEN-G33</td>
<td>The Awakening of Spring</td>
<td>31-1</td>
</tr>
<tr>
<td>GEN-G34</td>
<td>The Liberators</td>
<td>31-1</td>
</tr>
<tr>
<td>GEN-T1</td>
<td>Gavin Tuke</td>
<td>24-2</td>
</tr>
<tr>
<td>GEN-T2</td>
<td>The Puma Prowls</td>
<td>24-2</td>
</tr>
<tr>
<td>GEN-T3</td>
<td>Ranger Stronghold</td>
<td>24-2</td>
</tr>
<tr>
<td>GEN-T4</td>
<td>Siklo's Labors Lost</td>
<td>24-2</td>
</tr>
<tr>
<td>GEN-T5</td>
<td>The Poogleville Exit</td>
<td>27-2</td>
</tr>
<tr>
<td>GEN-T6</td>
<td>The Dead of Winter</td>
<td>27-2</td>
</tr>
<tr>
<td>GEN-T7</td>
<td>Hill 253-3</td>
<td>27-3</td>
</tr>
<tr>
<td>GEN-T8</td>
<td>Aachen's Pail</td>
<td>27-3</td>
</tr>
<tr>
<td>GEN-T9</td>
<td>The Nisecchi-Biscaray Highway</td>
<td>28-1</td>
</tr>
<tr>
<td>GEN-T10</td>
<td>Devil's Horse</td>
<td>28-1</td>
</tr>
<tr>
<td>GEN-T11</td>
<td>The Attempt to Relieve Peiper</td>
<td>28-2</td>
</tr>
<tr>
<td>GEN-T12</td>
<td>Hunters from the Sky</td>
<td>28-2</td>
</tr>
<tr>
<td>GEN-T13</td>
<td>Commando Raid at Dieppe</td>
<td>28-6</td>
</tr>
<tr>
<td>GEN-T14</td>
<td>Gambit</td>
<td>28-6</td>
</tr>
<tr>
<td>GEN-T15</td>
<td>The Akriniti Peninsula</td>
<td>29-1</td>
</tr>
<tr>
<td>GEN-T16</td>
<td>Strayer's Strays</td>
<td>29-1</td>
</tr>
</tbody>
</table>

Qualifiers refer to quantities of Games played, Opponents played, PBM games, Tournament participation, and Year of last activity with later letters indicating greater quantities and the number being the last digit of a year. For more information on the A.R.E.A. rating system, contact:  
Glenn Petroksi  
210 W. Hunt  
Twin Lakes, WI 53181-9786
Michael is the 1991 AvalonCon champion of ACQUIRE and recently ran the AvalonCon '96 tournament. He draws upon this experience to provide expert insight into the play of this refurbished classic. Each player of this game buys stock in growing hotel chains which will either merge into larger chains or survive safely to the end of the game. Each turn you place a tile on the board, representing the building of additional hotels in a chain. Though elegantly simple in mechanics, winning strategy often eludes players.—SKT

ACQUIRE is a consistently popular game drawing about forty players at AvalonCon each year. I have been playing the game since it was first published by the 3M Company in 1966. Avalon Hill acquired the game and reissued it in its original form. In 1995, the game was given a facelift adding a colorful mapboard, tile racks and some new rules. Traditionalists should not fear; the basic game of new ACQUIRE is the same game we have loved for thirty years, but the new rules add some variety. The "Special Powers Variant" gives each player a set of five markers to play at his option. Each counter may be used only once. The markers are "3 Free (shares)," "Buy 5 (shares)," "Trade 2 (shares)," "Take 5 Tiles," and "Place 4 Tiles." The purpose of the Special Powers Variant is to give players stuck in midgame with no money something to do. Players stuck in this way have usually invested all their cash in chains that are unlikely to merge. The paupers are prone to bleat and complain while the rest of us buy up the field. Their wretched whining ruins the fun of the game.

Great players of the game always have cash in the middle game. You will, too, after you read this article.

Principle No. 1. Chains in the middle of the board grow faster and merge more often than chains elsewhere. The reason is that chains in the center can grow on four sides, whereas chains on the side can grow on only three sides, and chains in the corner grow slowest of all. In ACQUIRE, the early battles are fought in the center of the board. The action spreads to the sides, reaching the corners last. You might open an expensive chain in the corner to grab the free share of stock, but you wouldn't want to fight a takeover war there. If some fool wants to spend his cash to acquire your corner chain, let him have it. You should focus on the center of the board.

Principle No. 2. Open chains and invest in chains in areas of the board where you have many tiles in your hand. There you will be able to make your chain grow faster. Alternatively, you have greater ability to halt the growth of your chain to keep it from going safe, if that is to your advantage. You have a greater chance to open chains adjacent to the target chain, or keep them from opening. If adjacent chains do open up, you are more likely to have the merger tiles in your hand.

Principle No. 3. Don’t tie up cash in chains destined to go safe (eleven hotels or more). The money invested in safe chains is frozen until the end of the game. Certainly, the value of the stock appreciates as the chain grows, but stock value increases faster in smaller chains and equity in safe chains cannot garner majority holder bonuses for use during the game.

Which chains are likely to become giants? Low and medium-priced chains in the center of the board, especially if there are lots of little cousins nearby waiting to be gobbed up. You should invest in the cousins, not the giant, unless you stand a good chance to assume ownership of the giant.

Principle No. 4. Don’t buy expensive shares of stock. In the beginning when all the chains are small, you can buy shares at will, but after the chains have started to grow and stock prices climb, you must be more judicious. If you are buying firstfunds of $700 shares, you are either very rich or going to lose. The best way to buy stock in Imperial after it goes safe is not to use your credit card. Rather, open Tower next door, buy up cheap Tower stock and merge Tower into Imperial, trading your Tower stock for Imperial. Of course, if you need an eleventh share to guarantee control of Imperial and there is a single share left in the bank, you must buy it regardless of the price.

Principle No. 5. Invest in chains where many players own stock, especially if you can get first or second majority holder status. Chains whose stock is widely held grow more rapidly since more players have an interest in seeing them grow, and these chains are easier to control. If everyone in a four-player game has at least six shares of Luxor, you can control the chain with seven shares. If only one other player has shares in the chain, you need 13 shares to guarantee control.

Principle No. 6. Invest in chains where only one other player owns stock, but buy only one share. Your single share prevents the founding player from collecting both first and second majority holder bonuses on a quick merger. Besides, if you can earn the second majority holder bonus with a single share, you should feel lucky.

Principle No. 7. Buy odd lots of stock to confuse the opposition. The new rules make it clear that you do NOT have to reveal your stock holdings, and the tournament event has always been played that way. The best players always keep a running account in their minds of who owns what stock. You can throw off your opposition by buying one of this and one of that, instead of three of one chain. For instance, if you see you will need three shares of Festival and three of Continental, don't buy three shares of Festival one turn and three of Continental the next. Instead, buy two shares of Festival and one share of Continental on one turn and one share of Festival and two of Continental the next.

Principle No. 8. Dispose of your stock in a defunct chain wisely. If there is any chance the chain will reopen, keep some. If the chain reopen, you will already be the majority holder, poised to rake in another bonus. On the other hand, if the defunct chain had grown since you first bought it and other players are waiting in line to dispose of their stock after you, you might as well sell or trade, to make a profit, because other players, disposing after you, can hold onto more shares than you. If you are last in the order to dispose of stock, you are in the best position to decide how much stock to keep.

Principle No. 9. Keep track of how many shares of stock your opponents buy in the chains in which you have an interest. This is easy to say, but hard to do. However, bridge players keep track of 52 cards. In a four-player game, you are asked to keep track of the holdings of three players in four or five chains. You can do it, and with practice you'll get better.

Principle No. 10. Do not help players with better prospects than you. Getting the second majority holder bonus when merging Worldwide out of business might earn you a bundle, but if it helps someone else win the game, don't do it. The object in ACQUIRE is not to just make money, but to make more money than your opponents. It is essential to keep track of the game leader(s).

If you follow these ten principles, you will nearly always have money in the middle game. Even with the Special Powers Variant, players who don't know these principles won't beat you. It is the tried-and-true way to win the new ACQUIRE as well as the old.
Historical Conquest in War & Peace

By Charles E. Duke

The Napoleonic Wars may have been a particularly bloody moment in human military history, but they were not without their political intrigues. Whereas EMPIRES portrays this rich diplomatic history in a multi-player format, WAR & PEACE allows for an enjoyable two-player experience. For those of you wishing to go beyond the scenarios and into the full campaign, this variant article provides more political realism in the victory conditions.

-SKT

After many years in which the hobby's focus was centered on World War II, we have seen a shift of player interest towards older times. Jumping over World War I (which hardly sparks any interest), the attention now is placed on the American Civil War and the Napoleonic era.

For the Napoleonic Wars, the gaming world has a spectrum of simulations which spans tactical scales from the micro-detailed to the great battle. However, for a chance to repeat all of Napoleon's battles at a scale which encompasses Europe with elegance and simplicity, try WAR & PEACE. It can be considered a sort of nineteenth-century Third Reich.

The battle scenarios neatly capture the feel of Napoleon's individual campaigns. However, the grand campaign victory conditions suffer from the fact that the French player can't lose unless he commits some big blunder. After defeating Austria, France can eventually "roll" every Major Power to its side (using Alliance diplomatic rolls), conquer Portugal, and sit back until the end of the game staving off English raids. If the French wants a shorter game, after Prussia, Russia and Austria are made pro-French, he can mass everything in Iberia and conquer Spain.

This article speaks to this flaw in the political system. The game will follow a more historical course. Some players may feel that the variant proposed puts too much constraint on them; if you value freedom of choice above all, then this isn't for you. However, I believe that those interested in historical authenticity and anti-French players who want to have a chance to win will appreciate these new victory conditions and rules.

RULE CHANGES

a) A state may not be rolled for on the Alliance Phase if there are enemy units within its borders, since this is an invasion causing an automatic state of war. This does not apply to units that are currently neutral to the state in question (such as garrisons of a previous conqueror).

b) An invasion of a neutral satellite amounts to a declaration of war on its patron state.

c) After the conquest of Austria it loses all its territory on mapboard 2: Innsbruck becomes Bavarian, Venice becomes part of Northern Italy, and Trieste becomes the capital of Dalmatia. Either side may enter these territories without violating Austrian neutrality. Austria recovers its cities and land by retaking them while being anti-French. Trieste merely returns to Austria—there is no such thing as an anti-French Dalmatia.

d) Upon the French conquest of Prussia, Poland is created. Warsaw and all hexes within two of it (including those in Austria) become part of the state of Poland. There is no such thing as an anti-French Poland. Units of both sides may enter Poland without violating Prussian (or Austrian) neutrality. An anti-French Prussia may conquer Warsaw—returning Polish territory to its original state.

e) Only anti-French states may receive lent English production points.

FRANCE

This power wins an automatic victory by conquering Russia or England. France may also win by having an besieged unit in Paris at game's end, but only if Spain was invaded by France prior to 1809 and Russia was invaded prior to 1813.

SPAIN

Once attacked by France, Spain remains anti-French for the rest of the game. It ignores Alliance die rolls. Anti-French Spaniards may enter Portugal freely, but to go elsewhere the English player must requisition them (as per X.K.4). However, unlike French requisition, the English player may replace the losses this force suffers or substitute them with other Spanish units present on the mapboard.

AUSTRIA

Austria is immune to Alliance die rolls until conquered twice. After Austria is conquered for the first time and rebuilds its Force Pool, it will declare war on France in the Neutral Alliance Phase that follows. After being conquered a second time, upon reconstruction of its Force Pool (again) it will be subject to normal Alliance Phase rules (but see Russia below).

RUSSIA

This country may not become pro-French by Alliance die rolls until after it has been conquered by France. A die roll may cause it to become anti-French, in which case another roll could return it to neutrality.

Beginning in the third turn after the first conquest of Austria or May 1806, whichever comes first, Prussia will roll two dice in each Alliance Phase. The first time, a result of 2 will cause it to declare war on France; for the second dice roll, a 3 or less causes war; for the third time, 4 or less causes war; and so on until war is declared. This roll is made even if Prussia is currently anti-French for some other reason. After the occurrence of this special declaration of war, Prussia is immune to Alliance die rolls until conquered by France.

Upon reconstruction of its Force Pool after being conquered for the first time, Prussia will be subject to Alliance die rolls normally (but see Russia below).
DESTALIZATION
A 1953 Variant for KREMLIN
By Ed Ericson III

With a few modifications to the basic KREMLIN game and the Revolution variant (which deals with the 1923 party congress), you can try your hand at sorting out the political mess left in the wake of Stalin’s departure. Use the rules from the normal game and the character cards from the Revolution variant. Use the nonhistorical side (the regular game’s cast of characters) except for the following people who should have the ages in parentheses: put on them: Muranov (79), Stassova (78), Stalin (74), Voroshilov (67), Molotov (65), Khrushchev (55), Mikoyan (55), Bulganin (53), Beria (52) and Malenkov (50). For historical flavor, these should be among the initial twelve politburo members and candidates, but for play variety a completely random deal of all politicians may be used (remember to add the correct ages to the above characters when they enter the “people” pool.

In addition to the basic and advanced rules, the following special rules should be in force. First, factions may put points on Party Chief Stalin, but was outmatched by Khrushchev and wouldn’t trust himself to any physician.

Second, if Beria is head of KGB, he may purge using the Revolution rules instead of the normal game rules. On the other hand, any purges carried out against Beria use the Revolution rules as well. Beria worked closely with Ezhov in the purges of the 1930’s and then ran the show himself in the 1940’s and early 1950’s. His bid for power was an all-or-nothing affair. If he had succeeded Stalin, he would have executed most of the competing leadership. As it was, the other leaders banded together to arrest and execute Beria.

Third, add five new cards (see insert between pages 32 and 33) to reflect the political situation of the 1950’s—or any others that may seem appropriate.

There you have it. With a few minor changes, you can try out yet another round of historical intrigue in the Kremlin.

WHO ARE THESE GUYS? By Ed Ericson III

Picking up where Wayne Inngall’s article on the 12th Party Congress left off in volume 27, number 1, we now provide the mini-biographies for the rest of the historical figures in the Revolution variant for KREMLIN, many of whom survived the revolutionary era and Stalin’s purges of the 1930’s to witness the beginning of the post-Stalin era —SKT

One of the better features of the Kremlin game is the short fictional histories on the back of the politician cards. They provide the extra bits of spice that distinguish a great game from a tedious one. Unfortunately, the Revolution variant lacks this element. These real histories were left out in order to provide “followers” for the historical actors whom I did not say “(F)” they are killed. This omission pleased my curiosity, so I compiled mini-biographies of the key participants in the Bolshevik power struggles (listed in order of age on Politician card).

Mikhail (Matvei) Muranov (1873-1959): An editor of Pravda and party functionary from 1907-29. Your basic apparatchik.

Elena Stassova (1873-1966): Joined the Communists in 1898 and worked with Lenin on Ispra (Spark) after 1901. While remaining an important literary figure, she was also a key member of the Comintern.

Aleksandr Bogdanov (1873-1928): Important pre-war Russian political theorist who tangled with Lenin on occasion but eventually joined forces with him and helped develop the ideas of the new Proletarian Culture (Proletkult) in the early 1920’s.

Anatoli Lunacharsky (1875-1933): Another early Communist theorist who helped develop and implement the concept of Socialist Realism and the Soviet system of education. His tenure as head of the Commissariat of Enlightenment saw a good deal of creativity until Stalin tightened the screws in the early 1930’s.

Maxim L’vov (1876-1951): His primary involvement was in Soviet foreign affairs and he served as foreign minister in the 1930’s. His policy of Collective Security was overturned by the Nazi-Soviet Pact in 1939 (L’vov was half Jewish) and he was replaced by Molotov.

Alexandra Kollontay (1872-1952): A follower of Elena Stassova, Kollontay wrote for various Soviet newspapers and worked extensively with Soviet internationalist agencies such as the Comintern. She was also an ardent feminist who advocated free love and denounced the traditional family.

Kliment Voroshilov (1881-1969): A long-standing party member and military leader, he sided with Stalin during the 1920’s and thereby managed to avoid the purges of the late 1930’s. He was promoted to Marshal in 1935, but his performance in WWII showed he was more a political “yes-man” than a competent general.

Semen Uritskii (1893-1937): He served well in the Russian and Spanish civil wars, but ultimately fell victim to the military purges of the late 1930’s.

Adolf Joffe: He was essentially a non-entity who served as the Soviet representative to Berlin where he tried unsuccessfully to foment the “inevitable” revolution in Germany. The Jewish Joffe was no friend to Stalin, instead siding with Trotsky.

Georgi Sokolnikov (1888-1939): Involved in all the key events of the teens and twenties, he continually sided with the moderates. His alliance with Zinoviev and Kamenev in 1925 led to his political downfall, and he eventually fell victim to the purges.

Sergei Kirov (1886-1934): The head of the Leningrad Soviet after Zinoviev, Kirov provided valuable aid to Stalin in the power struggle of the 1920’s, but was later assassinated at Stalin’s order in 1934. His murder was used to start a wave of show trials and purges in the years preceding WWII.

Vyacheslav Molotov (1890-1986): Among his various activities for the Bolsheviks, Molotov is best known for his service as Foreign Minister in the 1940’s and 1950’s and his ill-fated political alliances after Stalin’s death. He was a loyal disciple of Stalin from 1917 on.

Nikita Khrushchev (1894-1971): He spent most of the 1920’s working in industrial administration, but became a high-ranking party member in the 1930’s and 1940’s and eventually Party Chief by 1955.

Anastas Mikoyan (1895-1978): A Bolshevik agitator in the Caucasus during the Revolutionary and Civil War periods, Mikoyan became a key economic minister in WWII and a prominent member of the Brezhnev oligarchy in the 1960’s.

Nikolai Bulganin (1895-1975): A Cheka member during the 1920’s, he became a Colonel General during WWII, a Marshal shortly after the war and premier in the 1950’s. He was ousted in 1958 for siding with Malenkov, Molotov and Kaganovich against Khrushchev.

Laurenti Beria (1899-1953): Became head of the NKVD (later KGB) in 1938 and looked to be heading for succession of Stalin when a coalition of party members (including Khrushchev) had Beria arrested, tried and shot.

Georgi Malenkov (1902-1988): He played little role in the 1920’s, but worked with Ezhov in carrying out the purges in the 1930’s and served as a key economics minister in the 1940’s. He appeared to be the likely candidate to replace Stalin, but was outmatched by Khrushchev and lasted only ten days as party secretary after the death of Stalin.
becomes a brilliant attack. No matter what I write here, someone will eventually roll a light mortar Critical Hit (CH) on your stone building location and KIA the Randomly Selected Romany with the resulting 12(-3) Infantry Fire Table (IFT) DR. ASL is simply a great game!

Other foolish shooting typically includes many Advancing Fire attacks we may roll "just to see what happens" when there is practically no chance of anything happening. Granted, a leader-directed 4(+4) shot at Rambo or that one key enemy position might be worth the risk, but in most average situations there would not be much point in such an attack. One of the best times to avoid foolish shooting arises when the enemy target is already in such bad shape that its demise is assured. Maybe it is Pinned and nearly surrounded. You know your opponent will deliberately break and rout away, so why shoot? A Pinned, Counter Exhausted (CX), surrounded enemy unit is facing Close Combat (CC) from your concealed and leader-led overpowering force. Avoid any possibility of a sniper. Instead, use your Ambush advantage to nail the unit in CC and withdraw into a more advantageous location.

On the other hand, there are also activities you can explore which might actually generate friendly SAN at no risk of enemy SAN opportunity, such as tossing White Phosphorus (WP) grenades on broken enemy units (heh, heh!). In this case, you make no SAN-capable DR but your opponent does.

RECOMMENDATION: Watch your shots; avoid needless headaches caused by foolish shooting.

GENERAL PRINCIPLES

NON-TARGETS

Just as it is vital to guard against mistaken enemy Sniper Activations, you must also be alert to disallow sniper attacks against non-targets. This one is easy. Just read rule A14.22. Some things simply are not vulnerable to the sniper.

RECOMMENDATION: Read and stick to the rules.

MOBILE SNIPER

Think how many times you or your opponent have rolled up an effective sniper attack and then immediately, without really giving it another thought, automatically rolled the Random Location DR. This is potentially wasteful, for as the tides of battle fluctuate across the playing area your sniper may find himself positioned to hit only enemy units of low value. Perhaps there is a slim chance he could hit something worthwhile ("Please, oh please, oh spirits of the dice, let me roll a '6,6'!!!"), but just how often will that slim chance occur? Would it not be better to move the sniper counter?

It is much easier to convince yourself to move your sniper counter when: 1) you have rolled a "2" sniper attack, 2) your SAN is 6 or 7, 3) it is early in the scenario, 4) it is a large scenario or 5) your sniper has no worthwhile targets.

Careful consideration of these five characteristics of your sniper environment will usually help you decide whether you should move your sniper counter. This need not be a process which requires more than a few seconds either, but the point is to take the casual glance and the time to consider rather than automatically rolling that Random Location DR.

RECOMMENDATION: Plain and simple—take a quick look before you roll.

SCENARIO SIZE AND DURATION

The size of a scenario often warrants special sniper attention. Consider two extremes: one six-turn scenario with only a few units per side (a small scenario) and a scenario of ten turns with twenty or more squads per side (a large scenario). Because we can expect more SAN activity in the large scenario, most aspects of this sniper analysis assume greater significance there than in the small scenario. In short, there should be more SAN-capable DR in the large scenario and, therefore, more sniper attacks. Also, the large scenario is more likely than the small scenario to contain Ramboesque units, so a single sniper attack might be more likely to nail one of those guys in that encounter.

All is not safe on board the small scenario either, though, for a single sniper attack may nail the only valuable unit in your OB. Rambo may be off in another part of the war and not even on board for this small engagement, which only means some poor 9-1 or 8-1 or such is in charge and assuming, by default, attendant Ramboesque attributes. The demise of this Ersatz Rambo at the hands of enemy sniper activity might be an even more severe blow than the loss of True Blue in a large scenario, simply because Ersatz Rambo is more desperately needed here. Meanwhile, in the larger scenario another Ersatz Rambo might be available to fill the void created by the death of old True Blue.

Furthermore, the sniper abatement tactics of "piling on" and bait might be less useful in the small encounter because your few units are already stretched with other commitments. In this case, GEO and TEM assume greater significance while Elusive Target and Fast (Ersatz) Rambo attain paramount importance.

RECOMMENDATION: Be aware of the enemy SAN and the location of the enemy sniper counter when you have CE AFV. CE advantages can be tremendous, but they are usually not worth undue sniper risk. Screen any such CE AFV with some sniper abatement.

FINAL REMARKS

At this point, I think we would all agree that there are a great many ways to suppress enemy sniper activity and to enhance our own. Much of what has been discussed above at some length approaches the absurd. It is certainly not my intention to endorse, merely by their mention, every tactic described in this article. I merely wish to present as complete an account of sniper concerns as possible.

The most important matter to decide is just exactly which techniques should be used and which ignored, and at what times. Like so much in the game, the answer will vary according to specific game situations. For example, I cannot affirm that a 10-3 directing a HMG-topped, 24 Firepower stack in a large scenario is always more valuable than a 7-0 leading a lone half Firepower stack in a small encounter. ADVANCED SQUAD LEADER is so very complex that any unit at any time can emerge as the game winner, thus assuming, even if only momentarily, importance far beyond any other Ramboesque pretender.

The entire panorama of snipers in ASL can be a bit involved and a most intriguing aspect of play. Yet, it is a segment of the game which does not actually require much playing time, and usually not very much thought either. Though I believe it is vital for players to comprehend and practice winning sniper techniques, these procedures should become second nature, once learned.
Conceptually, I had the right idea in playing for the long game. PC markers and Province control are key. Did I execute according to those concepts? No, not entirely. In the immortal words of the great Greg Courter, aka Mr. Up Front, “I’d rather be lucky than good.”

Andy Maly (Carthage)

I’m sorry, but I really hate when Jeff whistles “The Gambler.” I never thought that my battle card distribution would have been that bad, and should have tried to bail out in round 2, giving up the siege. However, trying to withdraw that early probably would have tipped off how bad my hand was. With Marcellus holding a 50% chance of successfully blocking my withdrawal, I thought it a bit too risky. Besides, I had an overwhelming number of flak right cards. It just proves that nothing is certain. I can’t complain, since I dealt Jeff the same type of setback on turn 2, and everything until the last battle seemed to be going my way. At least I can take solace that it wasn’t Consul Paulus that dealt the final blow. I’d never have heard the end of that story.

While fatigue (we finished just shy of 1 am) showed in some of our decisions, I think that we both played a good game, and didn’t make too many mistakes. Certainly, in hindsight, I had the opportunity to claim a lot of territory in southern Italy, but he practically begged me to assault Rome. I thought I had enough strategy cards and battle strength to make it viable. What I didn’t count on was Jeff dealing off the bottom of the battle deck. Given the same situation again, I’d probably try again for the sudden death victory through capture of Rome. If I were a sadist, I would have sat Jeff and you, the reader, through the longer, more methodical approach.

Actually, in my opinion, a more methodical approach is a much better Carthaginian strategy, given the positions and cards at the start of turn 4. My biggest mistake, in retrospect, was ignoring the opportunity to claim a lot of territory in southern Italy, but he practically begged me to assault Rome. I thought I had enough strategy cards and battle strength to make it viable. What I didn’t count on was Jeff dealing off the bottom of the battle deck. Given the same situation again, I’d probably try again for the sudden death victory through capture of Rome. If I were a sadist, I would have sat Jeff and you, the reader, through the longer, more methodical approach.

Commentator’s Conclusion

How doth God console the fallen? I haven’t a clue. Andy came very close to victory, but the Series: Carmagnone is not the end. The Carolingian Empire is not defeated. In ancient times, defeat had little counterbalancing news and so it does in this game as well.

My comments here and above should be seen as useful tips on nuances, not harsh judgements of their play. Andy and Jeff played pretty well and illustrated much about the game and the strategic thinking it requires.

Andy loses the game while having a 12-6 advantage in provinces and the ability to remove 14 PCs without altering provincial control or abandoning positions in Roman-controlled provinces. The Roman army is smaller than Carthaginian’s, even after the pivotal Battle for Rome. Rome has but 12 non-walled PCs on the board for removal after each turn or each battle loss. In short, turn 4 had turned the tide greatly in Andy’s favor. It is doubtful that Scipio Africanus’ turn 6 arrival would have tipped the political tide in Jeff’s favor in time. Jeff’s early battle failures in turn 4 left him no choice but to seek some sort of sudden death victory eventually—it just happened before actually being planned.

I have always been an advocate of a patient Carthaginian policy once the political advantage is so extreme, but, like Andy, I find it hard to resist going for the quicker victory. It takes a player with ice in his veins to walk Hannibal back over the Alps to New Carthage and to sail him home to Africa for the final battles with African armies, while leaving Hasdrubal in charge of diversionary maneuvers in Spain and Italy to keep the province count from crashing down. Yet, Hannibal is living on borrowed time and each battle card deal gives Rome yet another one of its remote chances of claiming dramatic victory like was illustrated in this game. I cannot fault Andy for staying in Italy with such huge advantages as parity in armies plus four Italian provincial armies. He was well-positioned for the easiest way to Carthaginian victory: threatening to capture all six non-Latin Italian provinces, while winning by virtue of Rome running out of PCs in a losing battle. Yet, he only moved once his most valuable general (because he is expendable): Hasdrubal. He did not leave Mago where he could help ship reinforcements to Hannibal’s army or even bring to bear a full, second invasion of Italy.

In seven battles, Gisgo lost once, Hasdrubal won once, and within the span of seven Roman strategy card plays Hannibal fought five times (winning three times, withdrawing in successful once and losing once). It is unusual for Hannibal’s first battle failure to be his last. However, it is also true that Hannibal cannot expect to win five out of five. He must expect a bad deal every so often. In his five battles combined, Hannibal had slightly below the average number of Double Envelopes, but way above the average...
THE 215-214 BC CAMPAIGN

A. 34. Major Campaign: Move Nero (8 CUs) to Falerii via Firmum Picenum. Battle losses: 3 Roman CUs, PC in Panormus, Nero to Firmum Picenum. Move Marcellus (P. Scipio, 10 CUs) to Falerii via Rome.

42. Elephant Fright. Battle losses: 1 Carthaginian CU, 1 Roman CU, Hannibal retreats to Tarquini.

A. 23.

B. 27. "I have come...": Converts PCs in Arpi and Cannae.

B. 17. 6: Move Nero (5 CUs) to Falerii, Marcellus (P. Scipio, 9 CUs) to Falerii. Hannibal retreats to Tarquini.

C. 25.

C. 30. Carthaginian Siege Train placed with Hannibal. PCs in Arpi and Panormus.

C. 10. "To save Rome..." converts PCs in Verona.

D. 58. 6: Move Marcellus (P. Scipio, 6 CUs) to Beneventum, Hannibal to Rome. Siege losses: 5 Carthaginian CUs, Hannibal is killed, Rome wins sudden death victory.

E. 52. 6: Move Marcellus (P. Scipio, 6 CUs) to Rome (failed interception in Praeneste), Mago (9 CUs) to Rome (failed interception in Praeneste). Siege losses: 1 Carthaginian CU, 1 Roman CU, 1 PC in Rome, Hannibal is killed.

Unplayed at end of game:

Rome: 45. Allied Auxiliaries (Etruria), 64. Truce.

SERIES REPLAY...
(Continued from pg. 57)

number of Reserves that he deserved. The Roman generals had slightly above the average number of Double Envelopments and slightly below the average number of Reserves they deserved. Given the choice of such fates, I'd prefer Hannibal’s total card distribution over Rome’s. Where Andy may have an argument in court with Lady Luck is over the low number of Probes he received.

Hannibal is a heavyweight champion, but he cannot lead the fight with his jaw all the time. Avoid battle unless you must fight. Have flanking generals intercept Romans before they start battles with Hannibal. Hower near friendly tribes. Open up secondary threats on Roman possessions in Sicily. These are all important methods of lessening the number of opportunities that Rome gets to nail Hannibal. Take a page from history: Hannibal did not command every battle in southern Italy in which Carthage fought. At least the historical general made it back to Africa alive (even if his army was depleted by then). You, too, can claim victory through judicious use of Hannibal’s NEARLY invincible abilities.

AH PHILOSOPHY... (Continued from pg. 23)

rounds advanced to the final. Will Wible (also Best Turkey) emerged as champion ahead of Web Agnew, Vince Galarneu and Justin Thompson.

This year three special awards applied jointly to DIPLOMACY, COLONIAL DIPLOMACY and MACHIAVELLI. The “Silver Sword” award for best stab of the three tournaments went to DIP champion Will Wible. The “I Got Hammered” award was given to Hudson Devoe, who despite his best efforts got beaten the worst and yet had the guts to show up and try again. The “Tri-Diplomatic” award went to Chris Trout for scoring the best in all three of the diplomatic games.

COLONIAL DIPLOMACY 14

The seven “best countries” from the initial round advanced to the championship. Brian Etcon (Best Russia) claimed the championship, ahead of Mike Sims, Tom Pasko and Dan Mathias.

MACHIAVELLI 33

The best scorers from play of two heats advanced to the Championship. Mark Franchisini won the final over Ed Rothenberber, Doug Faust, Steve Koehler, Frank Muscharella, Hudson Devoe, Dan Mathias and Rob Hassard.

UP FRONT 46

Stamina as well as skill played a part in this event which lasted twelve rounds. Initial play was conducted as four-player league round robins with random seeding. Contestants took that record with them into the Swiss-style elimination rounds, which matched players with similar records against each other (thereby having the weak eliminate the weak). Three losses in any combination eliminated a participant from advancing to the next round. Surprisingly, a group of three good players went 0-3 and were eliminated by the round robin play.

Mike Stachowski was the only player with an initial 1-2 record to survive until the end of round six. Will Miner leapt out as the early favorite with a 6-0 record. Former editor Don Hawthorne saw his fortunes reversed after emerging 3-0 from round robin play only to never win again. After years of frustration, Bill Edwards inflicted revenge upon perennial antagonist Jeff Paull. Round seven began the attrition of the true contenders.

Round ten eliminated regular contenders John Emery and Jeff Paull, as well as Bruce Maxwell, leaving just three players. Bill Edwards had one loss, Ray Stakenas had two, and Will Miner had two and one-half losses. Ray and Will stated they wanted to go mano-a-mano for the right to challenge Bill. Will Miner won, but then in the final round Bill Edwards fresh troops were too much for him. Edwards posted an incredible 10-1 record to claim the championship.

Patrols was the favorite scenario, followed by City Fight. Although some games were not playable here due to their length, a variety of scenarios were played: A-44, B-26, C-2, D-6, E-6, F-3, L-9, M-13, N-11, O-2, R-2, U-2, X-5.

VICTORY IN THE PACIFIC 46

This year followed the usual format of asking players to play in seven rounds. The Open Swiss scoring system was used to break ties among players with the same record.

Bob Kondracki (with six wins and one round defaulted to attend church) became the champ. Ray Freeman, Alan Applebaum and Mike Kaye (all 5-2) were second, third and fourth. Youngster Patrick Richardson (11 years old) deserves special mention for weighing his talents against the competition and managing to teach a few of the rules to his elders while winning twice and pushing his opponents to the wall in his other games.

Bidding points of control for side was down a bit this year and half the games lasted at least seven turns, showing that it is getting harder to get a three-turn knockout these days. GM Petrovski’s statistics for this game at 16 tournaments show that 47 per cent of the time players bid POCs to be the IJN and the IJN has won 53 per cent of the games including adjustment for POC bids. Among those bidding for the IJN, two POCs is the most common winning bid. The average game takes three and one-half hours.

WAR AT SEA 27

In order to win this tourney, you had to survive five preliminary rounds and accumulate a record among the top four to enter the semifinals. Many familiar faces, including former champions Ray Freeman and Bruce Monnin, tried and came up short.

Steve Packwood opened the semifinal with an Allied “Barents on One” strategy which Gary Moody challenged, but Allied airstrips disabled two ships and sunk another. Gary was never able to overcome this early disadvantage. The other semifinal was a tight game marked by cautious play. Phil Rennert (entering the semifinals with the only perfect 5-0 record) bid 1 POC to play the Allied side and also used a “Barents on One” strategy, but Robert Mull chose to contest the North Sea. On turn 7, a decisive victory in the North Sea by the Axis fleet was enough to force Phil to concede.

The finals were marked by ultra-conservative play as neither player wanted to be the first to make a big mistake. Robert chose to go with a “Barents on Two” strategy as the Allied player. A slight Axis gamble worked on turn 2 as the 4 U-boats broke control of the North Sea against 9 ASW. On turn 3, the Allies retreated to cover the hole, leaving the Axis with a 4 POC advantage. The Allies moved to re-establish the blockade of Germany on turn 4 and got a convoy through to Russia. However, the Italian cruisers with U-boat support took the South Atlantic Ocean and sunk a carrier. Turn 6 saw the Allies strike a major blow as 13 ASW in the North Atlantic not only held control against seven U-boats, but sunk five, thus crippling the U-boat force for the remainder of the game. Turn 7 saw 3 POC for the convoy tie the game at 0 POC. Just as momentum seemed to be with Robert’s allies, two battleships failed speed rolls into the Barents Sea. Axis airstrips disabled two British ships and sank two others. The British never recovered, as the Axis won control of the Barents Sea and sank the British convoy to secure the 1 POC victory and the title.

Half the games were played with no bids, a quarter with POC bids to play the Allied side and a quarter for the Axis. The Axis won 30 games, the Allies won 23, and five games were draws.

GREAT CAMPAIGNS OF THE AMERICAN CIVIL WAR

More than half of the players of the individual games participated in the overall tournament, Joe Bellas won the overall championship.
for this series of five games. He amassed a record of four decisive victories, five substantive victories, six marginal victories and only one defeat (decisive). Second place went to first-timer Paul Tisevich who won two of the individual tournaments this year. These were followed by Forrest Speck, John Clere and Bruno Passacantando (‘95 champ).

Additionally, the “grand campaign” linking the maps together was also conducted, under the overall commands of Steve Katz (Union) and Ken Lee with subcommanders rotating in and out as their convention time permitted. Lee (Ken as R.E.) planned to recreate the 1863 campaign in Pennsylvania, but aggressive play by Katz made this difficult, resulting in circuitous maneuvers in the Blue Mountain area. Lee eventually turned on the Union troops in his rear in the Shenandoah valley and moved toward Snicker’s Ferry and an open path to Alexandria. In the ensuing mad dash, the Confederate troops captured Alexandria, but failed to get across the Potomac to take Washington.

This left Ewell’s troops out of the running and they surrendered in York, Pennsylvania. Although the Union capital was saved, the thrashing handed out by Jackson and Longstreet along the way gave the Confederacy a substantive victory. The grand campaign lasted 39 turns in the same weight of Jackson’s army against Union forces for The Black Death in Kenny Rothenstein’s Flank March) over John Clere. Forrest required a hot streak of six initiatives in a row to occupy Chancellorsville. This was poetic revenge for his 1995 loss to Bruno in the SJW final.

STONEWALL’S LAST BATTLE 12

Though listed as a demo in the program, this tournament was given full status at the last minute. The first two rounds involved play of the Salem Church scenario, which proved to be balanced with an average score of 8.4 points (Union minimum victory requires 9). The semifinals involved Brandy Station, which led to one-point defeats of Mark Bailey and David Cross’ Confederates. Forrest Speck emerged as champion with a victory in the final (The Great Flank March) over John Clere. Forrest required a hot streak of six initiatives in a row to occupy Chancellorsville. This was poetic revenge for the champion, who lost two ancestors in the actual battle.

OTHER NEW GAMES

LONDON’S BURNING 16

This new release drew players to a two-round tournament, in which players had to play the British in one round and the Germans in another and summed their points from each. They played to September 3 (three weeks) on the calendar using historical weather to minimize deviations between games.

Michael Sims won both of his games and finished with a total score of 53 for first place. Rick Mans earned second with 48. Mike Metcalfe finished third with 47, having earned the highest German score in the tournament (33). He beat Chris “sans parachute” Villeneuve in that game, whose dice repeatedly failed him on the Bail Out Table—even over land. John Coussis won fourth place with 43.

On a side note, Ted Racier reported that he played LONDON’S BURNING in open gaming at the convention and came in third in a two-player game. Ted explained that he and a buddy played as British wingmates and the system-run Germans won the game with his score being the lowest British score.

Next year, entrants will play the short scenario (Eagle Week) only.

AGE OF RENAISSANCE 30

The demonstration tournament of this latest multi-player release received an enthusiastic reception, despite the components being of playtest quality. Each of two heats sported three six-player games, while the final was accompanied by two pickup games of eager wheelers-dealers furthering the mercantile interests of London, Paris, Hamburg, Barcelona, Genoa and Venice.

In the final, bids for position were as high as 10 (Paul Harold, Venice). By turn 3, Kathy Stroh’s Genoa had purchased the notorious Holy Indulgence advance, sapping expansion markers from those without it. Joel Tamburo had managed to advance in each of the six different categories (Science, Religion, Commerce, Communication, Exploration and Civics) and began buying off the misery of London’s poor. Meanwhile, Venice had acquired The Heavens and was therefore able to navigate the waters of the Black Sea. During turn 4, Kathy was responsible for The Black Death in Kenny Rothenstein’s home area (Spain), while Barcelona was further crippled with a Civil War.

Halfway through the game Charles Hickok’s Paris led with 330 in advance purchases, followed closely by Mike May’s Hamburg. In turn 5, Hamburg was first to reach the Far East’s rich sources of Silk and Spice, and compounded his success by playing the Papal Decree card, thus prohibiting London and Barcelona from pursuing the development of Ocean Navigation to follow in his footsteps. London’s ire found expression in the War card. But even against Gunpowder and Nationalism, Hamburg prevailed. This forced London to cede Bergen’s Fur market.

During the eighth and final turn, Hamburg played the Enlightened Ruler, effectively thwarting the venomous plans of jealous city-states. Paris sold the false allure of Alchemist’s Gold to the cash-rich Venetians. A frenzied assault on Silk provinces took place, as players realized all three silk commodity cards were being hoarded for the final card play phase. However, the lower odds of competition success for the late-moving players foiled their attempts and Mike May (Hamburg) held on for the victory, having acquired all but three of the 26 advances, for a 1875 total. Kenny Rothenstein just edged Charles Hickok for second, with Kathy Stroh close behind them. The two players who were not play testers for the game pulled up the rear, illustrating the decided advantages of knowing the nuances of this subtle game.

The pre-publication display of the game’s card art will no doubt generate a large field for the next AvalonCon.

(CONTINUED NEXT ISSUE)
Many rulers have attempted to achieve WORLD DOMINATION.

From the beginnings of recorded history, despots have tried to rule the world. Many have come close, only to be swept away by the tide of history. We invite you to try your hand at managing empires spanning from ancient Sumeria to Kaiser Wilhelm’s Germany on the eve of the First World War. Perhaps you can redirect the tide of history before it sweeps your capital away.

In computer HISTORY OF THE WORLD, you plan the strategy:
* Will you try to expand or fortify your defenses?
* Which nations will you conquer?
* Whose monuments will you topple?
* When will you deploy your secret weapons?

Based upon the top-selling multi-player boardgame, the computer version provides enhancements like a running score, tips for your next attack and help on demand. From 1 to 7 players compete against each other or the game’s Artificial Intelligence in sweeping battles across the surface of the globe.

Hardware requirements:
486-DX2 50 MHz processor
10 Megabytes free on hard drive
2x speed CD-ROM drive
640 x 480 256-color graphics display
Mouse
Sound Card Optional

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
4517 Harford Road, Baltimore, MD 21214
410-254-9200 FAX: 410-254-0991
http://www.avalonhill.com
Available at your favorite game retailer or direct from us (call toll free 1-800-999-3222).
LEGENDS & LEGIONS '97
February 14-16, 1997, Tallahassee, FL
Held at the Collegiate Village Inn, this event includes RPG, card, board and miniature gaming, plus painting contests, dealers and auction. $40 registration. Write NGPA-CON, 217 Columbia Drive, Tallahassee, FL 32304 or call (904) 575-6722.

TOTAL CONFUSION XI
February 20-23, 1997, Andover, MA
Held at Rolling Green Inn, this event includes D&D, role-playing, card, miniature and board gaming. $40 registration, pre-registration is $30. Write Total Confusion, PO Box 403, N. Chelmsford, MA 01863-0403 or call (508) 251-9321.

JAXCON '97
February 21-23, 1997, Jacksonville, FL
The South's longest-running gaming convention is held at the Ramada Inn, 5865 Arlington Expressway, and features fantasy RPG, miniatures, ACV, D&D, TRC, SQL, including the Florida championships in the latter two. Write Jaxcon, PO Box 14218, Jacksonville, FL 32206-4218 or call (904) 724-7086 or email jaxcon@aol.com.

THE 1997 MIDWEST OPEN
March 1-2, 1997, Kenosha, WI
This event features chess, go, shogi and other board games. Contact Kenosha Chess Club, PO Box 277, Greeneville, TN 37654 or call (423) 684-8238.

PREZCON '97
March 6-9, 1997, Charlottesville, VA
This fourth annual boardgaming convention will be at the Best Western Mount Vernon Hotel at routes 29 and 250 by-pass and will feature a large dose of Avalon Hill boardgames, plus some card games and SF miniatures, plus demos, game sale and dealers. Registration is $25 and pre-registration by February 15 gains a T-shirt or hat. Contact PrezCon, Inc., PO Box 4661, Charlottesville, VA 22905 or call (804) 977-1962.

COASTCON XX
March 20-23, 1997, Biloxi, MS
Features dealers, movies, live-action RP, miniatures, computer gaming, art, painting and writing contests and an auction. Pre-registration is $30 by January 1, $35 by March 1 and Registration is $40 at door. Contact PO Box 1423, Biloxi, MS 39534-1423 or call (601) 435-5217 or email coastcon@aol.com.

EGYPTIAN CAMPAIGN 1997 • March 28-30, 1997, Cardonald, IL
This tenth annual convention attracted over 650 participants in 1996. Held on the campus of Southern Illinois University, it features RPG, card games, boardgames and miniatures. Registration is $12 at the door; $10 for pre-registration. Contact S.U.I.U. Strategic Games Society, Office of Student Development, 3rd Floor Student Center, Cardonald, IL 62901-4425 or call Joel Nadler at (618) 529-4630 or email ejnadeom@aol.com or http://www.siu.edu/departments/sose/gamesoc.

SPRING OFFENSIVE VII
April 11-13, 1997, East Peoria, IL
Presented by the Tri-County Gaming Association, this convention at Illinois Central College features historical and fantasy miniatures, boardgames, cards and fantasy role-playing as well as dealers and conventions. Write the association at 1293 Peoria St., Washington, IL 61571 or call (309) 444-4640.

1997 ASL OPEN IN CHICAGO
April 18-20, 1997, Burr Ridge, IL
The 1997 format for this ASL con expands to seven rounds over three days. Pre-registration is $15; $18 after March 1. Write Louie Tokarz, 5724 W. 106th St., #2E, Chicago Ridge, IL 60415 or call (708) 857-7060.

POINTCON XX
April 18-20, 1997, West Point, NY
Sponsored by the The Cadet Wargames Committee, this convention will be held at the historic West Point Academy in Eisenhower Hall and features boardgames, cards and miniatures, including fantasy and sci-fi as well as historical games, plus an auction and dealer exhibits. Contact the committee at PO Box 62, West Point, NY 10996 or “B” Company, PO Box 4163, Clifton, NJ 07012 or call (201) 473-2900.

GAMECON 10
April 19, 1997, Tyson’s Corner, VA
This day-long (8am-8pm) con at the Westpark Hotel on Rt. 7 near Dulles Airport is sponsored by NOVAG and features historical and science fiction miniature wargaming, flea market and vendors. Admission is $15; $3 for NOVAG members. For more information write NOVAG, PO Box 23660, Chantilly, VA 20153 or email novag@mail.com or fax (703) 421-7524 or visit http://www.mail.com/novag.

ASL SOUTHERN CROSS
May 23-25, 1997, Knoxville, TN
This convention features a five-round main event and a three-round Saturday only event. Write John Skillman, PO Box 277, Greenville, TN 37744 or call (423) 638-4256.

BORDEN ASL TOURNAMENT
May 23-25, 1997, Borden, Ontario, Canada
Held at Canadian Forces Base Borden (north of Toronto) is a first annual tournament with five rounds of ASL action. Registration is CdS$20. On-site accommodation is available. Contact Base Borden Wargamers Club, 207 Saskatchewan Blvd., Borden, Ontario, Canada, LOM 1CO or acooke@interhop.net or Blair Bellamy at (705) 737-0783.

GAMEX 12
May 23-26, 1997, Los Angeles, CA
Held at the LA Airport Wyndham Hotel, this features all types of family, strategy, adventure, card, role-playing, miniature and computer gaming, plus flea markets, auction, exhibit hall, seminars, demonstrations and special guests. Write Strategicon, 333 N. San Fernando Blvd., Burbank, CA 91502 or call (818) 848-1748.

HISTORY OF THE WORLD
This popular multi-player empire-building game has been our most sought-after boardgame property. Colorado Computer Creations won the contract for converting the game to the computer age and took only two years to bring it to cyberspace! Now PC gamers with Windows and a CD reader can enjoy the panoramic spectacle of the rise and fall of the world’s greatest civilizations from the ancient Sumerians to the start of World War I against computer opponents and/or one-to-six other players—either live or by email. The game’s standard operating procedure lends itself to a convenient form for relatively quick email games.

The computer version adds diversity to its award-winning predecessor while remaining largely faithful to the original. Not restricted by the physical constraints of playing pieces and cards, the player base has been expanded to allow seven players to participate instead of the original six by restoring the Sumerians to full play document each game’s actions with its own particular history of the world. Of course, a player need not gather five friends with five hours to kill in order to play, because AI opponents, saved games and email play supply an endless string of opposition and opportunity.

Hardware requirements:
• 486 DX2 50 MHz processor
• 10 Megabytes of free space on hard disk
• 2x speed CD-Rom drive
• 640 x 480 256-color graphics display
• Mouse
• Sound Card optional

—Don Greenwood

COMING ATTRACTIONS

CONVENTION CALENDAR
Gaming an overall rating of 3.3, volume 30, number 6 was the most popular of the year. The historical variety, new game coverage, historical maps and bonus variant counters all contributed significantly to reader pleasure. World War II buffs missed their favorites, but did not upbraid the editor much on that account. Votes for Lawler's article on an old Napoleon game show very strong support for this period of history. The articles on HANNIBAL: ROME VS. CARTHAGE also showed reader interest in ancient history and highly-playable games. The return of the Design Analysis column with the wisdom of veteran game-designer Richard Berg also pleased many.

Testimony to an Epic Struggle .................................. 235
Sweden Makes Eight ......................................... 218
Design Analysis—Random
Acts of Violence .............................................. 200
Causes and Strategy of the 2nd World War ... 182
Germaino 101 .................................................. 164
Good Habits for PC Advanced Civilization 73
Evolving more Visions ......................................... 55
How to be an Avalon Hill Air Baron ............ 36
Staff Briefing with Ben Knight .................... 18

Among the games you are playing these days, computer wargames are a small, but growing share, although old, WWII favorites, such as ASL, PANZER LEADER and UP FRONT, continue to fill gaming hours for many. Newer games HANNIBAL, LONDON'S BURNING and STONELLA'S LAST BATTLE are being adopted quickly.

Unfortunately, I still am not receiving as much timely reader feedback as I’d like. Some of you also tend to send the “rate the issue” and “contest” entries to me a little late. Perhaps the problem is the age old “what’s in it for me” syndrome. Well, here it is: from hence forward I will conduct a random drawing from among the submissions of “rate the issue” responses and the selected one will receive a free one-year subscription or renewal to The GENERAL. This may present a stumbling block to people who prefer to remain anonymous with their comments, but I will only look at the name of the drawn winner (and of course the drawing will be random and unrelated to the tenor of your remarks and ratings). Of course, anonymous ratings still will be accepted and compiled with the others. For the contest winners, we will increase the reward to $15 effective with Contest #179.

Games magazine (December issue) has come out with their list of the top games from 1996 and Avalon Hill plays a prominent role again. The latest addition to their Games Hall of Fame is CIVILIZATION, credited for exerting a powerful influence on the games industry, including the empire-building craze in computer games (by the way, the licensed French edition is now available). Already on the list of 20 inductees are ACQUIRE, DIPLOMACY and TWIXT. On this year’s list of the top 100 games are: STONELLA'S LAST BATTLE, MACHIAVELLI, HANNIBAL: ROME VS. CARTHAGE and GERONIMO (four of eight Strategy and Conflict games cited).

Our congratulations go out to Pitt Cramdowne of Brookline, Massachusetts, for winning the DIPLOMACY tournament at World Dipcon VI (held at Origins ’96) and to Team Sweden for taking the honors in the team tournament. Those “newcomers” interested in information about the ever-popular play-by-mail DIPLOMACY hobby can contact W. Andrew York, P.O. Box 2307, Universal City, TX 78148-1307 or andrew@awl.com. For email game information, contact manus.hand@evolving.com.

Let’s applaud the arduous efforts of wargame club officers for their time-consuming efforts. The expanding Games Club of Maryland is helping the hobby by pushing publicity for Prez ’97 and sponsoring TNT ’97 (contact Keith Levy, 7310 Kathlydale Rd., Baltimore, MD 21207 for tips on club creation). Meanwhile, the Windy City Wargamers continue their excellent service to the hobby with the spiffy newsletter Intelligence Report and annual ASL convention (contact Louie Tarkacz, 5724 W. 106th St., Chicago Ridge, IL 60415).

Contest #177 (Does it Matter if London’s Burning?) dealt with a relatively new game (perhaps too new for doing a contest so soon—I guess I’ll hold off on the HANNIBAL contest for awhile). The contestant submissions showed a surprising facility to recognize almost all of the crucial aspects of the interception problem. Nobody hit all the elements exactly correct, however. Thus, I resorted to the age-old method of blind grading the responses (a “minus two” here and a “minus one-half” there and shake it all about). I marked down the most points for failing to recognize that you did not have time to stand-by on the target or could not take on the fighters first, but I was more forgiving of the assumption of some that “out-of-the-sun” was better than coming “head-on.” As a result the winner is—oh, is this true?—Andrew R. Maly of Bel Air, Maryland, showing us all that he knows his stuff and that his tips on pages 7-12 are worth noting. Mr. Maly earns a $10 merchandise certificate and the Prime Minister’s gratitude.

Contest #178 (The Return to Paris) challenged contestants’ knowledge of combined operations in THIRD REICH in an operation to liberate Paris. The situation severely restricted British options. The goal of linking a liberated Paris to a port meant that an offensive could not be launched from St. Nazaire (the German armor south of the Loire and the infantry in Rennes and Caen would block the needed line of communication). Therefore, the armor in St. Nazaire would have to be in supply so that it could be used in a breakthrough/exploitation operation at either Caen or Calais. Hence, one of the four British fleets must first run supply to St. Nazaire. This, then presents a problem for the British. The remaining three fleets, no matter how they rebase, could not possibly carry both armored units to an invasion hex (roling out an attack on Calais). By process of elimination, only one hope remains: send transport into Cherbourg and an armored breakthrough attack at Caen followed by an exploitation attack on Paris.

The two armor must be sea transported to Cherbourg. From Cherbourg, one armor will attack Caen with air support. The best allocation of the air factors will be two for ground support at Caen and six for ground support at Paris. The two and six could be swapped with no effect on the odds, but committing fewer to the first attack veils intentions and keeps a larger air force ready for other duties, should the whole operation collapse somewhere before the attack on Paris.

The Germans, realizing the threat, will try to intercept the three fleets carrying the armor units from St. Nazaire and Portsmouth to Cherbourg (at an 11-18 hex range). As shown in the table below, the aggregate probability of both British armor units successfully transporting the Prime Minister's gratitude. 11.1 per cent. The attack on Paris at 10-6 has an 83.3 per cent chance of liberating Paris. The cumulative chance of success is the multiplication of those three probabilities: 26.1 per cent.

Coming Up Next Issue:
HANNIBAL: ROME VS. CARTHAGE,
CAVEWARS AND SOLITAIRES

<table>
<thead>
<tr>
<th>Occurrence Probability</th>
<th>GE Saves Paris</th>
</tr>
</thead>
<tbody>
<tr>
<td>33.3%</td>
<td>0.0%</td>
</tr>
<tr>
<td>55.6%</td>
<td>0.0%</td>
</tr>
<tr>
<td>11.1%</td>
<td>11.1%</td>
</tr>
<tr>
<td>Total</td>
<td>11.1%</td>
</tr>
</tbody>
</table>
A rock
Food
An assault buggy
Pointed sticks
Six, two-tonworms
Half-a-dozen Gakkar in flex body armor
Eight cities, slightly scorched

A few vampires

Pain

Fourteen really pissed off, six foot rats
A cannon-wielding magician

Eighteen feet, fire-spouting devil

Gigantic bats

Several mean and scary things

Engineers building day and night
### National Arrivals in **MAHARAJA**

<table>
<thead>
<tr>
<th>Nations</th>
<th>Army At Start</th>
<th>On Board Short Game</th>
<th>Changes By Turn: 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>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pandavas</td>
<td>8 south-2 (Ganges)</td>
<td>4</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>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Greeks</td>
<td>6 Afg, Persia</td>
<td>6L-2</td>
<td>3</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>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Afghans</td>
<td>6</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Marathas</td>
<td>12 south-2 Maharashtra</td>
<td>6</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>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cholas</td>
<td>12 (Ganges)</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mauryans</td>
<td>27 Afg, Asia</td>
<td>M:12</td>
<td>6</td>
<td>4</td>
<td>L</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>
<td></td>
</tr>
<tr>
<td>Harappans</td>
<td>9 (Indus)</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sinhalese</td>
<td>5 Ceylon-1 Lanka</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sikhs</td>
<td>6 north-1 Lakhore</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rajputs</td>
<td>12 north-2 Asia, China</td>
<td>M:10</td>
<td>4</td>
<td>2</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>
<td></td>
<td></td>
</tr>
<tr>
<td>Gupta(s)</td>
<td>27 (Mauryan)</td>
<td>From Mauryas</td>
<td>MCL</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>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Muslims</td>
<td>22 south-2 Persia, Afg</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Moghuls</td>
<td>22 n-2, s-1 Asia</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Portuguese</td>
<td>3 Arabian Sea</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dutch</td>
<td>2 Indian Oc.</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>French</td>
<td>3 Indian Oc.</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>British</td>
<td>8 Arab./Ind.</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### KEY:
- **L** = Leader
- *Except in Short Game* = P = End Population Growth
- **M** = Major Invasion
- **B** = Minimum of 6 British Armies
- **S** = Population Growth in South only
- **italics (Guptas)-Raj** = pts. possible
- **Underline-boats**

### National Arrivals in **MAHARAJA**

<table>
<thead>
<tr>
<th>Nations</th>
<th>Army At Start</th>
<th>On Board Short Game</th>
<th>Changes By Turn: 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>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pandyas</td>
<td>8 south-2 (Ganges)</td>
<td>4</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>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Greeks</td>
<td>6 Afg, Persia</td>
<td>6L-2</td>
<td>3</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>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Afghans</td>
<td>6 Afghanistan</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Marathas</td>
<td>12 south-2 Maharashtra</td>
<td>6</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>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cholas</td>
<td>12 (Ganges)</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mauryans</td>
<td>27 Afg, Asia</td>
<td>M:12</td>
<td>6</td>
<td>4</td>
<td>L</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>
<td></td>
</tr>
<tr>
<td>Harappans</td>
<td>9 (Indus)</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sinhalese</td>
<td>5 Ceylon-1 Lanka</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sikhs</td>
<td>6 north-1 Lakhore</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rajputs</td>
<td>12 north-2 Asia, China</td>
<td>M:10</td>
<td>4</td>
<td>2</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>
<td></td>
<td></td>
</tr>
<tr>
<td>Gupta(s)</td>
<td>27 (Mauryan)</td>
<td>From Mauryas</td>
<td>MCL</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>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Muslims</td>
<td>22 south-2 Persia, Afg</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Moghuls</td>
<td>22 n-2, s-1 Asia</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Portuguese</td>
<td>3 Arabian Sea</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dutch</td>
<td>2 Indian Oc.</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>French</td>
<td>3 Indian Oc.</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>British</td>
<td>8 Arab./Ind.</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>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### KEY:
- **L** = Leader
- *Except in Short Game* = P = End Population Growth
- **M** = Major Invasion
- **B** = Minimum of 6 British Armies
- **S** = Population Growth in South only
- **italics (Guptas)-Raj** = pts. possible
- **Underline-boats**
68. STALIN DENOUNCED:
Stalin’s excesses are denounced at the Party Congress. Everyone with a strength in KGB ages 1 SP. Not playable when Stalin is alive.

69. SPUTNIK:
The launch of Sputnik enhances the international image of the Soviet Union. The defense minister may not be purged in this turn.

70. HUNGARIAN REVOLUTION:
Hungarian Marxists seek to redefine revolution. Soviet tanks correct their thinking. Defense Minister ages 1 SP. The first purge attempt must be versus the Foreign Minister at -2 to the die roll.

71. SIBERIAN EXPERIMENT:
The opening up of Siberian steppes to wheat production creates dust bowl. The first purge must be versus the Economy Minister at -2 to the die roll.

72. OPENNESS TO THE WEST:
New openness allows Solzhenitsyn to publish works exposing the horrors of the Gulag. The first purge attempt must be versus the KGB head by the head of Ideology at a -2 to the die roll.
ENCLOSE (WITH PAYMENT)
INSIDE ENVELOPE

ENCLOSE (WITH PAYMENT)
INSIDE ENVELOPE

ENCLOSE (WITH PAYMENT)
INSIDE ENVELOPE
Here are a few more randomly selected comments from the subscriber survey conducted in December 1995/January 1996. I am sure that I have not pleased everybody with the directions I have taken in the recent year, but at least you can see here some of the basis for my decisions—or at least the basis for continued grumbling, if I chose to not take the advice. I think it useful to try to stay in touch with the interests of the readers. Please feel free to send in additional comments and the "rate the issue" feedback form found on page 32 of every issue. Obviously, part of my task is attracting new readers who haven't sent me such feedback. Nonetheless, the views of current readers are highly valued.

---SKT

Since 1979, I have played SQL then ASL 99% of the time. I have everything put out by AH on SQLASL and more is better! I do read every issue of The GENERAL cover to cover though.

---Texas

Cut back AvalonCon coverage, more military game coverage, more Victory Game coverage, each new game should get some attention, each issue should have something for each interest, more scenarios and variants.

---Wisconsin

More articles on AH games and future games and AH Philosophy. Series replays are great. Talk about other companies is okay and maybe other games, but concentrate on AH products. Less on AvalonCon—seems like over 50 per cent of most issues.

---Indiana

I play more of the older games that do not get much coverage in recent issues. I understand the hobby and The GENERAL must move forward and that I may be left behind. At that time, the magazine loses its value and I will not renew. My favorite games are PANZER LEADER/PANZERBLITZ, RICHTHOFEN'S WAR and MIDWAY (old version). I would like to see variants and scenarios on these games.

---Colorado

Avalon Hill needs a Web page. Delivery of The GENERAL needs to be closer to every two months.

---California

Our web site is http://users.aol.com/ahgames/avalon.html

I would like to see alot more sale ads on second-hand games or even old issues of The GENERAL.

---Ohio

I presently own ≥ 70 AH/VG games. However, lately, very little in the magazine interests me. My line is war/sf boardgames. You are devoting too little to these.

---Florida

Include more ads to reduce the cost of subscription.

---Alabama

The GENERAL keeps telling me computers are "in" and boardgames are on their way out. [The former does not imply the latter at all!] I would jump up and click my heels and dance a jig if you banned computer, sports and leisure games.

---New York

Thank you for your survey and interest in readers. First of all, I love AH games and will probably always subscribe to The GENERAL. Though some of the articles are of no use to me, I understand the direction both the magazine and company are taking. Having no children myself, I asked my teenage cousin his interests. He shies away from complexity, which I like, and cut his teeth on D&D, which I have outgrown. We find a middle ground in easy-to-set-up, easy-to-learn, quick-playing games like GETTYSBURG or independent rail games. Though computer games have all the advantages where record-keeping is a bore, I'm one who still doesn't mind setting up counters on the kitchen table and working through the complexity with a fair-minded opponent. Anyway, the short of it is, I agree with you that the young are the future, and yes, probably computer games will appeal to them more. As for The GENERAL, I like variety and the best ad space for a game is an article about it. I have bought a dozen of your games that I otherwise would not have, after reading an article on its tactics or design. I really appreciated the occasional insert of a counter sheet for variants for subscribers.

---Colorado

I would like more design theory, introduction of new counters in ASL, AIR FORCE, DAUNTLESS. A complex game of WWII naval warfare would be great, one where you really get into the characteristics of each ship and sub and their relationships to aircraft and shore batteries.

---Alaska

The GENERAL should focus more on strategy games. I am really disappointed in all the attention to leisure games and "historical" games. As the name "the General" implies, it must be more focused on wargames. That is the reason why I subscribe to it.

---Sweden

Too much emphasis on leisure or light-weight games. I want A3R, RISING SUN, ASL and oldies. I prefer "shot-gun" issues.

---Connecticut

Although I don't own a computer with CD-ROM at the present, I intend to get one as soon as possible.

---Arkansas

The selection of computer games in the Avalon Hill collection is limited. All boardgames are going to computer. UNDER FIRE was one of the best military games I have ever played to date.

---Illinois

You might try articles that combine history and a game to better demonstrate how the games give you a feel of actually being there. It's what I do to talk my daughters into trying one of Dad's games.

---Arizona

Computer games appear to be taking over (especially with the younger generation in my observation). I was an avid boardgamer (own over 70 titles), but find computer play the best, perhaps because of difficulty finding opponents for boardgames (and more rapid setup and play). I suggest your magazine increase its computer game coverage.

---Michigan

It's been a little over a year since I allowed my subscription to expire. I felt the time had come to switch my gaming interests to computers. Now, however, I feel differently. In my opinion, no computer game can equal that bit of excitement I feel when I pop open a boxed wargame, examine the pieces and can take in the gameboard all at once and even start to plan little tactics based on this overview. Again, what computer game can compare to an historic boardgame that is set up in my den showing off in full color its artwork and practically begging you to do better than history? I'm switching back to 65%-35% boardgames over computer games. It's good to be home again.

---Missouri

I don't expect to renew, because very little is devoted to computer games.

---Indiana

When I buy a computer game, my kids will read The GENERAL articles covering that game. Until then, they are just not interested.

---Oklahoma

I would like an informational example of play article on new games, such as GERONIMO and LONDON'S BURNING soon after or even prior to their release.

---South Dakota

Good work by all! Keep it the same good product—don't ignore either board or computer games.

---Pennsylvania
I prefer more coverage of AvalonCon and hobby news.

—Pennsylvania

I especially like articles which expand the scope of an existing game, especially adding additional planes or rules (for example, flak or bomber rules to MUSTANGS). Good luck, I’ll keep reading.

—Washington

I like the historical background on the games. I have been disappointed that you have never touched the final western German offensive in WWII called Northwind against the US 7th army.

—Mississippi

Do not forget the company’s roots.

—Kentucky

I plan to buy some of your World at War computer games. I own a Macintosh and would like to see more available for this machine. More articles on UP FRONT/BANZAI/DESERT WAR, please.

—California

I’m angry that you want to phase out boardgames in favor of computer versions. Boardgames feel more nostalgic, more personal. In our rapid, technological world, simplicity and a player's physical presence (or a quiet solitaire game) provide much more enjoyment than an impersonal screen. Please keep standard boardgames in circulation.

—California

My time is spent playing multi-player family games like MERCHANT OF VENUS, CIVILIZATION and MAHARAJA.

—Oregon

I don’t play ASL or computer games. With all the space devoted to them, to AvalonCon, and to historical articles or humor, not so many pages remain for strategy articles on games I might actually play.

—Pennsylvania

The graphics quality of The GENERAL has improved immensely in recent past, and that is good. However, I did not much care for the content changes. In particular, I felt there has been too much coverage of computer games, too much pointless stuff like “Rhetoric of Games” and paper planes, unfunny cartoons.

cyberspace

I like the computer game articles and Series Replays. I like an issue which has a little something for everyone. It’s a great magazine!

—Canada

If I don’t see much more computer stuff, I’ll not renew again. Run a tutorial series on basic military strategy and tactics from the Civil War forward.

—West Virginia

---

**TEAM TOURNAMENT STANDINGS**

1. Jerry's Kids: Byron Stingley TPS 6, Michael Arrighi BKN 0, Joe Bellas HCR 7, Jeffrey Otto RTG 0 = 13 [102]
2. Team Dolly: D. Greenwood BKN 1, R. Pfeiffer ADV 8, B. Cleary FBS 0, S. Greenwood HS 0 = 9 [168]
3. AHIKS Europe I: H. Gratz A3R 1, M. Cowles BKN 2, N. Frydas W&P 6, T. Oleson TPS 0 = 9 [109]
4. Will Game for Food: E. Beach SIV 7, E. Kraska SOA 0, F. Speck HCR 2, R. Rooks SJW = 9 [81]
5. Token Female: M. Ehlers ROR 8, L. Ehlers ACV 0, J. Clark HWD 0, O. Loeyendecker ASL 0 = 8 [281]
6. Junta: E. Anderson ATS 0, J. Emery BKB 0, B. Young UPF 0, S. Pfeiffer BRI = 8 [816]
7. Manly Men: B. Reiff FBS 7, K. Gutermuth MMS 0, J. O'Donnell SCA 0, K. Good ABN 0 = 7 [217]
8. Game Gangstas: M. Nagel UPF 0, J. Matt ATS 3, M. Stackhowski HWD, R. Schoonen MBB 4 = 7 [194]
9. Idaho Non-Militia: C. Kratz ADV 0, L. Kratz RBN 0, Lu Kratz F15 7, J. Kratz AUC 0 = 7 [162]
10. NOVA: T. Bender SCA 7, C. Hansen CVW 0, G. Clay A3R 0, S. Munchak 830 0 = 7 [150]
11. Band of Fools: R. Freeman WAS 0, M. Gutfreund BKN 0, T. Gregorio AKR 6, L. Lescault A3R 0 = 7 [125]
12. Last Good Warriors: M. Crowe GBL 0, M. Ussery YIP 2, M. Kratz HWD, J. Klein MOY 0 = 7 [91]
13. Old Guard: R. Heller B91 0, J. Grant RFT 0, M. Hernandez AUC 0, M. Koleszar AUC 0 = 7 [246]
15. Koleszar Plot: S. Koleszar TTN 3, L. Koleszar MOV 0, J. Koleszar GUE 0, M. Koleszar AUC 2 = 5 [176]
16. Dudley's Do Rights: T. Proksch VIP 0, D. Tiane WTP 2, J. Zollitsch PZL 2, G. Dudley BKN 0 = 4 [174]
17. Klingen Delegation: C. Ackman TTN 1, K. Stroh HWD 2, B. Navolis MOV 0, S. Squibb GUE 0 = 3 [246]
18. Da Pretzelboys: P. Pomrantz ASL 0, J. Paull UPF 2, G. Couuter HWB 1, A. Maly WRS 0 = 3 [213]
19. Corn Tippers: D. Long ELA 0, B. Eshelman BKN 3, J. Minier MUS 0, D. Brooks ACQ 0 = 3 [135]
20. Game Knights II: C. DeMarco ADV 0, W. DeMarco DLW 0, M. Destro TVW 2, K. Welsh SQL 1 = 3 [113]
21. Sakr-el-Bahr: C. Severance BKB 1, A. Mardis GER 1, S. Katz RTG 1, P. Wamsley ACQ = 3 [89]
22. Ghosts: C. Hickok ACV 2, L. Lingle WAT 0, D. Culhane CVW 1, L. Hess 123 0 = 3 [91]
23. Vanguard Victors: B. Romaniecki ROR 0, M. Kaye VIP 2, M. Romaniecki HWD 0, M. Lescault CMS 0 = 2 [253]
24. Boys on the Hill: S. Tucker MMS 0, B. Knight TYX 1, M. Simonitch WTP 0, B. Levay ABN 1 = 2 [230]
25. Reservoir Dogs: J. Doughan BKN 2, J. Tracy ASL 0, P. Barcafer MAJ 0, M. Fagan A5A 0 = 2 [224]
<table>
<thead>
<tr>
<th>EVENT</th>
<th>WINNER</th>
</tr>
</thead>
<tbody>
<tr>
<td>Across Five Aprils 30</td>
<td>David Metzger</td>
</tr>
<tr>
<td>Acquire 32</td>
<td>Al Bingaman</td>
</tr>
<tr>
<td>Adel Verpflichtet 59</td>
<td>Ray Pfeffer</td>
</tr>
<tr>
<td>Advanced Civilization 28</td>
<td>Joe Gunderson</td>
</tr>
<tr>
<td>Advanced Third Reich 31</td>
<td>Michael Mitchell</td>
</tr>
<tr>
<td>Age of Renaissance 30</td>
<td>Mike May</td>
</tr>
<tr>
<td>Air Baron 118</td>
<td>Jack Jaeger</td>
</tr>
<tr>
<td>ASL 110</td>
<td>Tom Morin</td>
</tr>
<tr>
<td>Attack Sub 40</td>
<td>John Emerly</td>
</tr>
<tr>
<td>Auction 32</td>
<td>Bruce Monnin</td>
</tr>
<tr>
<td>B-17 32</td>
<td>Robert Hamel</td>
</tr>
<tr>
<td>Blackbeard 43</td>
<td>John Kilbride</td>
</tr>
<tr>
<td>Breakout: Normandy 54</td>
<td>Hank Burkhalter</td>
</tr>
<tr>
<td>Britannia 55</td>
<td>Scott Pfeffer</td>
</tr>
<tr>
<td>Candidate 30</td>
<td>Ken Ostermuth</td>
</tr>
<tr>
<td>Circus Maximus 64</td>
<td>Bruce Monnin</td>
</tr>
<tr>
<td>Decathlon 39</td>
<td>John Weber</td>
</tr>
<tr>
<td>Dinosaurs of Lost World 22</td>
<td>Christina Hancock</td>
</tr>
<tr>
<td>Diplomacy 50</td>
<td>Will Wible</td>
</tr>
<tr>
<td>Dune 22</td>
<td>Bruce Bernard</td>
</tr>
<tr>
<td>Empire: In Arms 27</td>
<td>Christian Goetz</td>
</tr>
<tr>
<td>Enemy In Sight 36</td>
<td>Fred Gosnell</td>
</tr>
<tr>
<td>Facts in Five 25</td>
<td>Luke Kratz</td>
</tr>
<tr>
<td>Flight Commander II 19</td>
<td>Stan Buck</td>
</tr>
<tr>
<td>Football Strategy 30</td>
<td>Bruce Ruhl</td>
</tr>
<tr>
<td>Greed 23</td>
<td>Randy Cox</td>
</tr>
<tr>
<td>Guerilla 30</td>
<td>Caleb Cousins</td>
</tr>
<tr>
<td>Gunfighter 22</td>
<td>Steve Kolinich</td>
</tr>
<tr>
<td>Hannibal 58</td>
<td>Thomas Druceding</td>
</tr>
<tr>
<td>History of the World 102</td>
<td>Keith Levy</td>
</tr>
<tr>
<td>History of the World w Bid 55</td>
<td>James Pei</td>
</tr>
<tr>
<td>Kingmaker 36</td>
<td>Justin Thompson</td>
</tr>
<tr>
<td>Kremlin 20</td>
<td>Sean Cousins</td>
</tr>
<tr>
<td>Machiavelli 33</td>
<td>Mark Franchiscini</td>
</tr>
<tr>
<td>Maharaja 20</td>
<td>David Ganti</td>
</tr>
<tr>
<td>March Madness 41</td>
<td>Jon Diminie</td>
</tr>
<tr>
<td>Merchant of Venice 48</td>
<td>Tom Stokes</td>
</tr>
<tr>
<td>Mustangs 22</td>
<td>David Chilcote</td>
</tr>
<tr>
<td>Naval War 24</td>
<td>Michael Hart</td>
</tr>
<tr>
<td>Panzer Leader 20</td>
<td>Rob Beyna</td>
</tr>
<tr>
<td>Pax Britannica 22</td>
<td>Eric Olin</td>
</tr>
<tr>
<td>Paydirt 19</td>
<td>Harry Flawd</td>
</tr>
<tr>
<td>Pro Golf 43</td>
<td>Tom Pavy</td>
</tr>
<tr>
<td>Rail Baron 46</td>
<td>Henrik Pheen</td>
</tr>
<tr>
<td>Republic of Rome 41</td>
<td>Michael Eibers</td>
</tr>
<tr>
<td>Roadkill 25</td>
<td>John Kilbride</td>
</tr>
<tr>
<td>Slapshot 75</td>
<td>Leonard Ormolecki</td>
</tr>
<tr>
<td>Speed Circuit 26</td>
<td>Trevor Bender</td>
</tr>
<tr>
<td>Stocks &amp; Bonds 26</td>
<td>Andy Lewis</td>
</tr>
<tr>
<td>Stonewall in the Valley 20</td>
<td>Ed Beach</td>
</tr>
<tr>
<td>Stonewall Jackson's Way 27</td>
<td>Paul Tsevich</td>
</tr>
<tr>
<td>The Russian Campaign 20</td>
<td>Tom Gregorio</td>
</tr>
<tr>
<td>Titan 66</td>
<td>Ben Foy</td>
</tr>
<tr>
<td>Titan 2 26</td>
<td>Brian Sutton</td>
</tr>
<tr>
<td>Title Bout 20</td>
<td>Ken Ostermuth</td>
</tr>
<tr>
<td>TV Wars 22</td>
<td>Richard Laurant</td>
</tr>
<tr>
<td>Tyrannosaurus 25</td>
<td>Tom DiMarco</td>
</tr>
<tr>
<td>Up Front 46</td>
<td>William Edwards III</td>
</tr>
<tr>
<td>WITP 46</td>
<td>Robert Kondrati</td>
</tr>
<tr>
<td>War At Sea 27</td>
<td>Steve Packwood</td>
</tr>
<tr>
<td>We The People 54</td>
<td>George Seary</td>
</tr>
<tr>
<td>Wraslin' 22</td>
<td>Don Greenwood</td>
</tr>
<tr>
<td>Wraslin' Battle Royal 20</td>
<td>Mike Stachowski</td>
</tr>
<tr>
<td>Best GM</td>
<td>Dave Terry</td>
</tr>
<tr>
<td>Sportsmanship</td>
<td>Jim Matt</td>
</tr>
</tbody>
</table>