The General

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Vol. 32, No. 2 • Avalon Hill

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Hannibal
History of the World
Circus Maximus

ASL
Up Front

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RuneQuest: Slayers (Item #110) will be available this summer. Additional RuneQuest titles due out this year. Check our web site regularly for the latest information.

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"...government of the people, by the people, FOR the PEOPLE shall not perish from the earth." — A. Lincoln, Gettysburg, Pennsylvania

In April of 1861, South Carolina state forces fired on Fort Sumter. President Lincoln called for volunteers to put down the rebellion. Four years of bloody civil war followed. For the People is a ground-breaking 2-player boardgame of the American Civil War. Each player uses strategy cards, generals and military units to defeat his opponent’s “strategic will” and achieve his own political objectives.

- “Strategic will,” the ability of a side to continue to prosecute the war, is the key variable in For the People. That is, when enough areas of a State (usually Southern) are pacified the State becomes Union-controlled.
- Military campaigns are reflected through the movements of strength points led by the key 50 generals from both sides who held high-level independent commands during the war. Generals are rated for strategy and battle. Each general also has a political value. Playing the general’s political value (strategic will) removes him from command of an army.
- Battle system is based on extensive operations research.
- Confederate reinforcement schedule and strategic will losses are tied to the naval blockade, amphibious operations and Union control of states.
- Gameplay features a 13-turn campaign game, plus four yearly 3-turn scenarios (1861 through 1864). The 1861 scenario takes about 30 minutes to complete.

Order Game #738, $49.95

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A gain, with apologies to pop rock culture...

I just can’t seem to get away from music radio stations on the long drive to work. Talk radio and books on tape just don’t hold a candle to calculating the rate the sunrise shifts, or to contemplating the meaning of life... and my way of life. Be glad I wasn’t stuck in the traffic jam going in the other direction.

Sadly, the original song did not stay long on the pop charts, making it that much more difficult for those of you not hearing what I can’t get outta my head:

I’m a thinker, I’m a gamer
I’m the wild man, I’m the tamer
I am proud, I am ashamed
I’m the kingmaker to be blamed.

I’m your winner, I’m your loser
Sink my ship if you’d choose her
I’m a son, I’m a father
Game with me if you’d bother.

Toil for time, watch that mine
Put them off, wouldn’t wanna be ya
Sell your shirt, this game’s fine
Game night Tuesday, I will see ya.

I’m a thinker, I’m a gamer
I’m the wild man, I’m the tamer
I am proud, I am ashamed
I’m the kingmaker to be blamed.

Been to hell, Seen my dream
Don’t you like me quite this way
I tell you this, I won’t be mean
Worn I am but please do stay.

Tell my friends, I’m a goners
Gave up all, just to play
Rolled the dice and I lost her
... Wouldn’t have it another way.

I’m a thinker, I’m a gamer
I’m the wild man, I’m the tamer
I am proud, I am ashamed
I’m the kingmaker to be blamed.

I am Marsian, you’re Venusian
Kill each other for minutiae
Makeup time every day
... Wouldn’t want me another way.

I am strong, I am weak
I bring nothing of which to speak
The sun is up, let’s earn pay
Then I’ll go and I’ll play.

I’m a thinker, I’m a gamer...
Here is a brief discourse on the complicated internecine wars of the Diadochi—Alexander's successors—the subject of Avalon Hill's latest game, SUCCESSORS. Although these historical tidbits may not improve your play of the game, they bring to life the many interesting Tyche (event) cards, generals and royal family members depicted in that elegant game. Enthusiasts of KINGMAKER and HANNIBAL will find the game play much to their liking, as generals, kings and regal wives move about to battle for dominance of Alexander's empire.

Alexander III (the Great) of Macedon died unexpectedly while still relatively young, leaving his newly won empire in the precarious position of lacking a clear successor. As he lay dying in June 323 BC, his senior commander and chief of staff, Perdiccas, attended his bedside. What we know of Alexander's last words is that which Perdiccas allowed to be known—whether invented or true. To whom did he leave his empire? "To the strongest." This both reinforced the claim of Perdiccas, who commanded the largest Macedonian army at the time, but also left open the possibility of an armed challenge. Alexander's last recorded words declared that all his foremost friends would hold "a great funeral contest" over him. These were prescient words, but they understated the magnitude of the events—more than forty years of warfare among his generals and the execution of the key blood heirs of him and his father. In effect, Alexander's empire died with him, though recognition of the successor kingdoms would not come for another 18 years (which in itself did not stop the bloody warfare).

Although Alexander's battle-worn generals were generally ambitious, they were loath to seize the reigns of power without the veil of legitimacy afforded by the royal blood line. The weakness of that line allowed—indeed required—the generals to manipulate the imperial organization to lend the sense of order that seemed appropriate or opportune. That these generals only briefly agreed about that organization shows the predominant lack of an external threat to unify the empire behind a common leader. Although the revolt of the Hellenic cities nearly provided just such a threat and became a constantly recurring issue throughout "the funeral contest," for the most part, Macedonian satraps saw their Macedonian neighbors as threats and prizes rather than the external world.

The Macedonian monarchy ruled largely by force over ambitious barons. Southern Greek citizens were quick to disparage Macedonian barbarism. Nonetheless, these barons had acquired the veneer of Attic sophistication and had established a Greek family tree for their monarchy (derived, probably fictitiously, from the Argeads of Argos). Even though Alexander's generals were more interested in colonial conquest and the fringe benefits such power provided, the ruling royal family attempted to maintain the eurocentric control of the

The World of Alexander's Successors at His Death in 323 B.C.

**KEY:**
- Key City •
- Other City ○
- Independent Territory/Satrapy
- Generals: Satrap Regent
empire through a legitimate heir in Pella. Thus, while Alexander married his generals to Persians and Medians and the like (and adopted the old Persian capitals as his own), the ruling family required that Pella house a viceroy and representative of the absent king, in effect answerable to the Macedonian barons. This system was a major centrifugal force, pulling apart Alexander’s empire soon after his death. Power and legitimacy remain disparate and diffuse—having been held together only by the iron will and charisma of Alexander himself. None of his successors, whether generals or royal family members, proved equal to the task.

THE FAMILY

At the head of the family of Alexander was the queen mother, Olympias (wife of Alexander’s deceased father, Philip II). While not eligible to formally run the empire, she played a huge role in internal politics and fought hard against the various family members emanating from Philip’s other unions.

Alexander’s sister, Cleopatra, also could not rule (Macedonian society requiring a male leader), but marriage to her would lend enormous credibility to any general’s claim to succeed Alexander as the ruler. Olympias and the top rival generals went to enormous lengths to prevent the wrong marriage for her. In the end, she died without a husband, if not without influence.

Alexander’s only son was Heracles, a 3-year-old boy, born out of wedlock to Barsine, a Persian aristocrat. While a convenient symbol, Heracles’ claim to the throne was not seen as very significant.

Alexander’s formal Bactrian wife, Roxane, was seven months pregnant when Alexander died. Should the child be a boy, he would be the clear choice, but awaiting his ascension to the throne at the age of 18 would necessitate a long regency. The fact that the child would be half-Bactrian was also a weakness from the point of view of appealing to Macedonia. Alexander’s intermarriage policy may have served well to lessen the chance of revolt by the old Persian satraps, but it undermined legitimacy with his core constituency. Roxane and the child (a boy known as Alexander IV) became the pawns of usurping generals claiming the right to be regent.

For a more immediate succession, Alexander’s half-brother, Arrhidaios, was a candidate. Born out of unwed union by Alexander the Great’s father to a Thessalian dancing girl, Arrhidaios was an adult blood successor. Had he not been epileptic and retarded, he might have seized easily the reigns of power himself. Having never been entrusted with any military command or civil power by Alexander, he too was nothing more than a pawn in Macedonian politics. He was favored by some to continue the dynasty and become known as Philip III.

Into this mix of monarchical symbols, we must throw Alexander’s half-sister, Thessalonice (daughter of Philip II via a union legally conveying no succession rights). Marriage to her would cement the bond between a general and Philip’s blood, even if without bestowing a formal succession claim. She came to govern her household so forcefully that she divided her husband’s realm among sons who came to blows.

THE LEGACY

Alexander’s senior bodyguard of seven generals formed the nucleus of the military order surviving his death. These generals were all conveniently on hand for Alexan-
nder's death, inaugurating the succession discussion in Babylon immediately. However, other generals far from Alexander's oversight also had gained positions of importance which allowed them a basis for their ambitions. Antipater had been left in Macedonia in charge of the European army in 334, while Alexander dismembered Persia and subsequently ruled from its capitals in Asia. As strategos of Europe, Antipater was effectively the viceroy of the home provinces and had considerable power over and support from the Macedonian ruling class, while controlling a sizable army of occupation that watched over the ever-turbulent Greek city states. Antipater sent his son Cassander to Babylon as a proxy to discuss the succession issue.

Before his death, Alexander ordered his senior infantry commander Craterus to return to Pella to act as "representative of the absent king," in effect dividing the power Antipater then held. Upon hearing of Alexander's death, Craterus halted his march in Cilicia to await news of succession, knowing full well that his father-in-law, Antipater, might not recognize his authority in Pella without Alexander's word to back him up. From Cilicia he was in a position to utilize naval resources should he have the opportunity to continue his trip to Pella.

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### The Battles for (and events of) Alexander's Empire

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<thead>
<tr>
<th>When</th>
<th>Where</th>
<th>Who</th>
<th>Why/What/How</th>
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<tr>
<td>323 BC</td>
<td>Babylon</td>
<td>Alexander</td>
<td>Dies of unknown sickness, without clear heir or successor</td>
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<td>323-2</td>
<td>Lania</td>
<td>Antipater</td>
<td>Perdiccas assumes role of regent of the kingdom</td>
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<td>322</td>
<td>Thessaly</td>
<td>Leonnatus</td>
<td>Dies in cavalry action, attempting to relieve siege of Lania</td>
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<td>321</td>
<td>Cappadocia</td>
<td>Perdiccas</td>
<td>Suppresses revolting colonists</td>
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<tr>
<td>321</td>
<td>Amoros</td>
<td>Cleitus</td>
<td>Cleostratos murdered</td>
</tr>
<tr>
<td>321</td>
<td>Egypt</td>
<td>Ptolemy</td>
<td>Establishes Eumenes as Satrap</td>
</tr>
<tr>
<td>321</td>
<td>Syria</td>
<td>Ptolemy</td>
<td>Diverts funeral cortege to Egypt</td>
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<td>320</td>
<td>Phoenicia</td>
<td>Ptolemy</td>
<td>Conquers in name of Ptolemy</td>
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<tr>
<td>320</td>
<td>Peithon</td>
<td>Antigonus</td>
<td>Offers support to Aetolia for renewed war against Antipater</td>
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<tr>
<td>320</td>
<td>Hellespont</td>
<td>Craterus</td>
<td>Conquers and Antipater cross into Asia to oppose Perdiccas and Eumenes</td>
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<tr>
<td>320</td>
<td>Egypt</td>
<td>Ptolemy</td>
<td>Murder Perdiccas while army encamped across Nile from Ptolemy</td>
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<tr>
<td>320</td>
<td>Cappadocia</td>
<td>Eumenes</td>
<td>Defeats and kills Craterus and Neoptolemus (governor of Armenia)</td>
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<tr>
<td>319</td>
<td>Cyrenica</td>
<td>Ptolemy</td>
<td>Confirmed as guardian of the kings</td>
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### Antipater's Legacy: A Divided Greece and the Rise of Antigonus (320-314 B.C.)

![Map of Antipater's Legacy](image-url)
Sitting astride Alexander’s communications routes back to Macedonia, Antigonus was satrap of Phrygia. Although seemingly of little importance, this position gave him considerable autonomy and wealth with which to establish a position of independence upon Alexander’s death. Antigonus refused to recognize Perdiccas’ authority upon the death of Alexander. Few others were so foolish.

Chief staff officers, Ptolemy and Lysimachus, were happy to be given satrapies far from Perdiccan Babylon. Seleucus, commander of Alexander’s training corps of pages, bided his time in Babylon under Perdiccas until given a satrapy after Perdiccas’ death. Eumenes, Alexander’s chief secretary, accepted the role of satrap of an unconquered province.

When it looked like the infantry division commanders would play second fiddle to the cavalry, Meleager spoke up in favor of crowning Philip III. Though he initially was met with compromise, he soon was murdered by Perdiccas’ men in the aftermath of the Babylon settlement. Other infantry commanders, like Polyperchon and Cassander, kept quiet, returning to Europe to join Antipater’s campaign against the revolt traffic Greeks.

THE BABYLON SETTLEMENT, 323 BC

The cavalry commanders, led by Perdiccas, wanted to await the birth of Roxane’s child, and, if a boy, to proclaim him king under a regency. Nearchus, the fleet commander, suggested Heracles for the throne. The generals did not want to choose a bastard over legitimate offspring (especially when proposed by a Cretan). Ptolemy proposed dispensing with regal authority and operating a ruling council of king’s friends. Even more boldly, Perdiccas was proposed as the new king—which provoked the infantry commanders to object vociferously. Meleager’s proposal to elevate Arrhidaios to the throne immediately touched off a brief crisis in the city, but in the end Meleager backed down and accepted Eumenes’ compromise solution: Arrhidaios and Roxane’s son would be joint kings. Perdiccas became the regent of the kings.

Perdiccas lost no time in “purifying” the army of the ringleaders among the infantry and acting with all the authority of regent over the kingdom. He then convened a council in Babylon to officially confirm the key commands. Antipater was reconfirmed as viceroy in Macedonia (a direct refutation of Craterus’ Alexandrine commission). Craterus was given the honorary role of guardian of the monarchy (though he was never given the chance to oversee the two kings, who were kept under Perdiccas’
watchful eyes). Satrapies were given to Ptolemy (Egypt), Lysimachus (Thrace), Leonnatus (Hellespontine Phrygia), Antigonus (Pamphylia, Lycia and Greater Phrygia) and Eumenes (Cappadocia and Paphlagonia, still held by local monarch Ariarthes).

The closing of the council meeting witnessed a mass exodus of these commanders, as they grabbed what they could from Babylon and went to their assignments to dig in themselves. Perdiccas, though in charge of the kings and the remnants of the imperial army, was in shaky control of things. Peithon, an eastern satrap, nearly joined the Bactrian rebellion he was sent to suppress, but reconsidered upon finding his Macedonian troops loyal to the throne. He was later rewarded with the satrapy of Media.

THE LAMIAN WAR, 323-322 BC

Rhodes now took the opportunity to expel its Macedonian garrison. The biggest challenge, however, was in Greece, where a Hellenic alliance led by Athens revolted, providing just the sort of threat necessary to unify a number of the generals behind a common cause. Demosthenes led the revolt from Athens, but Leosthenes took charge of military operations. Lysimachus was busy...
<table>
<thead>
<tr>
<th>Year</th>
<th>Region</th>
<th>Leader 1</th>
<th>Action 1</th>
<th>Leader 2</th>
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<td>seizes from Demetrius.</td>
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<tr>
<td></td>
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<td>Demetrius</td>
<td>stars into submission.</td>
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<td></td>
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<td></td>
<td>Aetolia</td>
<td>Pyrrhus</td>
<td>joins in fight against Demetrius.</td>
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<td>290</td>
<td>Phocis</td>
<td>Aetolians</td>
<td>seize, banning Demetrius from Games at Delphi.</td>
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<td>Demetrius</td>
<td>invades. Pyrrhus entreats and then abrogates.</td>
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<tr>
<td>Fall</td>
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<td>crosses into Asia.</td>
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<td>Spr.</td>
<td>Sardis</td>
<td>Demetrius</td>
<td>becomes a vassal of Antigonus.</td>
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<tr>
<td></td>
<td>Cilicia</td>
<td>Demetrius</td>
<td>campaigns.</td>
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<tr>
<td></td>
<td></td>
<td>Demetrius</td>
<td>son Antigonus Gonatas assumes title of king.</td>
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<td>285</td>
<td>Thessaly</td>
<td>Lysimachus</td>
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<tr>
<td>Spr.</td>
<td>Seleucus</td>
<td>Lysimachus</td>
<td>captures Demetrius in Cilicia.</td>
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<td>Paenonia</td>
<td>Lysimachus</td>
<td>conquers.</td>
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<td>283</td>
<td></td>
<td>Demetrius</td>
<td>dies in captivity.</td>
<td></td>
<td></td>
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</tbody>
</table>

with Thracian border problems. However, Antipater, Leonnatus and Craterus (along with the fleet under Cleitus) responded quickly to the Greek uprising. Antipater found himself besieged in Lamia (hence the name of the war). Leonnatus crossed the Hellespont and marched into Thessaly, where he died in a cavalry action. Cleitus smashed the Athenian fleet off the island of Amorgos, allowing Craterus to cross the Aegean Sea safely. Craterus defeated Leosthenes at Crannon. Demosthenes committed suicide and the Athenians sued for peace with Antipater.

Perdiccas moved to subdue Cappadocia (gaining the loyalty of Eumenes). Political marriages were foremost on the minds of the generals attempting to secure legitimacy. Perdiccas moved towards Sardis, intending to marry Alexander’s sister, Cleopatra (Tyche #53 and #36). Antigonus saw the writing on the wall and fled to Europe. Perdiccas’ plan, however, cemented the growing anti-Perdiccan alliance of satraps. Antipater, strongly objecting to the proposed marriage, sent Craterus across the Hellespont (slipping past Eumenes), while Antigonus landed at Halicarnassus.

Meanwhile, Ptolemy had diverted the funeral cortege with Alexander’s body to Memphis (Tyche #10) and began increas-
The anti-Perdiccan coalition then met at Triparadeisos in Syria to confirm the power structure. Antipater became the new guardian of the kings. Eumenes was branded an outlaw and Antigonus was made commander-in-chief of the Asian army and charged with running him down. Seleucus was rewarded with the satrapy of Babylonia. All other satrapies from the Seleucid kingdom were reconfirmed.

TRIPARADEISOS, 320 BC

The anti-Perdiccan coalition then met at Triparadeisos in Syria to confirm the power structure. Antipater became the new guardian of the kings. Eumenes was branded an outlaw and Antigonus was made commander-in-chief of the Asian army and charged with running him down. Seleucus was rewarded with the satrapy of Babylonia. All other satrapies from the Babylon settlement were reconfirmed.

Thus comes to an end the era of Alexander's generals.

The natural death of Antipater in 319 led to a power vacuum in the east, with Philip V of Macedon attempting to claim control of the kingdom. Cassander, Lysimachus, and Seleucus joined forces in 314 to suggest a division of the spoils with Antigonus. Envoys delivered their ultimatum to Antigonus in Syria: Seleucus was to be restored in Babylonia, Syria was to be surrendered to Ptolemy, while Hellespontine Phrygia would go to Lysimachus, and the raids on the Greek states would be shared. Antigonus flatly rejected the terms, inaugurating a 13-year war that was marked by only a brief truce in 311.

Antigonus confidently pressed south into Phoenicia, but without control of the sea, he had to let Seleucus sail past him. Antigonus then set about to capture Alexandria, the seat of Alexander's empire. In 310, Cassander, having beaten off the Illyrian migrations (Tyche #51) and confident in his position, executed Alexander IV and Roxane (Tyche #35). This served to spur Polyperchon to gain Heracles' blessing to invade Macedonia. Cassander cut a deal with Polyperchon, putting him in charge of the Peloponnesian (Tyche #25). Polyperchon reciprocated by executing Heracles. In 308, Antigonus executed the still-unwed Cleopatra, the last significant member of the royal family of Philip and Alexander. Within three years, the five remaining successors (Antigonus, Cassander, Lysimachus, Seleucus, Ptolemy) had declared themselves "kings" of their respective pieces of Alexander's empire.
This did not stop the fighting, however, as Antigonus refused to accept the independence of the other kingdoms. After much Ptolemaic subterfuge and fighting throughout the Mediterranean and Aegean islands and Greece, the Antigonid fleet defeated Ptolemy's fleet at Salamis. With a secure Cyprus, Antigonus and Demetrius planned the invasion of Egypt. A storm at sea (Tyche #50) left Ptolemy secure, but Demetrius carried the war to Cassander in Greece. Along the way, Rhodes refused complete cooperation and was subjected to siege (Tyche #29). Even without Rhodian compliance, Demetrius was able to besiege and take Athens, despite Ptolemy's supply efforts (Tyche #32).

Finally, coordinating their efforts, Cassander and Lysimachus decided to abandon Macedonia in favor of an invasion of Asia Minor—looking to Seleucus to bring his newly-bought war elephants (Tyche #8) to close the vise on Antigonus. Ptolemy launched a diversionary campaign into Syria. Antigonus, hoping to conclude a decisive battle, called Demetrius back to Celaenae to join him. At Ipsus in 301, a decisive battle was indeed fought, but one that defeated Antigonid forces, killed Antigonus and forced Demetrius to flee to Ephesus and then to Corinth.

DIVISION OF THE SPOILS
Lysimachus took over Asia Minor from the Hellespont to the Taurus Mountains, though some coastal cities remained in the hands of Demetrius and Ptolemy (particularly in Lycia and Pamphylia). Ptolemy claimed Syria and Phoenicia, but Seleucus objected and received Syria, including Coele-Syria. Tyre and Sidon remained in the hands of Demetrius.

Cassander was granted a free hand against Demetrius in Europe. However, the pursuit came to an end when Cassander and his eldest son died of consumption (297). His wife Thessalonice divided the realm between the two youngest sons, sparking a civil war. This gave Demetrius and Pyrrhus of Epirus an entry into Macedonian politics. By 294, Demetrius was proclaimed king of Macedonia. Pyrrhus backed the Actolians (291) against him and soon gained Lysimachus' assistance (288) with an invasion which drove Demetrius into flight to Athens and then Asia Minor (287). Seleucus captured Demetrius in Cilicia in 285.

Meanwhile, Demetrius' son, Antigonus Gonatas, was proclaimed king of Macedonia in 286 and continued war against Cassander's heir, Ptolemy Keraunos (losing at Athens in 281).

With the demise of Demetrius and Cassander, Lysimachus' long-hidden ambitions to rule Alexander's empire finally came to the forefront. Seleucus opposed him, winning at Corupedion in 281.

Ptolemy having died of old age in 283, Seleucus was thus the last living Alexandrine successor general. His ambitions to unify the empire also floundered, when Keraunos murdered him the moment he set foot in Europe. Keraunos then used his popularity among Lysimachus' officers to gain the Macedonian throne.

With Ptolemy Keraunos running Macedonia, Antiochus I ruling Syria and Ptolemy II ruling Egypt, the tripartite division of Alexander's empire was cemented. From then onward, these kingdoms would find their enemies assaulting them from the outside (the migration of Gauls, the ambitions of Pyrrhus of Epirus, the assertive independence of Pergamon and Bithynia, and the rise of Rome). Antigonus Gonatas recovered the kingdom of Macedonia in the aftermath of the anarchy caused by fighting with the Gauls. However, these three kingdoms would find cause for fighting, the era of Alexandrine ambitions of world conquest was finished.

Alexander's Lieutenants
Historical Initial Deals for SUCCESSORS
By LTC John B. Firer (USA, Ret.)

SUCCESSORS is a multi-player system geared towards four players, which allows the factionalism and shifting strategic situation of the era to be fully simulated. However, as one plays the two- and three-player versions, this experience is somewhat diluted and loses its authentic flavor. In addition, the play balance of the game can be drastically affected by the vagaries of the initial distribution of generals. Therefore, in order to provide a more accurate simulation, I offer the following historical setups with analysis of the strategic and tactical positions of each faction.

HISTORICAL FACTIONS
Three major factions arose following the death of Alexander the Great in 323 BC. One faction, led by Perdiccas, was interested in maintaining the empire intact. Whether this position was taken for purely altruistic motives in protecting the rights of Alexander's unborn son, or was taken for purely ambitious reasons, is unclear. There were probably elements of both co-existing in the faction. Initially, the imperialists theoretically included all of Alexander's generals, but the staunchest supporter of this faction was Eumenes. Peidion also remained loyal to Perdiccas up to a point, but the other generals had their own agendas and quickly began to grapple towards a more dynastic approach towards the problem of succession. The imperial faction, while powerful, was short-lived, essentially dying with Perdiccas (although Eumenes remained a thorn in the side of the dynasts for many years).

The initial practitioners of the move towards establishing a personal dynasty encompassing all or part of the empire were Antigonus and Ptolemy. Ptolemy quickly consolidated his position in Egypt and was reasonably content to maintain himself there with an obvious interest in procuring border marches and strategic resources as exemplified by the acquisition of Palestine and Cyprus, respectively. Antigonus refused to cooperate with Perdiccas and fled to the protection of Antipater when confronted by Perdiccas. Ptolemy founded a dynasty which survived until the Age of Augustus, while Antigonus eventually attempted to expand his patrimony to include the whole empire but was defeated and killed by the others at Ipsus in 301 BC.

The third faction was a much more amorphous group and thus difficult to define (call it the regency faction). Its leader, Antipater, while loyal to Alexander's house, was accustomed to acting as regent for the absent king in Macedonia. He was resentful of any interference in his exercise of power. Craterus always thought that he, rather than Perdiccas, should be regent in Asia. Like Antigonus, he joined Antipater in Macedonia but probably less as a regent and more as a disgruntled imperialist. Both leaders died relatively early in game terms and thus it is uncertain whether they would have eventually become full-fledged dynasts.

Leonnatus died during the first game turn, so it was too early to tell which faction he would have eventually joined, although most sources would put him in the dynastic camp. Lysimachus was probably more inclined towards the imperial cause, and up to the death of Perdiccas and the subsequent rise of Antigonus, was content to secure Thrace for the empire. After this point, he joined the dynastic bandwagon.

Seleucus initially served Perdiccas but became disillusioned and was involved in his

(Continued on p.16)
anyone who has ever played HISTORY OF THE WORLD has doubtless wrestled with the conundrum surrounding the construction of a monument. Some players never give selection a second thought and grab the first available edifice. Others pick through the available mix seeking an appropriate one. Some separate the “destroyed” monuments from the rest, so as to avoid the potential “catastrophe” of a duplication.

Some empires have it easy. Who hasn’t built the Roman Colosseum or supervised the Eiffel Tower going up? Everyone knows where and when these structures came into being. But what of the more obscure empires? Or what of the empires that are not renowned for their architectural prowess, yet manage to conquer the requisite mining spots? Fret not. An architectural tour for the true world history aficionado follows.

The empires that are capable of building monuments are the only ones discussed in this work. This effectively eliminates five of the seven minor empires. This guide lists the first monument of choice, if one exists, for each such empire. Often this is the true depiction shown on the monument counter. Below, all specific historical monuments are italicized, while apocryphal/generic monuments are capitalized.

There is an inevitable element of unavoidable inaccuracy over the location of some of the monuments. The Pont du Gard will never be built in Nîmes, because the Romans have a host of cities elsewhere that require priority in placement. The Head appears to be of an Easter Island profile, an area not in the scope of the game. Where necessary, I have tried to marry the crossroads of history and geography with that of the gameboard and game scale. In the process, certain themes, particularly the Eastern fascination with gates and the prevalence of Greek architecture, are patently obvious.

My areas of specialization should become apparent through a casual reading. My research fruits and frustrations are now yours. Use the guide to give credence to your constructions. “Look upon my works, ye mighty, and despair.”

Assuming that the player deploying Sumeria opts for the “Fertile Crescent” approach (Zagros—Western Anatolia—the Levant), the Ziggurat of Ur is the monument of choice. Sumeria in the game is a composite of various city-states (i.e. Sumer, Akkad and Elam). The Ziggurat, which was dedicated to King Ur-Nammu ca. 2100 BC, was the prominent feature in the mudbrick capital of Ur. It was built to provide a stairway for their gods to descend to the earth. Such architecture became a staple of Mesopotamian urban skylines.

Although given an array of monument choices, the Egyptian empire realistically can only acquire a single monument. The Great Sphinx, in the interest of facilitating future monument construction, is the preferred monument for Egypt. It is believed to have been erected around 2500 BC by the pharaoh Khafra, but is shrouded in mystery. Khafre’s Pyramid of Giza, called the “largest single building ever constructed,” was built ca. 2575-2130 BC. The pyramid on the counter more accurately resembles the Stepped Pyramid at Saqqara (built ca. 2650 BC), albeit with more steps.

The Minoans can conceivably construct a monument with play of cards that yield additional builds. The Palace of Knossos, the magnificent two hectare palace built between 2000 and 1400 BC, is the monument of choice. It is believed to have been the legendary residence of King Minos. The depiction represents the main palace building. The Sphinx could represent one of the Lions of Mycenae—this is a bit of a stretch, as that piece of architecture was embedded into a gate found in the Peloponnese. The Minoan empire represented in the game is a composite of the Minoan civilization of Crete and the Mycenaean civilization located on Morea.

The Indus Valley civilization is poised to build a monument if they choose to forsake buttressing the Persian Plateau and the Hindu Kush against an Aryan onslaught. The Ruins at Mohenjo-daro, located at the edge of the so-called Lost River, are all that remain of the mudbrick, grid-platform city that was home to some 40,000 inhabitants. The city’s sophistication rivaled its Mediterranean contemporaries in scope. The depiction represents the famed citadel, erected ca. 2500 BC and located beneath the Hill of the Dead (a Buddhist stupa erected much later). If it is unavailable, then the generic Neolithic Statue could be used instead to represent the Priest-king Bust found in the lower city.

Situated in the center of the known world (during epoch I, anyway), Babylonia has a host of options. The Ishtar Gate is the monument of choice, though technically a Neo-
Babylonian construction (post-dating Assyrian hegemony). The gate was erected during the reign of Nebuchadnezzar II (ca. 605-562 BC). Such a choice is acceptable as it nicely simulates the ebb and flow of military campaigns in the Middle East during this period. The Pyramid or Ziggurat can be chosen if necessary to represent the Hanging Gardens of Babylon or the Ziggurat of Etemenaki (both built during the rule of Nebuchadnezzar II). The latter is believed to be the legendary Tower of Babel.

Optimal placement for the Shang (pronounced “Shong”) dynasty runs counter to monument construction. The Shang-Yin (Shang and Yin in this context can be used interchangeably) were historically restricted to the floodplains of the Yellow River and were renowned for their agricultural innovations and intricate bronze vessels. Card play could permit expansion and allow a monument. The Pyramid could be used to depict the ruins of the elaborate capital city, palace or the Xibeigang Graves at Anyang. That complex, at its height ca. 1700 BC, encompassed approximately ten square miles. The generic Neolithic Statue is another possibility, despite its obvious lack of Sinized features. If tastes dictate, then the Kongi Sacred Circle at Sinkiang can be built, though more representative of ancient central Asian cultures (the site predates the first millennium BC). Cardinal stones, goddess miniatures and wheat symbols suggest a particularly advanced belief system.

Although it is more a linguistic term than an actual cultural denotation, the Aryans represent semi-nomadic peoples having no capital. Their development was achieved after reaching India and their fostering of the Vedic City States. The generic Neolithic Statue, Stone Ruins or Apocryphal Gate can be used to represent the flourishing of Aryan culture before the advent of pure Vedic culture. The preferred building sites would be the ancient Aryan holy city at the confluence of the Jamuna and Gandes rivers in central Uttar Pradesh (Ganges Valley) and Mehrghar in Baluchistan (Persian Salt Desert), site of geometrically arranged microliths.

The Hittite empire is capable of erecting a monument if the timing is favorable. The Gate at Hattushash, erected ca. 1300 BC in the Hittite capital, is the monument of choice. This elaborate temple complex (complete with advanced drainage systems) was dedicated to one of the Hittite storm gods, Buyuk Mabed (their pantheon consisted of over a hundred deities). Purists will demand use of the Ziggurat or Pyramid. The former could represent the 13th century BC Ziggurat Chogha Zambil, while the latter could depict the Hittite holy site at Yazilikaya.

The great empire of Assyria is almost destined for a monument. The Ishtar Gate is the preferred choice (see Babylonia above). Alternatively, this monument could represent the Negral Gate at Ninhed. This city was adopted as the Assyrian capital around 700 BC by Sennacherib. Another contender is the Eastern Sphinx—a generic statue that depicts a myriad of pieces of Assyrian art. The Colossal Lion of Ashur-Nasir-Pal in the Temple of Ninib at Calah (also known as Nimrud) is a typical example. Various human-headed winged bulls or lions were popular fare for Assyrian kings (notably Sargon and Shalmanasar II) during the 8th and 9th centuries BC. A Miscellaneous Architecture, Ziggurat or Tower will suffice to depict the glory of Assyria. These monuments could be attributed to Assyrian adoption of Babylonian architecture—the temples of Enil and Inanna, two of 34 erected ca. 2500 BC, were rechristened as the temples of Ashur and Ishtar. The commingling of Mesopotamian pantheons and cultures can result in some confusion at times.

The Chou (pronounced “Jo” and alternatively spelled Zhou in the New Form) are best represented by the Stone Gate—symbolic of completion of the Great Wall of China under the Emperor Ch’i Shih Huang Ti. The Wall is reportedly the only man-
death in Egypt (as was Peithon). He was forced to flee his satrapy of Babylon and take refuge with Ptolemy during Antigonus' Eastern campaign against Eumenes following the death of Perdiccas. Eventually returning to his satrapy, he became a key member of the anti-Antigonid coalition of Cassander, Lysimachus and Ptolemy. Seleucus went on to find the most powerful of the three major dynasties.

Cassander was a true dynast and broke from his father's policy of acting as a regent only (although a high-handed one) for the royal house of Macedon. In fact, he was passed over by his father on his death bed in favor of Polyperchon. Cassander initially sought Antigonus’ help in regaining Macedonia but later broke from him, becoming the founder of the final coalition which brought Antigonus down, although his own downfall was not far behind.

THREE-PLAYER SETUP

Amend rule 28 as follows: Each player is randomly assigned one of the following three factions. Imperial Faction: Perdiccas, Peithon and Eumenes (in Cappadocia or per 6.4).

Dynastic Faction: Antigonus and Ptolemy.

Regency Faction: Antipater and Craterus.

Insert Leonnatus, Lysimachus and Seleucus into the Tyche deck.

Scenario Analysis

Two main areas determine the relative strategic position of any faction at the beginning of a scenario: victory points level and legitimacy points level. Victory points determine order of play, usurper status, and reinforcement rates. Legitimacy points determine control of royal army units in battle and reinforcement rate and quality. Together, they are generally a good indicator of the relative power of a particular faction. The strategic position of the factions can be summarized as follows:

Imperial Faction:
- Compact territorial base
- Access to uncontested provinces
- Channeled movement to the West
- Fair access to a fleet
- Excellent access to legitimacy
- Excellent reinforcement potential

Dynastic Faction:
- Divided territorial base
- Excellent access to legitimacy
- Poor access to additional territories
- Excellent defensive position in Egypt
- Good force composition
- Good combat effectiveness

Regency Faction:
- Good prestige
- Good force size
- Fair force composition
- Poor mobility
- Good combat effectiveness

This scenario slightly favors the imperial faction, provided that it can retain its early lead in legitimacy points. However, if it loses that lead, there is a strong possibility that the dynastic faction will become the dominant faction. The dynasts have good strategic position, a force which is largely immune to the vagaries of legitimacy level, and equal to or better leadership effectiveness than any other faction. The regency faction will have to play very carefully during the first two turns to avoid being marginalized for the balance of the game. However, with careful diplomacy and a well-conceived strategy for legitimacy acquisition, the regency has the potential to serve as the spoiler and quite possibly the dark horse winner of the scenario.

TWO-PLAYER SETUP

Amend rule 28 as follows: Each player is randomly assigned one of the following two factions. Imperial Faction: Perdiccas, Peithon and Eumenes (in Cappadocia or per 6.4).


Scenario Analysis

The regents have been combined with the dynasts, with Craterus withdrawn from the initial placement and allowed to enter the game with either faction. This represents the fact that Craterus could possibly have been won over by the imperialists, if Perdiccas had been more sensitive to Craterus’ pride and willing to share certain of his prerogatives as regent in Asia.

The strategic position of the factions can be summarized as follows:

Imperial Faction:
- Compact territorial base
- Access to uncontested provinces
- Channeled movement to the West
- Good access to legitimacy
- Excellent reinforced potential
- Move order choice

Dynastic Faction:
- Divided territorial base
- Excellent access to legitimacy
- Excellent access to additional territories
- Excellent reinforcement potential

The tactical position of the factions can be summarized as follows:

Imperial Faction:
- Fair prestige, except defensively
- Large force size
- Fair force composition
- Fair mobility
- Good combat effectiveness

Dynastic Faction:
- Good prestige
- Good force size
- Good force composition
- Good mobility
- Good combat effectiveness

This scenario appears to favor the dynasts until one looks closely at the position of the imperial faction. By retaining the ability to move first and maximizing its interior position, the imperialists can steal a march on the dynasts to seize Heracles in Damascus, divide Egypt from the body of the dynastic faction, and grab the fleet in Phoenicia. By also securing the Eastern provinces through the judicious placement of garrisons, the imperialists can close the gap in victory points and thus improve their reinforcement posture. Using its lead in legitimacy points, Perdiccas can then take the war to Antipater knowing that royal army units will side with Perdiccas. Eumenes or Peithon can threaten Egypt to keep the dynasts from seizing Alexandria. With four general cards in the deck, the opportune play of any of these cards can reverse the strategic situation almost instantaneously, as can random Tyche card play. The dynasts have a strong position which can be
used to exploit any misplay by the imperialists. With no third player to act as a counter-weight to a strong faction, this scenario can be very unforgiving.

FOUR-PLAYER SETUP


Scenario Analysis

This historical scenario is an expansion of the three player setup with the dynastic faction split into two factions, the Antigonid faction and the Ptolemaic faction. These factions initially worked together against Perdiccas, but Antigonus' personal ambition to re-unite the empire alienated Ptolemy. Ptolemy sought alliances with the other dynasts, entering into a series of anti-Antigonid coalitions.

Lysimachus was initially content to do Perdiccas' bidding in Thrace and thus, strictly speaking, should not be partnered with Ptolemy. However, later in the game he became a dynast in his own right and was one of the chief architects of the anti-Antigonid coalition, which eventually killed Antigonus at Ipsus. Because of their relative distance from each other's spheres of influence, Ptolemy and Lysimachus never really came into conflict with each other. Thus their partnership with each other is natural within the confines of this scenario.

Leonnatus and Antigonus are less natural but not necessarily unnatural. Leonnatus died during the first game turn and thus it is difficult to state exactly which faction he would have joined. But he was most likely a dynast with pretensions to the Macedonian throne. Since this position would have put him in conflict with both the imperial and regency factions and would have placed him in conflict with both Lysimachus and Ptolemy, who also had interests in Greece/Macedonia, it is not unreasonable to link him with Antigonus. [Editor's Note: The same arguments can be made with regard to Craterus if players want to try swapping Craterus and Leonnatus in this scenario's setup.]

Peithon's position as a wild card is somewhat more consistent than his usual partnering with Perdiccas. After Perdiccas' death, he returned to his satrapy of Media and became allied with Eumenes during the Eastern campaign. He eventually joined Antigonus but became disillusioned with his agenda and was subsequently killed by Antigonus after a falling out, and thus disappeared from the equation. Generally, he lacked the military, diplomatic and political acumen to compete with the likes of the other dynasts.

The imperial position is further eroded in this scenario due to the decrease in victory points and loss of Peithon as a member of the faction. In addition, its previously secure Eastern border is now subject to invasion through the Mantic's play of either of the two generals remaining in the deck. However, the lead in legitimacy points will stave off immediate disaster and provide time to establish its territorial base while the other players are coordinating their positions.

In contrast, the regency faction's position has improved over the three-player scenario. The regents have the best opportunity to overtake the imperialists in legitimacy points. With the largest number of Macedonian CDs of any faction, they have the qualitative force necessary to act as the arbiter in all diplomatic wrangles. Its greatest weakness is its lack of mobility, which will hinder its ability to project this power until Cassander takes over Antipater's army.

The Ptolemaic faction has its diplomatic work cut out for it. While Egypt remains relatively unassailable, Thrace is extremely vulnerable to pressure from Macedonia and Hellespontine Phrygia. As in history, Lysimachus and Ptolemy must keep low profiles until they are strong enough to join in the dismemberment of another faction.

The Antigonids are the most concentrated faction in the scenario. Good position, a well-balanced army, and the mobility and leadership to project its power effectively will allow it to dictate the pace of the game. However, being the obvious leader will also attract coalitions, and it would be prudent to ally with one of the weaker factions until the Antigonids are ready to make their play for the mantle of Alexander.

Zoroastrian Fates
by Richard H. Berg

Players of SUCCESSOR'S may wish to try this random event variant. Ignore what is on Ahura Mazda & Ahriman Tyche card (18). Instead use the following instructions. Players may have to jury-rig some markers to help them.

When this card is played, the player rolls two dice (2d6) and consults the special event table below. This card must be played in one of the first three of the player's rounds of play that turn. It may not be withheld until later.

Ahura Mazda & Ahriman Special Event Table

<table>
<thead>
<tr>
<th>Dice</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>2, 3</td>
<td>Drought. The drought hits the listed province, plus all provinces adjacent by land paths, mountain passes or straits. It costs two movement points to enter each space therein for the rest of the turn.</td>
</tr>
<tr>
<td>4</td>
<td>Gauls. The Gauls attack and ravage the Balkans. Remove all CDs from the Kingdom of the Dardani and Epirus. Replace all CD markers with independent CD markers. Any leader present is dispersed. This may only occur once (if it has already occurred, roll again).</td>
</tr>
<tr>
<td>5</td>
<td>Embezzlement. The player who rolls this has seen his treasurer abscond with much of his gold, and his sister, to an Italian isle. An opposing player, blindly, selects one of the Tyche cards from your hand and discards it (without anyone looking). In your next Tyche phase, you may not play a card.</td>
</tr>
<tr>
<td>6</td>
<td>Political Marriage. One of your generals marries one of Antipater's daughters (he had three, Nicea, Eurydice and Phila). Antipater may not attack any force led by that general (and vice versa) until either Antipater dies, or that general comes under Condemnation or Order of Execution (see below). If Antipater is dead, or you represent him, roll again.</td>
</tr>
<tr>
<td>7</td>
<td>Spies. You may look at all the cards remaining in any one player's hand.</td>
</tr>
<tr>
<td>8</td>
<td>Order of Execution. You choose any one general, and the players (except for the targeted player) vote on an Order of Execution. Players' legitimacy votes are their votes. If half or more of the legitimacy points vote &quot;No,&quot; nothing happens. If the majority of legitimacy points cast are &quot;Yes,&quot; then place an Order of Execution marker atop that general's card. The card has the following effects:</td>
</tr>
<tr>
<td>b) When playing a Motivation card, the result is different, the Motivation is automatic if the Legitimacy requirements are met (plus the leader of the army that has mutinied is automatically dispersed). If the Silver Shields are in the mutinous army, the affected leader is killed. This Order lasts until the first assassination attempt.</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Asclepion of Cos. For the rest of the turn, when one of your leaders is to be dispersed, you may place that leader in Halicarnassus if you wish, at which point he is free to move. He does not have to wait until the end of the turn. The Asclepion was the great healing center on the Island of Cos, just offshore from Halicarnassus.</td>
</tr>
<tr>
<td>10</td>
<td>Thibron, Soldier of Fortune. has struck in North Africa. The player that controls Egypt must remove two of his office markers on any Egyptian location (fight Thibron). If no one controls Egypt, roll again.</td>
</tr>
<tr>
<td>11, 12</td>
<td>Plague. The player rolls one die to determine the location of the plague. The plague affects all provinces adjacent by land paths, mountain passes or straits as well. Halve all CD markers by type, but not including elephants—in that province, by space, rounding up the losses. Any army entering the affected provinces during the remainder of the turn must do the same once upon entering the first space in such a province.</td>
</tr>
</tbody>
</table>

- 1 = Greece
- 2 = Judea
- 3 = Aegeus
- 4 = Susiana
- 5 = Lydia
- 6 = Cyprus
- 7 = Phrygia
- 8 = Syria
- 9 = Mesopotamia
- 10 = Thrace
- 11 = Lydia
- 12 = Susiana

*
5.1 and 27 Is the turn order phase the only time you adjust your VP count? Legitimacy level?
A. Yes, you adjust them the instant they change.

5.5 Typo In the sequence of a round, the Tyche Segment is second and the Movement Segment is third, despite the incorrect numerals on page 13.

6.3, 10.10 and 17.4 Does moving in/out of a city or conducting a siege/subjugation count to prevent the raising of troops?
A. Yes, when done during the movement segment.

ERRATA for 6.4 Restrictions Reinforcements, raised troops, generals and returning units/generals cannot be placed in a space containing besieged enemy units or Independent armies.

6.4 Can a besieging player place reinforcements, raised troops and generals with a major general conducting a siege?
A. Yes.

7, 8 and 9 Can players voluntarily trade garrisons or Tyche cards or CUs?
A. No, they must be dispersed within the specified rules governing surrender, Tyche card play and desertions.

ERRATA for 7.4: The dropped lines from the third garrison restriction are: "The interventor's space may not contain an enemy garrison, enemy army, hostile tribe or independent commander." 7.4 Can you use sea routes for placing garrisons in the Tyche card segment?
A. Yes. Such placement cannot be stopped by enemy fleets.

8.4 and 8.9 Clarification "Must Be Played!" Tyche Bonus Cards may not be ignored, but must be played.

8.5 Is there an order by which players play surprise cards, in battles for instance?
A. No, you play surprise cards at any time on a first-come, first-served basis.

8.6 Must a general arrive at his optional starting location?
A. No, he may be placed according to rule 6.4 if you choose not to place him in the optional starting location.

8.6 If, during the course of Tyche card play, a general is placed in his optional starting location, who does he place garrison markers as well?
A. Yes, but only in those spaces that are empty.

8.9 All non-independent spaces have CUs, do you re-roll for location of unit?
A. No.

9.2 Can you place a minor general after you see the movement die roll?
A. Yes—at any time during your turn.

ERRATA for 9.2 and 11.11 Whenever the commanding General is killed in a leader loss check (and no other friendly Major General is taken with the army), an available Minor General from off the board may be placed instantly to take command of the army. If none are available, then uncommanded CUs in an unfriendly space are placed in the "Dispersed Box" with a friendly garrison marker to show ownership.

9.7 How many movement points does an army have which is only controlled by a minor general with two movement points and moves one space and joins the army of a major general yet to move who has four movement points in place?
A. The original army CU's can move no more than the least of: a) their original movement points or b) the major general's movement points, in both cases subtracting points already consumed by the original army before continuing. 10.5 and 43 Can you drop a CU without a Minor General by placing it under a friendly garrison marker?
A. Yes.

ERRATA for 10.9 The five-to-one superiority ratio required should be measured in CUs, not combat strength.

12.2 Must the naval combat take place in the last space of the naval movement?
A. No, the movement rule for land interdictions. The point of that restriction is that if an army passes through a sea via sea movement, an army on land cannot intercept it, except at its landing point at the head of the naval movement. Naval combat is possible at any point along the sea route (see 16.5).

13 May other CUs/general be picked up by an army avoiding battle as it passes through the space?
A. Yes.

ERRATA for 13.6, third sentence Add "sea routes." It should read: "Just like in naval combat, an army may not avoid an interception if the space it must pass into is across a mountain pass/strait or sea route or into a space containing an enemy CU, enemy garrison or independent marker.

14.1 What happens to units on an enemy garrison when they lose their leader in a leader loss check?
A. Place a minor general with them if available. Otherwise, they are dispersed (mark them in the dispersed box with your garrison marker), leaving royal markers on the board in place.

16.4 Do Generals apply their battle rating to naval combat?
A. No.

16.4 Can you fight naval battles with less than all of your fleets?
A. Yes, the moving player declares as he starts his naval movement which fleets are匙ing. Intercepting players may declare interception with any number of their own fleets.

16.6 When can you discard to upgrade a fleet?
A. You can only discard in your Tyche segment.

17.2 If the last CU inside a besieged city is sacrificed to cancel a siege point and keep the total below three points, when does the now-empty city fall?
A. If the husband dies, does the wife and her legitimate remaining in the faction?
A. Yes, until captured or remarried, she still works in favor of her deceased husband's faction. Remember, legitimacy is a faction-wide concept, so his death has no impact on legitimacy, only on who is guarding her from capture.

23.5 Tyche card reference should be "#15, #55 or #43.

23.6 Can the body be buried in Babylon on Turn 1?
A. No.

23.6 Can the body be buried in the Peilla space when you do not control it?
A. No, you must control the major city in which the body is buried. The reference to "in or outside the city" simply allows the major general to bury the body at a friendly Peilla but remain in the field with his army.

25.2 Do RA units stand aside in overruns or sieges?
A. No, the rule applies to battles alone. They still defend and attack for their owner normally in sieges and overruns.

25.2 Does the second-to-last sentence only apply to the army with the least legitimacy?
A. Yes, only the standing aside RA units have a chance to stand aside. A losing general with more legitimacy would retain control of his RA units, undergo attrition, and be dispersed.

26.3 and 26.4 Does Antipater die prior to turn 3, Cassander instantly replaces him. Cassander is rank zero. The 2l for Strategies of Europe goes to the faction controlling Macedonia—It is not a personal attribute of Antipater nor of Cassander.

26.4 and 26.5 What happens if Heraclia or Alexander IV are uncontrolled at the moment they come of age?
A. The game ends instantly with proclamation of the new king. Count victory plus legitimacy as described.

27 and 28 In two- and three-player games we have run into this situation: can VPs go above 300?
A. Yes, you are not deprived of the VPs. Record this level of VPs by stacking a garrison marker with your VP marker and placing them in the spot corresponding to your VP level minus 30.

27.2 Can you lose the VP s if your fleets are dispersed?
A. No, you retain control of the largest fleet, even dispersed, until such time as another player establishes their own control of the fleets (see 16.2).

TYCHE CARDS
#1-4 Major Campaigns. Can the moving army add up CUs and other armies along the way? Can it change command during movement (as in 9.7)? Can it drop off CUs and disrupt armies?
A. Yes. Yes. Yes.

#8 The Indian Elephant Corps. Can the Elephants arrive inside a besieged city? Can they arrive with a besieger?
A. No. The event cannot be played if Elephants belong to Babylon. Babylon is uncontrolled or friendly but besieged.

#15. Olympias. Is she restricted from join­

ing Cassander's faction after Antipater's death?
A. Yes, Cassander inherits the antipathy as well.

#20-23. Unrest/Unrest Spreads. Do you place one marker or as many as possible? Can it be placed in a major city?
A. One. Yes.

#29 Helenopolis. When may it be removed voluntarily?
A. The besieger may remove it any time in his turn, including immediately after suc­

cessful siege (you might as well remove it, since it cannot be moved and therefore is useless to you, barring replay of the card).

#31 Persian Popular Support. Does it go away upon death of the general upon which it was played?
A. Yes, the marker is assigned to a general and will be removed upon death of that gen­

eral.

#35 and 52 Drink the Hemlock/Olympias Murders Philip III. Can these cards be played on enemy forces in the same space during a siege?
A. Yes, it was common to bribe servants to carry out assassinations. You need not con­

trol the Royal counter to implement the card.

#43 Salvation in the 11th Hour. Do RA units get dispersed or join the side playing the card?
A. RA units are dispersed.

#47 and 48 Does discard of the Cretan Liar affect control of the Cilician Pirates?
A. No, the card must be validly played as a Surprise offer.

#53 and 54 Cleopatra/Thessalonica Marriage Offers. If already activated (and mar­
ried to a living general), may these cards be played to marry her to a different general? Even to an enemy of the current husband?
A. Yes. Yes. Divorce was common and these women played an active role in Mace­

donian politics—marriage did not suborn a regal woman to silent obedience to a hus­
band. A wife whose children were not get­

ting due consideration for inheritance was quick to turn on a husband.
The First Punic War

By Alan R. Arvold

Based on the game system used in the game WE THE PEOPLE, the game HANNIBAL: ROME VS. CARTHAGE is easy to learn and wonderful to play. The only criticism I have for the game is its lack of scenarios. Granted, the use of strategy cards means that no two games will ever be the same. Nonetheless, I searched the other Punic Wars between Rome and Carthage to find another scenario. After quickly ruling out the third one, I settled on the First Punic War—a war which I found could easily fit into the game system in HANNIBAL (with a few modifications of course).

I begin with a short history of the First Punic War, and I follow that with the actual variant. Some new counters are required in order to play.

Historical Summary

The First Punic War started in 264 over an incident in the city of Messana on the northeast tip of the island of Sicily. A group of brigands calling themselves the Mamertines seized control of that city. The city-state of Syracuse, which controlled the eastern part of Sicily, made preparations to take Messana back under their control. In desperation, the Mamertines made appeals to both Carthage and Rome for aid against the Syracusans. Carthage, which controlled the western part of Sicily, responded first with their forces that were available on the island. They occupied the citadel in Messana. Initially the Roman Republic, led by the Roman Senate, debated over the merits of intervention. Upon receiving the news of the Carthaginian occupation of Messana, the Senate authorized an expeditionary force led by consul A. Claudius to take the city. With the aid of the Mamertines, Claudius captured the Punic garrison by surprise and, without bloodshed, forced them out of the city. When Carthage heard the news, she declared war.

As both sides started mobilizing for war, the first battles were already being fought around the city of Messana. The Punic forces in Sicily, under the command of a general named Hanno (the first of many), combined forces with the army from Syracuse, under command of King Hiero, and laid siege to Messana. In order to avoid a long siege, Claudius attempted to negotiate with Hanno and Hiero, but when negotiations broke down he attacked both of their camps, forcing them to retreat, thereby lifting the siege. In the next year, Roman forces led by consul M. Valerius advanced to Syracuse and laid siege to it. King Hiero, in order to avoid a long siege, negotiated quickly with the Romans and secured a treaty of friendship with them. He remained a Roman ally to the end of the war and for many years afterwards. After securing eastern Sicily, the Roman forces moved west towards the city of Agrigentum.

Meanwhile, Hanno was executed for losing at Messana. The main Punic forces in Agrigentum, now under a general named Hannibal (not the one made famous by the Second Punic War) prepared for a long siege which the Romans commenced in 262. Five months after the beginning of the siege, a Punic relief force, under a second general named Hanno, arrived from Africa and laid siege to the Roman besiegers. This lasted for more than two months until Hanno, under pressure from the Carthaginian government, attacked the Roman siege works. He was beaten back and lost over half of his army, after which he divided his remaining forces to reinforce the remaining Punic garrisons in Sicily. (He was relieved of command and fined heavily by the Carthaginian government.) However, during the battle, Hannibal was able to evacuate his forces from Agrigentum with the help of the Punic navy. He then started raiding the cities in southern Italy, causing much consternation in Rome. Carthage appointed another general named Hamilcar to control the Punic land forces in Sicily. Although the Romans took Agrigentum, they were no closer to ending the war than when they were the year before.

In 261, the Romans decided that to control all of Sicily they would have to eliminate the Punic navy. To this end they developed their own navy, something they had never before done. As they had no naval experience, they relied on hired sailors and shipmasters from allied Greek cities in southern Italy to teach them. In 260, Rome felt ready to tackle the Punic fleet. In the first naval battle of that year, off the Lipara Islands, a small Roman naval force under consul C. Scipio was defeated by a larger Punic squadron. The Romans then realized that in a traditional naval battle, where maneuvering and ramming were the norm, they were the amateurs; the Punic navy was the master. As a result the other Roman consul for that year, C. Duilius, decided to use Rome's greatest asset in future naval battles—their soldiers. To this end, he introduced the corvus which he borrowed from the Syracusans. The corvus was a gangplank mounted on the bows of ships with an iron spike at the end. It was dropped on the enemy's deck, holding the ship fast to the Roman vessel, allowing the Roman soldiers to cross over and take the ship. Later that year, Duilius led the Roman fleet to a decisive victory over the Punic fleet under Hannibal in a battle near Mylae. Hannibal took the remainder of his fleet up to the islands of Sardinia and Corsica, where the Roman fleet hunted him down over the next two years. They finally cornered him near the port of Olbia on Sardinia and wiped out the rest of his fleet. Hannibal escaped capture but was executed by the Carthaginians for losing the fleet. (Executed Punic leaders were usually crucified.)

Meanwhile, in Sicily, Hamilcar was able to defeat a Roman army in 259, although the next year, Roman reinforcements kept him from being able to exploit his success. The fighting in Sicily ground to a stalemate for several years. At sea, the Roman fleet started conducting raids on many of the islands in and around Sicily. This included a raid on the island of Melita (modern day Malta), which showed that the Roman fleet could now cross over the sea on extended voyages instead of hugging the coastline as she had been doing. The fleet also landed expeditionary forces on Sardinia and Corsica to clear out the remaining Punic forces there, but had to withdraw them shortly thereafter to reinforce the main effort in Sicily. All of this was in an effort to train the Roman fleet for its next great project—Africa.

In 256, the Roman fleet embarked on its invasion of Africa in order to bring the war home to Carthage. A huge fleet of 330 ships transporting 15,000 troops and 500 cavalry departed from Italy that summer under the joint command of consuls A. Regulus and M. Vulso. As it rounded the island of Sicily, the Punic fleet, under the joint command of Hanno and Hamilcar, intercepted it near Cape Ecnomus. The Romans defeated the Punic fleet, capturing or sinking a third of their ships and damaging many more. The Romans landed in Africa at Aspis, a few days march from Carthage. Here, Regulus took command of the troops while Vulso took the fleet back to Italy, leaving a small squadron for support. Regulus marched on Carthage but was met by a Punic army at Aidys, about a day's march from Carthage. Regulus defeated that army, but found himself too weak to besiege Carthage. He instead took the city of Tunis (a little further up the coast) and rested there during the winter.
Carthage had reached a new low. In addition to suffering two great defeats within a year's time and a Roman army a few days march away from her city, her Numidian provinces chose to revolt, perhaps encouraged by the Roman successes. Carthage sued for peace. Rome appointed Regulus as the chief negotiator. The terms that Regulus demanded of Carthage were so severe that Carthage decided to resume the war. She recalled part of her forces and generals from Sicily to deal with the revolt in Numidia and put out a call for more mercenaries around the known world. A group of Greek mercenaries, led by a Spartan general named Xanthippus, answered the call and soon arrived at Carthage. Xanthippus, due to his skill and experience, was asked to train and reorganize the entire Punic army. This he did quickly. The next year, he took the army to meet Regulus at the battle of Bagradas Plains, where he crushed the Romans. Regulus and about 500 of his men were captured, and about 2,000 escaped back to Aspis, base of the Roman naval squadron; the rest were killed. After this, Carthage, having regained the initiative, laid off Xanthippus and his Greeks.

The Romans were stunned by the news of Regulus' defeat and dispatched the Roman fleet to pick up the survivors. The fleet, which was 360 ships strong, accomplished this while administering another defeat to the Punic fleet off the coast of Aspis. However, on the way home to Italy, it was caught in a vicious storm which sank over 280 ships. Though devastated by the news, Rome would not quit. She proceeded to build another fleet and raised more forces, despite stretching her resources to the breaking point.

In 254, the Punic army in Sicily, now under a general named Hasdrubal, resumed the offensive. They retook the city of Agrigentum and besieged several other towns. The Romans rebounded by taking the city of Panormus, the main Punic headquarters in Sicily. This Roman success caused many towns in Sicily to eject their Punic garrisons and openly declare in favor of Rome. The Romans followed up with many naval raids along the African coast, but when a storm wrecked another Roman fleet in 253, the war settled down into a stalemate that lasted for about three years.

In early 250, Hasdrubal led a large attack on the city of Panormus, but Roman forces under consul C. Metellus smashed the Punic army. Hasdrubal was recalled to Carthage and executed. Carthage again sued for peace and sent their prisoner of war Regulus on parole back to Rome to offer terms of peace. However, once in Rome, Regulus advised rejection of any Punic terms (advice which was accepted). Regulus, honoring his parole, returned to Carthage, where he was tortured to death.

In the next year, the Romans concentrated their efforts on taking Lilybaeum, the last major Punic stronghold in Sicily. The required that the Roman fleet under consul C. Pulcher eliminate the Punic fleet that was guarding the harbor at Lilybaeum. However, the Punic fleet, led by Admiral Adherbal, defeated the Romans near Drepana, sinking more than a hundred ships. Another Roman fleet was dispatched to retrieve the situation, but was lost in a storm near Pachynus. Once again, Rome was without a navy. The siege of Lilybaeum dragged on until the end of the war.

In 247, the Punic government appointed a new general who would remain in command for the rest of the war. This was Hamilcar Barca. (The Hamilcar mentioned earlier was by now in Numidia fighting the revolt, where he would spend the rest of the war.) For the next five years, Hamilcar Barca defeated the Romans in battles in Sicily, keeping them from gaining any ground. He even launched several major attacks along the southern coast of Italy. The Romans realized that they were not going to beat this general on the battlefield, so they resolved to starve him out. Thus, the Romans rebuilt their navy to enforce a blockade. This time they incorporated all of the lessons they had learned about naval warfare over the past twenty years. They built a lighter warship which was faster and more maneuverable. They eliminated the corvus (it made their ships so top heavy that they easily sank in storms), practiced all known maneuvering and ramming techniques until they could perform them to perfection, and developed new boarding techniques to take the place of the corvus. Finally, they started to correct their greatest deficiency—poor seamanship.

In the summer of 242, the Roman fleet again resumed its blockade of all Punic held ports in Sicily. During the winter, when storms plagued the area, the Romans were able to maintain the blockade. The Punic fleet was laid up at home during this time, due to lack of funds. Thus, Hamilcar and his troops started to run low on supplies. By the spring of 241, the supply situation had reached a critical stage. Carthage sent out the navy under Hanno to break the blockade. The Roman fleet under consul L. Catulus met them (in the middle of a storm) outside the harbor at Drepana and decisively defeated them, sinking or capturing over 120 ships. Hanno escaped and brought news of the defeat back to Carthage, after which he was executed.

This was the last straw for Carthage, which again sued for peace. Rome agreed and negotiations began. In the final terms of surrender, Carthage: 1) gave up all of her holdings in Sicily to Rome, 2) paid an annual indemnity of 3,200 talents to Rome for ten years, 3) could not recruit any troops from any Roman-controlled lands, and 4) surrendered all islands between Italy and Sicily to Rome. (Rome used this last term as a pretext to take over Sardinia and Corsica from the Carthaginians in 238 BC.)

Carthage was not defeated by occupation. She was beaten because she was economically exhausted and could not afford to carry on the war much longer. Rome was also close to economic exhaustion. In the aftermath of the war, Carthage, under the leadership of Hamilcar Barca, would continue her imperial expansion, but this time into Spain away from Roman interests. Rome had risen from a regional power at the beginning of the war to a world power with the beginnings of an empire (though she would still see herself as a republic for the next 200 years). The seeds of mutual mistrust had been planted between the two powers and would continue to fester until war would break out again 23 years later with armies under control of the next generation.

THE VARIANT

Mapboard: In Spain all spaces in the provinces of Idubeda, Celtiberia and Orospedia (with the exception of Saguntum) are treated as green neutral tribal spaces (including New Carthage). The five green tribal markers provided in the game, these are not the same people. The Carthaginian names were very common.
Rule Changes: This variant uses HRC rules except for the changes made below. These changes are listed by the rule number sequence found in the rulebook. Non-italicized text replaces the equivalent section. Italicized sections are additional rules (other rules in those sections still apply). Underlining indicates a section of the original rules to ignore.

4. SETTING UP THE GAME

4.1 Roman Setup
Six CUs and M. Valerius in Rome (Latium).
Six CUs and A. Claudius in Messana (Sicilia).
Place Roman PC markers in all round spaces in Etruria, Sammium, Apulia, and Lucania. Place walled city markers with the red side up on Rome, Capua, Neapolis, Tarentum, Rhegium, Messana and Massilia. The other seven Roman Generals are set aside (they will enter play later in the game as reinforcements).

4.2 Carthaginian Setup
Four CUs (two of which are CUs with elephants) and Hannibal Gisco in Carthage.
Six CUs and Hanno in Panormus (Sicilia).
Two CUs and Hasdrubal in Malaca (Baetica).
Two CUs in Oristano (Sardinia).
Place Carthaginian PC markers in all round spaces in Sardinia/Corsica, Sicilia, Baetica, Balearic Islands, Western Numidia, Eastern Numidia and Carthaginia. Place walled city markers with the blue side up on Carthage, Utica, Gades and Syracuse. The other two Carthaginian Generals are set aside (they will enter play as reinforcements).

4.3 Tribe Setup
Place the blue hexagonal tribe marker for Bruttium in its place. The tribal spaces of Boii and Insubrians are considered to be green neutral tribal spaces. Use the white side of the counters to differentiate them from Bruttium. Set aside the other green tribe markers (they are not used in this variant—see 16.7 below).

5. SEQUENCE OF PLAY

1. Reinforcement Phase
2. The Carthaginian player randomly chooses one General to remain on the board, removes the others, and randomly selects and places two new Generals with any friendly CUs on the board.
[All other rules in this section apply.]

6. REINFORCEMENTS

6.1 Carthaginian Reinforcements
The Carthaginian player receives up to four Combat Units per turn. The Carthaginian reinforcements can be placed in the following locations:
- One in Carthage or with any General in Africa.
- One in Gades or with any General in Spain if the province of Baetica is Carthaginian-controlled (this province was used as a collection point for mercenaries recruited from the wild Iberian tribes to the north during the war).
- One in Panormus or with any General in Sicily if the province of Sicilia is Carthaginian-controlled.
- One in any space that contains a Carthaginian General.

6.4 Roman Generals
Ignore the last paragraph about Scipio Africanus.

6.5 Carthaginian Generals
The Carthaginian player, during the Reinforcement Phase of each turn (except the first), must follow the procedures below for his Generals:
1. Randomly designate one Carthaginian General to remain on the board.
2. Remove the other Carthaginian Generals from the map.
3. Randomly draw two Generals (those removed in step 2 are eligible to be drawn again).
4. Place these two new Generals on the map. These Generals may be placed together or in separate spaces that contain at least one Carthaginian CU.

HAMILCAR BARCA:
Starting on turn 7, Hamilcar Barca remains in play until the end of the game. This means he is the one General that is designated to remain on the board. If not on the board, he is automatically one of the Generals drawn and placed on the board.

7. STRATEGY CARDS

7.1 Receiving Strategy Cards
In this variant, each player is dealt eight cards each on turns 1-3 and nine cards each on turns 4-9.

7.4 Event Cards (ECs)
There are no changes to the rules dealing with event cards. However, several of the events listed on the cards do not apply to the First Punic War and are changed in this variant. Players use the existing cards provided in the game. Players should refer to the i.d. numbers of the cards and refer to the list in the sidebar to see which cards have been changed. The color codes of the operations numbers on these cards are not changed unless so specified in the list.

First Punic War Events
Substitute the following events for those listed on the strategy cards.

#6. Carthage receives up to four CUs as reinforcements per turn. The Carthaginian player receives up to four Combat Units per turn. The Carthaginian reinforcements can be placed in the following locations:

- One in Carthage or with any General in Africa.
- One in Gades or with any General in Spain if the province of Baetica is Carthaginian-controlled (this province was used as a collection point for mercenaries recruited from the wild Iberian tribes to the north during the war).
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2. Remove the other Carthaginian Generals from the map.
3. Randomly draw two Generals (those removed in step 2 are eligible to be drawn again).
4. Place these two new Generals on the map. These Generals may be placed together or in separate spaces that contain at least one Carthaginian CU.

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First Punic War Events
Substitute the following events for those listed on the strategy cards.

#4. Baetica Revolts. If your opponent controls Baetica, remove all of his non-walled PCs in that province which are not stacked with his CUs.
#7. Hostile Tribes. Add Galia Cisalpina to the list of provinces on this card.
#8. Hostile Tribes. Change the list of provinces on this card to read: Idubea, Celtiberia and Oropos.
#9. Xanthippus of Sparta Recruited by Carthage. Carthaginian player may add one battle card to each of his battles to reflect Xanthippus' retraining of the Carthaginian army. Once per turn the Carthaginian player may add three BCs to a battle where he has a force of CUs with no General to reflect Xanthippus' presence there. This force is presumed to be led by a General having a Battle Rating of three for purposes of Counterattacks and a Battle Rating of one for purposes of Interception, Avoiding Battles, Pursuit and Withdrawals. Once this event has been played by the Carthaginian player, only the Roman player may play this event, thus ending Xanthippus' employment by Carthage and canceling the effects of this card.
#10. Greek Mercenaries. Place two Carthaginian CUs in any friendly controlled port in Africa, Italy or Sicily. This card may only be played while Xanthippus of Sparta is employed by Carthage.
#18. Apulia Revolts. If your opponent controls Apulia, remove all of his non-walled PCs in that province which are not stacked with his CUs.
#22. Surprise Carthaginian Raid. Place one Carthaginian CU and a PC in any non-walled city space in Silicia that contains no Roman CUs. If the space contains a Roman PC, the PC is flipped. Can only be played when Rome has political control of Sicily.
#24. Carthage pays all back pay owed to Numidian Mercenaries. Pick either Western or Eastern Numidia and place up to three Carthaginian PCs in spaces which do not contain enemy CUs. If the space contains a Roman PC, the PC is flipped. Can only be played when Rome has political control of Sicily.
#25. Campania Revolts. If your opponent controls Campania, all walled city markers in the province which are not stacked with his CUs are flipped to the other side. Either side may play this event [which is not removed.]
#26. Syracuse Allies with Rome. You immediately gain control of Syracuse (any Carthaginian units inside are eliminated). Only the Roman player may play this event. Remove this card if the event is played.
#27. Lucania Revolts. If your opponent controls Lucania, remove all of his non-walled and non-tribe PCs which are not stacked with his CUs. Either side may play this event.
#28. Sicilian Recruits. Place two friendly CUs with any General located in Sicilia. Either side may play this event.
#29. Decisive Naval Victory. The player who plays this event now has Naval Supremacy. This remains in effect until the opposing player plays this event (#29 or #65). Either side may play this event.
#50. Adriatic Pirates. Add that this event can only be played by the Carthaginian player when Rome has Naval Supremacy.
#60. Storms at Sea. Add that the Roman side has a +4 modifier to the Attrition die roll to reflect their inferior seamanship which lasted throughout much of the war. This event must be played and implemented before rolling the die for Naval Combat.
#63. Decisive Naval Victory. The player who plays this event now has Naval Supremacy. This remains in effect until the opposing player plays this event (#29 or #65). Either side may play this event.
8. MOVEMENT

8.6 Rank
Ignore the sentence about Hannibal outranking all other Carthaginian Generals.

• Starting on turn 7, Hamilcar Barca outranks all other Carthaginian Generals.

8.8 Naval Movement
The First Punic War was noted for sea battles to establish naval supremacy. Although the actual sea battles will not be duplicated in this variant, their effects will determine which side has naval supremacy. The Decisive Naval Victory events (cards #29 and #63) become key cards.

Ignore the paragraph on Roman Naval Supremacy and the Naval Combat Modifiers.

NAVAL SUPREMACY: When one player enjoys naval supremacy, the opposing player runs the risk of being sunk whenever he uses Naval Movement. Each time the player without Naval Supremacy moves by sea, the player with Naval Supremacy rolls on the appropriate Naval Combat Table. If, after applying the appropriate die roll modifiers, the moving force is “Sunk,” then the CUs are eliminated and the General is removed from the game for the rest of the turn. If the moving force must “Return,” it returns to the port of embarkation and the balance of its movement is lost.

The Carthaginians enjoy naval supremacy at the start of play.

ROMAN TACTICAL INFERIORITY: This modifier represents the inferior Roman tactical abilities in naval battles prior to the introduction of the corvus, which enabled the Romans to be tactically superior to the Carthaginians in naval battles. Once the corvus is introduced (signified by C. Duilius first becoming consul), this modifier no longer applies on either Naval Combat Table.

ROMAN NAVAL SUPREMACY: When the Roman player enjoys naval supremacy, he uses the Naval Combat Table printed on the mapboard to resolve Carthaginian Naval Movement. Use the following modifiers to the die roll.

+/-: both port modifiers on map*
-1: if a General is using Naval Movement by himself or with one CU
+1: if the port contains a Carthaginian PC Marker*
-1: if Rome controls Syracuse
-1: if Rome has tactical naval inferiority (does not apply once C. Duilius becomes consul)

*These modifiers apply to both the port of embarkation and the port of debarkation, and are cumulative.

NAVAL COMBAT VS.ROME
<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;4</td>
<td>Sunk</td>
</tr>
<tr>
<td>5</td>
<td>Return</td>
</tr>
<tr>
<td>≥6</td>
<td>No Effect</td>
</tr>
</tbody>
</table>

CARTHAGINIAN NAVAL SUPREMACY: When the Carthaginian player enjoys naval supremacy, he uses the Naval Combat vs. Rome Table that is printed below when resolving Roman Naval Movement.

Use the following modifiers to the die roll.

+/-: both port modifiers on map*
+1: if a General is using Naval Movement by himself or with one CU
-1: if the port contains a Carthaginian PC Marker*
+1: if Rome controls Syracuse
-1: if Rome has tactical naval inferiority (does not apply once C. Duilius becomes consul)

9.8 Displaced Generals
Ignore references to Hannibal and Scipio Africanus.

11. BATTLES

11.2 Allies & Militia
1. Neither side may receive BCs for the provinces of Gallia Cisalpinia, Celtiberia, Orospeida or Idubeda.
2. Rome receives one BC for each of his Italian Allies, not just for two of them.

16.0 WALLED CITIES & TRIBES

16.6 Tribes Friendly to Carthage
Only the Bruttiums are friendly to Carthage. [All other rules in this section apply.]

16.7 Neutral Tribes
This variant contains more neutral tribal spaces than in the regular game. The five green tribal markers provided in the game are set aside and not used. Instead, all empty spaces in the neutral tribal provinces are presumed to have a green tribal marker. The white-side-up hexagonal markers are treated as green tribal areas as well. Both players may subjugate these spaces as per the rules in the normal game as if they contained tribal markers.

16.8 Saguntum
Saguntum is a neutral walled city friendly to neither side. Initially no walled city marker is placed on that space. The first time that either player enters the space of Saguntum, that city becomes allied with the opposing player (place the walled city marker in the space with the appropriate side's color showing).

18. VICTORY CHECK PHASE

18.1 Calculating Political Points
The following provinces are not politically significant: Gallia Transalpinia, Massilia, Liguria, the Balearic Islands, Gallia Cisalpinia, Idubeda, Celtiberia and Orospeida. The province of Sicilia is worth three Political Points, and the provinces of Syracuse and Corsica-Sardinia are each worth two. Thus, there are a total of 18 possible Political Points. [All other rules in this section apply.]

18.3 End of Game
During the Victory Check Phase of the last turn, the player whose Political Point total is greater wins. If there is a tie, Rome wins.

19. Sudden Death
Ignore the “or eliminates Hannibal” clause from the Roman Sudden Death Victory conditions. [All other rules in this section apply.]

NOTES
The ratings which I gave the generals should be considered to be relative to the times in which these people lived. If these generals were living in the Second Punic War, their ratings would be much reduced, compared to the generals included in the game. The lack of special abilities for most generals is intentional; most leaders in the First Punic War were less innovatively than those of the Second.

The neutral tribes in this variant act as huge buffer zones protecting the back areas of the respective empires. During the war, Carthage did much active recruiting for mercenaries from Spain, Gallia Cisalpinia and Liguria. While they were able to raise a lot of such troops, they were not able to get any of the tribes to become allies.

While most of the fighting during this war occurred in and around Sicily, there existed the possibility for operations elsewhere. Regulus' invasion of Africa is the most well known, but other possibilities just as notable existed. For example, several Carthaginian generals considered invading Italy in order to cause Rome's allies to desert her. However, most overseas operations were stopped before they could get started, due to more pressing concerns in Sicily where the main fighting was occurring. One general, Hannibal Barca, was able to invade Lucania late in the war, but his force was stopped cold on the beaches by a consular army awaiting him. It was not until the advent of Hannibal the Great that Italy would be successfully invaded.

If you care to know which years the turns represent, go by the following.

<table>
<thead>
<tr>
<th>Turn</th>
<th>Years Covered</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>269-263 BC</td>
</tr>
<tr>
<td>2</td>
<td>262-261 BC</td>
</tr>
<tr>
<td>3</td>
<td>260-259 BC</td>
</tr>
<tr>
<td>4</td>
<td>258-256 BC</td>
</tr>
<tr>
<td>5</td>
<td>255-253 BC</td>
</tr>
<tr>
<td>6</td>
<td>252-250 BC</td>
</tr>
<tr>
<td>7</td>
<td>249-247 BC</td>
</tr>
<tr>
<td>8</td>
<td>246-244 BC</td>
</tr>
<tr>
<td>9</td>
<td>243-241 BC</td>
</tr>
</tbody>
</table>

I hope that this variant gives gamers another enjoyable experience with HANNIBAL: ROME VS. CARTHAGE. For now at least, you can fight the two most significant clashes between Rome and Carthage.
Rome Strikes Back: Two Short Scenarios for HANNIBAL
By Charles Bahl

The Second Punic War was one of the longest and most complex conflicts of the ancient world. It lasted for close to two decades and was fought on the far-flung battlefields of two continents. Avalon Hill’s intriguing game, HANNIBAL: ROME VS. CARTHAGE (HRC), re-creates the entire struggle—from Hannibal’s daring march across the Alps to Scipio Africanus’ final triumph at the battle of Zama. But HRC also lends itself well to shorter scenarios that focus on key campaigns. The two scenarios provided in this article are recreations of two of the most important campaigns of the war: Publius Scipio’s operations in Spain and Scipio Africanus’ invasion of the Carthaginian homeland. Each scenario is two turns long, uses a reduced rule set, occurs on only a portion of the board, and contains fewer combat and political control markers than the full game. Each can be played in about an hour—long enough to get in a few good double-envelopments before dinner.

GENERAL RULES
The following rules apply to both of the scenarios. Unless otherwise stated, the normal rules apply.
- The normal sequence of play applies, except that the reinforcement phase is skipped (a special reinforcement procedure occurs during the strategy phase instead). Although the scenarios use the remainder of the sequence of play, the rules and procedures of each of the phases may be different from those normally used. These differences are explained in the rules for the individual scenarios.
- Naval Movement (8.8) is not used.
- Political Consequences (12.3) is not used.
- Consuls and Consular Armies (14) is not used. Rules for the use of Generals are given in each of the scenarios.
- Year-End Political Repercussions (18.2) is not used.
- The strategy card deck is thinned to include only those cards listed for the given scenario. The remaining strategy cards are set aside and taken no part in the scenario.

SCENARIO 1: HANNIBAL’S DEFEAT
Duration: Two game turns; six strategy cards per side are dealt.
Mapboard: Use only the African portion of the map (Western Numidia, Eastern Numidia, Carthaginia and Carthage). No game activity may occur outside Africa.

SETUP
Strategy cards used: 3, 6, 12, 17, 20, 21, 23, 24, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 51, 52, 54, 55, 59, 61, 62 and 63.

Carthaginian Setup (First)
7 CUs (including two Elephants) and Hasdrubal in one or more spaces in Africa. Place Carthaginian PC markers on all circular spaces in Africa. The walled cities of Utica and Carthage are both Carthaginian.

Roman Setup (Second)
10 CUs and Scipio Africanus on any single port space in Africa.

SEQUENCE OF PLAY
Strategy Phase
Rome goes first unless he decides to let the Carthaginian do so. The Carthaginian player may not decline to go first if this happens. Ignore the exception to this rule (listed in the blue box on page 3 of the Hannibal rules).

Reinforcements
Each player can potentially receive reinforcements before play of his strategy card in the strategy card phase. Before playing a strategy card, roll a die and consult the Reinforcement Schedule for Scenario 1. If successful and a space is available for arrival (see Placement of Reinforcements below), the player must take them. If a space is not available for placement, the player does not receive them (they do not accumulate for later placement). Players do not get to make this roll if the strategy card is played during battle.

PLACEMENT OF REINFORCEMENTS
Roman reinforcements arrive on any port or on Cirta if the space does not contain Carthaginian CUs or a Carthaginian General, regardless of who controls the PC marker. The reinforcements may be spread over any number of eligible locations. They arrive even if a Roman General is not present on the space.

Hannibal and his 7 CUs may arrive at any single port controlled by Carthage that does not contain Roman CUs or a Roman General.

Other Carthaginian reinforcements arrive on any space that does not contain Roman CUs or a Roman General. The space must also be controlled by Carthage. The reinforcements may be placed on only one available space or may be spread over several. They may arrive even if a Carthaginian General is not present on the space.

Carthaginian player can substitute elephant CUs for normal CUs among reinforcements, but no more than two elephant CUs may be on the map at any one time.

Displaced Generals
Scipio Africanus is the only Roman General in the scenario. He is considered to be a Proconsul. Hasdrubal and Hannibal are the only Carthaginian Generals in the scenario. If Scipio Africanus or Hasdrubal is displaced, he is returned to the board at the very beginning of the next turn. Both of these Generals may be placed on any space that contains friendly CUs. If Hannibal is displaced, the Roman player wins.

VICTORY CHECK PHASE
The Victory Conditions for this scenario are the same as those listed in sections 18 and 19, except as noted below under “Sudden Death.”

SUDDEN DEATH
Rome wins a sudden death victory per the normal sudden death rules. Since rule 18.2 is not used, there is no suing for peace and thus no sudden death victory awarded for it. A player also wins a sudden death victory if he has completely eliminated all of the opponent’s CUs from the map at the end of any battle.

SCENARIO 2: FIRST CAMPAIGN FOR IBERIA
Duration: Two game turns; six strategy cards per side are dealt.
Mapboard: Use only the Spanish portion of the map (Baetica, Orospedia, Celtiberia and Idbueda). No game activity may occur outside Spain.
**SETUP**

Strategy cards used: 4, 5, 15, 17, 19, 20, 21, 31, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 51, 52, 54, 55, 59, 61, 62 and 63.

**Carthaginian Setup (First)**
5 CUs (two of which must be elephant CUs) and Hasdrubal must be placed in New Carthage.
2 CUs are placed anywhere in Baetica, Orospedia, and Celtiberia (not in Idubeda). Both these CUs may be placed in a single space, or one CU can be placed in each of two spaces.
Place Carthaginian PC markers on all the blue circular spaces in Spain. The walled cities of Saguntum, Gades and New Carthage are Carthaginian.

**Roman Setup (Second)**
12 CUs and P. Scipio in one or more spaces in Idubeda.
Place Roman PC markers in Dertosa and Terraco.

**SEQUENCE OF PLAY**

**Strategy Phase**
The Carthaginian player goes first in each Strategy Phase as in the original rules.

**Reinforcements**
Each player can potentially receive reinforcements before play of his strategy card in the strategy card phase. Before playing a strategy card, roll a die and consult the Reinforcement Schedule for Scenario 2. If successful and a space is available for arrival (see Placement of Reinforcements below), the player must take them. If a space is not available for placement, the player does not receive them (they do not accumulate for later placement). Players do not get to make this roll if the strategy card is played during battle.

<table>
<thead>
<tr>
<th>Reinforcement Schedule for Scenario 2</th>
<th>Die Roll</th>
<th>Rome</th>
<th>Carthage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1 CU</td>
<td>Mago-6 CUs*</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>1 CU</td>
<td>1 CU</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
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<td></td>
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<tr>
<td>4</td>
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<td>5</td>
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<tr>
<td>6</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Automatic Roman Reinforcements**
In addition to reinforcements the Roman player receives from the Reinforcement Schedule, he also receives 5 CUs as reinforcements for controlling Idubeda. If the Roman player controls Idubeda at the moment he is rolling for reinforcements on the Reinforcement Schedule (not at any other time), he takes an additional 5 CUs as reinforcements. He is not forced to take these reinforcements the first time he qualifies for them. He may take them at a future time (if he meets the qualifications at that time). If the Roman player decides to take the reinforcements, he must take all 5 CUs at one time. Once received by the Roman player, these automatic reinforcements cannot be received again.

**PLACEMENT OF REINFORCEMENTS**
Place Roman reinforcements on any space that does not contain Carthaginian CUs or a Carthaginian General, regardless of who controls the PC marker. The reinforcements may be spread over any number of eligible locations. They arrive even if a Roman General is not present on the space.

Mago and his 6 CUs arrive at any single port controlled by Carthage that does not contain Roman CUs or a Roman General.
Other Carthaginian reinforcements arrive on any space that does not contain Roman CUs or a Roman General. The space must also be controlled by Carthage. The reinforcements may be placed on only one available space or may be spread over several. They may arrive even if a Carthaginian General is not present on the space.
The Carthaginian player can substitute elephant CUs for normal CUs among reinforcements, but no more than two elephant CUs may be on the map at any one time.

**Displaced Generals**
P. Scipio is the only Roman General in the scenario. He is considered to be a Proconsul. Hasdrubal and Mago are the only Carthaginian Generals in the scenario. If any General is displaced he is returned to the board at the very beginning of the next turn. Generals may be placed on any space that contains friendly CUs.

**CONTROL OF SAGUNTUM**
At the moment the Roman player gains control of Saguntum for the first time, he may immediately flip over up to five non-walled Carthaginian PC markers anywhere in Spain. These spaces of flipped markers may not be occupied by Carthaginian CUs.

**VICTORY CONDITIONS**
The Victory Conditions for this scenario are the same as those listed in Sections 18 and 19, except as noted below under “Sudden Death.” However, in this scenario, ties go to the Roman player.

**Sudden Death**
Rome wins a sudden death victory if it controls New Carthage. Since rule 18.2 is not used, there is no suing for peace and thus no sudden death victory awarded for it. A player also wins a sudden death victory if he has completely eliminated all the opponent’s CUSs from the map at the end of any battle.

---

**Hannibal Seconds by Andy Doglish**
Players of HANNIBAL: ROM VS. CARTHAGE may desire to add a bit more realism to their games with the following variant rules and Generals (see insert). You also may enjoy reading some of the following books (Ernie Bradford’s biography, Hannibal’s War by Lazenby, The Puny Wars by Crevon, Enemies of Rome by Catrell, Hannibal by Dodge, and anything written by Warr, Connolly and Delbruck).

1. Winter attrition affects all non-port spaces in Spain and Gallia Transalpina (regardless of PC) if they contain 6 CUs or more. “In Spain, large armies cannot live off the land.”

2. The Siege Train event places the counter in New Carthage (if friendly and not besieged). More than one siege train can exist at the same time. Siege trains can be moved by sec (but still may not cross mountain passes) and count as 1 CU toward naval movement capacity. New Carthage had all the necessary wood and smiths.

3. The Capua Sides with Carthage event is playable when a Carthaginian general is in an Italian province other than Gallia Cisalpina (no longer contingent on province control). Capua was the second city of Italy and deeply divided.

4. Eliminate from the game the commanding Consul or Proconsul when an “all” result is rolled on the Retreat Table for his army. No Roman General may be a Consul on consecutive turns. Add seven extra Roman General markers (see insert) to the random Consul draw. Their special abilities are:

   - L. Crassus: Strategy and Tactical ratings are both 2 if stacked with 8 CUs or more. Also, CUs losses are doubled during subjugations. Partnered with Africanus in 205 BC.
   - Q. Crispinus: If displaced, he is placed at a friendly walled city. Survived wounds for lengthy time and continued to function.
   - Fulvius: Gains an extra battle card in a friendly space with a walled city. Both F. Haccus and F. Centumales were at their best in fortifications.
   - M. Livius: Strategy rating is 2 in Italy. Elderly general recalled to assist Nero.
   - M. Minucius: Always considered to be a Proconsul. After Zama, grudgingly deferred to Fabius and denounced the consul system of command.
   - Scipio Nasica: When stacked with unfriendly tribe, inflicts subjugation points equal to CUs lost during winter attrition phase. Crushed the Baet and Hasdrubals after the war.
   - Fabius is removed from the game at the start of turn 8 (due to old age).

6. The owning player loses 1 PC whenever Marcellus, Fabius, Grachus or Hasdrubal is displaced. The dead cannot be libeled and getting killed gives ammunition to your detractors.
The Civil War had been raging for over a year and neither side was close to a victory. President Abraham Lincoln wanted some decisive action to weaken the South’s spirit and its ability to wage war. Lincoln ordered the North’s major military force, the celebrated Army of the Potomac, under the command of General George McClellan, into action. McClellan’s plan was to capture Richmond, the South’s capital.

On to Richmond™, recreates one of the major campaigns of the Civil War. This new game is part of the award winning Great Campaigns of the American Civil War series that is known for historic accuracy and ease of play. History buffs as well as military strategy lovers will enjoy matching their wits with those of the leading Generals of the period.

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On to Richmond™ (Item # 8924), a board game for 2 players is available from these fine game retailers:
PAX IMPERIA is one of the numerous intergalactic strategy computer games now on the market, trying to stand out from the rest. Here, faster-than-light (FTL) travel has been achieved through the use of wormholes (subway tunnels through the fabric of space). They stretch across the galaxy, connecting all the stars in a giant web. Though fear grips the hearts of each galactic race, each creates interstellar craft for exploration. Pandora's box is opened: succeed, or your head will become somebody's trophy.

CHOOSING AN IDENTITY
You start this game by choosing a race. Forget the pre-packaged races. Only the Yssla have any useful characteristics (and even then, only if you're willing to play the espionage game rather than conquest). Go straight to species design.

Choose one atmosphere for your race and leave the rest alone—the addition of other atmospheres isn't cost-effective. If you want to breathe in any atmosphere, take the anaerobic species improvement. It only costs two points more than selecting all the atmospheres and also lets you exist in vacuum climates. The subterranean species improvement does pretty much the same thing, except that it is limited to ideal temperatures (far less useful, as it costs you five points that could be better spent elsewhere). Take "warm" for your race's ideal temperature, for the widest possible range of planets.

The psychic species improvement is a definite advantage you should not pass up. It shows you the entire array of wormholes, what is in each system, what the other races are doing, and adds a 100 per cent bonus for counter-espionage. There is no better way to spend three points. All opposing races will have the first half of this improvement even if it is not part of their racial statistics. I have seen many approaching fleets turn tail and seek easier targets after I began increasing a planet's defenses. The predatory species improvement gives your race a bonus to attack (aquatic species are better at defense). Aquatic species also gain a 20 per cent movement bonus.

The culture improvements are a varied lot. The builder culture is highly useful. You will find yourself constantly building structures on your planets and in orbit early in the game. The merchant culture is good for those who enjoy making allies in the game, while the spy culture is excellent for espionage. The warrior and nomad cultures are great for conquest. The first lets your ship crews train far faster than normal, and the second lets you build larger fleets at a reduced maintenance cost. However, the transport ships for abandoning a planet (provided by nomad culture) are of limited usefulness. Finally, the scientist culture is of debatable effectiveness. If you are expecting this to be a long game, consider taking it (over hours of play it can save a lot of research time).

The remaining choices (improving the species' rates of creating certain points, and the speed with which they develop new technologies) are good for rounding out the species, and for maximizing style-specific traits. Although you can gain more points by reducing these choices below galactic normal, doing so will usually put you at a strong disadvantage in one area or another. You can reduce the reproductive rate a point or two, but more than that—or any reduction in another field—is not a good idea.

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STARTING OPTIONS

The difficulty setting should be carefully considered. At the lowest setting, all the other races start equal to you, but with penalties to production, research, etc. They also seem to prefer beating up each other rather than attacking you, and cannot build ships larger than destroyers. At the highest difficulty setting, you start with one planet and one scout ship. All the other races have several established planets, a small defensive fleet and several developed technologies. If a race feels like beating somebody up, you are the ideal candidate.

For a decent game that doesn’t take forever, pick 50 stars, five to eight other races and difficulty 3. You’ll be on equal footing with the other races, and it won’t take you a week to get from point A to point B. A small word of caution: when the computer chooses the other races, it is not at all squeamish about choosing the same race twice, but they will all be the pre-packaged races.

If you prefer far more action, play with a 20-star galaxy crammed with 15 races. Inter-racial contact will be almost instantaneous, and chances are very high that you will begin surrounded by races that will hate your guts and shoot on sight. There will also be almost no time to develop new technologies. Combat will mainly involve hordes of destroyers clashing with lasers and small missiles. I will assume throughout this article that you have chosen a more reasonable galaxy and difficulty.

RESEARCH AGENDA

Your first action should be to pause the game. PAX IMPERIA runs in real-time. Go into the research menu. You have the option of letting your research proceed automatically, but it is an unwise option. The research priority list the advisor follows isn’t very useful. For the initial phases of the game, you should take an active role in what is being researched. Start weapons research on the wyvern missile, then proceed to the rail gun. Shielding research should develop the cerametal armor before developing shields. Ship tech should start with the phase drive or the meta-field stabilizer, then develop the other so that you can discover the meta-field drive 2. Colonial tech should be directed initially to robotic factories and technology bureau. The space research field should develop the shrike fighter followed by the fighter base. With these technologies you should be in a solid position—able to build cruiser class ships, sharply increase construction and research production, and guard planets with the ever-useful fighters and stronger missile bases.

Left to their own devices, your advisors would easily take ten times as long to get you to this position.

While your technologies are brewing, you should look over the map. If your race is psychic as suggested, you should see the entire series of wormhole connections. With luck you’ll be part-way down a single branch of the series, and you can send what transports you have further down this branch to establish your worlds. It is always better to expand away from the other races, to increase your resource base and to establish defensible worlds upon which to fall back if necessary.

CONSTRUCTION

Your first world should construct more transports. You will probably develop several technologies before the first transport comes off the production line. Technology seems to move extremely fast at the beginning, when construction is slow and research costs are cheap. It will slow down considerably by the time you develop the technology to build battleships and carriers.

Development speed is a problem when building a defense fleet. You set down the plans for a top-of-the-line ship and tell your

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The Greek City States, characteristic to their legendary cosmopolitanism, have a plethora of choices. The Temple of Athena Parthenos (as the Parthenon at Athens is formally christened) is the quintessential choice for Greece (though built between 448 and 432 BC during the classic period, the era of Pericles and Socrates and a bit later than the Greece depicted in the game). The Treasury of the Siphnians at Delphi is more appropriate. It is one of the first Ionic buildings in Greece and was built ca. 530 BC during the archaic period. Should the Greeks fare well, another choice is the Palaestra at Olympia (site of the original Olympic games), although estimated to have been built as early as 1100 BC.

Persia, more formally known as the Achaemenid dynasty, is the first empire realistically capable of simultaneous presences in India, the Middle East, North Africa and Southern Europe. It is quite common to see two, or possibly three, Persian monuments built. The Palace of Darius at Persepolis is the monument of choice. This noble palace, with its expansive columned audience hall, was built ca. 500 BC. The Palace of Artaxerxes at Susa (built ca. 375 BC) is a logical runner-up, being the summer palace located at Ecbatana (while Persepolis was the ceremonial capital). As a member of the Mediterranean “big leagues,” Persia is entitled to build Greek Architecture.

The seamen and merchants heralding from the city-states of Phoenicia were “traders the world honored” (Isaiah 23:8). This minor empire, if played by a player who already controls the Eastern Mediterranean (i.e., with Egyptian, Minoan or Pirate Navies), can build a monument. The Temple on Tell Al-ma'ashuk (Hill of the Beloved), the ideal choice, was built in the ninth century BC and was dedicated to Melqart, the Phoenician equivalent of Hercules. Alternatively, the Pyramid can be used to represent the Ruins of Ras Shamra (the site of Ugarit, from which the Phoenicians descended).

Even if their traditional path of migration to Albion and Ireland is blocked by Scythians or Greeks, the Celts are almost assured a monument. Although constructed around 2000 BC during the neolithic period, Stonehenge is the quintessential Celtic choice. The sudden appearance of the collection of megaliths (actually, most are or were at one time trilithons) some two millennia late can be seen as simulating the lack of political activity in Northern Europe and the “catching up” of written history. The Neolithic Statue can serve as an alternative. Either of

Although typically the “refuge” of those that perform well during Epoch I, the Scythians (pronounced “SITH-e-ans”) can conceivably build a monument if they avoid the “easy money” in the Middle East and migrate westward to Northern Europe. The Neolithic Menhirs (from the Celtic word “maen-hir”) would probably be the best choice, being a circle of twenty-nine stones unearthed at Verbovka (Western Steppe) and attributed to Scytho-Siberian peoples. This empire could also depict the more advanced Scythian cultures or their geographical contemporaries such as the Thracians and the Sarmatians. The ancient Black Sea area was a cultural crossroads that witnessed the fusion of Greek and Scythian art and architecture. The Treasury at Delphi or an Apocryphal Lighthouse (on the Danube or Rhine River) could represent an ahistorical Scythian architectural movement arising from aggressive trade or exploitation policies. The Lighthouse could represent the mysterious cliff-top settlement at Madara (in the Balkans) that some attribute to Proto-Thracians.

Carthage, one of the greatest Phoenician colonies, was founded around 750 BC by merchants from Tyre. The empire depicted in the game is Hasdrubal’s Carthage (not that of third century BC Hannibal). The Ruins at Dougga in Tunisia are the logical choice for a monument. Built ca. 400 BC, the temple was dedicated to the Carthaginian god Baal, but was later razed by the Romans and redevoted to Saturn. Alternatively, Greek Architecture might be appropriate, should the Greeks drop the ball.

The Vedic City States are actually an extension of Aryan culture as it coalesces into concrete political entities. The Early Hindu Architecture is the best choice, representative of the period after 550 BC. It could also represent the mythical capital of the ancient kingdom of Mithila (though situated in Nepal), where the mortal form of Vishnu won his love, Sita. This is the era that the “Rig Veda” and the “Upanishads,” the Indian cultural equivalent of the Old Testament Bible, were written. The Great Stupa at Sanchi could be selected for erection a millennium early (see Maurya below), but this is not recommended as Siddharta Guatama, the Buddha, was not even born yet! The Neolithic Statue could be appropriate depending upon tastes.

made feature visible from the moon. In actuality, this architectural feat was not completed until around 210 BC (which falls between the Chou and the Han under the short-lived Ch’in dynasty, from whence the name China originated). The Confucian Temple at Qufu, Shandong, the largest Confucian shrine in existence in China today, was used by the Sage’s descendants (and dates from the fifth century BC).

The Greek City States, characteristic to their legendary cosmopolitanism, have a plethora of choices. The Temple of Athena Parthenos (as the Parthenon at Athens is formally christened) is the quintessential choice for Greece (though built between 448 and 432 BC during the classic period, the era of Pericles and Socrates and a bit later than the Greece depicted in the game). The Treasury of the Siphnians at Delphi is more appropriate. It is one of the first Ionic buildings in Greece and was built ca. 530 BC during the archaic period. Should the Greeks fare well, another choice is the Palaestra at Olympia (site of the original Olympic games), although estimated to have been built as early as 1100 BC.

Although typically the “refuge” of those that perform well during Epoch I, the Scythians (pronounced “SITH-e-ans”) can conceivably build a monument if they avoid the “easy money” in the Middle East and migrate westward to Northern Europe. The Neolithic Menhirs (from the Celtic word “maen-hir”) would probably be the best choice, being a circle of twenty-nine stones unearthed at Verbovka (Western Steppe) and attributed to Scytho-Siberian peoples. This empire could also depict the more advanced Scythian cultures or their geographical contemporaries such as the Thracians and the Sarmatians. The ancient Black Sea area was a cultural crossroads that witnessed the fusion of Greek and Scythian art and architecture. The Treasury at Delphi or an Apocryphal Lighthouse (on the Danube or Rhine River) could represent an ahistorical Scythian architectural movement arising from aggressive trade or exploitation policies. The Lighthouse could represent the mysterious cliff-top settlement at Madara (in the Balkans) that some attribute to Proto-Thracians.

Carthage, one of the greatest Phoenician colonies, was founded around 750 BC by merchants from Tyre. The empire depicted in the game is Hasdrubal’s Carthage (not that of third century BC Hannibal). The Ruins at Dougga in Tunisia are the logical choice for a monument. Built ca. 400 BC, the temple was dedicated to the Carthaginian god Baal, but was later razed by the Romans and redevoted to Saturn. Alternatively, Greek Architecture might be appropriate, should the Greeks drop the ball.
these could easily represent the multitude of neolithic cairns and menhirs scattered throughout Northern Europe (Carnac, Kleinleien, etc.). Should the Celts occupy most of Iberia, Greek-influenced architecture is another possibility.

During the Mauryan (pronounced “mo-reh-YAHN”) rule, Buddhist architecture flourished. The monument of choice is the Great Stupa of Sanchi, which was dedicated by Asoka (the founder of the Mauryan dynasty) himself. The Great Stupa, an elaborate Buddhist burial mound, was eventually enlarged and completed sometime during the mid-first century AD. The polished Palace at Patilaputra was patterned after Persepolis and was well known to the Greeks who resided at Asoka’s court. The Sphinx could also be used to represent Asoka’s four back-to-back lions seated atop the Buddhist Wheel of Life. Should ambitious play or prolific monument construction dictate, the Recumbent Buddha of Anuradhapura could be built. This statue, copies resplendent among several monasteries and temples, was also the site of a 2000-year-old sacred bo-tree where offerings are still made today.

The Han dynasty is easily capable of fulfilling its historical role of uniting the Chinese mainland, while skillful play and a little luck can give the Han a second monument. To represent the significance of Buddhism and its penetration into the East, the Great Stupa should be first on the Han’s list. Otherwise, the gilt bronze Sakyamuni Buddha is the monument of choice. This piece represents the flowering of artistic achievements that characterized the Han dynasty period (as well as imitation of Indian art), though built following the confusion of the so-called Three Kingdoms period (third century AD). The Confucian Temple at Yunnan is another possibility, representing the triumph of Confucianism in governmental circles which helped to foster the famed “Confucian Ethic” as well as the incorporation of the remote Southern provinces into the imperial aegis.

The Hsiung-nu (pronounced “huh-swing NEW”) represent the rise of organized Hun-related barbarians (the Hsiung-nu and neighboring Hsien-pi) in Mongolia. These tribes, after years of futile attempts, breached the famed Great Wall in AD 304. Foreign invaders of China, almost without exception, were seduced by Chinese culture (the schedule followed by the Han is the recommended). An Apocryphal Gate could be used to symbolize the obsolence of the wall.

Without question the Romans are the most revered and feared empire. The Romans are virtually guaranteed a monument or two, and can frequently manage a third. The Flavian Amphitheater (the Roman Colosseum) is the quintessential monument for Rome. The Colosseum, begun by Vespasian in AD 70, was completed under Titus in AD 82. Though most major cities in the Roman empire possessed an amphitheater, the Colosseum was the largest of its type and period. The second Roman monument of choice is the Pont du Gard at Nîmes which was completed in the first century BC. This massive aqueduct helped convince the Gauls that Roman engineering was the practical alternative to war, helping to usher in the era of Romanization. Prolific monument construction could also involve the Pantheon of Rome (AD 118 to 125), the Arch of Titus (AD 81) or that of Constantine (AD 312 to 315), or even the remains of the marble Statue of Constantine the Great (ca. AD 330).

Upon the successful revolution against the Parthians in AD 224, the Sassanid world envisioned themselves as the true successors of the Persian empire. The Fortified Fire Temple at Takht-i Sulaiman was an important center for the Zoroastrian religion (being the alleged birthplace of Zoroaster). The ancient Fire Temple at Ateshkadeh, still a pilgrimage site today, is another possibility. Its sacred fire has reportedly been burning continually since the fifth century AD to present time.

EPOCH IV

Following on the heels of the imperial splendor of the Mauryan dynasty (and its subsequent political fragmentation) came the dynasty of Chandragupta II. As they face an uphill struggle against entrenched empires in the game, the Guptas are usually limited to only a single monument. Encompassing the era just before the Gupta, known as the Andhra period, the Great Stupa at Sanchi is still a good choice.
Otherwise, the Seated Buddha of Gandhara from the late third century (or the one at Mathura of the second or third century) is the monument of choice. The Seated Buddha Preaching the First Sermon from Sarnath (built ca. fifth century) is another possibility. Of course, the Hindu Architecture could be selected if necessary, signifying either the emigration of Indian missionaries to Southeast Asia or possibly one of several sacred Hindu sites: Ayodhya (the birthplace of Rama according to the “Ramayana”) or Allahabad (both in the Ganges Delta) or Mathura (where Krishna was allegedly born, in the Ganges Valley).

The Goths depicted in the game represent the Germanic tribes that were active during the fourth and fifth centuries AD along the Roman periphery. The Ostrogoths migrated east to the Ukraine by the fourth century, while the Visigoths headed south to the Balkans (Alaric's “dynasty” was Visigothic). Political fragmentation eroded Rome's resistance as the Goths moved south and west. The Visigoths continued into Spain and the Ostrogoths settled in Italy. As they lack a capital, the Goths may be limited to building a monument in Central Europe—which may be occupied by a Greek, Scythian, Celtic or Roman one. If a nearby capital cannot be sacked, a Gothic monument is rare. Externsteine, in Western Saxony, was an allegedly popular site for pagan rituals (later, a Christian chapel was carved into the rock-hewn structure). An Early Christian Church could be the Mithraic Temple in Jajce, site of the Bogomil sect (a Catholic/Orthodox fusion), representing Gothic adherence to heretical sects (though they were primarily of the Arian sect). A Gothic Church could be built, representing the early flowering of European architecture. The term “Gothic” was coined by Romans to mean “ugly or barbaric,” and it stuck.

Although indirectly responsible for driving the Goths into the Romans, contributing to the destabilization of the Guptan dynasty in India and furthering the political turmoil of the Three Kingdoms period in China, the Huns themselves accomplished little in the way of architecture. Attila resided in a tent up until the night of his death. An Apocalyptic Capital or Gate are logical choices for the Hunnish architectural "debut," should they be faced with numerous "filled" monument sites. Otherwise, a Miscellaneous Tower or Tribute Statue will suffice.

The Byzantines are located in a very difficult part of the world—almost every direction involves difficult terrain. Typically this curtails ambitious Byzantine monument construction. The logical choice is the Hagia Sophia at Constantinople. This dynamic piece of architecture, completed in AD 537, is one of the most sophisticated architectural achievements ever and was considered the greatest church in all of Christendom until the Ottomans sacked the city in 1453 and converted it into a mosque (Turkish minarets were added nine centuries later). The ill-fated ridge-top Rila Monastery is a good choice. Though not contemporary to the sixth and seventh century Byzantine empire, early versions were leveled by various foreign invasions, landslides and fires.

The T'ang dynasty (pronounced “tu-ONG”) put an end to warring political factionalism and ushered in the famed six hundred years of imperial splendor (officially ending in AD 1279 with the Mongol invasion). This period saw civil service examinations restored and the flourishing of Chinese art and learning. The T'ang usually managed to erect a monument. The Flower Pagoda of the Temple of Six Banyan Trees at Kwangtung is the monument of choice. This pagoda accompanied the rise of Buddhist architecture that ultimately has become associated with all things Chinese. The seventh century pagoda at Qixia is another possibility. Interestingly enough, the pagoda's origins lie within the stupa and its gradual evolution into an almost exclusive Chinese construct (if unbuilt, the Great Stupa should perhaps be selected). Alternatively, the Colossal Buddha at Yunkang, found in the vast cave complex at Shansi, is another choice. The An-chi Bridge (Great Stone Bridge) at Chao-hsien, built ca. AD 610, is an engineering marvel that predated European bridge design by almost 700 years.

The Arabs, upon their conquest of the Middle East and North Africa, ushered in a new era of cultural and intellectual prosperity, advancing the causes of science and medicine, to name but a few notable achievements. Starting near several mineral sites, a monument is almost guaranteed, while two or three are not entirely unrealistic. The Dome of the Rock at Jerusalem, built ca. AD 690 and considered as the third most holy Islamic spot after Mecca and Medina, is the monument of choice. Ideally the Court of the Lions, or Alhambra, in Grenada, Spain is the best choice for a second monument. The minaret could be from the Great Mosque of San'a, which was constructed during Muhammed's lifetime. The Great Mosque at Cordoba could be selected, too. This eighth century mosque was ruined in the 13th century when the Christians reclaimed the land from the Moors and built a cruciform cathedral in its center.

The Khmer empire is generally handed to the high scorer of epoch III. It is rare but not impossible for it to establish a monument. The empire best represents the Khmer dynasty and the Angkor kingdom in Cambodia. Thus, Angkor Wat (or, if one prefers, nearby Angkor Thom) is the monument...
HATS & T-SHIRTS: Reserve my AVALONCON souvenir for which I enclose $10.00 each:
- AVALONCON cap
- T-Shirts: Small □ Medium □ Large □ Xtra Large
Please reserve ________ additional hats for which I enclose $10 each.
Please reserve ________ additional t-shirts in sizes ________ for which I enclose $10.00 each (or $15.00 each for size XXL or XXXL).
I enclose $40 in check or money order made payable to The Avalon Hill Game Company to register for AVALONCON '98.
Charge my: □ VISA □ MASTERCARD □ AMERICAN EXPRESS
Expiration Date ____________________________
Signature ____________________________
Name ____________________________ Phone: ( ) ________
Address ____________________________ Email ____________________________
City ____________________________ State ____________________________ ZIP ____________________________
Total Enclosed: ____________________________

HURRY! Registrations postmarked by June 1st, 1998 receive a free $15 credit toward any game purchased at AVALONCON '98, but only if you pre-register for at least one event. Make your check or money order payable to: The Avalon Hill Game Company and mail to: 4517 Harford Road, Baltimore, MD 21214. To FAX it, (410) 254-0991. To register by Email, visit our web site: http://www.avalonhill.com/avaloncon.html

Be sure to register for your main event(s) on the reverse side, or list their three-digit code below:

ROOM □ RIDE LOCATOR: My name, phone number, Email and city/state are listed above to provide to all pre-registrants as of July 1st as someone looking for a carpool or roommate to share expenses. I do not have to be pre-registered to be listed. I understand I am solely responsible for arrangements made with those who respond. Such inclusion does not obligate me to enter into agreements with anyone.

TEAM TOURNAMENT: Register my four-person team in the Team Tournament at no extra charge. I realize that all the members of my team must be pre-registered and that we must each play a different title. Substitutions of team participants or game selections can be made only by mail or Email to Don@avalonhill.com or phone to: (410) 426-9600, ext. 103) by July 28th. No substitutions are allowed on site. In case of conflicting entries, the last version received will be official.

TEAM NAME: ____________________________
1. ________ 2. ________ 3. ________ 4. ________
Game to be played by this team member: Game to be played by this team member: Game to be played by this team member: Game to be played by this team member:

REFUND & SMOKING POLICY: Pre-Registration fees provide discounted services in exchange for a guarantee to attend. Since pre-registration incurs expenses regardless of attendance, such fees are non-refundable. Smoking is prohibited in all public areas of AVALONCON '98.

WHAT YOU'LL GET: Those registering by June 1st receive a $15 credit towards game purchases. Pre-Registrants residing in the United States as of July 1st will have the program mailed to them shortly thereafter. This is the only confirmation you will receive. Those registering after July 1st or living outside the United States must pick up their convention program at the site.

AVALONCON MEMBERSHIP: Children under 14 and spectators are admitted without charge and may participate in Open Gaming around the clock in designated areas, space permitting. They will not receive a badge, program or pre-registration credit. AVALONCON reserves the right to eject anyone without a badge to provide space for members. Anyone playing a non-tournament game in a tournament area will be ejected immediately. Children may participate in free specially designated "Juniors-only" tournaments or pay the $40 fee and participate in any event. All other participation is limited to paid registrants wearing their own badges. There are no other event fees of any kind. Flea markets, product displays and the selling or promotion of any item on the premises without written permission from TAHGC is strictly prohibited.

DISQUALIFICATION: AVALONCON reserves the right to eject without refund anyone acting in an unsportsmanlike manner in the opinion of the presiding Game Master and two designated Assistants should such behavior persist after one warning.
### Chronological Listing of Events

**✓ events you will enter. Do not ✓ any event whose starting time occurs during the first round duration of a previous selection.**

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### REGISTRATION INFORMATION:
Members may participate in all events, but only one at a time. Most events do not allow multiple registrations to play together. You must bring a copy of the game (to ensure sufficient copies on hand) and be present at the starting time. This is especially true for older games which are no longer for sale. Those registering after June 1st will not receive the $150 game purchase credit. At-the-door badges are discounted $5 per day based on the number of days remaining. One-day admissions are available for $15 but do not entitle participation in any event beyond that day. Prizes won with a one-day badge must be claimed by that day.

### LOST ITEMS:
Bring your program; there is a $2 charge to replace it. Wear your badge at all times. You may not enter an event without a badge. Replacement badges will cost $5 and not be usable for the $150 purchase credit.

### EVENT DESCRIPTIONS:
Events are listed in chronological order in the box to the left, and in alphabetical order hereafter using the following format:

**Name, Prize Status, Class, Format, Style, Duration, GM, Starting Time.**

**Name:** The three-digit code name for the event used on the Chronological Listing and badges.

**Prizes:** Winners receive a championship plaque. Finalists receive medals for participation. The events have two columns on the prize list as follows:

- **Q:** Full Prize list
- **F:** Prizes reduced two columns.

**Duration:** Use scale miniatures. J. Jacoby. W16, T18, F19, S19. U

### THE EVENTS: Events designated "**- jr.**" are only for children under the age of 14. Parents are urged to supervise and should attempt to teach the game beforehand, but should refrain from playing the game for their children.

**Acquire (ACQ), A, A, SWL, Continuous, three preliminary 1-hr rds. 16 advance to SE. K. Whitesell, S18, U**

**Across Five Apris (ASA), A, A, SwL, Continuous, 6-hr preliminary round bull Run, Pen Ridge, and Bentonville. Four from each side advance to Bentonville; then two to Pen Ridge. Final four Flm to the grand tournament.**

**Afrika Korps (AFK), B, B, SE, Continuous, four 4-hr rds. B. Smith, 323 Lower Stella Ireland Rd, Binghamton, NY 13905-1011. Barry1@spectra.net W10.**

**Air Baron Jr (ABJ), A, B, SE, Continuous, two 3-hr rds. J. Whitesell. W16**

**Air Base/Coastal (AFD), B, B, SE, Continuous, three 1-hr rds. D. Terry, 7501 Norris Ave, Sykesville, MD 21784-99.**

**Anihilation (ANZ), A, A, SE, Continuous, four 4-hr rds. to determine seeding for SE. A. D. J. Vroom, S14.**

**Atlantic Storm (ASC), B, B, SE, Continuous, four 4-hr qualifying Heat 15-turn Basic Game with W12 Mulligan. P. Fletcher, 51 Hartwell Rd, West Hartford, CT 06117. F12.**

**Assassins (ASN), A, A, SE, Continuous, two 2-hr rds. Everyone starts with a city adjacent to Vienna. J. Vroom S14.**

**Attack Sub (ABS), A, ABS, Continuous, three 3-hr rds. to determine seeding for ABS.**

**Baseball Strategy (BBS), B, B, SE, Continuous, four 2-hr rds. of three-game series in four divisional heats.**

**Battle of Bulge '41 (B11), B, A, SE, Continuous, four 4-hr rds. using Race to Bagstein 8-turn scenario. R. Heller, 4733 Barrac St, Rockville, MD 20853. F.**

**Bismarck '79 (BMT), A, A, SE, Continuous, three 2-hr preliminary rds. to determine final two players to be determined by a tie-breaking procedure.**

**Circus Maximus (CMS), A, A, SE, Continuous, three 2-hr rds. to determine preliminary 3-hr rds. to advance to UI final.**

**Civil War (CIV), A, A, SE, Continuous, four 3-hr rds. of 861 scenario with VP bids for sides and Union moving first with a die roll determination of 7. G. Seary, 2307 Tracy St., Endwell, NY 13760. CGSeary@spectra.net W10.
Colonial Diplomacy (CDP), A, one 8-hr rd with seven Best Country performances advancing to Fin Final. J. Yecker T11

Cross of Iron (COI), A, A, Swiss, Continuous, four 4-hr rds. P. Pollard, 7855 Autumn Hollow Dr #5, Cordova, TN 38018. Pete4258@AOL.com T9

Commander Colors & Camouflage, O, one-hr demos of our upcoming Civil War figure, card and boardgame by designer R. Ragsby. W14, F19, S13, S20. T9

D-Day '44 (DD44), B, SE, Continuous, four 4-hr rds. K. McCarthy, 3866 Wallingford, South Euclid, OH 44121. S9


**Dinosaurs of Lost World Jr (DLO)**, A, B, SE, Continuous, two 2-hr rds. R. Stakenas, SIS

Diplomacy (DIP), A, A, Swiss, three 7-hr Heats. Best two rounds score. Traditional prize augmented merchandise credit. J. Yecker, F18, S9, U9.

Dune (DUN), A, B, SW, six 3-hr prelim Heats to qualify for S18 Final. Demo game for beginners.T2, J. O'Connell, 2678 Bellwood Ave, Philadelphia, PA 19120. JASON@OCCOM.COM T9, T20, F19. B, MESE, Scheduled, two 2-hr heats of six or less epochs. R. Beyma, T9

**Diplomacy of Kings (DK)**, A, B, MESE, Scheduled, two 2-hr heats to qualify for S19 Final. Variants and optional Parliament rules will be used; Advanced Combat won't. J. Hoen, 6220 Sherbrooke St. W. #510, Montreal, CANADA. T9 F19

Diplomacy of Kings (DK), B, SE, MESE, Continuous, two 4-hr rds. Winners advance to T18 SE. P. Steige, 562 New Highway Rd, Austin, TX 78774. PT*NANN@AOL.COM W11, T17

**Diplomacy of Kings (DK)**, A, B, SE, Continuous, two 4-hr rds. R. Stakenas, SIS

D-Day '91 (DD91), A, B, MESE, Continuous, four 4-hr rds. Winners advance to T21 SE. P. Steige, 562 New Highway Rd, Austin, TX 78774. PT*NANN@AOL.COM W11, T17

**Diplomacy of Kings (DK)**, A, B, MESE, Continuous, two 4-hr rds. R. Stakenas, SIS

Diplomacy of Kings (DK), B, SW, Continuous, two 8-hr rds. A chance for the adults to test their mettle against the Junior Tournament graduates. W. DeMarco, T9.

**Diplomacy of Kings (DK)**, B, SE, Continuous, two 8-hr rds. R. Stakenas, S13

Diplomacy of Kings (DK), B, SW, Continuous, two 8-hr rds. R. Stakenas, S13

Diplomacy of Kings (DK), B, MESE, Continuous, two 8-hr rds. R. Stakenas, S13

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Diplomacy of Kings (DK), B, MESE, Continuous, two 8-hr rds. R. Stakenas, S13
Panzergruppe Guderian (PGG), B, SE, four 5-hr rds. J. Tracy, 1241 S. 28th Ave, Omaha, NE 68123. F12

Pax Britannica (PBD), B, Star, one 7-hr rd. Duplicate Tournament: all random events prerolled. Uses improved ’93 rules which will be provided. A Demonstration game preceeds this event. R. Sacks, 4861 Broadway 9Y, NY 10084-3191. F10

Paydirt (PDT), B, Swell, two 5-hr Heats meet in 19 Super Bowl. Advanced Rule 11 used for balance; must cover the spread to win. Best two teams after three games meet in conference finals. H. Flawd, 2826 Blacksmith Way, Lancaster, PA 17601. T16 U

Poloposanian War (PPW), B, SE, Continuous, four 4-hr rds, using Poloposanian War scenario (10.1) with modified Auguries die roll for Sparta. R. Knowles, 564 Crescent Dr, Willowick, OH 44095. W10

- Princess Ryan’s Star Marines Jr (PRSJ), B, Swell, two 2-hr rds with designer M. McLaughlin. F9
- Princess Ryan’s Star Marines (PRS), B, Swell, two 2-hr rds with designer M. McLaughlin. F9

Pro Golf (PGF), B, SE, Continuous, two 1-hr rds on Pebble Beach and Augusta. Four advance to Skin games. M. Stanley T23

Rail Baron (RBN), B, MESE, Scheduled, four 5-hr Heats. 25 advance to SE. F14. Demo game T21. C. Foster, 6164 Waco Way, Fort Worth, TX 76113. W10, T14, T21, F9 U

Republic of Rome (ROR), B, MESE, two 6-hr Heats of the Middle Republic. C. Nolte, 378 Wolf Rd, Nesconset, NY 11767. S17

Saratoga. Two finalists play first year of Campaign Game. S. Race, 107 Nursery Dr., Moon Twp, PA 15108. W18


Superstir Baseball (SSB), B, BS, Continuous, draft team of past superstars and play five games to select four teams for best-to-three playoffs. H. Flawd, 2826 Blacksmith Way, Lancaster, PA 17601. T10 U

The Russian Campaign (TRC), B, SE, four 4-hr rds with winners of either Heat excused till F9 SE round. Scenario modifications. R. Beyma, 109 Brentwood Circle, Pocomoke, MD 21851. W19, T12

Titan (TTN), B, MESE, Continuous, 5-hour qualifying heats start until F22 with top 16 advancing to 89 SE. B. Williams, III, S20. See web page: D. desJardins. W15 U

Title Bout (TBT), B, SE, Continuous, five 1-hr, 8 rd heavyweight fights leading to a 15-rd final. T. Coleman. Tcoleman@zc.com F20

Turning Point: Stalingrad (TPS), B, SE, Continuous, four 4-hr rds. One week games with tie-breakers. Bid VPs for sides. 3rd edition rules. Highest rated players paired against one another in opening rounds. H. Jones, 177 Lock Shin Dr., Moon Tap, PA 15108. W10

TV Wars (TVW), B, SE, Continuous, three 2-hr rds. R. Stakenas I1. S17

TV Wars Jr (TVJ), B, SE, Continuous, two 2-hr rds. S. Vessey. We 18

War & Peace (W&P), B, Swell, three 3-hr qualifying heats for F14. B. LaMarr, 190 W. Merrick Bky Rd., Amityville, NY 11701. T18 F16 U

Waterloo (WAT), B, SE, Continuous, four 5-hr rounds. A 7 PM turn will be added to first four days for a total of 18 turns. Players have two days to play each turn - contact GM for preference. Winners advance to Round 2. W14, L. Lingle, 4307 N. Carolina Ct., Harrisburg, PA 17112 or Larrylingle@juno.com. W10+ U

We The People (WTP), B, SE, Continuous, seven 3-min rounds. Bid PCs for sides. Single CU Winter Attrition rule in effect (50% chance). Time limit strictly enforced. J. Tracy. S19 F10 U

Win, Place & Show (WPS), B, SE, Continuous, two 2-hr rds. J. Burnett, S18. U

Wizard’s Quest Jr (WQJ), B, SE, Continuous, two 3-hr rds. K. Stroh. T13

Wizard’s Quest (WQ), B, SE, Continuous, two 2-hr rds. Be the first to battle your way through the defenses of Maroon Island to discover three hidden treasures. B. Whitesell, 107 Nursery Dr., Willowick, OH 44095. W18

Wooden Ships & Iron Men (WSM), B, Swell, Continuous, three 2-hr rds to select eight SE finalists. W. Kofod, 2170 James St, Englewood, NJ 07632. W17

Wooden Ships Fleet Action (WSF), B, SE, one 6-hr rd of opposing fleets in a large, DYO scenario. Each fleet is composed of a team of players with limited inter-player communication. The most successful player wins. T. Hitchings, 130 Kemper Dr., Newark, DE 19702. kitchings@luoom.com W13

Wrasslin’ Jr (WRJ), B, SE, Continuous four 1-hr rds. D. Dolan. S11

Wrasslin’ (WRS), B, SE, Continuous, five 1-hr Elimination bouts. Manage a stable of three wrestlers. P. Weintraub. F14

Wrasslin’ Battle Royal (WBR), B, SE, Continuous. Two 1-hr rds. GM selects wrestlers. P. Weintraub. U12

Wrasslin’ Tag Team (WTT), B, SE, Continuous 1-hr, two-out-of-three bouts for teams of two players. D. Dolan. F23

AVALONCON 1998 • HUNT VALLEY INN

ROOM RESERVATIONS
July 28th - Aug 2nd, 1998

Return this form with the required deposit to Marriott’s Hunt Valley Inn, 245 Shawan Rd, Hunt Valley, MD 21031-1099 or call the hotel directly at 1 (800) 951-9444 weekdays between 8 AM and 7 PM EST or from 8 AM to 1 PM Saturdays. If sold out, ask to be put on a waiting list or call the Hampton Inn if you will arrive by car. Make your reservations promptly and confirm the rate. After July 7th or when our contracted block of rooms sells out, whichever occurs first, rooms will be subject to availability and may be charged higher rates. To guarantee your reservation for late arrival (after 6 PM), Marriott requires a check or money order covering the first night’s stay, or submit the entire amount of your major credit card. Include your expiration date and signature.

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Address: __________________________
City: ____________________________ State: ___________ Zip: ___________
Phone: ___________________________
Arrival Date: _____________________ Departure Date: ____________________
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Number: ____________________________
Expiration Date: ____________________
Signature: ____________________________

Name: ____________________________ Name: ____________________________

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The Hampton Inn is conveniently located 9 mile from the HVI at 11200 York Rd for those driving to the convention. AVALONCON room rates range from $54 for a single to $69 for a study with two double beds. Features include:
• continental breakfast, • 24-hour coffee bar, • local phone calls, • refrigerators and coffee makers in all rooms, • daily newspaper, • cable with HBO, Showtime, and Cinemax. Most studies have a microwave.

For Reservations and further explanation of the various room options, call the reservationist direct at 410-527-1500.
Good tactics are the key to victory in Close Combat: A Bridge Too Far (herein referred to as Close Combat 2). Both sides will have opportunities to attack and defend during a scenario—through local counterattacks or flank defenses. The scenario’s attacker and defender are usually determined by the overall historic situation. In battle scenarios, the defender generally begins in control of most of the map. Victory on the battlefield is determined by control of victory locations (VLs). Thus, it is the job of the attacking force to capture these locations as quickly as possible. The defending force must hold onto enough of these locations by game end. Tactics are the means to achieve these goals.

Before playing too much of Close Combat 2, I recommend that you read chapter 7 of the manual, “Tactics and Strategy,” and the “Battle Tactics” section of the Help file. In the text below, the term “British” also applies to Polish troops, who used British weapons and organization during Operation Market.

ON THE ATTACK

Before the scenario begins, take a moment to look over the map carefully. Form a basic plan of attack which identifies objectives and a method for taking them. Objectives range from VLs to key buildings or terrain suitable for a fire base. Rank the VLs as possible, difficult or impossible—depending on terrain and location. In all scenarios, take note of whether a VL is primary, secondary or tertiary. These objectives need to interlock. If a building is a VL, make note of the nearby buildings and roads. Adjacent buildings need to be an objective for supporting fire units that will cover both the VL building and intervening roads. By making a mental note of the steps needed to achieve a possible VL, you have a plan on which to base your setup and subsequent play.

Fire and Movement

The most important basic tactical concept is that of fire and movement, which divides the attacking force into two groups. One, the fire base, is built around heavy firepower machinegun (MG) units. Its job is to bring down overwhelming firepower at one point on the defensive line while suppressing other enemy units. This fire base must remain in good terrain and cover the advance of the assaulting group. This second (maneuver) group, made up of assault infantry, must infiltrate the enemy’s line at its weakest point to break through and capture enemy controlled VL. Once this has been accomplished, the fire base moves forward into terrain captured by the maneuver group and the cycle continues.

The fire base should consist of two or three light machinegun (LMG) teams (or Allied squads) and three or four rifle squads. The maneuver group should consist of two to four assault (Sturmgruppe) squads and four or five rifle squads. A Flamethrower (Flammenwerfer) can be added for extra punch, but its high cost will reduce the overall size of the attacking force.

You will also need to allocate units to the fire base and maneuver group to guard against possible German armor attacks.

The Fire Base

The fire base is the foundation of fire and movement. With their low mobility and high firepower, MG teams are the perfect units to form the core of the fire base. The Germans field excellent MG 42 teams, while the Americans and British field BAR and Bren gun squads, respectively. The LMG units must be augmented with additional infantry or support units. Rifle squads fill a variety of roles in the attacking forces. They add bulk to the fire base, giving the fire base flexibility. They serve as protection for its flanks against enemy counterattacks. They provide a reasonable amount of firepower. Support units, such as Vickers, Browning or Schweres MG teams offer high firepower for additional cost. These weapons, though, are significantly heavier and not suited to mobile attacks. Reserve units, preferably added to the fire base, should sit in the rear, to be used as replacement units.

Placement of the MG units is critical and is dependent on two things: terrain and line of sight (LOS). Buildings offer the best ter-

rain, being good protection from enemy small arms and mortar fire and having LOS due to their height advantage. Second, the fire base needs to have LOS to the assault point. In a city scenario, MG teams need to be placed with LOS lying along key streets in order to isolate enemy strongpoints and prevent reinforcements from crossing side streets. In the country, which is divided into rectangular fields bordered by hedges or walls, each field needs to be isolated. MG teams placed along opposite sides of these fields prevent enemy troops from reinforcing positions within the field and enemy flanking fire from those edges.

The fire base has three primary tasks. The first is to suppress enemy units at the assault point. This is accomplished through concentration of fire on a small section of the enemy line. The second task of the fire base is to cover the movement group. Continue fire into enemy locations within LOS on the assault point will suppress those enemy units, allowing the maneuver group to advance without heavy casualties. Smoke dropped either by fire base units, assaulting units or, best of, mortars, will obscure enemy fire and conceal maneuver units. The third task is isolation of the assault point—the fire base must prevent troops from reinforcing any suppressed enemy units at the assault point.

Close Combat: A Bridge Too Far

By Bruce Mansfield

A BRIDGE TOO FAR?

Tactical Advice for Close Combat 2

By Bruce Mansfield

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You will also need to allocate units to the reconnaissance and reserve functions. Reconnaissance need only be one or two recon (Aufklärer) teams. Reserves should be made up of a mix of rifle and half squads (German reserves). For the Allies, one to three anti-tank (PIAT or Bazooka) teams should be added to the fire base and maneuver group to guard against possible German armor attacks.

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Close Combat: A Bridge Too Far

By Microsoft Atomic Games

System Requirements:

For PC: Multimedia PC with Pentium 90 or higher processor, MS Windows 95 or NT 4.0 with Service Pack 3, 16 MB RAM for Win 95 (24 MB for Win NT), 45 MB hard drive space, 4x or faster CD-ROM reader, SVGa video card supporting 800 x 600 high color (16-bit) resolution, MS or compatible mouse/pointing device, Win 95 compatible sound card, 25,000 bps modem for head-to-head play, Internet access for internet play.

For Macintosh: Power Macintosh with System 7.5 or later, 16 MB of RAM, 40 MB hard drive space, 4x or faster CD-ROM reader, display capable of 800 x 600 resolution at “thousands” of colors, 26,800 bps modem for head-to-head, Internet access for internet play.
The Maneuver Group

Assault squads make up the heart of German and American maneuver groups, while rifle squads form British maneuver groups. These units have high firepower, numbers and morale—perfect for the dangerous task of capturing enemy-held locations. Unfortunately, American assault and German Sturmgruppe units are expensive, and will likely suffer high casualties. Therefore, it is often necessary to add rifle squads to these movement groups.

The maneuver group must work in concert with reconnaissance units, especially during the opening moves of the game. These scouts must move in front of the main attacking units, to locate enemy-held locations and to detect the presence of quality defensive troops, which will be the focus of the fire base's initial attack.

The job of the movement group is simple. When the enemy's defenses have been softened by the fire base, the movement group must exploit this weakness by rapidly moving forward, into, and through the gap. They must hit hard, attacking with overwhelming point-blank fire and engaging in hand-to-hand combat. The key to this assault is for the movement group to concentrate on a small section of the defensive line to maximize its attack.

Execution

Timing is crucial for the attacking side. It must attack with sufficient speed for further assaults, but must allow the fire base sufficient time to soften up enemy defenses. The balance of conservative versus aggressive play must fit each individual scenario, but should be flexible overall. To sum up, the keys for the attacker are:

1. Concentration of force / superiority of firepower,
2. Suppression of enemy units,
3. Quick movement under concealment (terrain or smoke),
4. Isolation of the assault point by MG teams and the fire base,
5. Quick capture of the objective,
6. Defense of the objective against counterattacks, and
7. Movement of the fire base into newly-captured terrain.

ON THE DEFENSE

In reviewing the map, identify VLs and other possible objectives for the attacker and the likely method of attack. Note any good fire base terrain and which key roads, buildings or fields offer flanking opportunities.

As fire and movement are central to successful attacking tactics, holding terrain is key to the defender. A good defense is not one which guards the whole map. "He who defends everything," it has been noted, "defends nothing." The defender must do as much damage to the attacking force as possible, while continually pulling back to keep his own forces whole. The goal of the defense is two fold: a) prevent the attacking force from taking VLs and b) delay the attacking force as much as possible.

Assembling the Defense

The defender needs to have a force that balances line (rifle) squads with support (MG) teams. This force should include: two to four MG teams, or two LMG teams and one or two heavier MG teams; at least one mortar (60mm or 81mm); one or two anti-tank (PIAT or Bazooka) teams if Allied; and rifle squads and half-squads (German reserves), with more rifle squads than reserves.

Rifle squads should be placed in good defensive terrain, with LOS to both friendly rifle squads along the line as well as the area through which the attacker will advance. These units should be hidden to maximize ambush possibilities and should have access to covering terrain behind the line, in order to fall back when necessary. Support units, especially MG teams, should be out of harm's way, but should be able to support any rifle squad that falls back. These units, therefore, should be placed behind the forward defensive line.

The Ambush

The defender should set up ambushes wherever possible. They should remain hidden until enemy units move within 50 meters. A successful ambush will force attacking units to take cover. This initial firefight often determines the flow of the rest of the scenario, with a successful ambush shifting the advantage to the defender. Ambushing units should pull back as soon as they have sprung their trap, to minimize losses.

Machineguns and Strongpoints

The key defensive unit is the MG team. LMG teams, best augmented with heavier medium MG teams, such as the British Vickers .303, American Browning .30 and .50 or German Schweres MG42, provide the high firepower necessary to repel assaulting troops. Place these units in good terrain, preferably in buildings with several stories, and in LOS of likely attack avenues. MG teams serve as the primary means of killing and suppressing enemy units at medium to long range. They offer support to friendly infantry squads that are pulling back or reinforcing the defensive line. They also isolate attacking enemy units into less effective individual groups.

Reserves and Defense in Depth

Maintain a reserve to guard against an enemy breakthrough. Reserve units allow the defender to defend in depth and act as emergency troops, to fill gaps in the line or to defend rear area VLs. Reserve units...
should be low cost troops, such as the German reserve and Allied ad-hoc rifle squads (weak morale and firepower make them suitable only for reserve duty). Reserve units should be placed in VLs. Unlike the rest of the defensive force, reserves generally act individually, usually fighting at a VL to the last man. They should be hidden to increase their survival chances and to increase ambush opportunities. Reserves can also be used to plug gaps in forward defensive lines. Their poor quality, however, makes them a liability if used too heavily.

The application of a defensive line, ambushes, strongpoints and defense in depth facilitate the first goal of holding terrain. The second goal—delay—comes into play through three additional tactics: isolation, counterattack and falling back.

**Isolation of Attacking Units**

The defender must sever the link between the attacker’s fire and movement groups, reducing attacking units to ineffective individual squads and teams. This is best accomplished through the use of fire lanes covered by friendly MG units. A fire lane is a section of terrain free from obstructions that extends across the map. MG teams, set up on the friendly end of these lanes, can fire along its whole length, cutting down any enemy unit that attempts to cross. In a city, these fire lanes lie along streets, isolating buildings from each other and preventing enemy units from moving forward in a solid line. In the country, these fire lanes extend across fields, effectively forcing enemy units to move along the walls and hedges that define those fields. By limiting lateral movement, the assault breaks down into separate, individual groups—eliminating the advantages of combined arms.

**Local Counterattack**

The counterattack, often a risky affair, can be among the most strikingly way to delay attacking troops—in many circumstances a push forward rather than a full back will catch the attacker off guard. Moving against the enemy’s flank will put those friendly units in prime locations for counterattacks against the enemy’s side and rear.

Counterattacking to retake captured VL is probably the most important use of this tactic. These counterattacks should be made soon after the location falls, to keep attacking units from consolidating their own defenses. Nearby infantry units should be ordered to assault, gaining as much local superiority as possible. If defenses in this area are weak, or if the attacking units outnumber the defenders, falling back is probably a better alternative. The counterattack is a double-edged sword—a failed counterattack will eliminate the defender’s vital squads.

**Terrain for Time**

Realize that the attacking units are much stronger than the defending ones and can gain superiority over any single point along the line. The defender cannot make last stands across the whole battlefield, but must instead make each VL or section of terrain as costly to take as possible. Then the defense falls back to repeat the process. Try to bleed the attacker white while pulling back before annihilation.

**Isolation of Attacking Units**

Tactical realism is everything. Units should pull back when they can no longer stop the enemy’s maneuver group from advancing to capture surrounding terrain. Pulling back too soon will cheaply hand over terrain to the enemy, while pulling back too late can put those units under heavy enemy fire—possibly eliminating friendly squads.

Always fall back to a place with good LOS to the rest of the line. Keep the defensive line fluid, so that it can adapt to the enemy’s assault. Adjacent units, especially MG teams, must be in support positions for those units that fall back.

**Support Units**

As *Close Combat 2* is essentially an infantry game, I have concentrated on infantry tactics. However, tanks and guns can turn the tide of battle.

**Mortars and Smoke**

Mortars are the most common support weapons. They function as organic, light artillery. The Americans field 60mm and 81mm mortars, the British the 3-inch mortar, and the Germans the 8cm mortar. All mortars serve the same basic function of suppression. Mortars can fire explosive rounds into enemy units. This works best against troops in the open or in woods. Soldiers in buildings are shielded by the ceiling from mortar attacks. Make every shot count, because the mortar has a limited supply of ammunition. Use the mortar when enemy units are moving in the open. The second use of mortars is to drop smoke. Smoke dropped in front of an enemy MG team will hinder its ability to suppress friendly troops. Smoke dropped in front of an objective will obscure friendly attacking infantry.

**Vehicles**

Vehicles come in two flavors: armored and unarmored. The armored tanks (best represented by the Allied M4A3 Sherman, Firefly MIVC, and German PzVG Panther) are the ultimate maneuver units. When attacking, they must be used aggressively to punch holes in the defensive line. The British AVRE, with its 280mm mortar, and Crocodile flamethrower tanks are particularly deadly, even to entrenched enemy infantry. On the defensive, tanks should be used as mobile guns to knock out enemy tanks and reduce enemy units in good terrain. Their mobility makes them excellent for flank attacks. Unarmored vehicles can also be used for fire support, but, due to their weaker armor, should be extremely wary of enemy anti-tank units. Several vehicles, such as the British Daimler IV, best serve as reconnaissance units.

**Anti-Tank Teams**

To defend against enemy tanks, friendly infantry need to be augmented with anti-tank teams. Anti-tank guns, mentioned above, serve as mobile anti-tank units. More flexible, squad-level anti-tank units vary with nationality. All German infantry units are armed with *panzerfaust* and have very good anti-tank ratings. Allied vehicles should be wary of all German infantry units. The Allies have separate, more powerful PIAT and Bazooka teams. These need to be added liberally to make up for the Allied lack of an inherent anti-tank ability (though British airborne troops carry German bombs). Generally, the presence of Allied XXX Corps will cause more Allied than German tanks to be on the road, but Allied players need to be aware of their anti-tank deficiencies before the setup.

**Conclusion**

The key to victory in *Close Combat 2* is good infantry tactics. Infantry are the queen of battle no less in this game than in the real war. For both the attacker and the defender, integration of units into a team is important to achieving your goals. While keeping in mind the concepts discussed above, a player needs to remain flexible. Tactics are but tools to achieve victory. Use these tactics to keep the initiative and force the enemy to react to your moves. This will force the field of enemy troops time and again. War, and *Close Combat 2*, is very unpredictable. A thorough understanding of these tactics will give the player more control over the final outcome of the battle.
ment of choice. Finally completed ca. AD 1150, this marvel of Hindu architecture exemplified the Angkor power in Southeast Asia in the twelfth century. Emperor Yasovarman I invited Indian architects to assist in the design. The depiction on the counter represents the pyramidal temple on Mount Meru or the neighboring towers of this vast urban complex.

**EPOCH V**

The Franks depicted in the game are the later Germanic tribes (the Franks, the Alans, the Burgundians, etc.) not represented by the Goths of epoch IV. Though the chart chooses Charlemagne as the Frankish leader, the empire of the Franks also includes the earlier efforts of Clovis. Charlemagne’s Palace at Aachen is the monument of choice. The architect based his designs on Roman models, but managed to come up short—instead of the “light and airy” Roman architecture, the chapel at Aachen was “massive and sturdy” (some say this was intentional). The Cathedral could be used for the Benedictine Abbey at Melk (though built in AD 935, it became Benedictine 150 years later) or the one at Cluny (built in AD 909).

For the Vikings, acquisition of resources is not a problem, but, lacking a capital, they may search in vain for a spot to build a monument. Should the opportunity arise, Lindholm Høje is the monument of choice. This ancient site was a Viking burial ground (graves were arranged into boat-shaped patterns). A Viking Outpost of the Trelleborg or Nonnebakken type will suffice. These rounded “ward-like” forts, typical of the Danes, are believed to have been built along Roman fashions (some say they are more Saxon and some argue that they are more Byzantine) and are scattered throughout Greater Scandinavia.

Though fully capable of establishing a monument, the Holy Roman Empire’s capital is in a bit of a predicament, being on a popular spot for monument building. Should the tall order of finding another location be filled, the Cathedral at Speyer is the prime choice. Started in AD 1030 after Otto the Great’s death, the cathedral originally was a timber-roofed building, but was rebuilt ca. AD 1100 and became one of the first fully-vaulted European churches built in the Romanesque fashion. Alternatively, a “lesser church,” such as the Cologne Cathedral or the Church at Rinds scheiden could be built if Gothic Architecture already made its debut in epoch IV.

The Chola, heralding from ancient Dravidian stock, were a maritime force along the Eastern shores of India. The mighty Cholan navy, largely responsible for the empire’s economic success, enabled the government to intervene in Southeast Asian politics. The Visvanatha Temple at Khajuraho is the monument of choice. Alternatively, the Great Stupa or the Great Buddha should be built by the Chola, if still unbuilt. However, Central India is traditionally the core area of Hinduism (the quintessential multi-armed Shiva was cast in medieval Chola), but Buddhism remained popular in Ceylon. A Miscellaneoues Mosque could be used to highlight Islamic influence on the Deccan plateau.

The Seljuks were central Asian nomads that began migrating into Anatolia during the ninth century. They accepted Islam and gradually began to dominate the Middle East, while also penetrating the Tibetan plateau. The monument of choice is the Minaret of the Great Mosque at Samarra. Though it was completed in AD 852, a century or two before the real zenith of Seljuk power, this mosque was a vital center for Islam (and was the largest in all of the Muslin world). If the Dome of the Rock is unbuilt, it would be prudent for the Seljuks to construct it. Typical Turkish architecture could be built instead, such as Jam'i at Zakariyya at Aleppo or the Crac des Chevaliers in Western Syria. The former is the reputed location of the head of Zacharia (the father of John the Baptist), while the latter was a crusader base (used by none other than Richard Lion-Heart) which was converted into a mosque in the 13th century.

The Mongols feature the unification of the many varied and disparate nomadic tribes of the Central Asian steppe under Temujin (the supreme ruler, Genghis Khan). The Mongolian empire (including its eventual administrative division into the four Khanates) is in a prime position to dominate China (via the newly installed Yuan dynasty), Southeast Asia and India (via the frontiers of the Eastern Khanate), the Middle East (administered by the newly installed Il-Khan empire), Eurasia (from the Mongolian core area of the Chagatai Khanate), and Northern and Southern Europe (via the Khanate of the Golden Horde). It is theoretically possible for the Mongols to erect three monuments. The Gates of Karakorum is the monument of choice. These ornamental gates were located at the newly established capital in Yuan China by the son of Genghis Khan, Ogadei (of Kubilai Khan fame), in AD 1227. To represent the Mongolian adoption of Chinese culture, the Pagoda is an alternate. Should prolific monument building exhaust the supply, a generic Tribute Statue or specimens of Miscellaneous Central Asian Architecture could also be chosen.
As well as being credited with expelling the Mongols from China, the Ming dynasty also ushered in the rebirth of imperial Chinese traditions. Reacquired pride and power accounted for the magnificence lavished on new Capitals and public works programs. T'ai-ho Tien, the Imperial Palace of the Forbidden City at Peking (Hung Wu's original capital at Nanking was relocated in AD 1421) is the monument of choice. Though it was not built until AD 1627, the palace represents the culmination of Ming architecture (the palace is more renowned for its impressive size, some 200 feet long). The Pagoda is a suitable substitute, easily representing any number of constructions erected in the Forbidden City. Furthermore, the Stone Gate could be used to represent the massive public works programs initiated by the Ming.

The Emirates of Timur the Lame (Tamerlane), perceived as the vanguard of a much feared nomadic resurgence, are the last great invaders from the steppe. Poised on the frontier of China, India, and the Middle East, the Timurid Emirates can conceivably build two monuments. The Mausoleum of Timur at Samarkand is the most appropriate. This geographic crossroads has been referred to as “Christendom’s idea of Asiatic pomp” during its heyday. The Minaret of the Great Mosque at Samarra is a logical alternative. The Gur-i-Amir, another good possibility, was the tomb of Timur’s favorite grandson who was killed in battle in Anatolia in AD 1402. The elaborately and beautifully Ghiyathiya Madrasa at Kharigird was completed in the 1440s and is an appropriate symbol of royal architectural patronage.

The Incas and the Aztecs enjoy the exclusive distinction of being the only dual empire in the game. The Aztec tribe of the Mexico culture represent not only themselves, but the post-classic period conquest of other cultures of Mesoamerica: Toltecs, Mixtecs, Zapotecs and Mayans. The Inca empire rose to dominate their Nasca and Moche cultural predecessors. The Great Temple at Tenochtitlan (the floating Aztec capital city during AD 1325-1521) was dedicated to the rain god, Tlaloc, and the war god, Huitzilopochtli, yielding a dual structure on the pyramid’s platform peak. After Cortez’ conquest, every vestige of Tenochtitlan’s Aztec architecture was destroyed or buried under the Catholic churches which now dominate Mexico City. Other choices include the Gateway of the Sun, a Nazca monolith comprised of adobe–Teotihuacan’s Pyramid of the Sun (though the crest of the pyramid was completed ca. AD 150, the city was built up further during Aztec rule) or Tikal’s Temple I of the Great Plaza (the Aztecs adopted numerous aspects of Mayan architecture and religion during their conquests).

As the first of the international imperial empires, Portugal is poised to be the first European power to marshal a presence in the Americas (in direct violation of the Treaty of Tordesillas), as well as Sub-Saharan Africa. The monument of choice is a typical European Castle, which symbolizes the rise of the House of Aziz, the forging of Portuguese naval might under Henry the Navigator, and the empire building of Manuel the Fortunate (Manuel I). Should Portuguese colonial policy require a second choice, the Roman Catholic Church at Belem, which was begun in AD 1502, is a wise choice. Christian themes proliferated in Gothic architecture throughout Western Europe, allowing a player the use of a Typical Cathedral. The Apocryphal Lighthouse, symbolic of the burgeoning Portuguese maritime economy, could be used instead.

Spain, following on the heels of Portuguese imperialism, will usually find many resource locations occupied by the Portuguese. Representing the unification of Aragon and Castile in AD 1479, as well as the seizure of Navarre in AD 1512, the Spanish are primed for empire and have the armies to overcome their predecessors. The monument of choice is the Alcazar at Segovia (“Alcazar” means castle in Spanish). Though earlier than the time of Charles V, it is reminiscent of the reconquista. The cathedral could be the Gothic one at Palma, built during the 14th century, or any one of a number of churches erected in the New World. Alternatively, the Palace of the Spanish Cortes in Madrid will suffice. This parliamentary building, though built in the mid-1880s, could represent the prolongation of Spanish colonial power or leadership in
the neo-classical architectural movement that revitalized interest in ancient Greek and Roman constructions.

Though of claimed Mongol descent, the Mughals (derived from the Persian for “Mongol”) helped to restore the splendor of Northern India that was destroyed by Tamerlane. Akbar successfully fused the Persian culture with that of the indigenous one to establish what is perceived by some as the true culture of modern India. The *Taj Mahal at Agra* is the monument of choice. This monumental achievement (completed fifty years after Akbar’s reign) was an honor to the memory of the wife of Shah Jahan. It was the perfect blend of Iranian and Indian craftsmanship, although some have attributed it as the “creation of an Italian adventurer in Shah Jahan’s service.” The *Pearl Mosque of the Delhi Red Fort* will service the Mughal empire nicely as well. The mosque also could represent any number of important buildings from Akbar’s time such as the *Tomb of Humayun at Delhi* or the *Jami’ Masjid at Fatehpur Sikri* (a deserted city near Agra). The *Qutb Minar* (Tower of Victory) of the mosque at Old Delhi is another possibility. The tower is one of the few fragments of the original mosque built during the close of the 12th century.

**EPOCH VII**

As it represents the rise of Muscovy during the 13th and 14th centuries all the way through the great imperial age of Peter the Great, Russia is in an interesting position. Though possessing only modest builds for epoch VII, Russia is capable of intervening in several places, thus fulfilling several centuries of historical expansion. The *Cathedral of the Annunciation at the Kremlin*, a masterpiece of Orthodox design, was completed in 1490. *St. Basil’s Cathedral in Red Square* is more contemporary. This bizarre and colorful cathedral was built during the reign of Ivan the Terrible (Ivan IV). The conspicuous colorings of the onion domes were added a century later. It is a particularly noteworthy design because it was a break from the typical Byzantine concepts characteristic of the period.

The Netherlands (the Dutch Republic or the United Provinces, if one prefers) were at the height of their power during the 17th century. Following centuries of warfare in Europe (particularly the Thirty Years War), the Dutch emerged with newly-won freedom from Spain and evolved as principal merchants, bankers, financiers and adventurers. The Dutch realistically will only build a single monument, although two are possible. The monument of choice is a typical fortified Dutch Trading Post such as those that were common throughout the Dutch colonial empire in Southern and South-eastern Asia. A Typical Cathedral, such as the *Noorder Kerk* in Amsterdam, also will suffice.

With an army easily large enough to roll into Eurasia and the naval capacity to reach China, France will most likely build a monument or two, though four are theoretically possible. The monument of choice is the *Arc de Triomphe*, a celebration of Napoleon’s victories in Western and central Europe. Since its construction, the arch has come to represent French patriotism. The *Eiffel Tower* is another option. This metal skeleton structure, for years the highest man-made edifice in the world, was designed for the World’s Fair in AD 1889. Prolific monument construction also makes the *Statue of Liberty* a possibility (a one-quarter scale replica of the original).

As it simultaneously represents the epic history of England from the time of the signing of Magna Carta (AD 1215) through the Hundred Years’ War, to the 16th century rise of the Anglican Church, through the English Industrial Revolution, and finally into the great 18th and 19th century wars for empire, possession of Britain can
spell certain victory. Seeing the British construct upwards of three monuments is not uncommon. Unfortunately, the capital at Albion tends to contain a monument. The monument of choice is easily the Houses of Parliament. These buildings, which include the tower of Big Ben, were built to replace the previous structures that were destroyed by fire in AD 1834. St. Paul's Cathedral is another possibility. This cathedral, the center of the Church of England, was built in the late 17th century after the original burnt in the Great Fire of AD 1666.

Essentially landlocked, a United States enraputured with Manifest Destiny is in a poor position to fare well. Possession of this empire is usually reserved for the highest scorer going into epoch VII. At best, adventures into South America (enforcement of the Monroe Doctrine) and the conquest of the Pacific Seaboard (California or bust!) will yield one American monument. The choice selection is the Capitol Building in Washington, DC. The original building was burned by the British in AD 1814; the new building was eventually completed by AD 1829. The Statue of Liberty, a fine alternative, was a gift from the French as a celebration of Franco-American relations in AD 1884.

Representing the rise of German Nationalism under Bismarck, and culminating in the mobilization for the Great War, Germany has many choices. As the last empire to move, the Germans enjoy the peculiarity of precise execution of their turn. Although capable of international imperialism, the Germans tend to be seduced into the “easy money” in Northern Europe. The Brandenburg Gate is the monument of choice.

Since its completion in AD 1791, the gate has been Berlin’s most celebrated landmark. During Communist rule in East Germany, the gate served as the East-West border of the divided city. Alternatively, the Reichstag Building could be chosen to service the Kaiser’s ambitions (though more symbolic of the post-game modern era).

Playing the Odds in CIRCUS MAXIMUS
Historical Initial Deals for SUCCESSORS
By Stephen C. Munchak

CIRCUS MAXIMUS is a chariot racing game. However, victory does not necessarily go to the player with the fastest team of horses. Players can attack one another in hopes of slowing or eliminating opposing chariots. The choices a player has available to him are what make the game enjoyable. However, I’ve often found it difficult to choose from among the options. Should I attack or should I try to break free of the pack? If I attack, should it be against the driver, the team of horses or the chariot? Part of the difficulty lies in my uncertainty about the odds of success. A sequence of die rolls is required to determine outcomes. For example, if I wish to initiate a lash (whip) attack against an adjacent chariot’s driver, I must: 1) see if the other driver avoided the attack, 2) determine an attack factor, and 3) roll the dice and read the result from a table with six possible outcomes (one of which—losing my whip—is bad for me).

In an attempt to better understand the tactics of the game and because I enjoy the mathematical recreation (or, as my friends would say, I have too much time on my hands), I have calculated the probable outcomes for attacks against driver, team and chariot. Armed with this information, I hope readers will be better prepared to select driver, chariot and team characteristics as well as situational options in their next game of CIRCUS MAXIMUS.

**AVOIDING ATTACK**

When an opponent declares they are expending a movement point to attack another player, the attacked player may attempt to avoid the attack by braking or evading.

Table 1 shows the probability of completing an attack as a function of the current driver modifier (CDM) difference.

<table>
<thead>
<tr>
<th>CDM Difference</th>
<th>Chance of Success</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>66%</td>
</tr>
<tr>
<td>+1</td>
<td>56</td>
</tr>
<tr>
<td>0</td>
<td>44</td>
</tr>
<tr>
<td>-1</td>
<td>34</td>
</tr>
<tr>
<td>-2</td>
<td>24</td>
</tr>
</tbody>
</table>

Let’s assume that we are successful in initiating the attack. What happens next? To see the possible results of our action, we must first consider what type of attack we began.

**ATTACKING THE HORSES**

Attacks on the horses come in two forms: lash attacks and ram attacks. A ram attack injures the outside horse, thereby reducing the team speed and endurance. The outside horse can also be killed outright, giving the other driver major difficulties in getting his team moving again. A lash attack against horses increases their team speed and decreases their endurance. Tactically, it could be beneficial to speed up a team just before it enters a turn, causing them to strain in the corner, lose more endurance, and possibly sideslip or flip their chariot.

Let us look at both these options, starting with the ram attack. Here I assume that the victim has already failed to avoid the attack. At the end of this article, I’ll tie together the odds for attack avoidance and attack outcome.

**Ram Attack**

In a ram attack, the attacker’s chariot “weight” and the roll of two dice determine the outcome. Table 2 shows the probable number of hits the horses take for the three types of chariot. A light chariot has little chance of causing damage (zero hits occur 72 per cent of the time). A normal chariot averages about one damage hit on the horses but accomplishes zero hits 28 per cent of the time. The heavy chariot averages between two and three hits on the...
horses and has zero hits only 3 per cent of the time. The heavy chariot also has a wider range of hits possible.

It is not very productive to use a light chariot to ram an opponent's horses. We will see later that this is also true for ram attacks against an opponent's chariot. The normal chariot will give you one hit on average, but also has a good chance to give either zero or two hits. A normal chariot will probably slow the opponent. On the other hand, the heavy chariot has the potential to cause major damage to the opponent's team.

Table 2. Hits from a Ram Attack (percentage chance of hits)

<table>
<thead>
<tr>
<th>Chariot Type</th>
<th>Hits:</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>Ave.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light</td>
<td>72%</td>
<td>25%</td>
<td>3%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>0.31</td>
</tr>
<tr>
<td>Normal</td>
<td>28%</td>
<td>44%</td>
<td>19%</td>
<td>6%</td>
<td>3%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>1.11</td>
</tr>
<tr>
<td>Heavy</td>
<td>3%</td>
<td>25%</td>
<td>31%</td>
<td>14%</td>
<td>8%</td>
<td>6%</td>
<td>3%</td>
<td>0%</td>
<td>3.69</td>
</tr>
</tbody>
</table>

Lash Attack

Table 3 lists the probability of increasing the team speed (and lowering their endurance) by different amounts as a function of the difference in CDM. Even when the attacker has a "+2" CDM advantage, he misses about a quarter of the time. If the attacker's CDM is only one higher or equal to his opponent's CDM, he will miss about half the time. If the attacker has a lower CDM than his opponent, he will miss about three quarters of the time.

Table 3. Increasing Speed by Lash Attack (percentage chance of increase)

<table>
<thead>
<tr>
<th>CDM Differential</th>
<th>Hits</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>Ave.</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>28%</td>
<td>14%</td>
<td>17%</td>
<td>14%</td>
<td>11%</td>
<td>8%</td>
<td>6%</td>
<td>3%</td>
<td>2.28</td>
</tr>
<tr>
<td>+1</td>
<td>58</td>
<td>17%</td>
<td>14%</td>
<td>11%</td>
<td>8%</td>
<td>6%</td>
<td>3%</td>
<td>0%</td>
<td>1.49</td>
</tr>
<tr>
<td>0</td>
<td>58</td>
<td>17%</td>
<td>14%</td>
<td>11%</td>
<td>8%</td>
<td>6%</td>
<td>3%</td>
<td>0%</td>
<td>0.97</td>
</tr>
<tr>
<td>-1</td>
<td>72</td>
<td>11%</td>
<td>6%</td>
<td>3%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>0.28</td>
</tr>
<tr>
<td>-2</td>
<td>42</td>
<td>17%</td>
<td>14%</td>
<td>11%</td>
<td>8%</td>
<td>6%</td>
<td>3%</td>
<td>0%</td>
<td>0.56</td>
</tr>
</tbody>
</table>

ATTACKING DRIVERS

The only attack against a driver in a chariot is a lash attack. The lash attack has six possible outcomes. Table 4 shows the probable outcomes of a driver lash attack as a function of the CDM difference. This table takes into consideration both the dice roll to determine attack factor and the dice roll to determine the actual outcome.

I would define losing the whip as bad, wounding or causing a swerve as good and the other effects as minimal. An attacker with a "+2" CDM difference will have a good outcome 40 per cent of the time and a bad outcome 2 per cent of the time. An attacker with CDM equal to the defender's will have a good outcome 31 per cent of the time and a bad outcome 18 per cent of the time. An attacker with a "-2" CDM difference disadvantage will have a good outcome 22 per cent of the time and a bad outcome 23 per cent of the time.

ATTACKING CHARIOTS

In a ram attack against a chariot, there is a chance that your chariot may sustain damage in the attack, due to the fact that you are ramming your chariot wheels into your opponent's wheels. Table 5 shows the probability of the attacker and defender being selected for damage as a function of CDM difference.

Table 5. Attacker and Defender Wheel Damage (percentage chance of wheel damage)

<table>
<thead>
<tr>
<th>CDM Differential</th>
<th>Damage:</th>
<th>-2%</th>
<th>0%</th>
<th>1%</th>
<th>2%</th>
<th>3%</th>
<th>4%</th>
<th>5%</th>
<th>6%</th>
<th>7%</th>
</tr>
</thead>
<tbody>
<tr>
<td>-2</td>
<td>0.97</td>
<td>1.57</td>
<td>2.56</td>
<td>3.34</td>
<td>5.00</td>
<td>7.44</td>
<td>11.57</td>
<td>18.63</td>
<td>29.00</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>0.75</td>
<td>1.22</td>
<td>1.98</td>
<td>2.69</td>
<td>3.46</td>
<td>4.33</td>
<td>5.29</td>
<td>6.26</td>
<td>7.23</td>
<td></td>
</tr>
<tr>
<td>+1</td>
<td>0.69</td>
<td>1.12</td>
<td>1.82</td>
<td>2.51</td>
<td>3.20</td>
<td>3.89</td>
<td>4.58</td>
<td>5.27</td>
<td>6.06</td>
<td></td>
</tr>
</tbody>
</table>

The last column of the table shows the ratio of attack success (defender selection to attacker selection). A "+2" CDM advantage for the attacker results in the defender being selected four times more often than the attacker. A "-1" CDM difference for the attacker makes for even odds.

After finding out who damages whom, the amount of damage depends on the class of chariot doing the attacking. Table 6 shows the expected number of wheel hits by the three chariot classes.

The light chariot can not cause more than three wheel hits. The normal chariot will cause typically one to three wheel hits and can not cause more than six. The heavy chariot will cause four hits on average (with a minimum of two and a maximum of eight).

Table 6. Wheel Hits Given and Taken in a Ram Attack (percentage chance of increase)

<table>
<thead>
<tr>
<th>Chariot</th>
<th>Hits:</th>
<th>Light</th>
<th>Normal</th>
<th>Heavy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Light</td>
<td>5%</td>
<td>6%</td>
<td>8%</td>
<td>9%</td>
</tr>
<tr>
<td>Normal</td>
<td>17</td>
<td>25</td>
<td>14</td>
<td>3</td>
</tr>
<tr>
<td>Heavy</td>
<td>0</td>
<td>25</td>
<td>31</td>
<td>11</td>
</tr>
</tbody>
</table>

ram attack as a function of CDM difference and chariot type.

Read Table 7 by selecting the CDM differential row and your chariot from "hits given" columns to find the number of hits you can expect to inflict on your opponent. Select your opponent's chariot type from the "hits taken" columns to find number of wheel hits you can expect to receive.

Table 7. Wheel Hits Given and Taken in a Ram Attack (average hits)

<table>
<thead>
<tr>
<th>CDM Differential</th>
<th>Hits given by your chariot</th>
<th>Light</th>
<th>Normal</th>
<th>Heavy</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>0.97</td>
<td>1.57</td>
<td>2.56</td>
<td>3.34</td>
</tr>
<tr>
<td>+1</td>
<td>0.75</td>
<td>1.22</td>
<td>1.98</td>
<td>2.69</td>
</tr>
<tr>
<td>0</td>
<td>0.69</td>
<td>1.12</td>
<td>1.82</td>
<td>2.51</td>
</tr>
<tr>
<td>-1</td>
<td>0.56</td>
<td>0.92</td>
<td>1.49</td>
<td>2.05</td>
</tr>
<tr>
<td>-2</td>
<td>0.40</td>
<td>0.64</td>
<td>1.03</td>
<td>1.40</td>
</tr>
</tbody>
</table>

PUTTING IT ALL TOGETHER

1. A high driver modifier is beneficial to both offense and defense. It can help you avoid attack or minimize the effects of other attacks. It can also help you to complete an attack and maximize the damage you cause. I did not explicitly discuss CDM differences greater than two. However, it is clear from the tables that, if during a game situation an opponent driver gets a negative modifier, you should attack him mercilessly. A driver with a negative modifier can not avoid an attack, and the amount of damage you do will be even greater than that shown in the tables for CDM differences of "+2."

2. If you have a light chariot, you should avoid attacks as much as possible. If you feel you must attack, be very selective. Since the chariot itself has little chance of causing damage, you will be best served by using a lash attack. To help avoid attacks, you should spend at least one prep point on a driver modifier.

3. In some cases, where the CDM of the attacker is less than the CDM of the defender, the defender can cause more damage than the attacker and should consider accepting the attack rather than trying to avoid it. Usually, this is a good tactic if the modifier difference is two.
Letters

Not My View
Our ASL editors at MMP altered a passage recently in an effort to clarify the way they interpret a rule. The author wishes to put on record his actual views of the rule.—SKT

I would like to thank you for the very nice presentation of the ASL Crossfire for KGF7 "The Bridge at Cheneux" (vol. 31, no. 6). However, the first paragraph on page 12 appears to have been muddled in the editing process. It suggests that I believe the interaction of LV Hindrances with A10.531 is unclear with respect to concealment losses. Far from being unclear, A10.531 states: "For purposes of concealment gain/loss...an Open Ground hex is any hex...in which any Interdictor could apply...the -1 FFMO DRM without any positive DRM. This statement seems to leave little doubt that when both the -1 FFMO and a +DRM apply—from an LV Hindrance, for example—no hex would be considered Open Ground for concealment loss purposes (but note the exceptions in the official Q&A). This is somewhat counterintuitive, which probably accounts for some of the confusion regarding the rule. I would hasten to add that if I were writing the ASL editor, I might prohibit LV Hindrances from negating concealment loss. But I'm not and it doesn't; anyone can read A10.531 and see for himself.

On another more minor point, the page 7 graphic inadvertently omitted an additional MTR in KK17 and an additional 2xMMGs in LL16.

—Robert Banovitz, Chicago, IL

Running the Games for Fun
I'd like to thank Sue Ellsworth for the compliments she offered myself and my fellow AvalonCon Gamemasters in her letter (vol. 31, no. 6). I'm sure I speak for all GMs when I say that we volunteer to run these games because we enjoy playing them so much (not for compliments or rewards). It is encouraging, however, to hear positive responses to our efforts. All too often the efforts of GMs, while highly praised by the general public, are taken for granted by the general public. Comments like Ms. Ellsworth's encourage us to continue to run the games and to strive to make each tournament as enjoyable as possible.

—John Coussis, Hoffman Estates, IL

Convention goers should be aware that AvalonCon GMs do not get any proceeds from their efforts—in fact they have to pre-register for the convention before anybody else. It is this volunteerism that differentiates—we think positively—the gaming experience from other conventions.—SKT

Voting with Greenbacks
Our efforts to expand our coverage of the gaming world have yielded expanded circulation and enthusiastic subscription responses. Nonetheless, every new month I seem to get one angst-filled, deeply negative letter approximately three pages in dense type, which typically says that the reader has played wargames for 30+ years and feels that The GENERAL is no longer relevant to his long devotion to Avalon Hill games. The writer will often go to great lengths to complain about recent increases in pages devoted to advertising (hasn't happened), increases in computer coverage (amounting to a shift of five or fewer pages from previous practice), and decreases in coverage of the games he plays (of which numerous examples of games printed before 1982 are offered). The letter ends with the ultimate consumer power statement: he will not be re-subscribing (although he will avidly cruise the game shelves every two months to see what he is missing—and pay full retail price for the good stuff).

I have printed some excerpts from such letters in the past to provide balance on this page. However, let me note that such letters are exceptions that are far outweighed by the type of comments found below (much less verbose though they be).

I want to continue to hear both the negative and the positive comments from readers. However, I find the logical inconsistencies of some of these statements to be upsetting. This magazine is about current games, hot games, games that people want to play now. It cannot be the official magazine of out-of-stock games, though we will continue to provide the occasional variant or scenario for the more popular oldies. The GENERAL continues to provide well over 80 per cent (often greater than 90) of its editorial content on non-computer gaming topics—a vast majority of which will be on games by Avalon Hill. I think that the "new look" issues have been fairly consistent on that score, and rave reviews show strong support for this format.

I will always regret losing any subscriber, but the mission must be to serve the hobby. Expanded circulation shows that we are succeeding.—SKT

Congratulations on the quantum leap The GENERAL has taken under your leadership.—Roger, cyberspace

Love the new look of the magazine. It was about time you included items outside the Avalon Hill realm. I have been playing your games and reading The GENERAL for quite some time and will continue to do so.

—Keith Miller, cyberspace

Great job with the new cover, the new look, the ads for other games. Your company is first class; more companies should act like yours.

—R. Dean, cyberspace

I wish to compliment the new editor on the new GENERAL. The articles and advertising now cover all the various game companies. It is very interesting to see other games reviewed. Keep up the good work.

—Anonymous, cyberspace

For years before volume 30, number 2, I wanted to subscribe, but never got around to it. Once I did, I knew it would be for life. I did not think there was anything that could be done to improve The GENERAL. Boy, was I wrong! The new GENERAL is twice the magazine that the old one was.

Love Zone of Control. Love to see you helping the hobby by allowing outside advertising—which in the long run will help Avalon Hill.

—David Rohr, Navarre, OH

Pleasant Surprise
I liked the new issue. I agreed with you about the Hydra being the strongest creature in TITAN: THE ARENA. I can't tell you the number of creatures that I have killed with it. I must say that TITAN: THE ARENA was a game that surprised me. I didn't think that it would be a good game.

—Dennis Nicholson, New York

Fading Availability
In my area only one store has more than half a dozen Avalon Hill titles in stock. At least three have stopped restocking them. It seems that you rely more and more upon word-of-mouth and incestuous advertising in your own magazine. If the only place these ads appear is in The GENERAL, who else will see them? Your recent changes to appearance and content will help spread the word, if newsstand sales pick up.

—Matt and Tim Evinger, cyberspace

We have expanded distribution of The GENERAL to include book/magazine stores. I assure you that we advertise in other magazines as well (in fact our advertising efforts have expanded in the recent 12 months). The decline of retail outlets may say more about the effects of the internet on marketing in this niche industry than it does about the health of the industry itself. Of course, the industry needs highly visible retail outlets simple to help attract new blood.—SKT

CA: Looking for opponent for PBEM TROC estrick@ucr.edu Eric W. Sirko, 3010 Newjo Dr., Riverside, CA 92507, (909) 369-3742.

CA: Looking for opponents in the North San Diego county area for these games: WTP, S&K, ERC, B3D, BAJ, TAC, REN. Pete Martin, 1665 Havenwood Dr., Oceanside, CA 92056.

FL: Play DIF variants by mail in Ishikibible. Middle Eastern, Lord of Rings, Perestroika, Balkan, Mitotic, Fog of War. Also Snowball Fighting, Power, Cannibalism, Fictional Dictionary. Phil Reynolds, 2896 Oak St., Sarasota, FL 34237-7344.

MA: Disabled adult gamer seeks FTG only BZK, AFK, GDC. Also help playtest our current WWII Europe Complexity scale mechanics similar to 1965 version Stalingrad. John K. Mcdougal, 3 Albany Circle, Beverly, MA 01915.


MI: HELP! Need opponents for PZB, 3R4, HOW, ACV, Samurai, TIN, SJW, MI: Disabled adult gamer seeks FTG only BZK, AFK, GDC. Also help playtest our current WWII Europe Complexity scale mechanics similar to 1965 version Stalingrad. John K. Mcdougal, 3 Albany Circle, Beverly, MA 01915.

NY: Mid-Hudson Area Wargaming Club meets every other Wednesday night from 7-11 p.m. in Pleasanton. CA: Contact Mark Johnson at (510) 424-5813 or johnson@ccnet.com or www.ccnet.com/johnson. Charles Reader, 44129.

NC: NCW. The Piedmont Area Wargamers, is recruiting ASL players in the midwest. Contact Doug Maston, 4 Treed Cts., Greensboro, NC 27455, (910) 282-0552.

NY: Metropolitan Wargamers Club of Brooklyn boasts its own 2600 sq. foot loft for boargames and miniatures. Safe location near subway, ample parking, open every weekend. Joe Brohan, 1233 Alden Baran Dr., McLean, VA 22101, (703) 672-8558.

CA: The Tri-Valley Boardgamers Club meets every other Wednesday night from 7-11 p.m. in Pleasanton. CA: Contact Mark Johnson at (510) 424-5813 or johnson@ccnet.com or www.ccnet.com/johnson. Charles Reader, 44129.

NY: PBM SJW, RTG, SLB, HRC. Experienced player, new to email. Also AFK, A3A, HWD, email Jagersall@aol.com. Willie Vell, 2810 Moreland St., Yorktown Hts., NY 10058, (914) 245-4636.

OH: 14-year-old seeks opponents for RPG and GBG. Justin Holshuh, 126 S. Park, Oberlin, OH 44074.

TX: TRC PBEM opponents sought. LHOLLERN@aol.com. Area rated complexity scale mechanics similar to 1965 version Stalingrad. John K. Mcdougal, 3 Albany Circle, Beverly, MA 01915.

CA: Volunteers needed to join the official Avalon Hill Iron Man Competition at Origins ’98 this year.

TX: Central ASL club meets regularly to play the best game in the world. Call Matt at (512) 280-8414. We are active and fanatie. Matt Shostak, 11027 Watchful Fox Dr., Austin, TX 78748.

FOREIGN


Canada: Calgary, Alberta—Straghtens meets the 1st Saturday of each month (usually). We play wargames on selected themes. Contact James Istvanfy (403) 259-8711 or The Sentry Box (403) 245-2121.

Germany: Small ASL Kampgruppe in the Frankfurt/Southern Hesse area in need of reinforcements. Contact: Raymond Woloszyn, mailto: AMG GmbH, Ampernest 7-11, 63225 Langen, Germany 06103-709246.

Hong Kong: 8F Hua Chiao Commercial Centre, 678 Nathan Road, Mongkok, Hong Kong, Tel: (852) 2722-3060, Fax: (852) 2396-6372.


FOR SALE


NV: Old AH games for sale or trade. Want Adv Third Reich. Also SPI’S War in Europe. Have out of print games, lots of them. H. Isola, P.O. Box 851, Unionville, PA 19375.
This scenario is by Jeff Cebula, one of the original Chicago ASLers who goes way back to the purple colored SQUAD LEADER box and the GI ANVIL OF DOOM playtest. Jeff was also the first person I ever played ASL against and to this day many of the ideas and ways to go about playtesting I learned directly from Jeff.

I liked "Abandon Ship!" from the start; I prefer scenarios where both sides have to do something. To me there is nothing more boring than playing a static defense scenario, especially if I am the defender and my opponent is sleep-walking through the game (this is something becoming more and more prevalent on the ASL tournament scene thanks in part to the internet, where players have virtually an infinite amount of time to study every move—and often bring the same mind set to the face-to-face arena). After two playings of "Abandon Ship!", I knew the Victory Conditions had to be altered. In the original version, the American needed to exit 16 CVP off the west edge. Even though a SSR prevented the Americans from moving west of the roadblock before turn 4, the outcome wasn’t even close if the Americans started running 16 points toward the edge on turn 1. In fact, the game boiled down to a fight between the German tanks trying to catch up to the fleeing U.S. squads, with American bazookas trying to stop them. Not much fun. After talking to Jeff and reading about the situation, I changed the VC and gave it another try. The next version looked almost identical to the current VC, except that the Germans only needed to move units west of hexrow J instead of west of the gully. After a few more playings, we changed the VC one more time to the present version. We also changed the order of battle, exchanging a Pz IVJ for a Panther and deleting one concealment counter and one HS from the U.S. side. We played it a few more times and the outcomes were very close.

Since the release of this scenario at a tournament, I have heard that some folks believe that if the Americans just stand their ground they can’t be beat. I must disagree. During the playtest, a few people tried to do just that, but ended up losing badly. Such an approach for the American player is a do or die proposition—all it takes is one tank behind U.S. lines to win the game for the Germans. More on strategy later.

**American Advantages:** 10-2, 45 BAZ, Squad Firepower

The 10-2 leader is the single most important unit in the U.S. OB for this engagement. There will be many ways to use him in this scenario: directing fire from a MMG, directing bazooka fire, routing voluntarily with units that voluntarily break to run away from the German hordes, or placed in a building with a squad for possible street fighting. I am sure you will think of some others of your own, too. Just how you use the 10-2 depends on the tactical situation at hand. His mere presence can be enough to make the Germans reconsider their approach, leaving a cautious German player uneasy and unsure of his troops. The ’45 bazookas are the best thing the American has to stop German armor. Keep them in spots where the Germans are likely to traverse when breaking for the U.S. rear area. Although the Germans will eventually outnumber the American squads, the Americans have the big edge in firepower at a range of four or less. Don’t get caught in a long-range duel with the Germans during the first two turns.

**American Strategy**

There are two ways to approach this scenario as the defender. The GIs can stay and fight it out with the Germans (this takes guts) or they can make a skilled retreat back toward the roadblock, while exiting some troops off the west edge. I like the latter, because I don’t trust my luck and I have never seen a successful stand by the Americans.

First off, where does the 10-2 go? I like to start him in the upper level of V3 with a MMG team. This will help keep German infantry from moving down the German right. Extracting these troops from this spot might be a bit tricky if the German decides he would rather kill them than do anything else on turn 1 or 2. Therefore, a BAZ goes in U2. This covers the road, while helping the 10-2 retreat (by firing WP into hex W3, if the bazooka dudes aren’t under any Ger-
man guns themselves). There are numerous possibilities for the other MMG, but I like to use it to lay a fire lane on turn 1, either down the road from Y9 (but moving out of this spot could be difficult if the German positions any troops to cut him off) or Z9 (but this offers even worse fallback possibilities than Y9). Therefore W5 looks like the safest spot if you plan to move back on turn 1. The other three bazookas should be used to cover the obvious tank paths on turns 1 and 2. If you feel adventurous, you could try and place a couple up front to take shots at curious German armor. Remember, though, the Panther is not going to die from a normal bazooka hit on its frontal armor. If the Panther ventures close enough (say about three hexes), try a Deliberate Immobilization shot. I would even sacrifice a half squad (HS) with a bazooka during the prep fire phase, if the German player was kind enough to give me the chance to immobilize the Panther during the first two turns (I wouldn’t want him to think I was ungrateful). An immobilized Panther likely would be good for nothing later, after U.S. troops have fallen back to safer pastures.

I like to take two squads and a HS with an 8-0 leader and head for the roadblock on turn 1. Here the squads can start digging foxholes for the end-game defense of the roadblock. After the foxholes are dug, I like to exit the 8-0 and one squad. These units will need to run like the dickens to get off before the German player can get troops to a high enough level to interdict their path off the board, so the extra movement factors the leader provides are crucial to the success of this mission. By exiting these units and maintaining possession of the roadblock, the American obtains a seven-point lead (three EVP plus four for the roadblock). Even if the Germans manage to move one tank past the gully, the Americans still win—provided they maintain control of the roadblock. I believe that maintaining control of the roadblock is essential for the Americans. Don’t wait too long to exit the troops. Note that Germans units in U4 at Level 1 or anywhere on the hexrow U ridge line can see the exit hexes, making a nightmare of the exit.

The 60mm MTR can be a very pesky weapon for the Germans to face. I like to move it into hex P7. From there it can greet the Germans as they advance into the woods on the hexrow U ridge line. The MTR can also be placed to cover hexes CC9 and DD8 on turn 1.

The rest of the game amounts to a slow retreat back toward the roadblock. Move back before the Germans move adjacent to your units. Don’t be tempted by point-blank prep fire attacks, whether at 12 or 24 (+1). If they fail, so do the Americans. Keep the enemy off your flank. If the German player can maneuver units into the U4 building early, he puts extreme pressure on the American left flank and makes crossing the T3-T5-R6 street a treacherous affair, not to mention the headache of exiting.

**German Advantages: Tanks, First-Line Squad Range**

The Panther should be used to engage any U.S. strongpoints which may have bazooka support. If possible, stay at least four hexes away from any suspected U.S. bazookas. Barring a lucky hit, this should keep the Panther from falling victim to a Deliberate Immobilization attempt. The ability of the tanks to move quickly around and in back of the American positions should be utilized early and often. This will help keep the American player from solidifying a central position which could prove impossible to break. Use the German range advantage early in the game. If the American wants to stay and fight, he will be at a disadvantage.

**German Disadvantages: Short-Range Squad Firepower, Roadblock, Time**

Limit the close range U.S. firepower advantage by spreading out. There is not much you can do about the roadblock. If you can remove it or clear it, the game is pretty much going your way. If the American stays and slugs it out instead of falling back, take your time and look for an advantage on the flanks. If the American pulls back, be aggressive and try to maintain contact. Not every shot the U.S. player takes is going to hit the mark. The German infantry in this scenario is pretty much expendable. Trade squads to gain ground.

**German Strategy**

The German player should take a cautious approach on turn 1 in order to position his troops for a turn 2 assault. Don’t go running across the board on the first turn in a panic. I have seen some people be too aggressive on turn 1 and lose the game before it even gets interesting. The German strategy depends largely on the approach taken by the American player. If the American stays and fights, then the German player can slow down his attack, waiting for the right moment to pounce. However, if the American decides to fall back, the Germans will have to push quickly and try to close with the Americans. After the first U.S. movement phase, enemy strategy should become apparent, and the Germans will be able to put their game plan into action.

On the first turn, movement into the trees in CC9-DD8 will be safe through the path GG10-DD9. Advance into CC9 and DD8. Try not to give the American too many shots on the first turn. Run a few HS to try to reveal U.S. positions and possibly the locations of bazookas. A few dead HS won’t weaken the Germans much, and the information gained should be worth the price. Any surviving HS will keep all American units which have first fired from attacking any other German units that are not as close or closer (this is one reason some players hold off firing at scouting HS). I like to position the tanks looking down the road with one pointing at the first level of V3, prepared to smoke any defenders on turn 2. Use the Panther to face off any strong U.S. position, but remember to keep it out of effective Deliberate Immobilization range.

Now, the ball is in the American player’s hands. Will he fight or run? Look over the options if he stays and fights. If he has units in Z9, Z10, or Y9, you should do everything to cut off and annihilate them. German units in CC9 and DD8 should help this cause. Next, move to the wall along AA10 as soon as possible, preferably with a tank. If the other tanks are sighted on the road, only a very brave American will stick around and fight on the German left. After that, move some units behind the hedge near BB5. From there, the Germans will enjoy a firepower advantage against any units in the wood line centered on W5. If the American has a unit in U2, it is a good possibility that it is a HS with a bazooka. If possible, move a tank to AA2 to meet that challenge. With the Germans in these positions after turn 2, they then will be ready for turns 3 and 4. On turn 4, the Germans want to be in a position to run a tank or two behind the Americans. Because of its small target size, the best tank to use is the JgPz IV. Try to ensure that the American player has multiple decisions to make during his turn 4 defensive fire phase, perhaps allowing the JgPz IV to skate through. Using a Pz IV here to draw American fire or enter a U.S. position to freeze their fire would be a smart sacrifice if the Germans could gain a foothold in building U4. When U4 is in German hands, the American “up front” defense will crumble like a house of cards. That is why it is important to cut off any units around Z9. If the Americans fall back to T6, make sure they won’t be able to leave (except to go back into the counter tray). If things have gone well, the German has but to grab the roadblock or move a tank past the gully. I believe that the Americans will need luck to stay and fight successfully.

If the Americans run for it, most of what I wrote above still applies. However, a
good player will force the Germans to move into American fire each movement phase instead of letting the Germans have any decent prefire opportunities. In this situation, the German must get very aggressive—an intact force at the end of the scenario may show that you are a very decent and moral individual, but you probably have lost. Don’t be shy about using your troops. As soon as time permits, move units with the MMG and the 8-1 into Level 1 of building U4, or any other position which has a LOS to the exit hexes. This should put a crimp in the U.S. exit plan.

With the Americans falling back, the Germans will have a better opportunity to attack the roadblock—but against more Americans. If the Germans can move boldly enough, they should keep the Americans from getting too many units back to defend the roadblock. Break them before they get there. Position units to cover the open-ground road hexes, making retreat difficult. If the Germans can hem the Americans inside the village, the chances of taking the roadblock will be increased. Once the battle breaks down to a short-range fire fight, deploy and run HS at the enemy.

**FINAL COMMENTS**

None of this is easy, but it should be fun. Almost every time I played this scenario during playtesting, the outcome was close. The win-loss records that I have seen for this scenario have been encouraging, and the few times I have played it since its tournament release, the games were close. I have won with the Germans twice against people who thought the Americans couldn’t lose by staying and fighting. Of the ten scenarios we did for the ’96 ASL Open, this one was the most difficult one to fine tune. I think we were successful, which makes all the work worthwhile. Due to the replayability of the fall-back defense, “Abandon Ship!” should be a tournament favorite for years to come. Personally, I would like to see more scenarios like this—where the defender has to do more than set up correctly, and where both the defender and attacker must move to the point of contact.

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**ENEMY CONTACT**

Politics in the galaxy of PAX IMPERIA is surprisingly uni-directional (the game’s weakest trait). Treaties can be offered from either side, yours or theirs, but no words are exchanged except to reject or accept the offer. You cannot demand a race to form relations with another. Your knowledge of their relations is limited to observations of who is at war with whom. Declarations of war can be completely unprovoked. Requests for peace come just as suddenly. Your options are limited to getting some friends to help you with trade and research. You are better off finding one such friend early and sticking with him.

Espionage is much more developed. You can sabotage colonies or ships, assassinate and steal (tech, ships or entire planets). Even if you don’t have a race designed to spy, this is a very strong tool for weakening the enemy’s position before you move in for the kill.

Combat is inevitable and is the main path to victory. Forget capturing colonies; forget surrender. The last sentient being is still breathing wins. On rare occasions success is possible when all races are allied and at peace, but don’t count on this happening often.

In combat, there is an automatic function that will take over when it is apparent that you are not taking any active part in the fight. It is well suited for colony destruction, as it will proceed slowly through a minefield, blasting mines as it goes. It will proceed to blow away other defenses, and then will atomize the colony. The automated function is less suited for ship-to-ship conflict. There it will approach the enemy fleet and stop at long range to blast away. At this range, pulse weapons are very weak, most energy weapons can’t reach at all, and while missiles don’t lose effectiveness with range, they reload slowly. Your best option is to take command and tell your fleet to shorten the range. Once there, you can re-engage the automatic function. Of course, variations in fleet composition and weaponry will require you to alter your tactics with the situation.

If you are defending a colony with no fleet in orbit, there is little you can do, other than watch your defenses do their best. Fighter bases are ideal for this job. A fully built fighter base has three squadrons of the best fighter of each researched type (light, medium and heavy). A partially built fighter base will have proportionally fewer fighters, though always at least one squadron of each type.

By following these suggestions, you will be in a defensible position from which you can experiment, discover and learn on your own. Remember, this is PAX IMPERIA, the enforced peace. The best generals will be around to enforce the peace and become the rulers.

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**System Requirements:**

486DX4 100MHz, 2x CD-ROM drive, 16 MB RAM, Win95, Win95 compatible sound card and mouse. Pentium 133 MHz, 6x CD-ROM drive or better recommended.

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Rating icons range from one (wretched or ten years behind the state of the industry) to five (top 10% of industry). Four is good, three is passable (middle of the road for the industry) and two is not great (bottom third).
The purpose of these rules is to generate a tournament which: 1) does not rely on an endless repetition of the Meeting of Patrols scenario, 2) rewards those able and willing to play a wide variety of nations, and 3) has both historical and statistical validity.

The tournament is divided into two stages. First, a series of preliminary elimination rounds is played to reduce the field to four finalists. In the second stage, each finalist plays each of the other three once, accumulating victory points from one game to the next. The winner of the tournament is the most successful finalist after these three games.

PRELIMINARY ROUNDS

Conduct elimination matches. Players bid secretly on paper for the advantage of any available byes: successful bids are deducted from the player's final victory points (should he reach the finals). Scenarios are generated as follows for each pair of players independently.

1) Determine Complexity: Players bid secretly on paper to play UP FRONT alone, UP FRONT + BANZAI, or UP FRONT + BANZAI + DESERT WAR. The less complex bid wins. Ties are resolved randomly.

2) Determine Roles: The player who lost the complexity bid now states whether he will be attacker or defender.

3) Determine Scenario: Players bid secretly on paper for the scenario to be played. Any scenario involving an attacker and defender may be selected (any scenario from either rulebook except A, B, I, J, M and N). Scenarios O to X may only be bid if BANZAI (with or without DESERT WAR) is to be played. The earliest letter of the alphabet bid wins. Ties are resolved randomly. Squad composition is as defined in the charts at the end of DESERT WAR.

4) Determine Nations: The Player who lost the scenario choice has first choice of nation. His opponent chooses any nation of the opposing alliance. Possible choices will be restricted by the complexity already determined. Play now commences.

LEAGUE OF FINALISTS

Once the field has been reduced to four finalists, the system changes. Each finalist plays each other finalist once in games of "501 City-Fight-in-Four," as published in The GENERAL, Volume 26, Number 5. The winner of the tournament is the finalist who breaks the most squads. If two or more players break the same number of squads, the winner is the player who has accrued the most victory points over the three games.

Scenario generation in the finals is designed to ensure that the tournament will have a varied ending each year. At the beginning of each game, players pair off so that it is clear who is about to play whom. Then each of the four players consults the list of battles below and bids secretly on paper for the right to choose the nation he will play for that game only. The currency of the bid is the number of victory points that player is willing to forfeit for that right. The bids are then revealed.

The player who has bid the most chooses which of the four available nations he will play and deducts his bid from his current score of victory points. Ties are resolved randomly. The next highest bidder does likewise, and so on. No more than two battles can be chosen as a result of nation choice. It is possible that the nations of the third and fourth highest bidders will have been determined unambiguously, in which case no further bids are necessary. Victory points bid are deducted from a finalist only if that player gets a choice. If there is no longer any choice of national victory points are lost by the player.

Players now purchase their units. Players should aim to do this in thirty minutes, though there is no formal penalty for overrunning the time limit. Players must note the date of the battle and abide by any equipment limitations this may cause. In addition, some battles involve mandatory battle definitions which must be followed.

RESTRICTIONS

Follow the special rules and costs described in the "501 City-Fight-in-Four." Additionally, jungle, desert and night are never encountered. Although different troop types may be selected (unless restricted by battle definition), partisans may not be (except in the battles where they are mandatory). In all squads, the SL must appear at start. Rule 46.4 affects all nations, and includes MMGs. Flamethrowers may not be selected in the first game. Anti-tank rifles may not be selected in the second game. The cost of a demolition charge is reduced to two-thirds of the cost of that nation's flamethrower (US 48.2/3, Germany and Britain 48, Japan 36.2/3, USSR 32, France 22.2/3, Italy 20). Minefields may be purchased for the same price as a flamethrower, but only by the player that in game with the cheaper flamethrower. Spare personality cards may only be used if they have printed PT costs (exception: Partisans). Partisans may ambush (37.5) from buildings. A surrendered group (50.41) is also relieved by an adjacent Italian AFV or pillbox at the same range chi. Random reinforcements (48 and 53) may not be purchased. Players should note the very real difference between double sniper capability (43.6) and dual sniper capability (48.4). Multiple snipers may be purchased, but each extra sniper costs five points more than the previous one purchased. In the two battles where it is allocated, a pillbox may contain an IG (counting as three personalities), cannot be captured (20.8), and once discarded becomes a cowher card. An IG in a pillbox uses its unboxed defense values against all attacks. The Axis always sets up and moves first.

If elite troops are selected, purchase points available are reduced to 435.6. If second line troops are selected, purchase points available rise to 589.4. If partisans are involved, that player's purchase points are 527.5.

LIST OF BATTLES

It is the Italian or Australian/Canadian player (indicated with an asterisk) from the previous pair of games who selects which alternative group of battles will be used for the succeeding pair of games.

First Game Battles:
- NATIONS: Germany, France, Italy*, Britain
- Sedan: Germany vs. France, 14 May 1940, mandatory German AFV, adjust all building TEMs by +1/3
- Briancon: France vs. Italy, 21 June 1940, no special restrictions
- Aachen: Italy vs. Britain, 10 December 1940, Italian minefields ignore 24.6, Italian Groups A to D start in "2-2" Buildings
- Arnhem: Britain vs. Germany, 21 May 1940, mandatory British AFV at start or as a reinforcement, no minefields.

Second Game, Alternative One:
- NATIONS: Germany, USSR, Italy*, USA
- Stalingrad: Germany vs. USSR, October 1942, no special restrictions
- Rostov: USSR vs. Italy, July 1942, Soviets are conscripts, Italians use German radio cards, no minefields
- Gela: Italy vs. USA, 10 July 1943, the pillbox is placed on Italian Group B, Italians are allocated both Stream cards in their initial hand, Italian minefields ignore 24.6.
- Kasserine: USA vs. Germany, 18 February 1943, mandatory German AFV at start, no minefields, Americans are green.

Second Game, Alternative Two:
- NATIONS: Germany, USSR/China, Japan, Australia/Canada*
- Kowen: Germany vs. Soviet Partisans, 27 September 1943, no minefields (except 37.6), no Soviet radios or flamethrowers
- Takeo: Chinese Communist Partisans vs. Japan, 1943, use Soviet partisan cards for CCP, no minefields (except 37.6), no CCP radio or flamethrower
- Buna: Japan vs. Australia, January 1943, Australians use British cards, Germans use German rules, no AFVs, adjust all building TEMs by +1/2
- Arras: Germany vs. France, 14 May 1940, mandatory German AFV at start, no minefields, Americans are green
- Dieppe: Canada vs. Germany, 19 August 1942, Canadians use British cards and rules, Canadian Groups A to C start on wall and wire cards (sea wall), no minefields, no Canadian AFV or use of 44.3 but a Canadian Radio 7 is treated as a Radio 8 and Canadians can use any radio card (shore bombardment).

Third Game, Alternative One:
- NATIONS: Germany, France, Japan, Britain
- Paris: Germany vs. French Partisans (FFI), August 1944, no radios, no AFVs, no minefields (except 37.6), French are allocated a "2-3" Building and a wire card in their initial hand
- Hanau: France vs. Japan, 9 March 1945, no French radio or flamethrower, French are allocated a "2-2" Building in their initial hand
- Koblenz: Japan vs. Britain, 7 April 1944, no Japanese AFV, adjust all building TEMs by +1/2
- Ardheim: Britain vs. Germany, 17 September 1944, British are airborne, Germans are SS, no British AFV, no British radio, no minefields.

Third Game, Alternative Two:
- NATIONS: Germany, USSR, Japan, USA
- Bastogne: Germany vs. USSR, 28 April 1945, Germans are volksgrenadiers, no minefields.
- Harbin: USSR vs. Japan, 18 August 1945, no special restrictions
- Magnitogorsk: Japan vs. USA, February 1945, Americans are US Army
- Bustogne: USA vs. Germany, 20 December 1944, Americans are paratroops, no minefields.
Bud's Basement Wargamers, a division of CABS, the Columbus Area Boardgamers Society gathered to play this game in a competitive environment (keeping each turn to an hour or less, including time for record-keeping). Standard forms were created and used throughout the game. This helped speed along the recording of information. When one player was taking his turn, it was the job of the player to his right to record the information. The commentary reflects an observer's perspective, sprinkled with on-the-spot and afteraction interviews and analysis. In short, we bring you a documentary journalist's perspective on HISTORY OF THE WORLD (HWD).

RULES USED

This playing of the game followed the rules implemented in the computer game, but was played at a board. The rules modifications are as follows:
- Sumeria is now a full empire, shuffled into Epoch I (we used seven cards from a poker deck for the empire pass phase). Sumeria is Card I of Epoch I.
- Incas/Aztecs can play their tokens from either capital.
- The Trade Bonus event card is instead a Civil Service card.
- There are no fleet stacking restrictions (except that ocean stacking remains limited to two fleets per player).
- Preservation of Culture and Fortresses rules are in effect.

THE PLAYERS

Much of this cast of characters was last seen in the AGE OF RENAISSANCE series replay appearing in volume 31, number 4. Bruce Monnin, Editor of the Boardgamer, should be familiar readers. He's a consummate gamer. He plays mostly two-player wargames though, as you will find him not far from the WAR AT SEA room at AvalonCon. He came the farthest for the game. His multi-player skills are unknown to the rest of the group. He has played HWD mostly by mail. The fact that no one knows what to expect from him will be to his benefit. Players will tend not to dump on him or anger him as easily as they would anyone else in the group.

Bruce Reiff, an AvalonCon Hall-of-Famer, should also be known to many a reader. Multiple DIPLOMACY tournament victories and the 1997 Iron Man Championship attest to his skills. He is a regular in the Basement and his motto of "Life is just one big Diplomacy Game" is well-known. Bruce's style of diplomacy works well in larger gatherings where no one is too familiar with each other. Here in the Basement, Bruce's style is well known; only one or two of the participants will fall for any of Bruce's tactics.

Ken Good will grumble the entire time but will walk off with the victory if you let him. He is a Basement regular and at the tables at Origins, AvalonCon, CapCon and MichiCon. He can be a formidable opponent, but his distaste for pointing out the obvious is his Achilles heel. He would rather lose a game than argue an obvious point.

Jason O'Donnell, an infrequent visitor to the Basement, is strictly a multi-player diplomatic type of gamer. His strength is with KREMLIN, CIVILIZATION and games in that ilk. Jason's style of play is directly opposed to that of Bruce. A rift will surely occur between these two players (we think that they both skipped kindergarten).

Mike Stanley comes from the two-player wargame crowd. His is not a frequent visitor to the Basement and his style of play will be a little unknown to a few of the other players. His diplomatic skills will be put to the test. His inexperience with this game and his overall lack of face-to-face multi-player experience may hurt him. Mike is the oldest player in the group; everyone at the table drools over his game collection. He probably owns every wargame ever produced (engendering much kindness from those in the group hoping to be named in his will).

Jeff Mullet will sit back quietly and carefully observe everyone's mannerisms and style of play. Then he will pounce. He is a great poker player. This skill of bluffing and reading people always gets him a leg up in any game played in the Basement, where he has been gaming since its inception. He is strictly a multi-player political game player. Family obligations limit his playing opportunities and travel. Everyone in our group feels that he would sit atop any ranking at any tournament he attended.

There are no weak gaming links on this board, but some are inexperienced with this game. We can expect that nobody will make any bonehead plays. Players will get passed the empire they most deserve.

PRE-GAME COMMENTARY

A pre-game poll was taken regarding the expected order of finish. One would think that everyone would vote for themselves in first place. However, pre-game diplomacy was definitely a factor in the voting. Reiff ferried Stanley and Monnin to Circleville from Columbus. The trip was filled with pre-game maneuvering by Reiff which became evident in the pre-game poll. Position points were given in reverse order of the predicted position (first place garnered six points, second five and so on). This yielded the following tally:

Jeff Mullet 33
Ken Good 23
Bruce Reiff 20
Bruce Monnin 17
Mike Stanley 15
Jason O'Donnell 14

Jeff Mullet, viewed as the favorite, believes that it is a mistake to keep the big empires. One must avoid getting damped upon late in the game. Therefore, it is important to be perceived as the leader. One can "recover from a early bad position but rarely can one recover from a late bad position."

Ken Good sees HWD as almost two games in one. One game is the distribution of the empires, while the other, the actual play of the empires is relatively simple. It is the cards, not the dice, that determine the game. The best strategy is to position oneself for the Epoch VII card draw. At that time, one should be close to the top in victory points and early in the draw order. Keep your strength low as possible. It may be hard to refuse the Romans, Persians or Arabs with only two or three other people left to draw. However, rarely can one win with one of these big empires. In this group, you will never win.

Bruce Reiff's thoughts are similar to Ken's. You must be close on turn seven, but not at the top, so as to not to be given the Americans, Germans or Dutch. Bruce comments that "having the most points on turn seven, not turn five, makes you the winner." Many gamers go for the short term without regard for the long. Doing this in this game will surely place you at the bottom of the pack. The Romans and Arabs are tempting traps. Taking these empires will most likely bring defeat.

Bruce Monnin expresses the above attitudes and also likes to "hide" some of his pieces in areas that are not easily accessible, hoping for the big points over the long term, while passing up possible large short-term point grabs which then make you a target. See his article, "Live Long and Prosper," in volume 31, number 5 of The GENERAL.
End of Epoch I:
Green used Civil Service to extend the Sumerians deep into India. Blue used Allies to project the Indus Valley state into China. Orange Hittites removed the Minoan foothold in Anatolia, while the Babylonians sacked Sumer. The Chinese built a fort. The Aryans sacked part of the Indus Valley. Arrows show Epoch II expansion paths of Assyria, the Chou, and the Vedic and Greek City States.

Each map shows the situation at the end of an epoch or after the third or fourth player's turn of an epoch. The arrows on the maps indicate expansion paths of empires moving immediately after the moment depicted by the armies shown on the map.

Middle of Epoch II:
Pestilence allowed Green to score an extra point in the Middle Tigris, as the Assyrians moved to dominate the Middle East and reached Egypt.

Blue used the Chou to dominate China and to re-establish dominance in India.

Orange sprang the Jewish Revolt, but without success. His Vedic City States march to recapture his monument, dominating the Middle East along the way.

Black allied Phoenicia with the Greeks.
Arrows show the expansion paths of the Scythians and the Persians.

End of Epoch II: Scythian Purple migrated to clear areas in Western Europe. Red Persia expanded far and wide, adopting peace towards most of the Cigris Valley. Epoch III starts with the Celts, the Mauryans and the Han Dynasty.
Middle of Epoch III:
The Gods of Green inflicted disaster upon the Persian capital. A short-lived Green rebellion in the Indus was overrun by the Han Dynasty. Babylon received fortifications. A Blue kingdom and minor empire appeared in Iberia and the Americas. Arrows show the Hsiung-Nu, Romans and Sassanids.

End of Epoch III:
Red Hordes of Hsiung-Nu crashed through the Great Wall, not stopping until they reached the Ganges. Treachery gave Rome a foothold in the Middle East, but Julius Caesar died young in the Hindu Kush. The Black-clad Roman legions dominated China. However, purple inspired strife, leading to a successful civil war, followed by fort-building.

Epoch IV begins with the expansion of the Guptas, Goths and Huns, but no Byzantines.
Mike Stanley's pre-game thoughts differ little as well. "It is very obvious that one should not pass an early-moving empire to a person that just had a late-moving one in the prior epoch."

Jason O'Donnell shares a similar perspective, but also feels that luck of the draw is a major element as well.

The basic strategic perspective shared by the players of the game can be summarized as follows:

- Keep accumulated SPs low to enable an early pick.
- Dump weak, late-moving empires on the leader.
- Maximize points scored, but do not be perceived as the leader. This is best done early in the game with medium-sized empires and establishment of presence in obscure corners of Areas.
- Try to drive out a player on the ropes. This frees up someone to safely hand strong empires to that player.
- While attacking, try to remove other players' presence in areas.
- When equal points can be earned, pound the leader.
- When equal points can be earned and the leaders cannot be attacked, attack the person in the worst position.

At some point in the game, a player may have little chance for victory. This is where our group diverges in thought. Some feel that such players should always attack the leader. Others feel that it is fine to attack others so as to not end up in last place. Play in the basement tends towards the former. However, these players will play differently at conventions where more players than the winner may advance or earn prizes. When you are in third with no hope for first but a shot at second, do you concede the victory and attack the second-place person? This is distasteful for the player in second who may have a shot at victory. You may earn an enemy for a long time, but it is a very big part of playing at conventions.

Stanley is the most happy with his hand. Good and Monnin also feel that they received a decent set of cards. The other three players feel that their cards are not up to par. Again, O'Donnell comments that a bad set of cards is surely not going to drive you out of the game, but a good set can really enhance your chances. The best card, Jihad, did not make it into the game. Others missing from play are Fujiwara, N. American Migrants, Fanaticism, Treachery, Empire Revives, Population Explosion, Barbarians and Disaster.

EPOCH I DISTRIBUTION

The dice roll determines the order of the empire draw on the first turn.

Reiff decides to keep Sumeria. For one, it is not a 5 SP empire, which would make him draw late in the next epoch. He hopes to hide with the Sumerians and not get in anyone's way.

Stanley passes the Minoans to Mullet. Mike does not like the starting location of the Minoans, however by passing up this 4 SP empire, he is risking receipt of a 5 SP empire and a late draw next epoch.

Good passes the Aryans to Jason (the next in line to pick). This is the worst card in first epoch (scoring little and guaranteeing last pick next turn).

O'Donnell passes the Shang Dynasty to Monnin. He chooses not to give this good card to Ken because Ken dumped a card on him.

Monnin passes Babylon to Good.

Mullet passes Indus Valley to Stanley. Stanley gets lucky and does not get the 5 SP Egypt card that remains undistributed.

EPOCH I PLAY

In the play summaries below, underlined areas are defeated attacks. On the figures, numbers on squares coincide with Epoch number of piece.

Reiff/Green: Sumerians with Civil Service: L. Tigris, Zagros, Persian Salt Desert, L. Indus, W. Deccan, E. Ghts, Monument in L. Tigris. +10 VPs. Reiff plays Civil Service to increase his build and then drives into India behind the forest wall to hide in Western Deccan and Eastern Ghts. Great opening.

Egypt is not in play.

Mullet/Red: Minoans: Crete, E. Mediterranean, Nile Delta, W. Anatolia. +6 VPs. Mullet moves into the area vacant due to the absence of Egypt. He scores Middle East points in Western Anatolia, hoping to survive expansion by later empires.

Stanley/Blue: Indus Valley with Allies: L. Indus (Green retreats to W. Deccan), Upper Indus, Hindu Kush, Turanian Plains, Persian Plateau, Tarim Basin; Monument in L. Indus. +9 VPs. Stanley plays Allies, dominates India, and drives into Tarim Basin to score a monument and China presence.

Good/Orange: Hittites: E. Anatolia, W. Anatolia, Balkans, Babylonia: M. Tigris, L. Tigris, Zagros, Persian Salt Desert, U. Tigris, Levant; Monument in M. Tigris. +12 VPs. Good uses the Hittites to drive the Minoans from the Middle East (he does not try for a Hittite monument, as this would get in the path of Babylon). Babylon expands into the Balkans for presence next turn. Then, Ken plays Allies to assist the Babylonians. Great opening, but vulnerable in the near future; very aggressive with the card play on turn one.

Monnin/Purple: Shang Dynasty: Yellow R., Great Plain, Wei R., Fort in Yellow R. +4 VPs.


This was a standard first turn. No one wins or loses the game on the first turn. O'Donnell is behind the eight ball already, having the last draw for next turn.

EPOCH II DISTRIBUTION

Good/Orange (4 SPs/12 VPs) decides to keep the Vedics. This goes early in the turn, keeps his strength low, and gives him India.

Reiff/Green (4 SPs/10 VPs) draws the Assyrians and decides to move first to try to clear out the Middle East.

Stanley/Blue (4 SPs/9 VPs) passes the Scythians to Monnin, not helping the Purple cause.

Mullet/Red (4 SPs/6 VPs) draws the Persians with the fourth draw. Despite the high SP value which next turn will cause him to draw last, Jeff decides that the Persians are too tempting to pass. His goal will be to score high and to try to pick off others presence.

Monnin/Purple (4 SPs/4 VPs) passes the Greek City States to O'Donnell.

O'Donnell/Black (5 SPs/3 VPs) must pass the Chou Dynasty to Stanley.

EPOCH II PLAY

Reiff/Green: Pestilence in M. Tigris kills Green in M. Tigris (Capital unaffected), Assyria: U. Tigris (Orange retreats to Zagros), M. Tigris (Capital reduced). L. Tigris, L. Tigris (City destroyed), Levant, Palestine, Nile Delta, Nile Delta. +16=26 VPs. Reiff plays Pestilence in the Middle Tigris causing a loss there and nowhere else. Bruce attacks to dominate the Middle East and reclaim his monument to maximize his points.

Stanley/Blue: Chou Dynasty: Wei R., Szechuan, Irawaddy, Ganges D., Ganges V., E. Deccan. +13=22 VPs. Mike wants to dominate China and India to build a lasting impression on history.
**Good/Orange: Jewish Revolt** fails. Vedic City States: U. Indus (Blue unable to retreat—killed); L. Indus (City destroyed), Ganges V., Persian Salt D., Zagros (prior Orange removed), M. Tigris (City destroyed). Monument in U. Indus. +21=33 VPs. Ken dominates India and then drives into the Middle East (where the failure of the Jewish Revolt forces him to kill himself in Zagros to seize Middle Tigris and dominate the Middle East). Ken’s occupation of Southern Europe last turn pays off.

**O’Donnell/Black: Phoenicia: Levant (Green retreats to U. Tigris), E. Med., W. Med. Greek City States: Morea, Black Sea, S. Iberia, Crete, Crete, Crete, Libya, Nile Delta, Nubia, Monument in Morea. +23=26 VPs. The Greeks and Phoenicians cooperate nicely. Jason takes the resistant Crete and then lands in North Africa for domination. This was a good turn for Jason, but his high SPs will continue to haunt him.

**Monnin/Purple: Scythians:** Caucasus, Dnieper, C. Europe, N. Gaul, Albion, C. Massif, E. Anatolia, Monument in Albion. +8=12 VPs. Monnin drives west, fearing the Persians and hoping for points in the long term.

**Carthaginia is not in play.**

**Mullet/Red: Barbarians:** Tarim Basin, Hindi Kush, U. Indus (Capital reduced), Ganges Vally. Naval Disaster: E. Med. (also removes unsupported Black Sea). Persians: Persian Plateau, Hindi Kush, U. Indus (City destroyed), Turanian Plain, Tarin Basin, Zagros, E. Anatolia, E. Anatolia, E. Anatolia (Capital reduced), E. Med., Shatts Plateau, L. Indus, L. Tigris, Morea (Capital reduced), W. Anatolia, Monument in Persian Plateau. +26=32 VPs. Jeff goes all out with this event this turn, as he plays Barbarians out of Tibet and Naval disaster in the Eastern Mediterranean (doubly effective—nice play). Jeff expands everywhere hoping to garner large points for this turn and hoping to have enough left to score many prizes in the future. [Editor’s Note: Mullet in his haste to maximize points leaves quite a scattering of enemy armies in the Middle East and India. I prefer clearing a few enemy presences at this point in the game. Those single tokens can earn a decent number of points if left alone too long—whereas those Persian units in the Mediterranean are likely to be sacked by Rome next turn, if not earlier by Macedonia. I see no need to be merciful to Orange, who is leading and will draw first in Epoch III.—SKT]

**Mannin/Red: Kingdom:** in U. Nile. Hsiung-Nu: Mongolia, Great Plain (Capital reduced), Chekiang, Si-Kyang, Mekong, Malay Pen., Ganges D. (City destroyed), Monument in Chekiang. +32=64 VPs. Jeff breaks through the Great Wall with relative ease and goes on to win every battle on the way to India (doing considerably better than his historical counterparts).

**O’Donnell/Black:** Romans: Leader (Julius). Everyone is waiting to see how long he will get to use him. Jason has been known for early deaths for his leaders. Romans: S. Appennines, W. Med. Sea, E. Med. Sea, Treachery in E. Anatolia (City destroyed), Zagros, Persian Plateau (City destroyed), Hindi Kush (and triple, killing Leader), Hindi Kush, U. Indus, U. Indus, Ganges V., Ganges D., Malay Pen., Malay Pen., Mekong, Mekong, Si-Kyang, Chekiang, Pinthus, Morea (City destroyed), Sumatra, Great Plain of China (City destroyed), L. Indus, L. Tigris, Wei R. (Capital Reduced), Monuments in S. Appennines and Wei River. +49=75 VPs. Jason holds trump to form; Julius drops early in the turn. "Forget about Mare Nostrum, India and China are where the points are.” Jason knows that the Khmers are coming and needs to spread out and hope. Jason sans Julius still conquers the world.

**Monnin/Purple:** Civil War: S. Appennines (Capital reduced), Wei River (City destroyed), Chekiang. Empires Fortify: Forts in C. Massif, L. Indus, S. Appennines, Albion. Sassanids: Zagros (Black retreats to E. Anatolia), Persian Salt D., L. Indus, Hindi Kush, U. Tigris, U. Tigris (Capital reduced), L. Tigris, Fort in Zagros, Monument in Zagros. +38=50 VPs. Going after the Romans has its benefits, as illustrated by the use of Civil War to dominate important Lands beyond the reach of the Sassanids. Monnin manages to capture a significant portion of the world’s monuments and then fortifies them. His position is good. He hopes to avoid the Goths next turn. Bruce is loving life at this time.

**EPOCH IV DISTRIBUTION**

**Stanley/Blue (20 SPs/52 VPs) passes the Arabs to Reiff. Mike wants his strength low enough to draw early next turn.**

**Monnin/Purple (20 SPs/50 VPs) draws the Khmers and passes to O’Donnell (who goes at the ease with which the decision was made). Always give the Khmers to the Romans.**

**Reiff/Red (Green 43 VPs) draws the Huns and dumps them on Stanley for passing him a card and because Blue can do the least damage with them.**

**Good/Orange (22 SPs/63 VPs) draws the T’ang Dynasty and passes it to Mullet. Ken wants to go earlier in the turn and Jeff should score less with the temptation than would Monnin.**

**Mullet/Red (26 SPs/64 VPs) draws the Gup­tas and passes to Good.**

**O’Donnell/Black (39 SPs/75 VPs), suffering from the lingering effects of the Romans, draws the Goths and must give them to Monnin.**

**EPOCH IV PLAY**

**Good/Orange: Kingdom in Malay Peninsula (Black retreats to Ganges D.). Rebellion in Wei River. Gup­tas: E. Deccan (Blue has no retreat), Bay of Bengal, Ganges V., U. Indus, L. Indus, Persian Salt D., Zagros (Capital reduced), Persian Plate, Monument in E. Deccan. +32–64 VPs. Ken gets his wish to go early, goes for doubling India, and drives into the Middle East. The Hittites in the Balkans are still scoring!**

**Monnin/Purple: Kingdom in Highlands. Goths: Danubia, Dnieper, W. Steph, Turan P., Turanian P., Hindi Kush, U. Indus, L. Indus, Persian Plateau, C. Europe. +35–85 VPs. Monnin goes to India to avoid the expected arrival of the Byzantine Empire. He wanted to go to Zagros to reclaim his monument but losses didn’t allow it. It looks as though Purple will be the target next turn, although orange looks strong.**
Middle of Epoch IV:
Orange rebellion on the Wei River failed. Blue Gods destroyed the monument in Gutpan capital. The Guptas, Goths and Huns fought over the same ground, leading to the Hun-dominated positions shown. Arab vengeance is next...

End of Epoch IV:
Red Anglo-Saxons and Black Gold Coast kingdom arrived. The Tang failed to find a path to India. The fanatical Arabs with surprise still ran into heavy opposition. Arrows show Epoch V expansion of the Vikings, the Holy Roman Empire and the Chola.
Middle of Epoch V:

End of Epoch V:
Black Gods inflicted disaster on Tarim Basin, but the Sung Dynasty failed miserably in the Malay Peninsula. Sub-Saharan migrants arrived. Green Seljukies tackled Blue holdings. The Mongols took advantage of famine in Irrawady and great leadership to control China and to dominate India & SE Asia.

Pyramids are not in play.

Mullet/Red: Anglo-Saxons: Baltic Seaboard (Green retreats to C. Europe), N. Sea, Albion.

T'ang Dynasty: Yangtse Kian, Wei R., Wei R., Tarim B., Tarim B., Chekiang, S. China Sea, Mekong, Turanian P., Turanian P., Hindu Kush. Monument in Yangtse Kian. +24=88 VPs. Mullet gives up on the SE Asian path to India, only to meet with defeats in the Turanian Plain and Hindu Kush. "How can I win so much one turn and lose so much the next?"


O'Donnell/Black: Kingdom in Gold Coast. Khmers: Mekong (Black retreats to Si-Kiang), S. China Sea, S. China Sea, Malay Pen., Malay Peninsula. +28=103 VPs. Jason loses more than half of his force. "What else could I have done?" At least the remnants of the Roman Empire still score a good number of points.

NEUTRAL COMMENTARY

Epoch IV is often a turning point. Players at this point can see the end and have a feel as to whether they are in the game or not. Bruce Reiff feels that the game is out of reach for him, given his high strength. He feels that the Arabs should have gone to Bruce Monnin to elevate his SPs (to hurt him going into the endgame). Jason O'Donnell also feels the game is out of reach for him at this time. Both of these players are going to need lucky draws to get back into the game.

With the replay recording consuming game time, players were getting a little surly. Lunchtime allowed a quick poll, which finds that Bruce Monnin is considered to be in first place, with Ken Good and Jeff Mullet just behind him. With this game being conducted in one long session, the effects of fatigue, hopelessness and apathy may have an effect on the outcome.

EPOCH V DISTRIBUTION

Good/Orange (30 SPs/94 VPs) passes the Mongols to Monnin, to drive up Bruce's strength for the endgame.

Monnin/Blue (30 SPs/85 VPs) passes the Cholas to Stanley, because Mike is already in the area and to keep him out of the west.

Stanley/Blue (34 SPs/77 VPs) draws the Vikings and passes them to Ken Good.

Mullet/Red (37 SPs/88 VPs) draws the T'ang Dynasty to Jason, hoping for an early moving empire.

O'Donnell/Black (44 SPs/103 VPs), the ghost of Julius still haunting him, draws last and passes the Seljuk Turks to Reiff (who had a 50-50 shot at the much better Franks—this just isn't his day).

EPOCH V PLAY

Franks are not in play.

Good/Orange: Disaster in Yangtse Kian (Monument destroyed, Capital reduced).

Vikings: Scandinavia (Green has no retreat), North Sea, Atlantic, W. Indies, W. Med., Sea, W. Med. Sea, Sindus, Sindus, Sindus, +18=112 VPs. Ken's long boats reach Southern Europe, but fail in the effort to dominate it.

Mullet/Red: Empires Fortify (Forts in Shatt Plateau, Chekiang and Tarim Basin). Holy Roman Empire: C. Europe (Greens retreat to Dalmatia), Danubia, Danubia, Danubia, Balkans, Balkans, Sindus, Sindus, Morea, L. Rhine, Engineering to build Forts in C. Europe and Morea. +30=118 VPs. Jeff went for Southern Europe, but heavy losses prevented further expansion. [Editor's Note: This is excellent timing of the fort-building event plays; the Crusade event at this juncture wouldn't hurt his key rivals and is best saved for use in Epoch VI.—SKT]

Stanley/Blue: Chola: E. Ghats (Green retreats to W. Deccan), Bay of Bengal, Treachery in W. Deccan, L. Indus, L. Indus, Persian Salt D., E. Deccan (City destroyed), Zagros, Monument in E. Ghats. +30=107 VPs. Mike goes for the familiar, well-trodden monuments. "Monuments to our past dot the landscape."

O'Donnell/Black: Disaster in Tarim B. (Monument and Fort destroyed). Sung Dynasty: Szechuan (Blue retreats to Irrawaddy), Yangtse-Kian (City destroyed), Chekiang, Chekiang, S. China Sea (doubles fleet), Malay Pen., Malay Pen., Malay Pen., Malay Pen., +27=130 VPs. "I'm going for India and a Monument via Malay Peninsula." Jason's fixation with the Malay Peninsula brings him down. [Editor's Note: O'Donnell has little choice for his final four armies. The Tarim Basin path to India would be defeated by a single loss. The Malay Peninsula has a triple benefit. It allows domination of SE Asia, provides access to India, and is a second resource site—thereby making it more profitable than retaking the Wei River monument. These riches are well defended, though by a Fort against a sea invasion. Jason could have swallowed his pride and sacked his own Khmer capital to improve his attack odds, but with four armies in his hand, the odds seemed to be in his favor already.—SKT]

Reiff/Green: Sub-Saharan Migrants in Congo Basin and S. Africa. Seljuk Turks: Turanian P. (Red retreats to Tarim B.), Hindu Kush, L. Indus, L. Indus, E. Deccan, E. Ghats (Capital reduced), Ganges V., Ganges D., Malay Pen. (City destroyed), Mekong, E. Deccan, E. Deccan, +30=102 VPs. Bruce tries to punish Mike for his empire passing. "I'm going to try to punish Mike for ending my chances in the game, while also scoring some points." When China appears to be allusive, Bruce returns to finish the job in India, but his dice fail him.

Monnin/Blue: Famine in Irrawaddy kills two of three Blue armies. Mongols: Mongolia (Red has no retreat), Leader, Wei R., Wei R., Szechuan (Capital reduced), Irrawaddy, Ganges D., Ganges D. E. Deccan (unsupported Blue fleet destroyed), E. Ghats, W. Deccan, Ceylon, Tarim B., Malay Pen., Mekong (Capital reduced), Si-Kiang, Chekiang (unsupported Black fleet destroyed), Great Plain, Yangtse-Kian, Yangtze-Kian, fails to reach Sea of Japan for final build, Monuments in Mekong and Szechuan. +42=127 VPs. "I wish to attack Red, Blue and Black." Bruce controls China, dominates India, and builds two Monuments. His use of the Leader concedes the fact that he may not draw a bigger empire later in the game.

NEUTRAL COMMENTARY

The score are very close at this time. However, scores can be very deceptive in this game. Low strength points and the early card draw position bring victory. Going into turn six, Orange draws first but is in a shaky position on the board. Stanley, on the other hand, draws second and looks good. The Roman curse still keeps O'Donnell drawing last—not a good place to be on the sixth turn. Bruce Reiff is very annoyed. He believes that the Vikings should not have been given to Ken Good. Also, Bruce Monnin's passing of the Cholas to Stanley improves Mike's chances tremendously.

SCORE at end of Epoch V

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<th>Place</th>
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ZONE OF CONTROL will return in Volume 32, Number 3
Satellite reconnaissance has spotted a weakness in the enemy's right flank.

With clock-like precision you launch satellite guided missiles. Apache helicopters sweep in below enemy radar. A battalion of your state-of-the-art Abrams Battle Tanks move swiftly to overwhelm the enemy's already battered defenses. And behind them, your Bradley Fighting Vehicles deliver mobile infantry forces to mop up.

**Welcome to the Next Century.**
With the success of Command and Conquer and Warcraft 2, real-time strategy games have become a viable genre in the computer field. The next generation of such games are now filling store shelves. In this column, I turn the periscope on four of the better ones—two futuristic and two fantasy. Once thought of as an offshoot of arcade or action games, real-time strategy epics now appeal much more to the strategist. All of these games are playable at relaxed pace—no fast mouse clicks are needed. To round out this column I mention a turn-based strategy sequel that is a sure bet to appease any fan of armored units.

**Dark Reign** from Activision is a futuristic strategy game complete with a couple of manageable resources: water (used for barter) and Taelon (used for power). A good variety of units may be built during each mission. A typical tale of interstellar war, each side has a different group of units, applying different tactics, making this a very replayable game. Combat between The Imperium and Freedom Guarde takes place on a distant planet.

Combat is quick, but has several levels of detail built into the interface. Unit routes may be plotted with full sets of way points and even given some basic commands (defend, patrol, etc.). An even more unique feature allows you to set intelligence levels for the units. Independence, for example, can be set so that a low value will cause a unit to mainly stick to its programming, while a high value will often let the unit make decisions to deviate from its planned move. Multi-player capability is a big plus (full support for direct play, modem and the Internet). A very well-designed scenario/map editor is also included, allowing for plenty of new and original battles.

In a similar vein, Total Annihilation from Cavedog pits two ancient enemies, the Core and the Arm against each other in warfare taking place over the land, sea and air. Energy and metal are the two consumables used by each army. Proper acquisition or creation of both is a necessity. This game shines in the varying types of units, numbering well over a hundred (with more available on their web site). Units range from simple infantry robots, submarines and scout planes to massive tanks, battleships and bombers.

Missions are varied ranging from simple "search and destroy" to the capture of certain units or sites. With a wide variety of terrain ranging from ocean worlds to worlds of lava or metal, missions are unique and can be very intense with vast amounts of units destroyed in great battles. Graphics and sound effects are top of the line, adding greatly to the overall effect of the game. Wreckage litters the battlefield and explosions can catch foliage on fire, turning sections of map into charred rubble and causing damage to units.

Control is a little more simplistic than Dark Reign, but the strategy element is intensified by actual 3D terrain. Hills make great sites for radar towers and defensive weaponry, large cliffs can cut off the attack, and plateaus can make convenient staging areas. Proper planning and care in developing both construction facilities, offensive units and defensive positions makes strategy important and extremely varied. With two 25-five mission campaigns, one from each side, and fantastic multi-player capability over a network, modem or the Internet, this game will remain on your computer for quite a long time.

Switching to the fantasy realms, Bungie's Myth: The Fallen Lords takes medieval fantasy battles to a new level. This tactical level game puts you in charge of a small army attempting to defeat evil hordes. Game play takes place in a partially overhead view with an adjustable "camera" allowing you to pan and see the battlefield around you. Unique to this style of game is the ability to customize your attack formation. From a Simple Box to Shallow Encirclement, you can send your army towards the enemy in the best formation for victory. If need arises, you can change this on the fly, even to retreat. With a wide variety of 3D terrain and various climatic effects, battles are always different. Strategy must change for weather conditions (wind alters arrow flight and snow extinguishes explosive charges).

Drawing from a Tolkienish story line Myth: The Fallen Lords has a wide variety of fantastic creatures to control or face. Dwarves lay explosives, archers are great for softening enemy lines from a distance, and Avatars have unique magical capabilities. The enemies are typical of the fantasy realm. Undead creatures, giant spiders and evil wizards oppose your troops and invade your towns. The solitary campaign allows you to play a multitude of battles and missions in an epic story to defeat the evil Fallen Lords. A wide variety of multi-player games are also included, playable over Internet. Another unique feature is the ability to save all games in a video format, allowing you to go back and examine your strategies and formations from any camera angle.

Sierra is following the well-received medieval strategy games Lord of the Realms 1 & 2 with Lords of Magic, a strategy game with real-time combat and turn-based rounds used for resource management and movement. Elements of role-playing provide you with a starting character for which ability and religion determine class (Warrior, Thief or Mage). Resource management is accomplished by gathering followers due to your fame. Purchases are made with gold, crystals and ale. The base of operations is your capital, where you gather troops and can build...
Turning back to the modern world, SSI has released Steel Panthers 3, a turn-based wargame which expands upon the role of tanks as seen in the first two products. Play can take place over almost the entire gamut of tank history from 1939 until 1999. The scale has also been changed with platoon-sized units now covering the battlefield instead of individual tanks. With a larger scale, much more effort goes into command and control with options such as air and artillery strikes taking a major role in the game. The interface is similar to the previous incarnations, but new features and units are in abundance. Combat is simple, taking place over a turn with the normal movement, spotting, combat, air support, direct and indirect fire all playing their parts.

Covering a 60-year time frame, the game provides a huge assortment of equipment from 40 different countries. Six highly-different campaigns are included, ranging from the classic North African and Russian campaigns in World War II to Vietnam and World War III. In a campaign, units may be purchased and repaired between battles. The battle generator can also set up completely random scenarios. A full function scenario creator can create your own battles based on history or theory.

Over 40 stand-alone scenarios and full email capabilities are included, allowing hours upon hours of glorious battle.

SONAR BLIPS: Talonsoft has released the first game in its new Campaign Series—East Front, a platoon-level wargame taking place in the USSR during World War II. With the option of either 3D unit graphics or standard wargame “counters,” this game sports an easy to use interface, individual battles and a complete campaign playable from either side. SirTech has released their quirky game, Virus, where you attempt to fight off a virus invading your computer. A highly different and extremely unusual game, it is a definite change of pace.

faith to give each ship type its own unique power to wield in the game in addition to its numerical strength. The zero “death blows” of TTA become doomsday devices invulnerable to attack. One-point cards become reconnaissance drones affording peeks into opposing hands, (twos become shuttles, threes transports, fours assault craft, fives raiders, and six through ten become increasingly powerful warships capable of combat). TTA’s spectators are replaced by wild card allies who activate a world’s special power instead of nullifying it. This change, coupled with the powers of individual ship cards, yields a much more chaotic game with more player interaction and increased checks and balances for every conceivable strategy. Although the mechanics of play are similar, there are many subtle changes—and the overall effect is a streamlined sequence of play which is actually simpler than TTA in many respects. The permanent wagers of TTA have been replaced by “bases” whose value now fluctuate with the changing fortunes of war as they suffer attacks and invasions while awaiting reinforcements from their home worlds. Saving your big ships for the final rounds? If so, enemy raids may reduce your bases to smoking ruins, even if your world does survive (raids allow you to reduce an opponent’s holdings on your world without harming the world itself). TTA’s secret bet evolved into a secret base with an enhanced value because visible bets/bases now fluctuate in value and because the garrison card with which you declare your secret base is returned to your hand when you reveal it.

There is no discard phase. The only way to rid your hand of dead cards is to play them one at a time as your sole play of the turn. This is not as debilitating as you might think, however, since hand size varies in Galaxy and holding dead cards, therefore, does not sacrifice as many options as it does in TTA. Players draw only one card per turn rather than filling their hand. That simple change alters the dynamics of the world powers drastically. For example, the dreaded Hydra’s power, which allows play of a second card, becomes much less powerful as Earth’s power in Galaxy. Every time it is used, that player is playing two cards but can draw only one to replace them. Conversely, the Titan’s power is enhanced in Galaxy, because he increases his hand size and decreases his victim’s every time he takes an opponent’s card. Player interaction is further enhanced in each round because the object is now more than mere survival. Not only is one world eliminated after every round, but one player with the strongest defense will receive a
bonus in the form of increased value for a base. Now the blurred alliances of hidden agendas are further obscured by the greedy maneuvering not only to avoid destruction, but to reap a bonus as well after every round.

One playtester describes GALAXY as TTA on steroids. It is an apt description. If you liked TTA, I suspect you’ll love GALAXY. Despite the increased player interaction and chaotic feel, it is actually simpler in some respects and still plays in about an hour.

—Don Greenwood

ATTACK OF THE GIANT MONSTERS

F’rothomir, Lord of the Glaciers, was furious. His feet, each the size of a battle-ship, strode through the rubble and debris that was once Chicago. He could see a lone army chopper in the distance, hovering like a mosquito debating whether or not to bite. He didn’t care. F’rothomir had swatted dozens of those choppers, not to mention the all the tanks.

When he came to the ruins of the Sears Tower, his eyes narrowed angrily. Tomanagi the Sea Monster had beaten him to Chicago and destroyed everything! Now there was no Sears Tower to climb! No suburbs to smash! F’rothomir vowed to make Tomanagi pay...with his life!

Roaring a challenge that could be heard for a thousand miles, F’rothomir began his trek to Mt. St. Helens, where he was sure Tomanagi would meet him for one final battle.

The Avalon Hill Game Company will soon unleash ATTACK OF THE GIANT MONSTERS. Paying homage to classic monster movies such as “King Kong” and “Godzilla,” this game puts players in charge of defending—and destroying—America.

Up to four players may play, taking charge of one of the US armed services: Army, Navy, Air Force and Marines. Deploying their units across the map, the military waits for the inevitable attack of the colossal beasts, which can appear almost anywhere. The military is well-funded and can absorb heavy losses from the monsters. However, as the monsters trample military bases, the armed services’ ability to defend the United States dwindles.

Backing up the military are hundreds of scientists and researchers working on ways to defeat the monsters. The services can research experimental weapons such as molecular cannons, antimatter and fusion cells (to name just a few) in an effort to protect the country. If extremely successful, a service may be able to capture a monster and ship it to Hollywood for a starring role in the next major motion picture.

The same players also each control one of six giant monsters. Each monster has unique abilities and attributes. Some monsters are powerful in only certain areas of the country. Others are berserk attackers, or can take tremendous amounts of damage. All monsters share one trait in common—they get bigger and stronger with every city they eat. Small cities like Omaha might only boost a monster’s strength a little, while every giant beast craves the mother of all US cities—New York.

The monsters have a variety of competing goals and methods for increasing their strength. They are inexplicably drawn to nuclear radiation sites scattered across the country. Even the monsters are curious about what lies behind the doors of Area 51. As the game continues, monsters mutate and change. The slow, plodding mountain monster might just grow wings and terrorize the skies. Each monster also has a personal travel itinerary, such as hanging on the arms of the Statue of Liberty in New York.

As every fan of monster movies knows, there can be only one star of the show. As America crumbles under the footsteps of these creatures, the bravest monster will roar out a challenge to his foes. In an epic battle, one monster will claim victory and win the game.

Look for the ATTACK OF THE GIANT MONSTERS to rock the nation in early summer. It will be the biggest event since creation.

—J.C. Connors

FOR THE PEOPLE

FOR THE PEOPLE (FRP) uses the WE THE PEOPLE (WTP) mechanic. Broadly, the game engine is the interaction of strategy cards that enable the forces to move and other supporting game functions to evolve. In WTP, a strategy card allowed the player to place or remove political control (PC) markers, move forces, or bring in new forces. The PC markers represented the changing political views of the populace and the underlying guerrilla warfare that took place between Patriot and Tory forces.

FRP uses this game engine in a modified form to reflect the different character of the American Civil War. Here, the key variable is strategic will (SW). Strategic will is the ability of a side (Union or Confederate) to continue to prosecute the war. It is the comparison and changes of the two societies’ strategic will that writes the history of a game. For example, historically Lincoln almost lost the 1864 presidential election to candidate McClellan (running on a democratic-peace platform—a card in the game). It was the fall of Atlanta to General Sherman that turned around the election and probably saved the Union. In the game, this translates into a rule that the Confederacy wins an automatic victory if the Union’s SW is below 50 points at the conclusion of the Fall 1864 turn. In a recent playtest, the Union SW stood at 48 points with just two unplayed cards remaining in the Fall 1864 turn. With the last card, Sherman took and burned Atlanta for five SW points. The Union went on to win the campaign game. It is anecdotes like these that get me excited about one of my designs.

In comparison, the political events portrayed in WTP generally added and removed PC markers, whereas in FRP these events affect SW, such as the impact of Confederate commerce raiders. One key factor that affects SW is the control of states. Here, PC markers fulfill the same role as they did in WTP. PC markers denote the areas that have been militarily pacified and the lines of communication that support the invading forces. When enough areas of a State (usually Southern) have been pacified, the State becomes Union-controlled, making it easier to move (without generals) and reducing Southern SW (Confederate presence in Northern States reduces Union SW). The guerrilla war and Go mechanics from WTP are not appropriate in this conflict and were removed.

The military campaigns are reflected through the movements of strength points led by the key 50 generals (Lee, Grant, Sherman, Jackson, etc.) who held high-level independent commands during the war. Generals are rated for strategy and battle, as in WTP, whereby the use of a strategy card as an operations card (OC) enables the player to move a general whose rating is less than or equal to the OC value. Consequently, Lee and Grant are ones, while Butler is a three. One key addition is that each general also has a political value. A player must pay a general’s political value in SW points if he wants to remove him from command of an army. Here you get to feel the anguish that Lincoln felt when he wanted to remove Banks from command (political value of ten). There are some strategy cards that portray crises or events that enable the player to replace these political generals at reduced or no SW cost (for example, the great Sioux uprising).

Battle is handled through a more traditional combat results table (no battle cards), which more accurately reflects the character of Civil War combat. The battle system is based on extensive operations research which breaks many of the inaccurate perceptions held within the hobby. Battles involve a variety of die-roll modifiers (that bring in the capability of the generals, intelligence, naval support, forts, etc.) to affect the outcome.
The last major component of the design is the interaction between the naval game, strategic will and the building of new forces. The Union has a fairly consistent reinforcement schedule, modified by various events (such as New York draft riots) and the capture of Washington. The Confederate reinforcement schedule and SW losses are tied to the naval blockade, amphibious operations (capture of key ports) and Union control of States. The level of the naval blockade and amphibious operations is worked through the play of event cards and continually challenges the Union player to trade off long-term benefits against short-term military operations.

The game has a 13-turn campaign game, plus four, yearly, three-scenario tours (1861, 1862, 1863 and 1864). The campaign game takes approximately five hours to complete, while the yearly scenarios take about an hour to complete. One additional feature is that each scenario can be continued and then concluded at the end of any later yearly scenario. Hence, you can start the 1861 scenario, which actually takes about 30 minutes to complete, decide you want to continue playing, and play to the end of the 1863 scenario using those victory conditions. It is my hope that FRP both meets the playability standards that people have enjoyed from the WTP system and the historical standards people have for a game with a more significant portrayal of the military conflict.

—Mark Herman

**TAC OPS '98**

It's almost zero hour and you have planned well. Real-time imaging satellites have glimpsed the enemy and have shown you a weakness in their right flank. Suddenly, the night sky is filled with glowing contrails from MLRS rockets winging to their targets with electronic precision. To your left, dark green Apache helicopters are swooping up a wooded river valley below enemy radar to deliver their payload of death and destruction. Before you, a battalion of Abrams Battle Tanks move off their start line at 40 mph and immediately begin to acquire and fire upon enemy targets.

Behind the tanks, mobile infantry in their Bradley fighting vehicles follow to mop up the cut-off and confused enemy. Within 15 minutes, another town has been liberated. Welcome to warfare in the 21st Century—it is hell for the enemy.

The Avalon Hill Game Company's upcoming TacOps '98 computer game is a major new version of the game that PC Gamer called, "...a helluva lot of fun to play..." and about which Strategy Plus said, "TacOps is simply an outstanding piece of work; it's a polished product." The Marine Corps has even gone as far as mandating that the game can be used for training its officers in operational warfare. In addition, TacOps has been authorized for training by the armies of Canada and New Zealand. A game that has received this much attention must be good, but now Marine Corps Major (Ret.) I. L. Holdridge and Avalon Hill have taken the game the next step with TacOps '98.

TacOps '98 keeps all of the features of the original in a completely rewritten game engine which now includes a command post exercise (CPX) mode where two persons may play against each other with a third person as referee. A more realistic map offers unlimited terrain elevations. This permits real world military contour maps to be used as the background art for TacOps '98 battle maps—in sizes up to 40 km by 40 km, a total of 1600 square kilometers.

TacOps '98 will be available for IBM and Mac CD-ROM (with Mac vs. PC capability) and will ship in the spring of 1998.

—Bill Levay

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**The Infiltrator's Report**

No doubt due to the WW II subject matter, volume 31, number 6 scored an overall rating of 3.8, second best for the volume. Alan Applebaum's BREAKOUT: NORMANDY article not only was rated as the best article, but spurred many a reader to pull out the game for play.

Beach by Beach..........................206
KGP 7 The Bridge at Cheneux.......200
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Panzer Leader Situation 31-6...........61
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The games recently played by the most respondent were ADVANCED SQUAD LEADER, HISTORY OF THE WORLD, UP FRONT, AFRIKA KORPS, BREAKOUT: NORMANDY, HANNIBAL: ROME VS. CARTHAM and SETTLERS OF CATAN. Russell McKinney (Bryon, IL) is the winner of the feedback drawing and wins a one-year subscription extension.

Contest #183 ("Hot Zone") was one of our more popular contests in recent memory (I'm glad to see its success wasn't tied to movie critic choices). Several contestants noted that indeed maximization of Arachnid point advantage is not the same as maximization of Arachnid chances of winning (lesson: read the contest wording carefully). Some errant entries went awry by overlooking the line-of-sight rules which prevent four of the five heavy weapons from firing upon the Terran MI. If a hex is over half filled with rough terrain the entire hex is considered an LOS blockage (such as C8, but not B13). Many of you who caught this aspect made the mistake of trying to move the warrior into E8 (not allowed, as the warrior doesn't have three MPs to enter). Only two contestants ordered the 5-1 attack on the retrieval boat alone. Congratulations to Ken Whitesell (N. Linthicum, MD) and Kevin Reid (Bligh Park, New South Wales, Australia).

Contest #184 ("Sound Advice") asked contestants to identify the games associated with advice quotes from past issues of The GENERAL. We found this advice so exceptional, that we only tried to hoodwink you once (number seven was made up with language from ASL and REPUBLIC OF ROME). The other quotes refer to the following games:

1. History of the World (29#1, p. 24)
2. Turning Point: Stalingrad (27#1, p. 50)
3. Blackbeard (27#6, p. 17)
4. We The People (29#2, p. 7)
5. Hitler's War (26#2, p. 45)
6. Merchant of Venice (26#1, p. 45)
7. Civil War (26#6, p. 45)
8. Empire in Arms (27#2, p. 36)
9. Battle of the Bulge '91 (27#5, p. 1)
The computer wargame genre can improve. I wish to TIGER STOP BEFORE CAIRO: OF MALAYA 1813 and LUIZHITAN due to problems with the counter proofs. They map coverage and time frame as THE COSSACKS ARE COMING release of Game ResearchlDesign's releases for FALL, both on WW II technologies, ships and aircraft, all combined titles mentioned in previous columns. May- nam. Simulaciones Tacticas expects to & CHARIOT LORDS feature six battles (including one full-scale naval battle), a block game with geomorphic maps, WW II technologies, ships and aircraft, all combined in a fictional Red versus Blue format a la BLITZKRIEG. Ray Freeman has begun playtesting his second game, HEARTS AND MINDS, a low complexity game on 1965-70 Vietnam. Simulaciones Tacticas expects to release their third in the series of Battles of the Peninsular War, VICTORIA, in 1998. The release of Game Research/Design's MARCH TO VICTORY was pushed back to late February 1998 due to problems with the counter proofs. They expect that their TOTAL WAR will have the same map coverage and time frame as FIRE IN THE EAST. Clash of Arms reprinted and released in January MISSISSIPPI FORTRESS, about the Vicksburg campaign. They also expect to release both LUTZEN 1813 and LA BATAILLE DE LA MOSCOWA in 1998 (one early and one late in the year). They have THE COSSACKS ARE COMING in development, aimed at matching with HOME BEFORE THE LEAVES FALL, both on WW I. They also expect 1998 releases for SEA DRAGONS, CANVAS FALCONS, FEAR GOD & DREAD NAUGHT, INFERNAL MACHINES, CHARIOT LORDS and SUMMER STORM in addition to titles mentioned in previous columns. Mayfair is working on a railroad game set in India...Moments in History shipped in January WHITE ENSEN/RISING SUN and IRON BOTTOM SOUND II. They plan a March release for TURNING THE TABLES (on the Kharkov 1942 offensive). Their Kiev 1943 game will be called TRUMPANT RETURN. Azure Wish and Moments in History will combine talents to produce RISORIMENTO 1859. Avalanche Press is playtesting TIGER OF MALAYA (uses CANNIBAL system) and LAST STOP BEFORE CAIRO: 1942 (new system). Reaper Miniatures will release the game, APOCALYPSE in May, with figures to support it. Holistic Design hopes to release this summer NOBLE ARMADA, a starship miniatures game of broadsides and boarding actions. Games Workshop is planning DIGGIN' UP GORKAMORKA, a boxed supplement to GORKAMORKA. Last Unicorn Games signed a multi-year deal with Paramount Pictures in January (and moved to Los Angeles) to produce RPGs, accessories, miniatures and LARP books based on all of the Star Trek series. West End Games has worked a deal with MGM on a license to produce an RPG based on the Star Trek series, with the primary author to be John Tynes of Pagan Publishing, and products to be released starting in September. FASA's third edition of SHADOW RUN is expected in August.

In computer strategy gaming news... Interactive Magic expects to release two computer strategy games this spring, SEMPER FI and THE GREAT BATTLES OF CAESAR. The first places the player in the role of Marine Battalion commander in 15 scenarios or three campaigns. The second continues the successful joint venture with GMT Games. SSI plans for a spring release of SOLDIERS AT WAR, a turn-based, 15-scenario game in which each soldier has action points to expend on moving and firing. Their multiplayer/campaign disk for STEEL PANTHERS III is expected in the summer, as are two simulators. Talonsoft's Campaign series will apply the same 19th century era gaming engine to the entire American Civil War (early 1999 release) and the Napoleonic war (third quarter 1999). They plan a strategic-level air war game on the Battle of Britain for Fall 1998 release. —SKT

Use only short, controlled bursts. Hit the weak spots and move out.

This column is dedicated to voicing gamer concerns about how the computer wargame genre can improve. I wish to generate short, constructive criticism from this magazine's readers interested in helping advance the computer game design process. Readers, mail me your comments (best yet, email them to AGenera@al.com). My biggest problem with computer games is the limited life span. A computer game can be considered obsolete within a year, making the time used to get competent at it pretty much a waste. Compare that with a popular boardgame such as AFRICA KORPS, for which I can get a PBM/PBEM match pretty much at will. Despite improvements through internet play, technology still makes computer games obsolete rather quickly.

—Forest Speck, Baltimore, MD

A note to those subjected to fire: take solace that you hold ground worthy of a fight.

CONVENTION CALENDAR

GameFest '98
May 1-3, 1998, Timonium, MD
The Games Club of Maryland will host their first annual convention, with a strong focus on Avalon Hill boardgames. Write GameFest, 9 Augusta Wood Court, Reisterstown, MD 21116 or email gamesofmd@aol.com or visit www.rtgames.com/gamefest.

Montreal ASL Festival
May 2-3, 1998, Montreal, Quebec
Held at the Downtown Days Inn (1-800-567-0880), this con is limited to 28 players and features 4-5 rounds with choice of three scenarios/round. Point scoring like at ASL Open. Prizes to top two players. Registration is $15. Write Michael Rodgers, 5187 Beamish, Pierrefonds, Quebec, Canada HZ 5G4 or phone 54-620-5757 or email MichaelRodgers@compuServe.com.

East Coast Game Fair
May 8-10, 1998, East Rutherford, NJ
Held at the Sheraton Meadowlands Hotel and sponsored by Andon Unlimited, this convention offers weekend or day badges. Contact Andon at 1-800-529-3976 or andon@aol.com or visit www.andonlimited.com.

Spring Training
May 15-16, 1998, Steubenville, OH
Held on campus at Franciscan University and sponsored by the Pier Giorgio Gaming Society, this tournament features swiss style continuous gaming of both HANBILAL and SUCCESSORS, plus free gaming. Registration is $20. Prizes for top three in each event. Write Michael Welker, Dept. of Business Administration, Franciscan University, Steubenville, OH 43952 or call 740-283-6496 or email mWelker@francuniv.edu.

Three Rivers Game Fest
May 22-25, 1998, Pittsburgh, PA
Held at the Green Tree Marriott Hotel and sponsored by Andon Unlimited, this convention offers weekend or day badges. Contact Andon at 1-800-529-3976 or andon@aol.com or visit www.andonlimited.com.

Tachy9Con
June 5-7, 1998, Orlando, FL
The FUN Florida Science-Fiction Convention will be held at the Adam's Mark Hotel at Florida Mall (800-444-ADAM) features guest authors, 24 hr. programming and gaming, panels, auction, dealers, workshops, contests and more. Registration is $20 before April 1st; $25 afterwards. Visit http://www.ao.net/~tachy9 or write tachy9con@ao.net or P.O. Box 3382, Winter Park, FL 32790-3382 or call 407-628-1454.

Origins '98
July 2-5, 1998, Columbus, OH
Held at the Columbus Convention Center and the Hyatt and sponsored by Andon Unlimited, this national convention will offer a greatly expanded number of Avalon Hill tournaments compared to last year, all of which will be counted in the competition for the coveted Iron Man plaque. Contact Andon at 1-800-529-3976 or andon@aol.com or visit www.andonlimited.com.

AvalonCon '98
July 29-August 2, 1998, Baltimore, MD
Sponsored by Avalon Hill and held at the Hunt Valley Marriott in the suburbs of Baltimore, this convention features the National Boardgaming Championships for Avalon Hill's games. Write Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214 or call 410-254-9200 x103 or email don@avalonhill.com or visit www.avalonhill.com.

ASL Wild West Fest IV
August 21-23, 1998, Denver, CO
Held at the Holiday Inn Denver Southeast, this open-format tournament features several mini-turneys. All skill levels are welcome. Pre-registration is $15. Write Tim Wilson, 353 Cascade, Lander, WY 82520 or call 307-332-9266 or email twilson@wyoming.com.
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AVALONCON ’98 is the first weekend in August. Be sure to mark your calendars!
CONTEST #185—Much Ado About ’98

This being the centennial of American acquisition of an overseas empire, I’ve been seeing a lot of news about the sinking of the Maine lately. Let’s test your knowledge of the centennials of ’98. Each of the following facts relates to a year ending in ’98. Identify the century and provide the name of an Avalon Hill game dealing with some aspect of the item. The final items require you to name an event to fit the year and the game.

<table>
<thead>
<tr>
<th>Century</th>
<th>Game</th>
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<tbody>
<tr>
<td>Timur conquers Delhi</td>
<td>Ieyasu Tokugawa restores shogunate</td>
</tr>
<tr>
<td>Borgia, Sforza and Louis XII tussle over Milan</td>
<td>Ascension of Trajan, emperor at largest extent of Rome</td>
</tr>
<tr>
<td>Orinoco River discovered by a European explorer</td>
<td>Play:</td>
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<tr>
<td>Marius in exile in Asia Minor after sixth consulship</td>
<td></td>
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<tr>
<td>Anti-foreign, Boxers organization formed in China</td>
<td></td>
</tr>
<tr>
<td>Magnus of Norway seizes Orkneys and Hebrides</td>
<td></td>
</tr>
<tr>
<td>Nelson victorious at Abukir Bay</td>
<td></td>
</tr>
</tbody>
</table>

Opponents Wanted/Games Sought/For Sale

1. Ads will be accepted only when printed on this form or a facsimile and must be accompanied by a $1 token fee. No refunds. Payment must be made in uncashed US postage-stamps. Multiple ads from the same source will be printed only if space is available. Ads pertaining solely to AvalonCon are free.
2. For Sale ads for out-of-print games and magazines will be accepted.
3. Clubs are encouraged to announce regular meetings.
4. Insert copy (not provided) of 25 words maximum and print name, address, and (if desired) phone number on the appropriate lines.
5. PLEASE PRINT CLEARLY AND LEGIBLY. If your ad is illegible, it will not be printed.
6. So that as many ads as possible can be printed in our limited space, we request that you use official state stamps. Multiple ads from the same source will be printed only if space is available. Ads pertaining solely to AvalonCon are free.

RATE THIS ISSUE AND ENTER DRAWING FOR FREE SUBSCRIPTION!

We value your opinion. Therefore, take a moment to write comments below regarding what you like or dislike in this issue.

Comments

We have decided to include a contest in this issue.

1. ____________
2. ____________
3. ____________

Games Played Last Month:

Good for Postage Charges Only on Complete Game Purchases

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 Phm Bit orders.

Shipping charges are computed according to instructions found on the current Parts List and prepaid-order forms. Any GENERAL postage coupons previously offering different values may be used as the equal of this coupon.

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 $15, or two postage coupons and $17. Customer B lives in Canada and orders the same game. He must pay $15 in US funds plus 8 postage coupons or $45 plus $1 (US) for each postage coupon less than 8 which he sends.

$1.00 Volume 32, Number 2 $1.00
Gift of Oratory +5P
Asclepion of Cos (Healing)
Political Marriage
Nicea
Political Marriage
Phila
Drought (and adjacent provinces)
Plague (and adjacent provinces)
Gift of Oratory +5P

Two-sided Generals can be folded at head of “counter” and placed in stands. (Do not separate a General from his match.)
Overseas residents may find costs cheaper from agents near them; agent names and addresses available upon written request.
THE AVALON HILL GAME COMPANY
4517 Harford Road
Baltimore MD 21214
WARDIN, BELGIUM, 19 December 1944: In an effort to determine the strength and location of the Germans before Bastogne, Company I of the 501st Parachute Infantry Regiment, commanded by Captain Claude D. Wallace, was ordered into the town of Wardin. Belgian civilians had reported the existence there of an enemy roadblock, manned by a small German force. True enough, upon reaching the village, the roadblock was found astride the Wardin-Bastogne road. A short firefight ensued, routing the outnumbered defenders. The paratroopers took possession of the dreary Belgian houses and organized a defense. Not long afterwards, the sounds of approaching tank engines grew louder and louder—signaling the arrival of the Panzer Lehr Division.

VICTORY CONDITIONS: The Americans win at game end by amassing \( \geq 2 \) more Victory Points than the Germans. Victory Points are awarded as follows: the U.S. receives VPs for each unit exited off the west edge (each unit is worth normal Exit VP) and 4 VPs for Control of hex J7 at game end. The German receives 3 VPs for each mobile AFV with functioning MA, and 2 VPs for each Good Order squad-equivalent, west of the line defined by hexes H0, H1, and the gully running from H2-H5-A9.

\( \star \) AMERICAN Sets Up First [158]  
\( \bullet \) GERMAN Moves First [102]

\[ \begin{array}{cccccccc}
1 & 2 & 3 & 4 & 5 & 6 & 7 & \text{END} \\
\end{array} \]


\[ \begin{array}{cccccccc}
10 & 3 & 2 & 4 & 3 & 5 & 6 & 7 \\
\end{array} \]

Elements of Panzergrenadier Lehr Regiment 902 [ELR: 3] enter on Turn 1 along the east edge: [SAN: 2]

\[ \begin{array}{cccccccc}
6 & 6 & 4 & 2 & 4 & 1 & 3 & \\
\end{array} \]

Enter on Turn 3 along the east edge:

\[ \begin{array}{cccccccc}
2 & 4 & 1 & 3 & 5 & 7 & 9 & \\
\end{array} \]

SPECIAL RULES:
1. EC are Wet with no wind at start.
2. The roadblock must be set up in hex J7 on hexside J7-K7.
3. Boresighting is NA.
4. Building U4 is a Two-Story House (B23.22).

AFTERMATH: The 130 or so men of Company I were no match for such a force. They fought bravely—one man knelt with a bazooka in the middle of the street and knocked out the lead tank before return fire cut him down, other men with bazookas accounted for three more tanks—but there were more Panzers and too many Panzergrenadiers. Captain Wallace gave the order to "Abandon ship!" The company lost all of its officers and 45 men, most of them killed or so badly wounded that they had to be left behind. Captain Wallace died leading a small rear guard around the roadblock, keeping an escape route open for his men.
NOMONHAN, MANCHUKUO, 8 July 1939: The summer of 1939 saw a major border clash between Russian and Japanese forces over the line between the Mongolian People's Republic (MPR)—a Soviet client state—and Manchukuo (Manchuria)—a puppet regime set up by the Japanese. Since the Japanese considered the Halha river the border, they felt a strong response was necessary when MPR and Soviet forces moved east of the river. As both sides threw more and more units into the battle, it escalated into the largest conflict between the two countries since the Russo-Japanese War. Soviet engineers had thrown a number of bridges across the Halha to better supply their forces east of the river. Second Lt. Takayama was ordered to take his infantry platoon and a platoon of engineers to destroy one of these bridges. Two tanks from the 4th Tank Regiment were also assigned to assist in this mission.

VICTORY CONDITIONS: The Japanese win immediately upon destroying the bridge; the bridge is destroyed if it is eliminated with a DC or HE attack, it collapses, or a non-wreck Blaze counter is ever placed on it.

BALANCE:
- Add a Russian MMG to the Russian OB.
- Replace the 8-1 leader with an 8-0 leader in the Russian OB.

VICTORY CONDITIONS: The Japanese win immediately upon destroying the bridge; the bridge is destroyed if it is eliminated with a DC or HE attack, it collapses, or a non-wreck Blaze counter is ever placed on it.

BOARD CONFIGURATION:

BALANCE:
- Add a Russian MMG to the Russian OB.
- Replace the 8-1 leader with an 8-0 leader in the Russian OB.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>RUSSIAN Sets Up First</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>JAPANESE Moves First</td>
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</table>

Elements of the 149th Motorized Rifle Regiment, 36th Motorized Rifle Division [ELR: 3] set up ≤ 3 hexes from any river hex (see SSR 5): [SAN: 3]

Elements of 1st Company, 4th Tank Regiment and the 72nd Infantry Regiment [ELR: 3] enter on Turn 1 along the east edge of board(s) 26/27: [SAN: 3]

SPECIAL RULES:
1. EC are Dry, with no wind at start.
2. Place overlays as follows: St3 on 26C5-26D4; St1 on 27D6-27D5; SD2 on 27I5-27I5; and SD6 on 26J6-26K6. All dunes are High (F7.5). All stream hexes are treated as river hexes instead; the river is deep with a slow current flowing south. All hexes west of the river exist at Level 1.
3. A one-lane, wooden bridge (B6.) runs between 26E10 and 27C1.
4. The OB-given Japanese 4-4-8s are Assault Engineers (H1.22). They are exempt from the Set DC detonation NTC (A23.7) and may detonate a Set DC at a one hex range.
5. The Wire counters may not be set up on the bridge, nor in hexes 26F9, 26E10, 27C1, and 27B1.

AFTERMATH: Takayama's detachment attacked in an ill-considered daylight assault. Soon, both tanks had been knocked out and his infantry was pinned down, forcing Lt. Takayama to order his unit to fall back. After darkness fell, the Takayama detachment moved forward again, this time infiltrating quietly through the Soviet lines. Upon reaching the bridge, they killed the guards and proceeded to wire the bridge with explosives and to douse it with gasoline. When the fuel was lit, the bridge blew sky-high. The Japanese raiders then escaped back through the Soviets, returning successfully to their own lines.