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ISSN 0888-1081
ENEMY IN SIGHT is a fun little card game following in the best tradition of such Avalon Hill classics as NAVAL WAR and UP FRONT. Not as simple as the former, ENEMY IN SIGHT actually does blend visions of fiercely-contested struggles on the High Seas with an opportunity to test your skills of diplomacy, timing and intelligent card play. And while the ebb and flow of the variable hand capacity of each player is vaguely reminiscent of UP FRONT, its four-page rules folder is a far cry from the intimidating manual of that classic game of infantry combat. A ten-minute reading will enable anyone to instruct a table full of cutthroats in the art of ship demolition with no more than quick reference to the cards themselves.

Each player commands a fleet of six randomly-dealt ships at start and seeks to gain points by sinking or capturing the vessels of other players. Each is free to attack any of the others, but only the player who actually sinks or captures an enemy ship gets points. So loosing a broadside at a tempting target may just make it easier for someone else to finish off your victim before you have the opportunity to do it yourself. It is also wise to keep in mind that folks tend to get upset when you ventilate their sails; before long you can expect lead flying in your direction. A bit under-stated perhaps, but this frenzied naval free-for-all is the basis of the game.

Ships are rated from 1st to 6th Rate depending on their size. The more guns a ship can carry, the more Broadside cards it can fire and the more damage it can take before it sinks. Broadside cards can be used to sink an enemy, dismast it, or used as Grape to help board it. A captured ship can be pressed into service in the captor's line or returned to port for double points. But scoring points is dangerous because it tends to unite the other players against a common enemy—you. Then too, taking a prize invites blockades of your port or the breaking of your line to prevent that prize from getting home. While you can seek refuge in Refuse Battle cards and the deep reserves of a large fleet for awhile, ultimately the combined guns of a united enemy will make any attempt to win the game a hazardous affair, because regardless of the power of your fleet, you will have only one opportunity to fire per turn while your opponents can mass several times your attack opportunities. Therein lies the trick—to convince them that their best interest lies in making driftwood of someone else. All of this is further influenced by a class of mandatory-play Action cards that not only rob players of their turn but beset their fleets with all manners of calamity.

The result is a hilarious, light-hearted, good time for all concerned with curses and epitaphs filling the air with the same frequency as the cannonballs that evoked them. ENEMY IN SIGHT is a great party ice-breaker and a welcome break from the rigors of serious simulation games.

ENEMY IN SIGHT is available at better game stores for $12. If you can't find it, chastise your game store and order direct. Please add 10% for postage and handling (20% to Canada or Mexico, 30% overseas). Maryland residents please add 5% state sales tax. For quick credit card purchases, call Toll Free 1-800-638-9292.

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Play TAC AIR—the brand new conventional warfare game that examines the capabilities of the U.S. VII Corps in Southern Germany

Sometimes the best way to understand a large event is to focus on a small portion of it. TAC AIR highlights the possibilities in a hypothetical conventional war in Europe by examining only the forces and terrain located in the United States VII Corps area in southern Germany. This approach allows for the breakdown of the opposing forces into their component combat battalions, air defense batteries and aircraft flights. This scale permits the representation of the often neglected "soft" command and logistics "tails" that play an essential yet vulnerable role in modern combat. While other modern era wargames abstract command, logistics, engineers, airpower and combined arms tactics, this unique game system practically reveals in these factors, although without overloading movements that appear on maps.

As maneuver combat is announced, the attacking side can lay artillery barrages on the defenders and the defending side can reply with barrages on the attackers and counter-battery fire on the attacking artillery. This artillery fire is resolved before a maneuver combat and its effects can greatly influence that maneuver combat. The other side then follows suit by moving its ground and helicopter units, etc.

The "Air Phase" is next and really puts the tactical airpower into TAC AIR. Fast-moving air units are alternately moved during ten "Air Rounds" to perform the missions assigned to them earlier. Enemy air defense units may engage air units as they are moved. "Wild Weasel" units engaging in air defense suppression can turn the tables by attacking air defense units and electronic combat aircraft can degrade enemy air defense and air effectiveness. Air control units attempt to protect and intercept other air units by providing close escort and engaging in air-to-air combat by using radar guided missiles or engaging in classic dogfights. Air units with direct air support orders can use forward air controllers to attack front-line ground units, while those with interdiction orders seek to penetrate into enemy rear areas to attack headquarters, supply and reserve ground units and key bridges. These "iron haulers" may employ conventional bombs or stand-off munitions to accomplish their missions. Units with air reconnaissance missions attempt to fly through enemy airspace to spot targets for the coming Turn's interdiction missions. Paratroopers to be air dropped also enter the mapboard during Air Phases.

Look for further TAC AIR information in Vol. 25, No. 2 of THE GENERAL, magazine, due out in early 1989, which will feature the game.

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0500 June 3

**AMERICAN COMMENTS:** I am attempting to blanket the entrance to the board. By searching the north half of the board first and the middle sector (row 4 and 5) on the second turn, I can assure that he doesn't doubleback on me undetected into the searched area. Thus, if not found he is in the very SE corner of the board. I have moved less than my maximum so that his first search will be fruitless.

**MOVE:** Fleet to H4A

**SEARCHES:** 4A, 5A, 6A, 7A

**OPERATIONS:** Ready AC

**JAPANESE COMMENTS:** The best system of evasion is to analyze the best method of American search. For the Americans to have the best chance of finding me on Turn 2, they must call four consecutive areas from top to bottom, thus allowing the Japanese eight maximum on their second turn. This results in a 50% chance of discovery on the second turn. Any method other than this decreases the likelihood of American search success. I think the best defense against a contiguous search of this nature is to come on in either 3 or 5A. 4A is likely to be searched regardless of whether the American makes a northern or southern sweep. This gives me six areas to reach on Turn 2 and the American eight areas to search. Starting in the corners makes a group too easy to track once spotted. Fortunately, my opponent searched the northern half of the board. I thought he might as that was his pattern in the earlier Replay played in Vol. 10, No. 2. Wargamers are creatures of habit too and this formed the basis for my educated guess. I also think it is important for the Japanese to stay near the eastern edge to consolidate their forces. I am at my weakest on the first day. Joining battle now would be a mistake—a tragic one if the Americans get the first raid. I must await further aircraft cover in the form of the Mikuma group, and try to avoid a US attack before nightfall. If Don tries to hit me before night, the American fleet must be in C, which will give me a 50% chance of finding him that turn and launching a retaliatory raid. Even if I should find the Americans before nightfall I won't risk getting close enough to attack until I have consolidated my forces. My strategy then will be to stall at the edge of the board and await reinforcements before moving on Midway under cover of darkness.

**MOVE:** Fleet to ASF

**OPERATIONS:** Ready AC

0700 June 3

**AMERICAN COMMENTS:** I am moving down the center of the board in hopes that my opponent will ignore the obvious and search the northern or southern approaches first. I will then slip into the area he has just searched.

**MOVE:** Fleet to G4B

**SEARCHES:** 4A, 5A, 6B, 5B

**SIGHTINGS:** Enemy fleet in A41

**JAPANESE COMMENTS:** I have nine areas to move to. He can't afford to lose me in C within striking range so he should call 4-5C. I think he'll avoid A as that can always be searched again when Mikuma comes on. I will stay in B which will give me the most options if found. I'll also be out of his range and close to the edge when reinforcements arrive. I'll search in F again, repeating Call F5 in case he moves back to A he won't be able to search F—so I'll concentrate my search on B.

**MOVE:** Fleet to F4D

**SEARCHES:** 5B, 6B

**SIGHTINGS:** Enemy fleet in B6B

**JAPANESE COMMENTS:** I have five areas to move to. He can't afford to lose me in C within striking range so he should call 4-5C. I think he'll avoid A as that can always be searched again when Mikuma comes on. I will stay in B which will give me the most options if found. I'll also be out of his range and close to the edge when reinforcements arrive. I'll search in F again, repeating Call F5 in case he moves back to A he won't be able to search F—so I'll concentrate my search on B.

**MOVE:** Fleet to F4D

**SEARCHES:** 5B, 6B

**SIGHTINGS:** Enemy fleet in B6B

1100 June 3

**AMERICAN COMMENTS:** My opponent searched 5-7F, but I get the feeling he expects to find me there. I'll continue on course hoping that he duplicates his search pattern. Then I will move into 3F. My searches are predicted on cutting off the northern half of the board. I doubt whether he'll move into C yet as his searches cover enough area from where he is and to advance towards me without cruiser support would be foolhardy. Yet, if he moves back to A he won't be able to search F—so I'll concentrate my search on B.

**MOVE:** Fleet to F4D

**SEARCHES:** 3F, 4F, 5F, F7

**SIGHTINGS:** Enemy fleet in B6B

1300 June 3

**AMERICAN COMMENTS:** Curses—I've been sighted. I knew I should have retreated to G but I hated to give up the chance of a first day raid. All chances of that is gone now. I must attempt to hit without getting hit back. I will maneuver for an attack tomorrow while trying to shadow his main fleet until the new groups come on. No doubt I'll find his fleet when the Mikuma force enters. I am switching the bombers from Midway to the Enterprise to increase my striking power. Hopefully, I'll catch him without CAF. My plan is now to lose myself—pick him up on the morrow—make him nervous while I keep him under surveillance and then attack with a good chance of escape. As for finding him—he has everything to lose by advancing. I don't think he'll take that risk so I'll search the rearward areas. If I don't find him he should be in 7A or B. If in C—so much the better—further away from his arriving cruisers, but I think he's too good a player to give me a shot at his carriers on the first day if it can be avoided.

**MOVE:** Fleet to F3G

**SEARCH:** B5, B6, A5, A6

1500 June 3

**AMERICAN COMMENTS:** My failure to sight him last turn doesn't really disturb me. I'll lay odds on finding him in 6-7A with the Mikuma group. Of course, if he has advanced and finds me, he could get in the first raid without retaliation, which would be the game in a nutshell. I don't think he'll take that gamble, though just to be sure I'll move out of his possible range. The trick now is to avoid being sighted. He probably figures I moved into E3 last time so I should be able to avoid his search and then start the game tomorrow. My search this time is based on securing the southern approaches to the Mikuma group. Sooner or later, I'm sure he'll combine the two forces.

**MOVE:** Fleet to F2B

**SEARCHES:** 4A, 5A, 6A, 7A

**SIGHTINGS:** 4 cruisers in A4F

**JAPANESE COMMENTS:** Now that he's lost sight of my CV's he'll probably try to locate them by finding the Mikuma group and hoping I join forces so I will wait to rendezvous at night. By delaying his eastward penetration I can still stay out of his striking range. I will repeat my search in the central E area, leaving him in F where he can do no harm.

**MOVE:** CV Fleet to B7B; CA Fleet to A4F

**SEARCHES:** E5, E4, E3

1700 June 3

**AMERICAN COMMENTS:** I am a bit worried now. If his carriers have advanced I am in a precarious position. An unreturned Jap raid at dusk would
0500 June 4

**AMERICAN COMMENTS:** It has been a poor day. I must try again to seek without being found. Failure to attack today may cost me the game as enemy carriers and try to locate the AA protection and will steam for Midway, searching in the D's because those are the only areas from where he can reach me.

**JAPANESE COMMENTS:** I've joined forces with all three groups during the night for optimum AA protection and will steam for Midway, searching in the D's for real. It is possible to avoid being a creature of habit.

0700 June 4

**AMERICAN COMMENTS:** As suspected the enemy has combined forces. I cannot slug it out with him now—he is too strong. I must shadow him until dusk, strike, and get away unobserved. He should not be too hard to track-Midway beckons him. I'll let him sail past me and maneuver behind him.

**JAPANESE COMMENTS:** I was sighted immediately last turn but was not attacked. He is either out of range or waiting for me to commit myself to a raid on Midway.

0900 June 4

**AMERICAN COMMENTS:** My opponent is no fool. He sent up no CAP last turn despite my faking a raid. We'll have to try his nerves some more. We'll have to try his nerves some more and come down behind him where I will track him until ready to strike.

**JAPANESE COMMENTS:** He faked my planes into the air last turn so my carriers are stripped of fighter cover. I will now maneuver to an E zone five squares from his fleet on my 1500 turn. I've got him now if I don't let him off the hook.

1100 June 4

**AMERICAN COMMENTS:** The plan is working thus far. I've faked his fighters into the air on the wrong turn. What's more important, he's informed me he is not rearming them for fear of an impending attack. I must now maneuver to an E zone five squares from his fleet on my 1500 turn. I've got him now if I don't let him off the hook.

**JAPANESE COMMENTS:** He's moved his planes into the air last turn so my carriers are stripped of fighter cover. I will now maneuver to an E zone five squares from his fleet on my 1500 turn. I must keep him under 15 points for Midway. Darn! He found me again with his last search and I still haven't located him. Time to forget distant searches and play my hunches nearby where they'll do me some good if I get lucky.

1300 June 4

**AMERICAN COMMENTS:** I'm probably pressing my luck too far. I should have attacked last turn, but his northern change of course has brought him too close to me. It cuts my escape route by two areas. I must try to get further away before striking but I can't let this opportunity pass. If night falls before I strike, I'll have to use the game slip by my fingers. Luckily, he is afraid to rearm his planes. If he stays that timid and I find him I'll strike next turn from D2E.

**JAPANESE COMMENTS:** He faked my planes into the air last turn so my carriers are stripped of fighter cover. I will now maneuver to an E zone five squares from his fleet on my 1500 turn. I've got him now if I don't let him off the hook.

1500 June 4

**AMERICAN COMMENTS:** I was lucky and found the Japanese fleet. The move to D2h instead of D2e was smart. Unfortunately, Don is following his earlier strategic thought in leaving the board, when he should just lose himself in the night.

**JAPANESE COMMENTS:** The sinking of the Atago is the single most decisive event in the game. It gives the American 20 points, four for the CA itself and 16 for Midway. The Japanese BB's are amazing mis-placed, and cannot bring their AA fire into play. The fleet formation is mediocre at best. The American does come away well, with the exception of the loss of 14 T's; the bulk of his torpedo force.

**Neutral Commentary**

**THE OPENING ROUNDS**

0500 June 3: The American comments are very good. Don's search pattern is the best possible, with a 57% chance of finding the Japanese fleet on the first turn, and a 50% chance on the second and 44% on the third. An alternate search pattern along the lines A2-5 (57%), then A1-2, B1-2 (40%) with a 33% chance on the third turn is also good. Despite the fact, you're lessening your 1500 chance to find the Japanese fleet, it helps to avoid being a creature of habit.

0700 June 3: The American usually moves down the center of the board, as it gives them a better position. The reason is that if the American goes north and the Japanese south (or vice versa), he will not be in a good position to attack. I doubt he'll ignore the obvious.

1300 June 3: The American decides to lay back—and although it gives up a strike against the carriers at their weakest, it also prevents an early weakening of the American fleet. It also keeps the Japanese umpire. The American can strike from E4, but the Japanese player is more aggressive than most, and he lays his carriers on the line. He should have searched E4 for safety—even though the fear was unfounded.

1500 June 3: Rendezvous at right (considering the situation) is the best idea. The Japanese move to B2h is to move away from the American threat.

1700 June 3: The Japanese player continues to search to keep the CV's safe. Both players maneuvering clearly—especially the American who departs from safety occasionally to savor the element of surprise.

0700 June 4: Don is right. The only real hope for the American is to get away at night. The bluff of operations is great.

0900 June 4: Don's first sentence is quite accurate. But as it turns out later, he's not tactically either.

1300 June 4: The American should have moved his carriers and attacked, his 100% chance of finding the Japanese fleet. Next turn the American would have been very safe with his fighters on CAP (move to C2e) and no Japanese fighters readied, so even if the American is found, he can't be attacked unless the Japanese are interested in kamikaze the easy way.

1500 June 4: The American was lucky and found the Japanese fleet. The move to D2h instead of D2e was smart. Unfortunately, Don is following his earlier strategic thought in leaving the board, when he should just lose himself in the night.

**NUMERICAL COMPARISON**

The sinking of the Atago is the single most decisive event in the game. It gives the American 20 points, four for the CA itself and 16 for Midway. The American BB's are amazing mis-placed, and cannot bring their AA fire into play. The fleet formation is mediocre at best. The American does come away well, with the exception of the loss of 14 T's; the bulk of his torpedo force.
touched air arm. My mission now is to get off the board, use my thin fighter edge to advantage, and hope he breaks up his fleet for surface combat, giving my surviving planes easy targets.

**BATTLE RESULTS:** The Atago sinks, as does the Zetko with her complement of eight. One hit each is registered on the Sorya and Chikuma, while the Myoko takes two. 14 torpedo hits and six DB factors are lost in the attack.

**JAPANESE COMMENTS:** I still can’t find him and he’s had me in his sights for five turns. Seems he is staying out of range on purpose to hit the Yamato force when it comes on while my main fleet is out of range at Midway. I’ll search directly north this turn to test out that theory.

**0900 June 5**

**AMERICAN COMMENTS:** My fighters are again armed for defense but I’m getting caught in a corner and can’t leave the board. He has outsmarted me apparently and will not take my bait. He has no intention of attacking me until he is virtually on top of me. He is unable to reestablish contact this turn, I’ll doubleback into the board rather than be trapped against the edge. I fear a surface engagement but don’t want to search too close for fear of giving away my position.

**MOVE:** Fleet to C1B

**SEARCHES:** F3, G3, G2

**JAPANESE COMMENTS:** Have lost him again. I must reestablish contact while I still know his general vicinity. If he makes it to another night turn without my launching an attack, I’ll have lost.

**MOVE:** Fleet to D3B

**SEARCHES:** E2, F2, G2

**1100 June 5**

**AMERICAN COMMENTS:** Must try to get out of here—a chance surface engagement is becoming more and more likely. I’ll try to “search” an escape route. Hopefully his failure to sight me is perplexing him also, although he certainly has a better grasp of the picture than I do at this point. I’ll move into his last search zone—we’ve been doubling up on our searches so much that he may not repeat this time.

**MOVE:** Fleet to FID

**SEARCHES:** E1, E2, F1

**JAPANESE COMMENTS:** Have lost him again. I must reestablish contact while I still know his general vicinity. If he makes it to another night turn without my launching an attack, I’ll have lost.

**MOVE:** Fleet to E3A

**SEARCHES:** F3, H3, 13

**1300 June 5**

**AMERICAN COMMENTS:** At last I know where he is—and all in one group—most convenient! I feel much better. He seems reluctant to break his force down into groups although my DB’s can do nothing to his battleships. He seems to have lost me. There is a chance that I can slip by this turn.

**MOVE:** Fleet to F1D

**SEARCHES:** E2, E3

**JAPANESE COMMENTS:** I am trying to back him into a corner of the board before attacking. If he retreats too far west of Midway my attack on him will not free him to leave the board so I assume he is staying east of Midway and perhaps is growing apprehensive and trying to leave the area entirely. My searches will try to prevent that.

**MOVE:** Fleet to ESC

**SEARCHES:** F1, F2, F3

**JAPANESE COMMENTS:** I have found him but due to concentrating on defense rather than offense, he is out of range. At last I know where he is and he can’t leave until I’ve attacked him this side of Midway. There is plenty of time to catch up and deliver a mortal blow.

**MOVE:** Combined fleet to C2D

**SEARCHES:** G1, G2, G3

**SIGHTING:** Enemy fleet on G2D

**0700 June 5**

**AMERICAN COMMENTS:** The situation is now extremely dangerous. He faked my CAP into the air last turn. I can only hope that he is out of range through some stroke of luck. I’ll grasp at that chance and move northwest—increasing the range between us—but putting myself in a corner. If he delays his strike until he’s right on top of me, I could be annihilated. I regret my decision to leave the board now. The proper strategy would have been to steam south or east to lose myself during the night and stay hidden on the board for the duration of the game—with a 24-0 victory. But that’s hindsight.

**MOVE:** Fleet to C11

**SEARCHES:** E2, F2, F3, F4

**OPERATIONS:** Ready all aircraft

**JAPANESE COMMENTS:** I think he will stay where he is. He can’t leave the board until I attack him. Now it’s his turn to sweat. Unfortunately I am still out of range and he is reenerying his planes so making his CAP up this turn did no good.

**MOVE:** Fleet to C21

**SEARCH:** F3, G3, G2

**Neutral Commentary**

**THE CONCLUSION**

**0500 June 6:** To the American: Stay on the board and hide! The move west will keep him from attacking you before you leave the board.

**0700 June 5:** The American realizes his mistake, but now it’s going to be tight, and his inability to locate the Jap fleet makes things look worse than they are.

**1100 June 5:** The American gets another chance to launch an unreturned attack but declines, hoping to conceal his position. He may regret it if the Japanese find him with the carrier he might have sunk this time.

**1300 June 5:** The Anvil attacks are very nasty. I do not use these usually, as the play balance swings heavily in favor of the Japanese player. The American fleet formation is good but perhaps not best in the light of the use of anvil/wave attacks. My hesitancy to criticize here is a personal weakness, as I have yet to do any theoretical work in the tactics of anvil/wave attacks.

The Japanese fleets formation is not too bad, but with that many BB’s you really have to bad to make major mistakes. I personally like the “in-line” formation better, as I think the American could not have gotten any CV’s attacking in an in-line formation (that is, the CV’s lined up in the center, BB’s concentrated on both sides, the CA’s on the periphery).

**1700 June 5:** The Hornet’s survival is the key to the game. The odds for this are 25 in 144, or about 17% that the Hornet would survive. The remainder of the game is an instruction in “log of war.” The Japanese player looks a little foolish, but only because of what the American did. His wrong guesses will seal the fate of the game.

Final comments: All in all, quite a good game with lots of suspense. Both players exhibit a good deal of strategic virtuosity, despite tactical flaws. But then again, the tactical end of the game is more a mechanical procedure (and, as such, usually unexciting for most) whereas the strategic end of the game demands cleverness and innovative thinking. Always try to come up with a new twist: players who follow dogmatic strategy lose. In closing, I’d like to congratulate both players on a well fought, daring, and exciting game.

**0500 June 6:** The Japanese approach is all wrong! He is behind—he cannot play defense anywhere as his air strength is too minimal to cause any real damage. His only chance is to force a surface engagement. The battleships should be out providing additional searches and looking for a chance engagement. The American divebombers can do nothing to even a solitary battleship.
Japanese lose 6 DB agits and 31 torpedo factors. The Americans realizing they still have a carrier to go back to, are more conservative with their planes, concentrating on the previously hit Soryu. The attackers and additional hits are scored against the Soryu, Kongo, and Yama at a cost of seven DB and the last three torpedo squadrons. The American fighters return to the Hornet while the bombers land at Midway, which in this game at least, will prove to be an unsinkable aircraft carrier and the American's salvation.

1500 June 5

AMERICAN COMMENTS: I am trapped. If he moves north and ship searches he must find me. At this point my obligation to stay on board is over, but if I head west he'll have two more cracks at me from the air and a chance at surface combat. The Hornet is bound to go down in the next raid and that will give him the lead. At present my lead is limited to the eight points I got for Soryu last turn. At least his torpedo planes have been decimated. Hopefully, as long as I can keep the Hornet afloat and in range of Midway with the enemy in between, I'll be able to take as heavy a toll of his ships as he'll be able to take of mine. At least they are preventing him from splintering into search groups.

MOVE: Fleet to F18
SIGHTING: CV fleet in F2H
OPERATIONS: Readying aircraft

JAPANESE COMMENTS: I can guarantee sighting him this turn by making a ship search with my fleet. I'll be able to hit him again next turn for sure, but it will be necessary to be more conservative with my planes now that he has an eight point lead. When I get the Hornet I'll be only two points ahead.

MOVE: Fleet to F2H
SEARCHES: E1, E2, F1, F2
SIGHTING: Enemy fleet in F18

1700 June 5

AMERICAN COMMENTS: He has me cut off. If I continue into the corner he can force me into a surface engagement which I'll lose. If he splits his force to ship search he is sure of finding me this time, but it is my only chance. I've altered course to the southeast—hoping to at least catch him moving the bulk of his force to the NW. I don't expect to get away but I do hope to put some distance between me and his battleships. The Midway force can still shuttle one more time before the Hornet sinks, so I'll have to try to sink some points this turn with wave attacks if he finds me.

MOVE: Fleet to E11
SEARCHES: G2, F2, E2
SIGHTING: CV fleet in G2G; Mutsu in E21; Yamato in F2H
OPERATIONS: Full CAP over fleet; bombers on G2G

JAPANESE COMMENTS: The question now is whether I should split my fleet into splinters or stay consolidated and risk losing him? I've opted for sending my battleships out on scouting missions. Without torpedo planes, there's little he can do to them.

MOVE: CV fleet to G2G; Mutsu to E21; Yamato to F2H
SEARCHES: E1, E2, F1, G2
SIGHTING: Enemy fleet in E21
OPERATIONS: All aircraft to E21

All my efforts against the Hornet came up with a goose egg. I'm in trouble now. My next raid will have only a 50% chance of success whereas this one should have sunk the Hornet with average luck. To make matters worse he knocked off another cruiser and now leads by 11. I must attempt a surface engagement without losing any more ships to his dive-bombers, which are still strong.

BATTLE NOTES: The Japanese swarm over the Hornet but are unable to score a hit, losing their last torpedo planes and six more DB's. The Americans, having seen the Hornet survive, elect to conserve their planes and concentrate on the Sanyu—slaking their while losing six DB's. The bombers fly on to the Hornet while her protective CAP makes for Midway.

0500 June 6

AMERICAN COMMENTS: Still not out of the fire. Judging from his ship searches he's right on my heels with what appears to be the Yamato. I'll wait for this turn's recon to give me the overall picture before altering course.

MOVE: Fleet to C31
SEARCHES: D2, D3, D4, D5
SIGHTING: CV fleet in B2G; Mutsu in C31
OPERATIONS: CAP over fleet; bombers to E3G

Have been sighted. My bombers cannot strike at Mutsu so I'll take a blind stab at E3G just to get my bombers off the deck and safely on Midway. Once the Hornet goes, I'd rather have my bombers than the fighters.

JAPANESE COMMENTS: Yamato and Nagara rejoin the fleet in daylight to protect crippled ships from air attack. I've found the enemy and he has been unable to locate me. I'll try to fake his CAP into the air and strike next turn.

MOVE: Yamato to E2F; Mutsu to D2F; CV Fleet to E2C; Sendai moves off alone to the NW
SIGHTING: Enemy fleet in C31

0700 June 6

AMERICAN COMMENTS: He has faked my CAP up in the air. I figured it was coming but had to use it while I had the chance. Regardless of air support, my next attack will involve a 1-2 rigged on the Hornet; he hasn't got enough planes for anything else. And if he misses this time he may be able to manage only a 1-3 next time.

MOVE: Fleet to C4E
SEARCHES: D3, D4, E4, F3
OPERATIONS: Readying aircraft

JAPANESE COMMENTS: This may be my last chance to hit him. He can outrun me to the south now and I won't have enough planes to stop him. I need to sink both the Hornet and a cruiser but attacking both now would be foolhardy—it wouldn't increase my odds any, but would cost me more planes. I'll have to concentrate on the Hornet this turn and try to pick off a cruiser next time.

MOVE: CV fleet to E3E; Mutsu to C3G
SEARCHES: C3, C4, D3, D5
SIGHTING: Enemy fleet in C4E
OPERATIONS: All planes to C4E

BATTLE NOTES: The Japanese hit the Hornet with 16 DB factors against the American's concentrated AA fire, securing the needed hit to sink her on a 1-2 attack and losing four more squadrons.

0900 June 6

AMERICAN COMMENTS: Curse it! The Hornet goes down in a 1-2 attack. No bother—I'm home free now—he hasn't enough planes to sink any more of my ships barring lucky 1-3's and I have no intention of getting into a surface combat. My fighters went in the drink last time, but no matter. I'll move to the SW now—my searches show he has nothing in that area.

MOVE: Fleet to DSA
SEARCHES: D4, E4, F3

JAPANESE COMMENTS: With the Hornet sunk, I can't afford to look into search groups. He can't attack as long as the eight points he got from Midway, and even then I can put up enough CAP over the westward ships to blunt his attacks. I think he has sailed to the SE and will try to bottle him up in that corner.

At this point the American loses his pursuers for the last time—the Japanese having guessed wrong and vainly searching to the SE. The Americans steam back towards Midway and are never sighted again—content to escape with a narrow 37-36 win.

FAME & FORTUNE

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Night June 5
Once there was a mighty Galactic Empire, peopled by an uneasy alliance of intelligent species. Politicians schemed for power under a figurehead Emperor, while warlike species kept the peace and dozens of worlds traded in ideas, resources and products. Richest of all were the traders of interspecies luxury goods, who cleverly terraformed a world to produce these rare luxuries. Their planet (an unused Rim world named for a minor local deity of the softer pleasures) was a byword for wealth, luxury and shrewd trading; and

when the Empire finally collapsed into a dark age of savagery, the memory of the MERCHANT OF VENUS lived on, a legend of the shrewd trader who brought wonderful things from beyond the stars.

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

In MERCHANT OF VENUS you play the part of such a merchant, exploring a cluster of stars to find what remains of the civilizations that once dwelt there. The map portrays a small cluster of star systems, where 14 intelligent species lie hidden in the ruins of the First Empire. Each species is the dominant culture of a different system, but after centuries of savagery, no one knows where each culture dwells. As you discover the cultures you can trade with them, buying and selling exotic trade goods and special devices. In your journeys you can also stumble across other remnants of the First Empire, including unique treasures and weapons that automatically attack passers-by. MERCHANT OF VENUS is a game of luck and skill. You start with a small spaceship racing to accumulate wealth by transporting, trading and investing. You make money by buying trade goods from one culture and selling them to other cultures. You can use your profits to buy bigger spaceships, with high-speed drives and shields to protect you from the dangers you will meet! As your profits increase, you can build ports and factories to make trading more profitable. As the game progresses, profits will accelerate until one merchant accumulates enough wealth to win the game. The optional rules allow you to play a darker version of the game, in which the cluster is torn with strife and warfare. These rules introduce weapons, forts, swindles, revolts, piracy and the Rastur, an army of xenophobic megalomaniacs who are trying to conquer the Galaxy. MERCHANT OF VENUS is a design with remarkable versatility. Few, if any, games can claim to be equally exciting whether played solitaire, head-to-head or with three, four, five or six players. Not only can this game claim that distinction, MERCHANT OF VENUS uses it to vary the strategy dramatically as the number of participants change.
Dear Gamer;

When they first came to me with Merchant of Venus, I moaned: “not another space conquest game”. Space exploration/conquest games are second only to football as the subjects most commonly thrust upon us by freelance designers trying to peddle their wares. “Dime-a-dozen” is the phrase I usually dismiss them with. To say that I was prejudiced against this game before I ever set eyes on it would be an understatement. So, its publication is a triumph of sorts and proof positive that it has won over at least one tough convert—because I’m usually a pretty hard nut to crack when it comes to my preconceived notions about what will sell and what won’t. Fortunately for you I can also be had by a great design—and that’s just what happened.

So how does Merchant of Venus stand out above the aforementioned glut of space games? First and foremost, this is a game about commerce—the principles of which remain the same regardless of time and place. We could just as easily be discussing a game about independent truckers, camel caravans or shipping magnates. But we aren’t ... it’s much, much more. The star systems and species populating the game include a cross-section of famous and popular science fiction themes that will amuse avid fans of the genre and fascinate others. We’re talking more than just dealing in intergalactic widgets here ... Rock Videos, Immortal Grease, Space Spice, Psychotic Sculpture and Designer Genes are just a few of the cargoes you’ll be hauling to the stars. An extensive Designers Notes section goes into considerable detail in exploring the whys and wherefores of this fantastic universe (but is not required reading for play of the game). The basic game is explained in a four-page folder—half of which is devoted to quick play charts summarizing the game mechanics.

I like to compare Merchant of Venus to Rail Baron, for it is in our railroad classic that this game found its beginnings. However, here the tracks lead to undiscovered worlds populated by strange beings with fantastic trade goods. Along the way you can be delayed by radiation zones or sucked into Tele Gates instantly hurling you across the Galaxy. Each game is a race not to own the most efficient rail net, but to discover the 14 species of alien beings hidden on the map, secure their trade goods before the next intergalactic freighter satiates their demand for your goods, and move on to deploy the best trading empire by building spaceports and factories in strategic locations. Along the way you’ll want to acquire bigger or faster ships or any of numerous weapons and technologies that will enhance your abilities. No strategy survives intact from one game to the next because the makeup of this galaxy changes by random setup at the start of every game. And if that isn’t enough to keep the game fresh, you will find play varies greatly with different numbers of players and time limits—not to mention the inclusion of such optional rules as forts, piracy, swindles and revolts.

Merchant of Venus rewards skill while allowing luck to play a major role. Skilled players and novices can compete side by side as players combine forces to bring any obvious leaders back into the pack—especially when the optional combat rules are used to turn freighters into veritable Death Stars intent on empire busting. This is an amazingly versatile game that plays quickly, but its strongest point in my opinion is the ease with which it adapts to any number of players. I’ve seen few games that are equally satisfying whether played with two players or more, and virtually none that are as much fun solitaire as they are with six participants. This game has an excellent solitaire version worthy of publication in its own right, and will defy all but the sharpest players to beat the programmed ravages of the Rastur—an invading species intent on conquering the Galaxy before you can finish your trading.

I’ve fancied myself a connoisseur of fine games for over two decades, and in that time I’ve never seen a better game. I think you’ll find Merchant of Venus equally delightful.

Sincerely,

[Signature]

Donald J. Greenwood
VP, R&D, TAHGC

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BEYOND MANIFEST DESTINY
American Play in PAX BRITANNICA
By James P. Werbaneth

PAX BRITANNICA is essentially a game of European competition for dominance of the vast uncolonized areas of Africa and Asia. Yet the United States can become a leading power, especially if the American player relies on the resources of his own hemisphere. If the American player establishes his state as the predominant power on the western map section, he will accumulate military power and use prudent investment, expansion and diplomacy to end the game in a vastly improved position.

The United States player must systematically implement a coherent strategy that takes advantage of the country’s unique advantages and recognizes its long-term disadvantages. Its most important advantages are an early access to Latin America that can be challenged by only the most determined European power, a steadily growing merchant marine service that will carry American investment and expansion throughout the New World and across the Pacific, and the possibility that American “yellow press” journalism will allow it to wage an unprovoked war to add Spain’s colonial possessions to the ascendant American empire. Its principle disadvantages are a small initial overseas empire, the need to expand the American military from a pathetic size to adequacy, and a relatively low colonial office income.

American investment and expansion must be centered on the Western Hemisphere. Because European attention will be almost always concentrated on Asia, particularly in the early game turns, the United States will have relatively little competition on the western map. Furthermore, rules presenting the United States with a casus belli against any other power expanding into the Western Hemisphere increase the chances that the only new control markers placed there will bear the Stars and Stripes.

Early American Investment and Expansion, 1880-1892
The placement of markers in PAX BRITANNICA represents two distinct but related efforts—investment and expansion. The establishment of interest and influence markers represents investment, as their primary purpose is to gain new revenues. Those territories, possessions and states/dominions sometimes produce impressive income, their most important function is to extend the state’s sovereignty, gaining new territories and overseas military bases, thus representing expansion.

The United States has to engage in constant investment and opportunistic expansion. Its first investments should be an influence marker in Mexico and interests in Central America, Colombia and Venezuela. The first reinforcing merchant fleets are best placed in the South Pacific, then the South Atlantic, allowing the introduction of influences to Argentina and Brazil with interests in every other coastal area. The American player should consider investments that will provide economic power to fuel expansion, military construction and further investment. Without a web of interest and influence on its own map, the United States is doomed to poverty, weakness and unimportance in this game.

Early American expansion is necessarily restricted by a low initial income, a weak army and navy, and rules limiting expansion in independent areas to those in unrest or beset by some political crisis (mostly, relevant South American war). Because of these factors, the United States is seldom able to expand in more than one or two areas before 1896.

It is imperative that the United States makes Hawaii a possession in 1880. In that year only, the United States has a merchant fleet prepositioned to provide a supply line back to a major power. Control of Hawaii is vital to the American player, and he has to insure that his control of the islands is indisputable as early as possible. Even if the American player has to spend every available treasury point to achieve this goal, the prudence and neglect of other investments are worth it. Because Hawaii borders both the North and South Pacific, naval units maintained there can safeguard the sea-lanes to Latin America as well as those to Alaska and Asia. Strategically, Hawaii is as vital to the United States as the Cape Colony is to Great Britain. Later, the game. The American player should concentrate most of the units of his navy based in the Pacific basin at Hawaii. At that time, statehood will become necessary. Income will be reduced, but the ability to base large military forces in Hawaii will make the upgrading cost-effective.

If the United States is to expand anywhere else in the early period, it must be against “targets of opportunity” created in the Western Hemisphere by unrest of South American war. Such opportunities must be exploited with extreme care, as the early American army is a small and brittle instrument. Panama and Central America, especially the former, are attractive areas because they are the possible entry points that the merchant fleets must control if Japan is to establish combat strength. The least attractive areas are Mexico, Brazil and Argentina. Though their high economic values would make their control highly desirable, they possess high combat strengths as well that make them undesirable for colonial combat.

Should the player feel tempted to engage in questionable expansion and flag-waving, he should remember that at no time is expansion on the New World’s mainland imperitive. The only area that must fall under American control is Hawaii.

Middle American Investment and Expansion, 1896-1904
During the middle period of PAX BRITANNICA, the United States investment effect in Latin America is one of consolidation. Interests in Brazil and Argentina are upgraded to influences, and interests are played in any as yet empty areas on the western map. Thus the great Latin American money machine is completed.

American investment should reach the Asian mainland in 1896. Stain and the coastal areas of the Chinese Empire zone are attractive areas because they are the possible entry points that the merchant fleets must control if Japan is to establish combat strength. The least attractive areas are Mexico, Brazil and Argentina. Though their high economic values provide for American investment. Interests in these areas pay for their costs of placement in two turns or less, and influence the additional benefit of frustrating others’ colonial ambitions. In this region of multi-lateral imperial competition, investment can have some heavily political connotations.

As the game progresses, the risks of exploiting Latin American unrest or war in South America decrease. By 1900, every Latin American area but Brazil and Mexico should be regarded as a potential target for expansion. However, influence markers established by competitors may prove to restrict United States expansion more stringently than the area’s intrinsic combat strengths.

The American player should also seriously consider expansion into any heretofore uncontrollable area of Oceania. These tend to be unprofitable, but are very easily controlled. Furthermore, American expansion here in the middle turns may inhibit Japanese investment and expansion south of China later in the game.

Late American Investment and Expansion, 1908-1916
The late game turns are those in which the American player uses his assets to insure his country’s status as one of the premier colonial powers. In the New World, interests are converted to influences. Often this means sacrificing income, but it always results in doubling the victory points extracted at game’s end from areas in which the investment was interest.

American investments should be in every coastal Chinese Empire zone not controlled by an imperial power. Also, the American player should be ready to place investments in any accessible areas in the Indian Ocean. Almost always, British-Russian competition will keep Persia independent and thus open to American investment.

By this time, the prudent American player will have expanded his military forces to the point that he has an extremely impressive ability to wage colonial combat. Yet his opportunities to do so in the Western Hemisphere will diminish sharply, often disappearing. As the formerly empty spaces of Africa and Asia become saturated with European status markers, every power except Russia will have the treasure to invest heavily in Latin America and the merchant fleets to maintain their investments. Though the United States will have more extensive investments than ever in its own hemisphere, the New World will cease to be its exclusive economic preserve.

But the American player finds new opportunities to expand in the Chinese Empire, particularly during the inevitable Chinese rebellion. Perhaps the American player will have to settle for a co-dominion with European competitors in China, but American expansion in some form should reach China. Also, it is occasionally possible for the United States to seize an Oceania area, or an African area on the Indian Ocean. “American New Guinea” or “American East Africa” might sound strange, but they can and do happen in PAX BRITANNICA.

Military Construction
Military construction can present a profound problem in this game. Military units are needed to take and hold controlled areas, protect supply lines, deter major powers from war against your power, and prosecute when it does occur, and they usually contribute to the country’s desirability as an ally and its undesirability as a member of an opposing alliance.

Yet expenditures on military power can be wasted money if excessively large forces are built and maintained overseas. Often players construct large armies that they cannot afford to maintain beyond the home country, and thus are useless for empire-building and of limited usefulness in deterring war. Such bloated forces reach their full level of usefulness in war—an unpredictable, destructive, and destabilizing phenomenon that even the strongest powers do well to avoid. Players on the course of such self-defeating policies do far better to back their military construction and devote the freed treasury points to investment and expansion. Status markers ultimately win PAX BRITANNICA, not armies and navies.
It is very easy for Britain, France or Germany to make this mistake. The historical example of Kaiser Wilhelm II’s attempt to build the world’s greatest navy can be viewed by game player’s as military construction at its most wasteful, destabilizing and ultimately counterproductive worst. The temptation to build inflated military establishments tends to be the most pronounced among powers with the most disposable income and the most extensive empires, and those with fewer holdings who feel that their most ambitious imperial designs are about to be realized.

However, this is hardly a problem for the American player. The initial forces of the United States are so incapable of engaging through the early turns of the game, practically any military construction can be justified if it does not divert treasure from necessary investment and expansion. In terms of military power, the United States has nowhere to go but up; and the basic question of whether to build or not to build has less relevance to the American player than others.

The most important question to the American player is whether to build army or naval units. Only army units can defeat an area’s inherent combat strength. The arguments of Alfred Thayer Mahan that large navies are necessary to gain and hold overseas territories is less applicable to the American player than PAX BRITANNICA, but naval units are useless in colonial combat. Massive navies do not automatically equate into empire.

Yet his navy is vital to the American player. The United States can seldom hope to gain naval parity with Britain, but can deter naval-centered hostilities by even the strongest major power. The United States player should strive for local naval supremacy on the western map, with roughly equal fleets based on the Caribbean-North Atlantic coast and on the North Pacific and adjacent sea zones, with flexibility enhanced by control of a Caribbean-Pacfic canal. The navy should grow to its maximum size as the United States reaches its final form as a colonial and commercial empire.

Thus the United States needs both a large army and a large navy. Just how large is a subjective judgement to be made by the American player in light of his investment, expansion, ambitions and the military power of his competitors.

In the early stages of the game, American military construction should be modest, in line with the country’s economic resources. Normally, the American player does best by constructing army and navy units in roughly equal strength and quantity at this time. Most naval units should be deployed on the North Pacific coast in Hawaii. Almost always the Pacific scaleans are far more vital to the United States than the sea zones of the Atlantic.

During the middle turns, the player can expect to build his first ten-point counters. Construction should continue to be balanced between naval and land units, with the largest naval commitment still in the Pacific. American military construction reaches its zenith in the latest game turns. Most new units will be corps or fleets. Also, at this time, construction should be imbalanced in favor of naval units. The construction of a transoceanic canal makes deployment a consideration in all prior turns.

Special Problems

United States strategy and foreign policy must take advantage of special opportunities inherent in a war with Spain, construction of the transoceanic canal, and the partition of China. All three are important to the growth of American power and the emergence of the United States as a leading colonial empire.

In most cases, a war is the result of adroit foreign policy by a player who views war as his interest, inpet play by one for whom war will only erode his country’s power, or a freak of fate in which a non-player minor power becomes unnaturally aggressive. But a Spanish-American war is far different. Though the game is almost exclusively concerned with the rational accumulation and use of quantifiable national power, the “yellow journalism” random event allows the American player to expand on the basis of a casus belli derived from irrational domestic hysteria. No player is better served than the American by randomly occurring domestic illogic.

Spain’s overseas empire is weeks garrisoned, overextended, and ultimately indefensible. Yet the United States is so weak at the outset of that any decade the Spanish navy’s fleet is destroyed, the turns must be made cautiously. Often, the best option is to use the extra income derived from yellow journalism for investment and military construction, foregoing the declaration of war, and hope that yellow journalism reasserts itself when the United States is better prepared.

But if another power builds a canal first, the United States should be able to seize Cuba, Puerto Rico and eventually the Philippines with little or no trouble. Spanish naval units in Cuba and the Philippines should be defeated quickly and all three possessions forced to surrender by naval blockade. Ideally, the Spanish navy’s territories in Africa will be neutralized without the engagement of large American army units, before reinforcements from Spain can complicate local decisions. Proper preparation and careful planning always results in a quick and decisive American victory.

If the American player has built up his military forces at even a moderate rate, Spain will literally not have a chance of winning a Spanish-American war; late in the game, it will be hard-pressed even to make the American player momentarily uncomfortable. The American player can consider adding to the fruits of inevitable victory by placing a merchant fleet in the North Atlantic, possibly from the Caribbean, and seizing Rio de Oro as well as the rest of Spain’s possessions. In this way, it is possible for the United States to gain a foothold in Africa, albeit an impoverished one.

Of course, there is no guarantee that the United States will ever have a casus belli against Spain. An attempt to bully a minor power into submission is also a power of the use of power, in this case against the independent peoples or government of an area. Convincing one or more other players to support the player’s initiative in a treaty or the restriction of investment and expansion in a region of the world is a way of obtaining the use of power.

The American player has to accumulate both objective and subjective power. The program to increase objective power has four components. Aggressive investment, primarily in the Western Hemisphere, is to dramatically increase the United States’ income. Using this new revenue, military units are built in increasing strength and quantity.

The proceeds of investment and the new military power fuel opportunistic expansion, almost always in the western Hemisphere and Asia. Fourth, the United States builds a transoceanic canal, regardless of whether one is already in place. Subjective power is related to objective power. Constructing a sizeable military and acquiring a network of investments and colonies contributes toward the nebulous asset of “prestige”. Sometimes nothing can earn more respect than a big fleet in the right place. In addition, the player has to act as a willing and eager member of the world imperialist community. In modern terms, claims like those of the more powerful Europeans. Acting as a New World “King Canute” ordering the major powers’ tide from the beaches of China is not the way to build subjective power, and subtly working to turn the other players from China is self-defeating from an objective point of view.

PAX BRITANNICA’s system of emerging alliances strive to establish control throughout China, particularly after the Chinese rebellion that is always a consequence of substantial major power investment in the Middle Kingdom. For the United States, trying to preserve the political integrity of China is almost as realistic as trying to keep a pack of starving wolves from a bloody side of beef.
represents a growing opportunity for the American player to increase his subjective power. Every European power, at some point in the game, is likely to consider joining an alliance; often this desire leads to the active recruitment of possible allies. If a country has a low level of objective power, the chances of it becoming a leading member of an alliance are small. A weak ally will find itself manipulated by its more powerful partners. As repudiation of the treaty of alliance before its expiration results in a casus belli by the other signatories, repudiation is difficult, especially for a weak power. Thus, the weak ally is caught in a dilemma between manipulation and destruction—a dilemma between manipulation and destruction.

The situation changes if a country has significant objective power, or if its power is rising. It is much harder to manipulate an ally that can and is willing to resist encroachments on its autonomy. The more powerful a country is, the more likely its allies will make decisions affecting all members of the alliance by consensus, or at least by consultation. A strong ally is likely to be a full partner, and a weak one liable to be a pawn.

Despite the likelihood that it will be of more independent mind, a strong ally is more valuable than a weak one. An alliance's strength is the strength of its members; an ally that brings little power to an alliance does little to further that alliance.

Alliances are associations of sentiment. They are the rational (even cynical) culmination of partnerships between powers with converging interests, primarily the advancement and defense of investments and colonies. In this game, the so-called "traditional friendships" between countries have even less bearing on play than domestic politics. Any major power can find strong reason at one time or another to sign a treaty of alliance with any other major power.

A basic tenet of American foreign policy should be to increase the desirability of the United States as an ally; and to consequently increase the chances that if it did enter into an alliance, the United States will not be a pawn of its partners. The American player should sound open to the concept of any alliance but negotiate towards getting significant, tangible gains as the price of that alliance.

Military units are vital components of power, but when players turn them against each other, imperial futures are gamble. Going to war against a European major power, even with the help of a powerful ally, can be suicide for the United States.

In conclusion, the American player must strenuously avoid war with the other major powers. The United States does not control outright it has significant investment in. It is an active participant in the world order. By the early 20th century, the United States should be respected as much for its prudently fluid and activist foreign policy as for its far-flung and amply defended empire.

The goal of the American player is to finish ahead of the United States, and Russia in Japan. Possessions on three continents. A canal allows the navy to quickly shift from ocean to ocean, and in most cases, the hemisphere where the United States does not control outright it has significant investment in. It is an active participant in the world order. By the early 20th century, the United States should be respected as much for its prudently fluid and activist foreign policy as for its far-flung and amply defended empire.

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The Avalon Hill Game Company
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The fighter pilot business, like any other specialized and technical profession, has its own unique language. If you were to listen to modern fighter pilots brief before flying, or talk on the radio, or be debriefed after flying their mission, you would hear a great many abbreviations, acronyms and "brevity code" that would be puzzling to your untrained ears, this hodgepodge of indecipherable jargon emanates from several sources. Some comes from abbreviations (usually of aircraft systems) and some from regulations. Other terminology arises out of the phonetic alphabet (Alpha, Bravo, Charlie, Delta, etc.).

Much comes from the brevity code, which is composed of individual words given unique and unequivocal meanings for the air combat arena. In many cases, a single word can mean the same as an entire phrase or sentence. During the tense seconds of an air engagement, with flight leaders and wingmen and radar controllers all needing to communicate, radio discipline can mean the difference between life and death. So finding the shortest way to convey the greatest amount of information is paramount. Try using the terminology below especially when you are playing more than one player to a side; try to limit your communication to only what is essential and use these words. Below is a representative assortment from various sources. More is contained in the accompanying article and the FLIGHT LEADER Pilot's Manual.

**Abort**: Discontinue. In the air, return to base due to unforeseen circumstances.

**Affirmative**: Yes; also "Affirm", "Firm" or "Affirmative".

**AI**: Yes; also "Affirm", "Firm" or "Affirmative".

**Abort**: Discontinue. In the air, return to base due to unforeseen circumstances.

**Afterburner(s)**, also "Blower" or "AB".

**Bracket**: Unidentified aircraft; could be friendly or enemy territory.

**Bugout**: A turning air combat engagement.

**Bugout**: Let's separate out of here; usually given with a direction—"Bugout West".

**Burner**: Afterburner(s), also "Blower" or "AB". An afterburner increases thrust by spray-injecting raw fuel into the hot aft stages of the jet engine to produce a sustained, controlled rocket-like explosion. Use of afterburner is not fuel-efficient and uses up fuel at a rate several times that consumed in Military power.

**Buzzer**: Electronic Countermeasures (ECM).

**Check Six**: Look at your six o'clock position (behind you).

**Chicks**: Friendly fighters.

**Choke**: A turning air combat engagement.

**Conning**: Flying high enough that your vapor trail is crystalizing, like most airliners. Makes you very easy to see.

**Contact**: Radar contact.

**Decoy**: Attract fighters, usually into an ambush.

**Dragon**: Target is turning in front of you—watch out for the ambush!

**Driver**: Pilot, as in "Eagle Driver" or "MIG Driver".

**Electric Jet**: Radar, may be "Sick" (degraded) or ponder; tells radar controllers you are a good guy.

**Eject**: Eject from aircraft.

**Fence**: The line separating friendly lines from enemy territory.

**Fiber optic**: Lead Pursuit.

**Foxtrot**: Named for Raoul, the WWI ace. Refers to chasing each other around a circle in a stalemate.

**Furball**: A guns jinkout from G forces. Attract fighters, usually into an ambush. Usually an intercept or maneuver which doesn't have to look down into the cockpit during air combat.

**Gadget**: Radar controller telling flight that an air attack is approaching.

**Gamer**: Enemy pilot/soldier, or nickname for Aggressor.

**GloSpine**: Point the nose down to gain speed.

**Goliath**: Heat seeking missile/gun shot.

**Go-Around**: An aircraft which has lost lock or someone has lockon to his aircraft and an approximate direction.

**Good Guy**: People: I am in the clouds and can't see visually.

**Heads Up**: Warning to radar controller or flight that an aircraft is assuming control of intercept from radar controller.

**I See My Leader/Wingman**: I see my leader/wingman.

**I See The Enemy**: I see the enemy aircraft.

**Joker**: Fuel state to trigger a separation for home, based on distance from home.

**Judy**: Aircraft is assuming control of intercept from radar controller.

**Knock It Off**: Stop the engagement—used in training.

**Knots**: Nautical Miles per Hour, the measure of airspeed.

**Leg**: I can't help you right now.

**Lawn Darts**: F-16, derogatory in referring to crashes during initial development and testing.

**Lima**: Phonetic alphabet for AIM-9 missile.

**Lips**: A head-on shot, usually near minimum range.

**Mig**: Phonetic alphabet for AIM-9 missile.

**Mil**: Military power, 100% RPM. Most power available from jet engine without using the afterburner.

**Music**: Jamming or electronic countermeasures observed on radar.

**Negative**: No.

**No Joy**: I don't see bandit; opposite of "Tally Ho".

**Pedal**: I have a "Tally Ho", but can't look anywhere else or I might lose it.

**Parrot**: I am not the "Tally Ho", but I may be lady's man.

**Peanuts**: I am a good guy.

**Punch Out**: Eject from aircraft.

**Reno**: Ability to discriminate multiple aircraft on the radar as the blips separate.

**Raw**: For RHAW (Radar Homing and Warning) or RWR (Radar Warning Receiver); tells pilot that someone has lockon to his aircraft and an approximate direction.

**Rhino**: The F-4 Phantom II nickname.

**ROE**: Rules of Engagement. Restrictions to combat.

**S4**: Situation Awareness; to know what is going on around you.

**Snap**: Snap vector, a quick heading to fly.

**Splitter**: Radar controller telling flight that an aircraft observed departing the "Furball". Splash: Target confirmed destroyed.

**Strange**: Turn off something.

**Tally (Ho)**: I see the enemy aircraft.

**Unload**: Point the nose down to gain speed.

**Viper**: Nickname for the F-16 Fighting Falcon.

**Visual**: I see my leader/wingman.

**Warp**: Accelerate or high-energy state.

**Weeds**: Minimal altitude, usually several hundred feet above the ground.

**Winder**: Out of ordnance.

**Windy**: Short for Sidewinder or AIM-9 missile.

**Zulu**: Air Defense Alert.

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**FIGHTERSPEAK:**

**The FLIGHT LEADER Vocabulary**
The transition from the more "traditional" strategic and operational level land boardgames to a tactical level naval game such as WS&IM leaves some wargamers "all at sea" regarding the tactics and strategy to apply in such an alien environment. There are many principals which can be used equally successfully both ashore and afloat, but these similarities are often overlooked as players tend to concentrate their attentions on the differences. It is the purpose of this article to draw attention to these similarities and, at the same time, to also consider the differences by covering some of the tactical fine points of the game for the benefit of those still trying to gain their "sea legs."

The first point is that, at sea as on land, there is absolutely no foolproof formula for victory. Bad luck, adverse conditions, or unforeseen circumstances can ruin the most brilliant maneuvers and tactical combinations. There are, however, factors to be kept in mind that, when given proper consideration, will yield a victory more often than not. To mass superior forces at the enemy's weak point is as important in a naval action as in a land campaign. For the WS&IM game this is best explained by the statement, "When superior to the enemy get as close as possible, when inferior stay as far away from the enemy as possible." Basically, the closer an inferior force is engaged, the more hits will be inflicted in a given time, the faster it will be defeated, the less time the superior forces will be tied up, and the less time the opposition will have to maneuver in attempts to overcome this inferiority. The reverse, when inferior in force, is also true. At longer ranges the number of hits per turn is smaller, superior forces count for less, and an inferior force can hold on for much longer. This is easy to see, and to understand, in theory. What is difficult to decide, considering the conflicting factors of comparative numbers of ships, crew quality, and position, is how to determine the superiority or inferiority of a force in any particular situation. A large number of factors must be evaluated in making this critical decision.

The most obvious single factor is the comparative numbers of ships on both sides. This is complicated by the often great differences in the strengths of the various ships, so that just counting the number of hulls available may not be an accurate indicator of comparative strengths. A comparison of the point values of the ships available is usually a more accurate reflection of the power of two opposing forces. A numerical superiority is useful as this permits enemy forces to be overlapped, doubled, or raked, but is not always a decisive advantage. Superiority in crew quality and/or the power of individual ships can often more than compensate for inferiority in numbers.

Superiority in tactics must be taken into account. An honest evaluation of one's own tactical skill, as compared to the tactical skill of the opposition, is the key to evaluating this factor. What margin of material superiority do you need to win? Are you so tactically superior to your opponents that you can win even when inferior in the factors discussed earlier? Or, are you so inferior in tactics to the enemy that you will require a greater than normal
superiority in every respect before you wish to close to decisive ranges? As in any boardgame, good sound tactics can be learned by experience, by the application of common sense, and by learning from your own and others' mistakes. Some of the others' more important tactical practices, or "tricks of the game," as many wargamers prefer to call them, are covered below.

1) When vastly superior to a portion of the opponent's force, do not hesitate, but rush upon him before he has a chance to realize his danger, and make an escape. If, in rushing boldly forward, a few ships lose some rigging, the enemy is too weak to capture them, and repairs can be made later. Enemy ships that fail to escape are out of the game for good.

2) Generally speaking, it is a waste of time to completely dismast a ship. Once one rigging section has been destroyed, the ship loses full sail capabilities, and its battle sail speed is reduced. Thus crippled, the ship is not much harder to catch or to run from than if it were totally dismasted. If it is desired to hinder the ship's movement, therefore just take down one rigging section, then switch to firing at the hull. If possible, it is usually a good idea to destroy a rigging section on a ship in the center of any enemy line, as this will greatly embarrass the maneuvering of the entire line.

3) Ships with high quality crews can cause damage at ranges where a lower quality enemy cannot reply. This ability to hit an enemy when he cannot hit back is very useful in "softening-up" an enemy, or in carrying out a delaying action against an otherwise superior foe. However, such firing will produce a relatively low number of hits per turn, as it is necessarily from a fairly long range. This advantage should not blind one to the even greater advantages of moving in to closer, more decisive ranges if a real superiority to the enemy does exist.

4) Keep the enemy guessing as to your intended maneuvers. An opponent can often be fooled by ships switching to full sails, then making a move that could have been done under battle sails.

5) In squadron or fleet actions, keep line formation as long as possible, as breaking it leads to exposure to defeat in detail. Do not, however, keep the line formation when the situation (and a real superiority at some point) calls for wading in after having gained all advantages possible from the line.

6) If the crew quality of the ships varies, lead the line with one of the lower quality ships. That way, if any ship gets raked and dismasted, it will be the weaker one, thus giving the more valuable higher quality ships a better chance of reaching decisive ranges in good condition.

7) Ships should be used in the roles for which they are best equipped. Ships of the line should be used against enemy liners. Frigates and small vessels should be used against vessels of their own rates, and for the attack and defense of merchant convoys.

These points will now be covered in more depth in a discussion of the operations of the various classes of ships as they relate to one another. Much of the discussion assumes that both frigates and ships of the line, plus possibly some merchantmen, are present in the same battle. This can vary, as for instance in a game where only frigates were involved; the factors applying to ships of the line would then apply to frigates, as they are the most powerful units present.

IN HARM'S WAY—THE HANDLING OF FRIGATES

A ship of the line was built to carry as many, as heavy, guns as possible, and to engage anything afloat. It was expected to be able to stand in a line of battle and trade blows with anything that might pull alongside. Being relatively slow and unmaneuverable, Sol's operated in squadrons to support and cover one another. A frigate was not expected to fight anything that came its way, only ships of its own class or lighter, indeed, taking on a ship of the line with a frigate is usually poor tactical usage for the frigate.

There are a number of good reasons why frigates should not be placed in a line of battle with the ships of the line. First, a frigate keeping station in a battle-line cannot make full use of its superior speed and maneuverability without disrupting the line. Second, the space a Frigate occupies in the line could be taken by a larger ship capable of dishes out more punishment. Third, a frigate represents a weak link in the unbreakable chain of the line. Its vulnerability will invite a concentration of enemy fire that will swiftly destroy it. A stricken ship in the midst of the battle-line causes great problems in reforming the line, and in sailing around the obstacle.

A better case can be made for the use of frigates on the fringes of the main battle. Frigates can be useful for moving on the ends of a line for racing broadsides to aid the liners, or for keeping enemy
The tactics of frigates are largely the tactics of opportunity, maneuvering to cause or to take advantage of any mistakes by the foe. The tactics of handling a line of battleships are far more precise. Ships of the line maneuvered in tight, well-ordered line formations. The advantage of this formation is that it is extremely difficult to approach without taking at least as much damage as is suffered. The line formation develops the maximum possible firepower as all ships have clear lines of fire, and are mutually supporting. To maintain this line formation through periods of complicated maneuvering calls for a bit of planning ahead, and an overall plan of action. The decision to break up a line is often the critical decision that determines victory or defeat in actions between contending battle fleets. Novice players often try opportunity maneuvers such as detaching a ship to obtain an rake on an enemy ship. This maneuver usually results in the detached ship being left far behind, and out of the action, or in its being overwhelmed by a much larger force of enemy ships. Single ship detachments should normally not be made in a fleet or squadron size action; if the reason for making a detachment are important enough, several ships should be sent, forming their own line of battle and acting for mutual support. If the reason for the detachment is not important enough to warrant sending several ships, the detachment should not be made.

The essence of fighting a battle with ships of the line is the establishment of a superiority over some portion of the enemy’s line. There are two main methods of doing this.

**PHASE ONE:** The red Van engages the green Rear squadron.

**PHASE TWO:** The red Center engages the green Rear squadron while the Van doubles it. The red Rear squadron hangs back to take any ships of the green Center and Van that may try to turn back to aid their Rear squadron.

**HANDLING OF SHIPS OF THE LINE**

Important as the smaller ships were in the great age of sail, if the situation called for any serious fighting, the ships of the line were sent for. The dashing, racy frigates may have been the “glamour” ships of the period, but in most cases their commanders were the most junior officers. There came a time in the careers of most competent captains when their skill and seniority placed them on the quarterdeck of a line-of-battle ship. The fates of nations and empires often rested with these ships, and no government could afford to trust them to any but the best available officers.

If the odds appear, the wish is to quickly cripple an enemy frigate to prevent interference with more important tasks. In this case, chainshot is employed from close range (preferably in a rake) to destroy a rigging section. Then full sails are used to avoid the crippled, leaving the foe far behind. In the second category, the actual defeat of the enemy frigate is the objective. This type of action should be avoided without a large superiority in size, grade, and/or numbers. A smaller superiority makes a victory possible, but leaves a crippled victor as effectively out of the game as its prize. This type of action should also be avoided in the close proximity of enemy ships of the line; victory is futile if an enemy frigate can easily move up to recover its prize, and (to add injury to insult) capture the crippled victor.

By far the most interesting scenarios involving frigates revolve around the protection and/or attack of merchantmen. The escorting frigates have several advantages in games of this type. For one, they know exactly where the merchantmen will be at the end of the turn; therefore, they know where the vulnerable spots will be, and can maneuver to cover these gaps. Second, the escorting frigates need only to cripple an opponent, not necessarily to defeat it—a frigate missing a rigging section is slower than a merchantman. Defense of a slow-moving convoy requires only the occasional use of full sails, so that the escorts are ordinarily less vulnerable to being crippled than the attackers.

The attacker, of course, has the initiative, and is not restricted to any particular pattern of sailing. Maximum use should be made of feints, that is, moving into a threatening attack position to force the commitment of the defenders, then veering off abruptly at a new angle for a more promising attack with the defenders out of position. Pincer attacks, presenting many possible avenues of attack, are very difficult to defend against, so split the attackers to threaten the convoy from as many directions as possible.

Smaller ships, although no match for a full size frigate, can be useful for defending merchantmen; if nothing else, they can get in the way, delay until larger ships arrive, etc. When attacking, these ships should definitely keep their distance until a clear opening appears. They can be very useful in pincers maneuvers, especially those with fore and aft rigging as they can maneuver to leeward of the convoy, and catch merchantmen while beating upward.
A BAND OF BROTHERS?
MULTI-PLAYER GAMES

What many people fail to realize about this game is that it is possible to play it a thousand times, and still fail to really have played THE GAME, (the GAME, of course being the multi-player version with a time notation (i.e. "1R2L"), and the multi-notation phase notation rule). An experienced player can take a squadron of ships, and swiftly form more intricate formations than a band at a half-time show. This is a much simpler task than getting three players to all sail in a straight line at the same time. No "idiocy" rule ever devised can match the effects of a group of wargamers just doing what comes naturally.

I consider six (three on each side) people to be the ideal size group for a multi-player game of WS&IM. With a larger group there is a problem in seating everyone close enough to the mapboard to see it, and with a smaller group there is not enough interplay between the various personalities present to create a minimum of fun. A group of six wargamers is bound to include at least one who will act as yo-yo's (one for each side), and these are the people who will really make the game interesting.

An evening spent playing a multiplayer game of WS&IM can be an enlightening experience, and can enable you to learn more about the other players on your side than you ever cared to know. If you hold the chief command, among other things you will learn that:

1) Your subordinates cannot read your handwriting.
2) Your subordinates cannot tell left from right.
3) Your subordinates cannot grasp the simplest concepts of maneuver.
4) Violence is often necessary to secure compliance with your orders.

If you hold a subordinate command, you will learn that:

1) You cannot read the commander's handwriting.
2) The commander keeps issuing orders to turn left when the situation obviously calls for turning to the right.
3) The commander must think you can read his handwriting, or he will attempt such complex maneuvers.
4) The commander has a nasty temper.

All this and more has happened during multiplayer games that I have participated in. I have had three elite 74s lined up to fire into a single enemy ship, only to have their shots blocked by the interposition of one of our resident yo-yo's Green ships (which was disengaged in the exchange, so that it could not even be moved out of the way on the following turn). I have seen large squadrons never get into action because they were hopelessly entangled and fouled with another friendly squadron. I have seen a player get so disillusioned with the lack of support from another player that he disengaged his squadron, and sailed off the mapboard and out of the game, leaving the rest of the fleet to its fate. These things can and will occur during a "pick-up" multiplayer game. They can be avoided to some extent if some time for planning is available, and if the individual players are willing to modify their individual habits somewhat to conform to the realities of participating in a multiplayer game.

Successfully playing a one-on-one game of WS&IM calls for an understanding of the various rules of combat and their impact on various aspects of the game, combined with skill in maneuvering a ship or ships. The successful play of a multiplayer game calls for an equal grasp of the effects of the multiplayer rules on various aspects of the game. The multiplayer rules are deceptively simple—the Movement Notation Phase is timed, and all communication must be written during this timed period. The effects of these rules on the play of the game can be seen:

During this timed period all messages must be written, and all ship's movements (usually determined by these messages) must be noted. This does not allow time for lengthy discussions about the current situation, or for the outlining of erratic and complex maneuvers. Messages must be short, complete, and understandable. The commander can be simple with a capital "S", You may be able to sail a squadron through a "figure 8" with the greatest of ease, but that is a far cry from attempting to do so in a tight formation with two other people. A little extra time spent to ensure that your messages are clearly written and easily readable is usually time well spent. All of this will handicap your movements somewhat, but the other side is equally embarrassed, a point that should be kept in mind. Simple plans that would be easily countered in a two-player game will often succeed beautifully in these encounters.

Appoint a commander-in-chief before the game begins. This person should be regarded as a true commander, not merely the "first among equals. A commander-in-chief will not work with these rules. The commander should usually be the best, most experienced player available, as he is the most likely to be respected and have his orders followed. Sometimes a less skillful player makes an equally good commander if he has tact and is a good organizer (or tactician). The commander should make up their minds to be good loyal subordinates, even if they disagree with the manner in which the battle is conducted. Intelligent initiative is fine, but it is foolhardy to follow a plan of battle independent of the rest of the fleet.

If time is available, a meeting should be held prior to the date on which the battle is to be fought by the players on a given side. Play an "out of the blue" and always try to meet with their subordinates on the eve of battle to discuss plans, iron out any misunderstandings, and cover any special signals that might be in use. Lord Nelson, the most successful commander of the sailing era, was especially noted for these pre-battle briefings. Several important items should be on the agenda of any such meeting:

1) The commander-in-chief should be chosen, if it has not already been decided.
2) The order of sailing should be decided. Who will command the various squadrons: Van, Center, and Rear? The positioning of the commander can be very important. With the Van squadron, the commander is in a position to lead the battle, thus providing an example of what is expected for the subordinate. With the Center, he is in a position to support either end of the battleline, as circumstances dictate. In the Rear squadron, the commander is in an excellant position to use his ships as a reserve where needed. This decision is complicated by the realization that if the line makes a 180° turn, the relative positions of the ships are reversed. Yet another option is to divide all the line of battleships between the subordinates, and place the commander in a fast frigate behind the line. This would give the commander more time to study the situation, plan the movements of the fleet, and enable him to move to take personal command when needed.
3) Discuss various plans, possible maneuvers, what should be done in various circumstances, etc. Resolve the various players conceptions as to how the battle will be fought before the game starts. This way the actual game can be spent fighting with the opposition instead of with each other.
4) Work out a "no muck" system for sending messages. For instance, it could be established that if a message were sent that contained only a move notation (i.e. "1R2L"), it would be expected that all ships would make that maneuver. This is a worthwhile effort to cover all the more common combinations.
5) Actually lay out the mapboard, position the ships of the various squadrons on it, and actually practice maneuvering together as a group. This drill will reveal any possible problems, and permit their correction before it is too late. One final point on playing multiplayer games—try it (though it is ever so hard) to control your temper. You will not sooner finish cursing out the player behind you for fouling the rear ship of your squadron, then your lead ship will foul a ship in the squadron ahead of you. It happens to everybody. So be kind to your partner, even if he is a yo-yo.

If this article contains any hints that improve your play of WOODEN SHIPS & IRON MEN—terrific—but anything that helps the other players win their games is not me! It is very embarrassing to lose at your own game especially when some of your favorite tricks are turned against you.
KREMLIN...the Game!

Arriving on the heels of the latest Summit meeting is a brand new board game, KREMLIN, which pokes fun at the serious business of surviving as a Soviet Party Chief on the Politburo.

This elegant game features a single sheet of rules preparing would-be party members for their first game in minutes. Each player secretly records his allotment of influence to ten of the 26 politicians vying for seats on the Politburo. The player with the most declared influence on a politician controls him. The object is to be the player controlling an effective Party Chief for three years—so the game is one of political maneuvering to get your man to the top and keep him there.

A satirical look into how the Russian Politburo works

Then, at the right moment, declare influence and seize control. There are few greater pleasures in gaming than redirecting a purge attempt by unexpectedly declaring control of the KGB, announcing a change of venue, and raising allegations of grave concern against the former Comrades previously associated with the aborted purge. The smirks and frowns around the table invariably exchange ownership immediately.

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Each politician pays a price for his actions in the accumulation of stress, which literally ages him before your eyes. Even the most powerful politician can be laid low by a stroke during the annual health check. Players then face the dilemma of sending an ill politician away to the Sanitorium in search of a cure (making him more susceptible to plots) or leaving him at his post and risking his death to failing health. This, coupled with the turnover from purges and denouncements, keeps the Politburo in a constant state of flux. The result is a delightful hour of quick-playing intrigue and double-crossing. Where else would you derive the pleasure of sending your favorite enemy, or brother-in-law, on a one-way trip to Siberia?

For 3 to 6 sneaky players ages 12 and up. KREMLIN is available at all the better game and gift outlets throughout the world. Suggested retail is $20.00.

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The very name conjures up images of power and intrigue beneath the onion-shaped spires of the world's most austere, yet powerful, capital. He who controls the governing body therein has his finger on the pulse of the world. Who is this man who holds the destiny of mankind in his hands? What is his power base? How did he become head of one of the strongest nations on earth?

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No one is safe in this diabolical game of power grabbing. Your staunchest political ally may have one foot in a rival camp and sell you out for his own advancement. Even the walls have ears in the Kremlin. Is it any wonder that the stress of Party office weighs so heavily... literally aging characters before your eyes? But that's life... and death in the KREMLIN.

CONTENTS:
1 16"x22" mounted Gameboard
260 die-cut 2-sided laminated Playing Pieces
24 Politician Cards
36 Intrigue Cards
1 Easy Basic Game Rules Folder
1 Advanced Rules Folder
1 20-sided Die

TIME SCALE: 1 Turn = 1 Year
UNIT SCALE: Individual Politicians
PLAYERS: 3-6 devious people, ages 12 and up
PLAYING TIME: 1-2 hours

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As the wargame industry churns out more and ever more titles, players seem to be increasingly seduced by novelty. New, innovative games appear, only to be replaced on the shelves and gaming tables a month later by the latest fad. The veteran wargame that can successfully compete against the fresh product is becoming progressively rarer. A singular exception is PANZER LEADER, still a favorite after 15 years on the market. Building upon the popular PANZERBLITZ system, it revolutionized and invigorated our hobby when it appeared in 1974. To date it has sold well over 100,000 copies, and more importantly it is played by many still. The reason for this is simple; it continues to be one of the best tactical games on the market.

I've placed a lot of armored wreck counters on its mapboards since it first appeared, so its fifteenth anniversary seems an excellent opportunity to reminisce about the odd lot of scenarios I've become familiar with. The game system rewards good principles, and having a sound grasp of what is possible and what is not is the key to victory in all of its scenarios. Each of the scenarios is carefully balanced (one of the reasons for its continued popularity I suspect), and each presents the players with uniquely different challenges. Airpower, combined arms, mobile defense, breakthroughs and positional battles, the entire scope of the warfare of World War 2 is available in the game system. It is unlikely that any player can ever master the game sufficiently to become "unbeatable". I certainly lay no claim to that lofty pedestal. The seven scenarios that follow are my favorites; the discussions that follow are the fruit of experience.

Perfect plans for victory will be conspicuously absent in each discussion, because like most gamers I learn more by committing mistakes than by theorizing about "first principles". Instead, I wish to show how the tactics of each particular scenario evolved in response to the interplay of different ideas. The few paragraphs on these few scenarios—

Situations #7, #8, #9, #10, #15, #16, #20—can barely touch on all the things that must be considered in playing either side. Covering all the detail of all the scenarios in PANZER LEADER would fill a magazine this size, and perhaps still be short of being the definitive work. My effort is much more limited: to introduce a few points of play for consideration by the readers.

The historical commentary for each scenario is included as a matter of interest for readers and for fans of this game. Playing PANZER LEADER sparked my research into the events portrayed. The historical information helps one to appreciate even more the scenarios, and has indeed triggered some tactics for the scenario in question for me to explore. Often, you can learn what is, and is not, possible by studying the record. And, it brings the game to life.

Situation #7—Encirclement of Nancy The scenario card promises a free-swinging battle. The American player leads almost an entire combat command: a tank battalion, an infantry battalion riding halftracks, and an artillery battalion. The force deploys near the west map edge and must penetrate along the long axis of a mapboard and a half to seize all the town hexes in Grancelles. Casualties have no bearing on the victory conditions for the Americans—not that the Germans are likely to cause many. The scratch Nazi force consists of an infantry battalion (mostly submachine gunners), miscellaneous guns, some Czech-based armored vehicles, and a few trucks and wagons. Though they win by hanging onto a single hex of Grancelles, they cannot lose more than a dozen combat units in the process. Terrain provides an equalizer: to reach Grancelles the American vehicles must cross a single bridge outside of Artain.

With such a tremendous bottleneck in their favor, it seemed logical for the Germans to place all the antitank artillery in Artain and billet a SMG company there. The rest of the kampfgruppe retired to the suburb of Grancelles on the east bank of the stream. (The Hetzers and GW38s conducted a mobile delaying action west of Artain before fleeing to safety.) When the American arrived on the ridge overlooking Artain, they decided against clogging the bridge with vehicles. Infantry dismounted to spot the enemy lurking in the buildings, thus clogging the ride with vehicles. The foot soldiers emerged from the traffic jam in small groups. With no hard targets at the far end of the cannon barrels, the German antitank gunners held their fire and the submachinegunners easily dispersed potential spotters until time ran out.

Thereafter, the Americans coordinated the unloading of the infantry better, but on the other hand the Germans replaced the ATGs in Artain with more submachinegunners. The task of spotting proved to be nearly impossible, but on one occasion (thanks to miraculous die rolls) a stack remained in good order. U.S. artillery flattened the town—even the 57mm antitank guns opened up, so that more tanks could exploit the gap. But when the Shermans passed through Artain the Germans unleashed their Secret Weapon—trucks and wagons. Trucks parked sideways on the roads to Grancelles forced the tanks into cross-country detours. Then the five Nazi vehicle units occupied the five town hexes on the west bank of the stream; after the armor clanked adjacent they simply backed up onto the five bridge hexes. But once the Americans finally advanced onto the bridge, the Nazi "last ditch defense" proved to be no great threat. The Shermans ripped apart the enemy positions, and the Germans salvaged a draw only because a poorly mortar platoon survived a 4-1 attack on the final turn.
Clearly the Germans were doomed if the Yanks entered Grancelles, so to bolster the defense of Artaun the Kampgruppe commander lined up the AFV crews and asked them if they were ready to die for the Fatherland. Not surprisingly, the answer turned out to be affirmative.

The next time the Americans topped the ridge, they found the enemy AFV column neatly lined up on the bridge. Their wrecks limited streaking to such an extent that U.S. spotters had essentially no hope of avoiding dispersal.

Historically, the XII Corps, Third Army, planned a double envelopment of Nancy. While the 35th and 80th Infantry Divisions pressed directly towards the city, the Kampgruppe A of the 4th Armored Division raced deep into enemy territory from the north to cut off the city's supply routes. At the same time, Combat Command B advanced across a large number of watercourses to complete the encirclement from the south. On 14 September, the date of the scenario, CCA shot up columns dispatched by the 1st Panzer Grenadier Division to reinforce the city while CCB crossed the Meurthe River and scattered disorganized opposition from the 553rd Volksgrenadier Division. However, the scenario reflects the action on the southern arm of the encirclement, though the German player seems to have more troops than is warranted. On a broader scale, the scenario demonstrates how the early losses of the Lorraine Campaign—U.S. units attempting to retain their mobility in the face of adverse terrain and increasing enemy resistance.

Situation #9—Marieulles: The description of the engagement undoubtedly caught the eye of every ROTC student as soon as he or she opened the box top: "Elements of the US 7th Armored Division engage a mixed force of German officer trainees at Marieulles." In the scenario, Marieulles becomes Grancelles and the officer candidates become an infantry battalion with submachine guns. Three batteries of 88s (plus the trucks to change their facing under the Artillery Field-of-Fire Limitations rule) provide most of the firepower. Victory hinges on how quickly the Americans can take control of the town. Unfortunately, the task force from the 7th Armored is not well equipped to engage the high-pedigree German armor necessary to root the Germans out of the buildings. A battalion of armored infantry riding halftracks is beefed up by just one battery of M7 self-propelled artillery, a company of M4/75s, and the inevitable 57mm antitank guns.

The rapid crushing of a pocket required little subtlety. The burden fell on the infantry, who had to fill the dual role of spotter for the AP weapons and close assault force for liquidating dispersed enemy strongpoints. Usually Grancelles was battered between a two-company hammer and a one-company anvil. The only significant change of tactics concerned the French. While the old fire rules were still a novelty, the artillery remained hidden to crush the 88s with low-risk indirect shellfire. Even with the reductions for attacking a stack of four armored targets, the SPA unit was certain to obtain 4-1 odds on the enemy guns. On the other hand, the officer trainees were unlikely to be disturbed by the HE, and friendly A-class units would have to look elsewhere for targets that turn. The Americans found that progress was more rapid when the M7s acted as assault guns firing at point blank range.

The German defense always began with a solid ring of units around the perimeter of the town to minimize enemy advantages. The key to the scenario was the map key, which showed four roads on both sides of the river. A common hole was the bridge in AX9, exposed to fire from initially-deployed U.S. units. But the Germans in Grancelles' suburb were in no danger of being cut off by U.S. vehicles moving along the stream. As far back as Vol. 12, No. 1 of The GENERAL, vehicles were prohibited from moving directly from one bridge hex to another.) After that, the German positions contracted into either of two defenses. In one, the troops formed a number of strongpoints based on the 88s, under the theory that a large defense force minimized the chance of elimination from direct fire followed by close assault. In the other, they scattered small stacks, under the theory that the more 4-1 attacks the Americans conducted, the more chances they had of rolling a "5" or "6"! In practice, the outcome of the scenario tended to be independent of the style of both the attack and the defense. Bad luck for the U.S. player would cause a marginal German victory, but most often the result would be a draw.

Historically, Marieulles was located south of Metz, just beyond the WWI-vintage fortresses ringing that city. Metz not only blocked the advance of the Third Army's XX Corps to the West Wall, but it also formed the cornerstone for Nazi resistance along the Moselle River. The XX Corps ordered the 7th Armored Division to encircle the city from the south. On 16 September, the date of the scenario, the 48th Armored Infantry Battalion from Combat Command A jumped off, aided by the 23rd Armored Infantry from CCB. As soon as the men crossed a ridge overlooking the line of departure (a tiny bridgehead), the Theatre commander ordered them to "hornets' nest" of resistance centered on Marieulles.

The armored infantry needed the entire day to eject the defenders, about a battalion of infantry reinforced by 88s, and they succeeded only after tank support arrived. So the scenario is remarkably faithful to the historical engagement...except that the German forces belonged to the 17th S.S. Panzer Grenadier Division. However, German officer trainees did constitute the backbone of the defense of Metz. Their fierce resistance in the old forts completely stalled the Americans for two casualty-filled months.

Situation #10—Operation Market: Arnhem: For those "professional Germans" who suffered through total annihilation in Situation #8, this scenario offers the chance to turn the tables. The German player controls four rifle companies, a variety of artillery pieces, and a collection of armor ranging from puny GW38s to invincible Tigers. The British player has only some light artillery and an engineer company to bolster his three infantry companies. Victory depends on how quickly the Germans can eradicate the opposition and control Grancelles.

Like the officer trainees at Marieulles, the British deployed in a circle at the city limits, but unlike the trainees they refused to sit and wait for the enemy. For one thing, the Tommies had no 88s to rally around. For another, the engineers provided a potent close assault threat. When the Germans closed in on the Britishers spent the rest of the game dodging strong stacks and close assault weapons. At first, they were successful. The Germans emulated the U.S. 7th Armored at Marieulles by splitting their forces into two groups in order to squeeze the enemy in between. Due to transportation limitations, the armor had to carry the riflemen into action. Thus a two-pronged attack tended to dilute AP strength too much. Then the armor and infantry consolidated into a unified attack formation, backed up by all the artillery (which customarily unlimbered among the trees north of the street facing the larger part of Grancelles). This resulted in a slow British withdrawal that resembled squeezing toothpaste out of a tube. But by reversing the direction of the advance, changing the firing direction of the four-vehicle Sherwood Foresters, and sending the armor to lurk in the woods to the west, the British increased their success.

Now the contest was an even match. Yet the Germans enjoyed so marked a superiority that there seemed to be some key factor missing. That factor proved to be the manner in which the infantry entered the fighting. It seemed logical to mount the two-pronged attack and then close up on the exposed flank. But by reversing the direction of the advance, changing the firing direction of the four-vehicle Sherwood Foresters, and sending the armor to lurk in the woods to the west, the British increased their success.
the stand conducted at the north end of the highway bridge over the Low Rhine at Arnhem. Here a battalion of the 1st Parachute Brigade, reinforced by stragglers, a contingent of engineers, and light artillery transported by jeeps, jealously resisted ferocious assaults from the 10th U.S. Panzer Division. However, the pocket collapsed on 20 September. By the time its main body was cleared, the 1st Airborne Division was pinned against the river by the 9th U.S. Panzer Division ("Kampfgruppe Harzer"), and in the next four days would be annihilated. In either case, the flavor of the battle is adequately conveyed by the game—encircled Britishers standing up to impossible odds.

Situation #15—Elsenborn Ridge Anyone who'd buy a game called PANZER LEADER most probably daydreams of occupying the commander's hatch of some big, hulking armored vehicle. (As an aside, ever notice how this always involves the lead tank in the column? Somewhat no, we ever think of the fellow eating copious amounts of dust at the rear of the column.) Anyway, this scenario provides the matchless opportunity to command an entire company of big, hulking King Tigers. In fact, the German player commands a most impressive kampfgruppe: three battalions of infantry, four tank companies (one company the King Tigers), a good amount of transport, and artillery support from flak and mortars. In contrast, the Americans have little to catch the eye. Two battalions of infantry form the backbone of the defense. Light artillery and a few platoons of weak armor provide minimal support. The American player finds most of his strength and aid in the 276th Division (Company the King Tigers). However, game balance now swung slightly in favor of the attackers, including one memorable occasion where the margin of victory was a pair of Panther platoons which the American player had overlooked because of a "Spotted" marker on top of them.

Optional rules, chiefly Opportunity Fire, had no influence on game balance: German tanks and tank passengers became vulnerable to small quantities of direct fire during the approach to the American lines, but American vehicles delaying the advance could become trapped against high-MP terrain features. Experimental rules, chiefly the Turreted AFV Rule, also had no influence on game balance: the Nazi armor could blow a hole and immediately exploit it, but the American armor could employ Opportunity Fire to cause some surprise and open the firing position. (That is, the Shermans and M10s could. The poor fellows in the turretted M8 armored cars were expressly forbidden to by their field manuals.)

Historically, the battle of the Bulge caught the southern wing of the V Corps, First Army, in an overextended posture. The green 99th Infantry Division had been assigned to this quiet area in order to check the Germans, no new offensive ideas

...
work over the foot troops, especially the valuable engineers. Sure enough, in this manner the Yanks finally managed to win.

Historically, at first glance the scenario appears to represent a rather anonymous action, but a little research shows that it is unexpectedly dynamic. In the morning hours of 19 December the lead element of the 101st Airborne Division, the 501st Parachute Infantry Regiment, marched out of Bastogne headed eastward. The mission was threefold: relieve a screen of forces of engineers defending the eastern approaches to Bastogne, feel out the enemy dispositions, secure a bridgehead adjacent to Bastogne by Combat Command R, 9th Armored Division. Along the way the paratroopers picked up stragglers from the 9th Armored. Finding stiff opposition between themselves and the last reported positions of the tankers, the paratroopers spread out into a cohesive line and fought only scattered actions. One involved a company that penetrated deep into enemy territory to reach the town of Wardin. Not far away, the Panzer Lehr Division was busy mopping up a major portion of CCR. The Germans feared that a rescue attempt was unfolding the Panzer Lehr main body, so the only available force—the division's reconnaissance battalion—was ordered to rejoin the town. It succeeded after a fierce fight.

In the scenario the American force expands from one company to six to keep the firefight from extreme lopsidedness, but the flavor of hammer-and-tongs shootouts for key crossroad villages during the mobile phase of the Battle of the Bulge is retained.

Situation #20—Remagen Bridge

Though chronologically the last of the scenarios, this vies with Situation #1 for the title of introductory scenario. The Americans have five infantry units, five halftrack units, and four armored units. The Germans have five infantry units, three transport units, two artillery units, and a block. The U.S. player wins by controlling the bridge adjacent to Aarnt in eight turns. And lest there be any mistake, controlling a bridge means occupying not only that hex but two adjacent hexes, one on each side of the strait.

Beginners would find scant opportunity to learn about bridge demolition. Placed out in the open on the bridge, the German engineers usually found themselves dispersed by direct fire and finished off by close assault. Instead, the green player would receive hands-on training in German demolition techniques. Demolishing the bridge demonstrated the vulnerability of the infantry in towns to armor piercing ammunition, and a defense of the far end of the bridge showed the value of direct fire from the L-class weapons of halftrack and infantry units. The main lesson to be learned by the neophyte was the value of those seemingly-insignificant wreck counters. Sacrificing the Nazi halftracks in the town slightly cramped U.S. fields of fire. Better yet, sacrificing the halftracks would act as a workable infrastructure to the enemy close assault. Either way, the Germans held the upper hand.

Historically, Combat Command B of the 9th Armored Division faced ill-led and badly demoralized defenders at Remagen, so the force levels seem to have been adjusted considerably to equalize the contestants. But several aspects are accurate—the lack of artillery fire (for fear of demolishing the bridge), the necessity of approaching the bridge through a town, and demolitions (a ten-meter-wide crater in the approach road and a hole in the bridge surface) bearing vehicular traffic.
K.O. IN ROUND 5...
...Or Give Up the Home Base? Never, Never, Never!
by Frank Preissle

Ah, yes, I know what you're muttering to yourself. Having read "Another Afrika Korps Gambit" (Vol. 15, No. 5 of the GENERAL), you're rolling your eyes and mumbling in disbelief. "Good Gawd, is this the calibre of play that represents the peak of tournament skills? Is this what goes on in the finals of the AH Classic 500 at Origins, that crème de la crème of gaming competition? Yecch! Steve Packwood lets Bruno Sinigaglio take the British Home Base on the II May move, and then Bruno loses the game! If these two are the best players, what are those 125 or so other odd turkeys who entered the 500 like?"

Wait. Pause just a minute before you find a place on your bedroom den wall for the plaque you'll get when you win the 500 at Origins '88. Read further before you rush to the corner mailbox to send in your order for a dozen extra copies of the GENERAL, which will memorialize your name forever. Listen to what one of those odd turkeys has to say.

Having been immolated in the fifth round (quarter-finals) at Origins '77 and '78, let me offer a few words of hard-earned caution.

The Origins 500 is an experience like no other you've had in gaming. It starts leisurely enough late Friday afternoon. Surviving the first round, you swiftly squeeze in a second round game before the evening's over. Naturally, you get little sleep that night. There're just too many great things going on. So, Saturday morning you stumble out of the sack at 8:30, toss down a cup of coffee, and rush to meet the 9 o'clock starting time for Round 3.

By now well over 90 players have been eliminated. You're down to 32, of whom probably at least a dozen can be found in the AREA Top 50 listing, and another dozen are 1,800-calibre players who either aren't interested in joining AREA or haven't yet gotten around to it.

Your first two games have been easy, but this third round donnybrook goes five hours. You grab a quick burger, and hustle back to start the fourth round at 3:30. Ah ha! Something new. The tournament director smiles broadly at you and your opponent, and says: "Gentlemen, we have to complete four more rounds of play by 2 p.m. tomorrow. From now on, you'll have to time your moves."

Now the fun starts. Five minutes per move, with your opponent or a volunteer onlooker calling out the two-minute and the 30-second marks. As Axis player in AK, you're suddenly amazed at how dreadfully long it takes to direct 15 units around the desert. As Allied player, you generally have a few more units but less ground to cover. Yet, in the back of your mind there's always the

With Allied 1-1-6's at J47 and J49, the 21/3 aided by Rommel makes its II May move along the path shown by the red dotted line to K51. (K52, 53, 54 would have same effect.) In their II May turn, Allies may advance no farther than L53 (shown by dotted line.) They can neither isolate the 21/3 nor slip around it to reach the Home Base. On its I June move (shown by dotted black line), the 21/3 by-passes Allied units to another effective blocking position; L61, for instance. Caugh in this bind, unsupplied Allies are helpless. Supplied Allies must try a surrounded 1-1 from L52 and J50.
Steve's discussion about them and knowing ahead of time that the 2 p.m. deadline to complete the last two rounds. By this chance to be developed.

I've ever had in time, superior gaming gives way to fatigue and this II to last through until the dawn? Or will you succumb to the uncanny knack for unconsciously torpedoing shares a trait common to top-flight players: an catch the fact he had left a 1-1-6 in position where he broke, have a friend round up the No-Doze and with obvious relish, "this round must be finished before you leave, Steve. Must report here at seven in the morning to start the semi-final match." As he departs for the night, you understand why a pre-requisite for choosing a tournament director is proof he served as a whip-cracker on a slave galleon during a previous life. He looked across at your opponent. "Incredible," you think, and he's lost, as the Allied 4-4-10 substitute counters in my five-year-old AK game-box. "(Unbeknownst to you, he is saying the same thing to himself.)

So now you have to decide. Will you go for broke, have a friend round up the No-Doze and arrange for a supply of coffee to be available throughout the tournament. Here's the siren's delicious song of cold beers waiting back at the dorm and plenty of good gaming company to last through until the dawn?

What is it to be? Honor? Or Enjoyment? At Origins '77 I chose honor. And at 2 a.m. staggered out with the absolutely worst thrashing I've ever had to take. Last year I knew better. Matched against Steve Packwood, my strategy was simple. First, do the "Reece Down-and-Out" (the very same play Steve said he's never heard of until the dawn). And leave the Recce with a backdoor to use in his article, but one hex south of the road at KSI, where it can be seen from Tobruk. But then, it says it can threaten the Home Base by moving to M42 (the advance Steve said would be made), failing to suggest the P45 location.

Seeing his Home Base could not be held, Steve moved his Hafaya garrison to J49 and J47, while torching his #2 Supply at J62. The question is, was Bruno to do make the best II May move for the Axis? My answer is not to place it on the coast road, as Steve considered in his article, but one hex south of the road at K51, S2, 53 or 54. These positions cannot be isolated by the two Allied units. They also block the coast road so the Allies are unable to reach the Home Base at this point. By preventing the Allies from capturing it, the Axis can use it as a backdoor to use in maneuvering east if needed later.

If you, as Axis player in this position, can resist the hard-to-flight temptation to strait unopposed into good old J62, you hold a commanding position. Remember, the Axis does not have to occupy the Home Base at this point. By preventing the Allies from occupying it, the Axis job is done.

What can Steve, as Allied player, do on his II May, move if you have bunkered down on the K row? His article didn't specify what he had done with Supply #3 on II May, so let's look at two possibilities.

First, if Supply #3 was not sent to the east of Hafaya Pass on II May, the Allies are helpless (unless it can be supplied to II May). But now there is no way for unsupplied Allied units to save the Home Base, since the Recce can block the road for several turns, long enough for the Allied units to be starved into submission after the Axis surrouned Tobruk on II June. The lesson is clear. If you don't wish to send Supply #3 east, then as Steve suggests in "Neglect, don't destroy Supply #2. Just move it into a way where it can sustain the J47/J49 units without being captured by the Recce. (Easy enough since the Recce can't move off the coast road once it reaches it.)

Second, even with supply for the J47/J49 units, the Allies' only hope is a 1-1 surrounded attack against the Recce. That has a 33% chance of success.

And that's the reason for the sub-title of this article. Anyone who deliberately "falls" for the "Reece Down-and-Out" has a 67% chance of losing his Home Base plus the two 1-1-6's. Never, Never, Never!

It's intriguing to speculate about what would have happened at the Origin's 78 final (Steve's Supply #3 move to Hafaya Pass). In that situation, while his two 1-1-6's were isolated, is there a chance the Recce in the Allied II May move, Bruno's advance onto the escarpment to seal off Tobruk on June I also served to counter-isolate the two 1-1-6's. Although the Recce succumbs at the end of the Axis II June move, the Allied units surrender at the end of their II June move. The Allied units can eventually move east and (if they can get out to sea), but a supply cannot be brought into the Home Base then.

Wild conjecture, of course; but wouldn't it be something if this was the case and midst the turmoil of playing out this tense situation Bruno's counter-isolation was overlooked? Stranger things have happened in the heat of a 500 battle.

One final question remains. What should the Allies do when the Axis Recce arrives at R33 or thereabouts on II April?

As Steve noted in his article, one possibility is to station a 1-1-6 far enough east of Hafaya Pass so it can counter the Recce's thrust. Steve points out this unit will not be able to assist in the defense of Tobruk. True enough, but tactical weaknesses may have to be sustained to maintain strategic strengths. Having a 1-1-6 in a reserve position is a small price to pay for saving your Home Base (unless, of course, you still believe in Peter Pan and Never-Never Land).

Another reaction is to send a 2-2-6 to sea on II April; I've seen this used quite successfully to counter the Recce's thrust. If the Recce doesn't carry out the threat, the 2-2-6 returns to help your Tobruk defense.

A third possibility, which I don't recommend, is a variation on Steve's suggestion to consider "falling" for the "Reece Down-and-Out." On II May you send a pair of 2-2-6's and a pair of 1-1-6's east to trap and eliminate the Recce. That leaves you with the 4-4-1-7, a 2-2-6 and four 1-1-6's to defend Tobruk and Hafaya Pass for a turn (assuming the Allies haven't yet drawn blood, which seldom happens). You should be able to hold Tobruk, but the pass will fall, leaving you in a very precarious situation. The Axis will be nipping at the heels of your expedition, and you probably won't be able to reinforce them until II June.

Your decision about which of the first two possibilities to choose should rest on the unit strength required to counter the Axis May I move in Libya. But whatever you do, "Don't Give Up The Home Base. (my apologies to John Paul Jones)."

By the way, if you go to Origins '88 and make it into the fifth round of the 500, I'm personally acquainted with someone who has an unblemished record as a certain 5th Round victim. For a cold beer, I might be persuaded to introduce you to him.
Dear Wargamer,

I've been developing wargames professionally for 16 years and during that time I've dealt with a lot of game designers—some great, some not-so-good. Some brought me ideas with faulty research that were mere outlines of the eventually published game. Others amazed me with the cleverness of their innovations. They have run the gamut from brilliant to bozos.

It is then with great reverence that I am pleased to present to you the latest game of the individual who has consistently graced me with the best designs during my years at the Hill. Courtney Allen's UP FRONT/BANZAI has long been my personal favorite—embracing an amount of player interaction and excitement level unmatched in other wargames. THUNDER AT CASSINO is no different—players are constantly faced with gut-wrenching decisions that command constant attention as players alternate short, crisp moves that give the feel of simultaneous movement without any of the bother of written moves. By alternating the movement and fire of only one or a few pieces at a time, rather than allowing each player to move and attack with all of his forces in each player turn, a constant action-reaction, move-countermove atmosphere permeates the action. There are no boring minutes waiting for your opponent to finish his move. You must constantly be aware of what he is doing lest he take advantage of a move you've failed to counter in your impulse with an unchecked followup of his own. It is a game which has never failed to excite me in dozens of playings.

If you liked any of Courtney's previous designs, you'll love this one. In many respects, it is his best game yet.

THUNDER AT CASSINO is based on the STORM OVER ARNHEM system, but is not restricted by the siege circumstances of its predecessor. Here, it is the Germans who are hammered by a veritable flood of Allied attackers, but who with skillful play can stem the tide and be in position to counterattack as the game reaches its climax on the 9th turn with the arrival of powerful reinforcements. This counterattack in the town will determine the winner or prolong the game to 15 turns as the Allies move from the devastated town up the sides of the mountain to the Abbey itself.

The STORM OVER ARNHEM system has been improved with the addition of terrain and elevation modifiers plus machinegun units that restrict the movement of enemy forces and give the term "Combined Arms" true meaning. Brittle in Close Combat, machineguns need a sufficient infantry screen to protect them from loss—but infantry need machinegun units to keep the enemy at bay. Both are vulnerable to nearby armor but the rubble of the bombardment makes getting it into position difficult. All are susceptible to artillery, which is the true queen of battle at Cassino. It is a simple yet highly effective portrayal of Combined Arms combat with each branch very much in need of support from the others.

The Fire rules of STORM OVER ARNHEM are gone but in their place is an initial bombardment which spews out casualties and scatters rubble randomly throughout the town so that no two games start with the same setup. The Tactical Advantage marker, which allows a player to reroll a critical die roll, is retained but takes on increased importance which, in turn, limits the frequency of its use. Unlike STORM OVER ARNHEM, there are no scheduled night turns. However, either player can declare a night turn at any time by surrendering the Tactical Advantage. As movement and infiltration are easiest at night, the ability to declare a surprise night raid is extremely critical. Consequently, once the Tactical Advantage has been used, the opponent is usually loathe to give it back—preferring to shoulder all but the most severe losses rather than give the opportunity for another night raid back to his opponent. Artillery can be used to fire smoke to aid infiltration/movement on a more limited scale but its effects are temporary and it can be blown away before it can be fully used.

I can unabashedly recommend THUNDER AT CASSINO to all wargamers. It is, in many respects, the best wargame I've ever played. Those seeking more information should order Vol. 24, No. 6 of THE GENERAL magazine due out approximately September, 1988 which will feature the game.

THUNDER AT CASSINO sells for $22.00 from The Avalon Hill Game Company. Please add 10% for postage and handling (20% for Canadian orders; 30% for overseas). Maryland residents add 5% state sales tax. For quick credit card purchasing, call TOLL FREE 1-800-638-9292.

Yours in Gaming,

Donald J. Greenwood
VP, R&D, TAHGC
The four separate struggles that composed the battle for Cassino in 1944 were more reminiscent of the slaughter in Flander's Fields some three decades earlier than of the typical World War II battlefield. Stories of virtually impassable terrain and appalling conditions are lent credibility only by the gruesome reality of 135,000 casualties. Hitler himself cited Cassino as the only battlefield of the Second World War that approached those of the First in ferocity. It was a source of ultimate irony that Cassino was a mere sacrificial sideshow to ease the pressure on Anzio beachhead—an invasion hurled ashore to outflank the Gustav Line and make such costly assaults against fortified positions unnecessary. Long after the Germans had withdrawn, the ruins of the devastated town nestled beneath the steep, rocky slope of the eastern face of Monte Cassino gave mute testimony of the inferno which had been Cassino. 80,000 Allied casualties bore witness to the fact that it had been a hollow victory.

While the world’s attention was riveted by the controversial bombing of the historic Monastery in the second battle, the real fireworks began on March 15th with another bombing heralding the start of the third battle. 460 bombers dropped 1,000 tons of explosives on the little town in a bombardment lasting 3 ½ hours and covering each acre with over four tons of bombs. Awesome as the bombardment was, it killed only half of the defenders, and dusty figures in the baggy smocks and rimless helmets of the 1st Fallschirmjäger Division rose from the ruins of this charnel house to repulse the first Allied thrust into the devastated town. The next eight hours saw continuous fire from 890 Allied guns into the tenuous German positions on the massif and the shattered town, but still the German perimeter held amidst—and, in no small part, due to—the rubble created by the Allied onslaught.

THUNDER AT CASSINO is the story of that third battle of Cassino. It is a fascinating struggle of sweeping contrasts. Bitter street fighting in which gains were measured in rooms instead of blocks characterized the battle in the town. Whole divisions had to settle for the clearing of a single house as the prize for their day’s work—accomplished at terrible cost. Towering above them, assaults were launched and repulsed by both sides across the rocky slopes of Monte Cassino. And on Castle Hill, a medieval siege was reenacted with machineguns and mortars replacing catapults and arrows as German paratroopers stormed the feudal castle. Tanks, restricted by rubble and the mountain, proved decisive but could be brought to bear only with the greatest difficulty. Artillery and machineguns ruled the battlefield. It was indeed a return to the horrors of The Great War.

THUNDER AT CASSINO recreates the eleven days of the Third Battle for Cassino with a variation of the award-winning STORM OVER ARNHEM game system which preserves the “feel” of simultaneous-movement games without the hassle of written moves. By alternating fire or movement impulses, the traditional action-reaction scheme of sequential-movement games is maintained, while realizing constant player interaction as players answer each enemy action with an option of their own. The excitement level remains high throughout as the Allies seek to overcome a tenacious German defense made even more formidable by the rubble of the bombardment. Few wargames give as good a feel of the “Combined Arms” aspect of warfare as the player is forced to position his infantry, armor, artillery and heavy weapons in the correct proportion or pay a fearful price. The fall of the rubble and initial German casualties which precede each game guarantee that no two games will be the same. Unique night and smoke rules turn this slugfest into a surprising game of maneuver and counterattack worthy of the valor displayed by both sides. An extremely simple wargame to learn, it defies mastery in a rare elegant marriage of historical simulation and competitive game. Several two-turn introductory scenarios are provided for quick play variation and a fast introduction to the game system before tackling the main game. A six-turn end game scenario also provides a quick-play alternative to the entire battle.
WATERLOO is the most frustrating game Avalon Hill ever published. Although Waterloo certainly wasn't Napoleon's finest battle—had he not made so many mistakes he would have won—it was the only battle in which the two greatest generals of the XIX century faced each other. Had Wellington been present at the Battle of Austerlitz, he would have defeated the French army. While the allies were victorious, the outcome of the battle was uncertain until Wellington arrived. He had just come from Italy, and the allies were in need of a leader. Wellington's presence was instrumental in the allies' victory.

The battle of Waterloo was fought on June 18, 1815, near the town of Waterloo in Belgium. It was the final battle of the Napoleonic Wars and resulted in the defeat of Napoleon Bonaparte. The battle was fought between the armies of the United Kingdom, the Dutch Republic, and Hanover, led by Wellington, and France, led by Napoleon. The battle lasted from 8:00 AM to 5:30 PM and was fought in three major actions: the Battle of Quatre Bras, the Battle of the Lion's Mound, and the Battle of Waterloo.

The British and their allies had a significant advantage in numbers, but their forces were dispersed and under the command of different generals. Wellington, on the other hand, had a single commander for the entire army. The British and their allies had the advantage in artillery, but the French cavalry was more numerous and more effective. The French army was composed of infantry, cavalry, and artillery, while the British and their allies had a more balanced force.

Wellington's strategy was to hold the enemy in place while his allies arrived. He ordered his forces to fall back, which caused the French to advance. The French then surprised the British with a charge of cavalry, which broke the British line. Wellington then ordered his reserves to advance and drove the French back. The battle ended with a British victory, and Napoleon was forced to retreat to France.

The battle of Waterloo was a turning point in the Napoleonic Wars and marked the end of Napoleon's rule. The victory of the allies led to the fall of Napoleon and the restoration of the Bourbon monarchy in France. The battle of Waterloo is considered one of the most famous battles in history and is a symbol of the end of the Napoleonic Wars.
of a stack, counts for purposes of defense against an initial attack. (See ARTILLERY rules for exceptions.)

DISCUSSION: A hex is ½ mile across at widest. Given three feet to a man, three ranks deep, that’s over 5,000 men. It’s simply not possible to put more in that area and have them effective in defense. Actually, it would be somewhat less than that. Nor could you put more than 2 divisions in a half-mile box without hopelessly mixing them up that they couldn’t fight.

French and Anglo-Allied forces may stack ALL INFANTRY units from a single corps, as well as two divisions or three brigades of cavalry, whether from that corps or any other, for the attack. For purposes of this rule, the Allied 5th (Picton’s Highlanders), 6th, and Brunswickers form one corps under command of Decken.

2.3 No stack greater than three units may form for attack unless the Corps Commander is in a hex adjacent or in hex with the stack.

DISCUSSION: This should be self-evident as an attack with one man per unit does not permit this kind of attack.

3. ARTILLERY

3.1 Artillery units may be added to a defensive or offensive stack without limit.

3.2 Prussian artillery units may NOT be added to any stack containing Anglo-Allied units.

4. COMBAT

4.1 Combat is in phases. The player whose move it will be designated as the Attacker or “A” throughout the following. The other player will be designated as the Defender or “D”.

4.2 Units may NOT engage units in more than one hex in any given fight, although they may engage several different units in successive phases of combat during a single turn.

4.3 Combat opens with artillery; A declares which D units he is engaging with his artillery units. He may engage only the top D unit of a stack, or ANY D artillery unit to which he is adjacent. Artillery has no “range”; it can only fight units in adjacent hexes.

4.4 After A has declared his artillery attack, but before combat is resolved, D may declare a cavalry charge; he may “charge” any A artillery adjacent to any D cavalry unit whether or not the cavalry is engaged, and regardless of position in a stack. Only cavalry may charge; horse arty may not charge. In charges against artillery, combat odds fractions are resolved in favor of the cavalry charging. D rolls the die as if he were “the attacker” in the CRT.

4.5 After A has declared his artillery attack and D had declared his cavalry charges, but before either combat has been resolved, A has the option of a “counter-charge” of cavalry units in the same square as his artillery which is under attack, regardless of the cavalry’s position in a stack. Combat odds are rounded in favor of A’s counter-charging cavalry as “the attacker.” Only cavalry may “counter-charge”, horse artillery may not counter-charge.

4.6 Counter-charges are resolved. Units forced to retreat will be dealt with in the rules for retreats. Units eliminated are removed.

4.7 Surviving D cavalry may choose to continue their charge or withdraw. If they withdraw, they return to the move where they started (actually they have never left it) without penalty of any kind. If they continue the charge, they may attack the enemy artillery units previously chosen, with odds rounded in favor of the charging cavalry (i.e., 3-2 becomes 2-1), the charging cavalry being “the attacker” for purposes of combat resolution. Destroyed units are removed. Retreating artillery rolls 1, 2, or 3 is rolled, the retreating arty is destroyed. If 4, 5, or 6, it is turned upside down, and may take no further part in combat this turn.

4.8 A’s surviving artillery now attacks the previously targeted targets. Odds are rounded in favor of Defender. Artillery engaged against infantry or cavalry suffer no adverse effects; treat “A-elim” or “A back z” as “no result.”

4.9 The battle proper now begins. Only the top three units in the attacking stack may engage the enemy in this phase of combat. The only army unit which can be engaged is the Top unit in the defending stack, except that all artillery enemy units now surviving must be engaged if they are in hexes adjacent to attacking units. Engaging units may not engage units in more than one hex, but may engage more than one enemy unit, and must engage the top D unit of each stack adjacent to A units (as well as all D artillery adjacent to A units).

4.10 Surviving artillery may engage in combat in this phase, provided that no other combat is taking place from that hex and no other A units are attacking the “target” hex. That is, A artillery must have a clear field of fire and may not fire through its own troops or into a hex where its own troops are engaged. Non-artillery A units in hexes with A artillery taking part in this phase of combat take no part in the action.

4.11 Combat odds fractions are rounded in favor of the attacker (that is, 1-1 becomes 2-1, or an even fight). Artillery under attack from non-artillery units is eliminated if a retreat is required. Artillery units attacking non-artillery units cannot suffer adverse results. Artillery duels are resolved as previously mentioned.

4.12 Victorious units now enter the hexes they have attacked if those hexes are empty of right-side-up units. Upside-down units in taken hexes are removed. The entire attacking stack including unengaged units may advance; the actual attacking units must advance, except that Horse Artillery may advance at A’s option, and foot artillery may not advance at all.

4.13 RETREATS: Units forced to retreat fall back one square, enter a stack with any units already there, and are turned upside down. They may take no further part in combat nor may they move as combat proceeds, and if enemy combat units capture and enter their hex, they are eliminated.

4.14 RESERVES: After the 4.9 combat is resolved, D may move any unit not in an enemy zone of control, OR he may move his own units to top of a stack. Units entering stacks in enemy zones of control come in at the bottom of the stack. Units entering stacks not in enemy zones of control may be placed as D wishes.

4.15 CONTINUED ATTACK: A may now renew the attack as in 4.9, 4.10, 4.11, 4.12.

DISCUSSION: There is no space for detailed discussion here; most of the rules are clearly related to the realities of Napoleonic combat. Skill in formation, tactics, directing battles, and placing both artillery and reserves decides the outcome of battles. Fractions are rounded in favor of the attacker so that an attacker with slightly more force than the defender has an even battle, and with twice as much force as the defender, has an assured win. This is consistent with battle in that era.

5. MOVEMENT

5.1 Units in enemy zones of control require two basic movement factors (BMF) (one hour) to withdraw, and receive only one-half of the road bonus to which they would be entitled.

5.2 Upside down units (forced to retreat) require two BMF to reform in place, receive one-half road bonus. Upside down units in enemy zones of control may turn right-side-up and move one hex only.

5.3 (Optional) FRENCH troops receive following road bonus: six hexes first class road; three hexes second class road. Anglo-Allied get four and two Prussian get three and one. This is consistent with marching speed of the various armies.

5.4 To receive road bonus, units must not move in stacks.

5.5 Units joining stacks use two moves to enter a stack at the bottom, and three moves to go to the top. A formed stack may only move at one-half speed of the slowest unit in the stack.

6. HIDDEN MOVEMENT

All units remain upside down until they come within two hexes (one mile) of enemy units. They are not thereafter turned upside down unless forced to retreat. Each player receives five blank units which move as cavalry and may be placed with whatever force he pleases. When dummy units are revealed they are removed from the board. Players may also use HQ units as they please.

7. HEADQUARTERS UNITS

7.1 A French stack containing Ney gets one additional combat factor per unit in stack, up to four factors. A French stack containing Napoleon or Bonaparte gets two factors per unit up to six (except that Imperial Guards units with Napoleon get three per unit up to a total of nine).

7.2 A Prussian stack containing Blucher receives one additional combat factor per unit up to three. An Anglo-Allied Stack containing Wellington receives two factors up to a total of six. Anglo-Allied cavalry units get one additional factor per unit up to four if Uxbridge is in the stack.

7.3 Rules 5.1 and 5.2 do not apply to units adjacent to their own corps, army, or supreme commanders when the move begins.

7.4 Headquarters units are captured if enemy combat units enter a hex they are in. If in a stack forced to retreat, they retreat two hexes. If in an annihilated stack, they are killed.

7.5 If Blucher is killed, all Prussian units retreat toward Waver. If Napoleon is killed the PAA player wins the game. If Wellington is killed the French win the game.

8. INITIAL POSITION

Prussian units on board at 7 AM 16th must be north and east of Fleurus.

9. ISOLATION AND FLANKING

9.1 Prussian units are isolated if they cannot trace an unobstructed primary or secondary road route to either the north or east edge of the board. Anglo-Allied are isolated if they cannot trace a road route to the north or west edge of the board. French units are isolated if they cannot trace a road route to the south edge of the board. Isolated units fight at one-half of their combat factors.

9.2 Flanking: Units are outflanked if they are attacked from three different hexes. Outflanked units fight at one-half of combat factor.

Whether through these rules or others, I am determined to see WATERLOO what it should be; to hear the drums roll, feel the earth shake as the bearskins of the Guard come over the hill, and the dread cry chills the ranks: “Vive l’Empereur!”
The 15th Air Force was activated on 1 November 1943 under the command of Major-General Jimmy Doolittle. Bomber and fighter groups had been transferred from the 9th and 12th Air Forces to form the new command. The 15th was intended to supplement the Combined Bomber Offensive against Nazi Germany. Besides hitting targets beyond the range of the 8th Air Force, it was hoped that during the winter months the supposedly warmer climate of the Mediterranean would allow the 15th to bomb targets twice as often as the socked-in 8th. Unfortunately, the weather never did cooperate.

During the first two months of operations (Nov-Dec 1943), weather conditions forced the 15th to fly most of its missions against Italian targets while hitting only eleven of the priority German targets. And during the first two months of 1944, only four German targets were hit in January and ten in February.

Operations began with four B-17 groups (the 2nd, 97th, 99th and 301st), two B-24 groups (98th and 376th), three P-38 groups (1st, 14th and 2nd) and one P-47 group (325th). Five medium bomber groups were temporarily assigned until the end of 1943, when they were returned to control of the 12th Air Force. The maximum size of the 15th Air Force was set at 21 bomber groups and seven fighter groups. Early missions were flown from airfields in Tunisia, but from mid-November on the 15th moved its permanent airfields to Italy. (Refer to the map accompanying this variant.)

The 15th Air Force's top priority was the destruction of the Luftwaffe followed by attacks on targets high on the Combined Bomber Offensive list. The 15th was also assigned the task of assisting the offensive in Italy, attacking German positions in the Balkans, and softening up targets in preparation for the invasion of southern France.

The first mission was flown on the day of activation against two Italian targets—the La Spezia Naval Base and a railroad bridge at Vezzano. (Among the attacking forces were B-17s from the 97th Bomb Group; as one of the oldest groups in the European Theater, the 97th had also taken part in the first heavy bombing raids of the 8th Air Force and of the 12th Air Force.) On the following day, the 15th flew its first mission against a strategic German target when B-17s and B-24s attacked the Messerschmitt factory in Wiener-Neustadt, Austria. Results were good, but not without cost. Six B-17s and five B-24s were lost. American gunners claimed 56 German fighters destroyed, 27 probables and eight damaged.

During its 18 months of operation, the 15th Air Force flew 148,955 heavy bomber sorties, dropping 303,842 tons of explosives. Its targets were located in twelve countries. During the "Big Week", between 20th and 25th February, the 15th flew 500 sorties. It lost some 92 bombers in this concerted Allied attempt to smash the German aircraft industry. From April through August 1944, the 15th sent 5479 bombers on 19 missions against Ploesti, Rumania (13469 tons of bombs dropped with a loss of 223 bombers). On 24 March 1945, the 15th flew its first mission against Berlin. Over 150 B-17s took part in this raid on the Daimler-Benz tank engine works. By the war's end, the 15th Air Force had destroyed one-half of the German fuel production and transport systems in Occupied Europe, as well as its share of enemy fighters.

For this variant, we are concerned with the missions of the 5th Bomber Wing, which flew B-17s from January to April 1944 (the time span of our game). It was the time when General Ira Eaker (Commander of the Mediterranean Allied Air Forces) referred to the 15th as a "pretty disorganized mob". It is also the period which most closely parallels the mission conditions of B-17, QUEEN OF THE SKIES for the 15th Air Force in terms of fighter opposition and crew training.

The following are the changes in the rules for B-17, QUEEN OF THE SKIES to accomodate this variant. Except for the specific alterations made below, all other rules for play are in force.

I. B-17G

The B-17G (with chin turret) started to arrive in the European Theater in September 1943. In this variant, the player begins his missions flying the game's standard B-17F model. However, if his bomber is lost in action or irreparably damaged, it is replaced with the B-17G model. The following rules (as adapted from James Meldrum's "The Rest of the Royal Family" in Vol. 20, No. 6 of THE GENERAL) reflect the B-17G performance:

1. The chin turret has twin guns and may fire at German fighters attacking from the following positions: all levels of 12:00; 10:30 Level and Low; and 1:30 Level and Low.
2. A German fighter is hit with a die roll of "5" or "6" from this gun position.
3. German fighters attacking from the 12:00 High position may not knock out the chin turret.
4. The chin turret is affected by all other hits that would normally affect the bombardier or nose gun.
5. The ammo supply of the chin turret is the same as that of the nose gun.

II. Pre-Mission

Follow the normal Pre-mission steps except for the following. To begin a mission, place the B-17 counter over Foggia, Italy in Zone 1. There is only one Mission Target City Table to roll on instead of three; use it for all 25 missions.

III. Alterations to Tables

1. Revisions to the Mission Target Tables (G1, G2 and G3). When called upon, roll two dice with results applied to the new accompanying Mission Target Table.
2. Revisions to the Flight Log Gazetteer (G-11). When target has been determined, refer to the new accompanying Flight Log Gazetteer.
3. Although the longer ranged P-38Ls and P-51s started to appear in Europe in 1944, the 8th Air Force was given priority in receiving these "long-legged" fighters. These aircraft would not become operational with the 15th Air Force until May 1944. As a result, fighter cover was not as good on long ranged missions. Use the following revised table to replace the Fighter Cover Table (G-5). Fighter cover is extended to cover all eight zones however.

<table>
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<tr>
<th>DIE ROLL</th>
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<td>3-5</td>
<td>6-8</td>
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4. Regarding Bailouts and Landings, the following rules are applied:

A. If a crew member bails out and lands unhurt or survives a forced landing in France, Italy, Yugoslavia or Greece, he will be returned in time for the next mission by the Underground or Partisans on a die roll of "6" (see Note d, Table G-7 and G-10).
**FLIGHT LOG GAZETTEER**

<table>
<thead>
<tr>
<th>TARGET CITY</th>
<th>ZONE 1</th>
<th>ZONE 2</th>
<th>ZONE 3</th>
<th>ZONE 4</th>
<th>ZONE 5</th>
<th>ZONE 6</th>
<th>ZONE 7</th>
<th>ZONE 8</th>
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</tbody>
</table>

German Fighter attacks over the Alps in good weather only.

A - Austria; AL - Albania; B - Bulgaria; F - France; G - Germany; Gr - Greece; H - Hungary; I - Italy;
R - Romania; Y - Yugoslavia; W - Water.

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**B.** If a crew member balls out and lands uninjured or survives a forced landing in Germany, Austria, Hungary, Bulgaria, Rumania or Albania, he is automatically captured (see Note c, Table G-7 and G-10).

**C.** If a crew member balls out and lands uninjured or survives a forced landing in Zone 1 (Allied-controlled Italy), he is automatically ready for the next mission. Seriously wounded crew members roll on Table BI-4 Wounds, Note b.

**D.** If a crew member balls out over the Alps, the roll one die: 1-5 - dies of cold and exposure, 6 - rescued but captured by Germans.

**E.** If B-17 force lands in Alps, plane is destroyed and all aboard KIA.

**F.** If B-17 landing on land in other than Zone 1, modify landing Dice Roll by -3.

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**VI. WEATHER**

1. In all cases except over the Alps, treat weather as in the normal game.

2. When a B-17 enters the zone in which it must fly over the Alps, the player rolls for Weather Conditions in that zone only on Table G-1. Whatever weather conditions exist on the outward leg remain in force for the return leg.

**A.** If the weather is bad, severe icing conditions prevail and the mission is aborted immediately.

**B.** If the weather is poor, the player has the option of continuing with mission or aborting. If the decision is made to continue, the B-17 flies through dense cloud cover and snow. Player rolls two dice: 2-9 - B-17 suffers passage unharmed; 10-12 - pilot and crew are injured and plane and crew must bailout (except the crewman flying the plane) and the plane must crash with the pilot still aboard.

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**MEET THE 50 . . .**

The ARE is, quite simply, a pool of experienced and reliable competitors. The organization (at best a weak word for a body whose sole purpose lies in enjoyment of playing) draws its name from The Avalon Hill Game Company which originated it, maintains it, and whose games form the medium for its competition. Since its inception in 1975 and introduction to the readership in Vo. 11, No. 5, over 6000 players have arrived themselves of its services in matching and rating them with other responsible gamsters. Each issue sees a reporting of the latest rankings of the top 50 members; the above is from Vol. 24, No. 3 of The GENERAL which showed Mr. Tom Olson reaching the highest goal: the ZZZ rating on his alpha-numeric code. Simply put, it means that he has played 351 rated games, against 129+ different opponents, of which 106+ were completed by mail. No small feat, although we are sure that others will someday reach this summit as well. Tom Olson personifies all that is good about the AREA system, and he was showcased in the column in Vol. 23, No. 2. Indeed, in each issue we turn our spotlight on one of the Top 50, asking them — since all in our hobby are much more than just game players — to report on their profession, other hobbies, family, and concerns within the hobby. For more information on the AREA, readers are encouraged to write to Brenda Parrish, c/o Avalon Hill, the current AREA Technician.
MOVING UP FRONT
A Study of Movement Options
By Rex A. Martin

Combat consists of, when reduced to its basics, two elements—firing/melee and moving. (You pessimists may add a third—ducking.) No game system so clearly displays this as that of UP FRONT. Other articles in this periodical (Greenwood's “Playing Your Cards Upfront” in Vol. 21, No. 1; Burnett's “Return to the Front” in Vol. 22, No. 2) have looked at doing as much damage to the other fellow as possible while avoiding it yourself. But you can't shoot them if you don't get close; and the best way to survive I know of remains running away. So let's take a few minutes to consider the various types of movement and their hazards in this most intriguing game.

In UP FRONT, there are three directions to go: forwards, backwards, sideways (and with this latter, we must include Lateral Group Transfers and Individual Transfers). Going forward is fairly obvious even to non-players; your men are closing the Relative Range. Going backwards increases the Relative Range. Going sideways is always intended to get one or more of your men into a position from which they can be more effective (out of a Marsh, to better terrain, into a Flanking Fire position, and so forth) without changing the Relative Range. And transfers, which seldom see use even by experienced players, allow you to realign your forces to take advantage of the changing combat situation.

To good players—the really good players—the following points all seem to come instinctively. For the rest of us, let's consider some of the finer points of movement.

Advancing

Play a Movement card; exchange the range chit in front of your group for the next higher. Dodge any bullets. Jump in new terrain. Sounds simple? It is. But the pitfalls can be many, and some come from unexpected quarters.

Any Movement card can be used to get you closer to the enemy. Some Movement cards may be used only by specified nationalities, but even the relatively movement-rich Russians and Japanese cannot afford to waste them. In UP FRONT, movement is not at the whim of the player as in most traditional boardgames. Like everything else in this game, it must be a carefully considered proposition and all must be done to make it effective when you get the chance to move.

A single Movement card in your hand is really not at all that useful, for it will not usually be all that effective in getting your men forward. Oh sure, there will be those instances when circumstances or frustration force you into playing it, usually against your better judgement. But some Smoke to hide your dash ahead, a Concealment card to duck with, and/or some Terrain with a negative modifier to get into all help your confidence in reaching the next chit. After all, you don't want your men shot up getting where they are going.

All Movement cards carry a positive modifier (+1), making any attack against them more effective. These are cumulative, up to a +2 modifier. The terrain you are leaving and any Smoke or Concealment cards you can play modify the enemy's incoming fire to your advantage. For example, your four-man group has just left some Woods after having played a Smoke card last turn. The enemy lays down a "Fire 4" attack against the moving men. You, when he shows his attack, play a "Concealed -2" card. Instead of an attack that could have been "5" (4, +1 for Movement), your group faces an attack of "0" (-2 for Woods, -1 for Smoke, -2 for Concealment). Even if a random Breeze blows away the smoke, it is easier to take an attack of "11" than of "15". It can never be stressed enough how valuable those Smoke and Concealment cards are for getting your troops forward.

Even without being fired on by the enemy, your jog across the UP FRONT battlefield is apt to be a bit rocky. You don't always get where you want. In lieu of his discard, the opposing player may drop any Terrain card (except Open Ground—a favorite of mine during playtest until Greenwood finally got tired of that ploy) on your moving group. Unless a Stream or Marsh card, you must decide if your fellows will plunge into that terrain, or dash around it. If the former looks inviting, play continues as normal (the Movement card is immediately replaced by the Terrain card). If not, the Terrain card is discarded, but your Movement card is turned to reflect a Sideways move and the Range chit returned to its previous value.

The play of such terrain "discards" is as important a judgement to make as any other you will be called upon for in the game. Dropping a Stream or Marsh card if you hold one is fairly obvious, unless you want to hang on to it in hopes of the movement of a more vital group (usually the enemy firebase or an enemy group with victory within its grasp). For most, except those playing the Germans or elite troops, the only question lies in whether they wish to forego all action that turn in order to see the enemy stumble. In the case of Stream/Marsh cards, I will gladly pass up one turn to mire even a mediocre enemy two-man group—preferably at a range where I can destroy them. For the Japanese and Russians, it is absolutely imperative to use these cards at first opportunity, simply to open up the options in their four-card hands.

After having been kept from use of Open Terrain cards to befuddle opponents, I cast about for others. Obvious choices were the Gully, Brush and Wall cards—some 12 cards of the 162. These prove exceedingly useful, both offensively and defensively, and are a boon to the small-hand nationalities. (I try to retain multiple-use cards; it opens your options for action and reaction considerably in a game this fast-paced.) I always assume that if an enemy group moves, it has terrain superior to anything I'm going to give it. If I can, I'm going to disrupt his little trip to that building or hill.

Place an unwanted Gully card when the cover it provides will not benefit your opponent (if, say, you've no Fire cards—although he'll not know that) or when his lack of fire from the afflicted group looks to be a distinct advantage to you. One of my favorite ploys is to drop a moving enemy firebase into a Gully. It will be at least two turns before it can trouble you again. Obviously, however, you should be wary of this if you've somebody crucial on a hilltop in range.) Lay a bit of Wire in that hole, and getting his firebase back into action again will be very costly in terms of Movement cards.

I rarely hesitate to drop Brush on a moving enemy group, assuming that wherever it's head is likely better defensive terrain than a few weeds (refer to the Series Replay in Vol. 21, No. 1). In many instances it may make that safe forward move from a Gully or -3 Building less inviting for the enemy. In effect, the use of Brush has replaced the use of Open Terrain in my playing style. Play of the Wall card serves much the same purpose, and I use it as frequently unless the moving enemy is directly opposite my own firebase.

A Brush/Wall card is occasionally quite effective in flushing an enemy group forward into range for your devastating fire attack. Let me explain.
pose that an enemy group is moving to a range just short of the point where you can deliver an effective attack. You, it appears to your opponent, cannot shoot both sides of the street and you have only a Brush—to slow him down while you search for a useful Fire card. Many unskilled and impatient players will face you with a Brush, even if they hold a better Terrain card, figuring they can immediately play another Movement card and get away with a Brush. You won't last long, losing one or even two of your men if they hold a Brush. A Brush, by the way, means that your opponent can no longer move a Movement card for any group that includes a pinned character. Therefore, a Brush means that you can't use your pinned men as an offensive weapon. If you play a Brush, they won't be effective as a pinning move. I suggest you use a Brush when setting up your Japanese. I do like to create a Banzai-specific "B" group, with the expectation of an enemy group being dropped nearby. As early as possible, a charge is declared against this. This early in the game, with the enemy hand less than perfect, there is a fair chance you'll play a Brush on the target. Usually, either the targeted group will be overwhelmed, or it will retreat (pulling a Movement card from your opponent's hand and allowing you to cancel the charge). In either instance, your surviving survivors will be closer to the enemy, hopefully in better terrain than they began. At the very least, this play is effective as a draw on the Turn. There is another consideration—one that may arise whether or not you win the scenario. It is the Banzai in the game-winning group. This comes to the fore most obviously when I take on the role of attacker in Scenario R; my forwardmost groups inevitably fall back to Range chit 3 or 2 to regroup for victory.

I have often been chastised for my willingness to retreat from my position in order to have a few good chuckles. But the retrograde move is an important part of your tactical repertoire. It breaks Infiltration and Flanking Fire, increases the range (so lowering the enemy’s Firepower), often ends a threatened Banzai. All too many players look upon a retreat as a waste of valuable Movement cards, and not in the long-term advantages it may bring.

**Fancy Footwork**

Many, if not most, of the Movement cards you will play during a scenario are placed sideways. Fording a Stream, getting out of a Marsh, transfers a single man or an entire group, slipping into a flank position. All demand the play of one of those precious Movement cards, and all greatly improve your tactical situation.

If you’ve been so unlucky as to have stumbled into a Stream (or begun the game in one), you are quite literally—up the creek. The affected group cannot change range until they ford it; any fire attack from the Stream is modified to your detriment; MMGs and mortars may not fire from a Stream. Fording a Stream, getting out of a Marsh, transfers a single man or an entire group, slipping into a flank position, and not in the long-term advantages it may bring.

At this point, it would be logical to mention another consideration—one that may arise whether advancing, retreating, or just shifting sideways. In **UP FRONT**, any group may move... assuming that you are willing to abandon any pinned men in that group. True, the rules prohibit placing a Movement card on a group with a pinned character; however, the rules also allow **Voluntary Panic** at any point in a player’s turn, giving you the option of accepting elimination of those pinned men for the ability to move the survivors that turn. This is one of the toughest choices you will face. But, for a host of reasons (to save the several at the sacrifice of one, to advance into a winning position, to outflank an enemy position) you may want to consider leaving some characters behind. In the end, only the player can make this decision—and it must be an intuitive one, based on the worth of the character being abandoned as posed against the potential opportunities the movement represents. In your calculations, you should add in the surprise value of such a move. The accepted way to keep an enemy group down is to keep one or more members broken; such an unexpected move may catch your opponent unprepared to react. I have won a game in precisely this manner, abandoning two men to a "guilt" reaction—as so much in this game can. I cannot offer any pat advice for you novices here.

There are other valid reasons besides imminent danger for a Retrograde move. Many of the scenarios demand that a certain number of unpinned men must be played or otherwise you are defeated for the player to claim victory. It is an axiom that it is easier to move and protect one group than two—requiring fewer Movement cards, fewer Terrain cards, less of everything. If two adjacent groups can neither win the scenario alone, I have often retrenched them to a similar, relatively safe distance. Sometimes it is even better to retrench from an automatic victory. Take, for instance, the **First Movement** scenario: A pinned group from the right attacks a pinned group from the left, while the center group attacks the pinned group from the right. After the turn, two pinned groups have been established. The option available (see the Series Replay in Vol. 22, No.2 for an example). And launching a Banzai from them will come from your opponent, and you can't reach the targeted enemy group, Infiltration and Flanking Fire, in exposed position far forward of supporting groups, infiltrated by superior CC-valued enemy men. The wise commander tries to avoid such predicaments, but even he will make a retrograde move when necessity dictates.

A Retrograde move may be made by laying any normal Movement card down reversed (i.e., so the circle facing down), declaring Banzai as its sole action simply by playing a Movement card. All the men in that group, including those pinned who instantly and automatically rally, are committed to charging forward to engage in hand-to-hand combat. When (if) they reach the targeted enemy group, Infiltration and Flanking Fire, in exposed position far forward of supporting groups, infiltrated by superior CC-valued enemy men. The disadvantages of this play are, however, considerably more significant than the advantages. The Japanese player has narrowed his options for the group to a single course of action. The Banzai cannot be voluntarily cancelled; it must go in unless the defense fails to meet the challenge. Therefore, you will declare which enemy group—either ahead or adjacent to the Banzai-ers—the charge is aimed at when he announces it) is eliminated or retreats or moves laterally out of range. The Banzai group may take no action other than movement or Close Combat. Worse, note: once the group has moved, any other Japanese group unless and until a Movement card has been played on the Banzai-ers each turn. Any enemy fire is likely to be much more effective than usual (remember, the only terrain dropped on opponent unless you hold Rally and Concealment cards unless you hold Rally and Concealment cards). Indeed, in some scenarios (notably Rear Guard Action, Evacuation, Delaying Action) a judicious withdrawal is the key to victory for the defender. In other cases, one of your groups may be in a tactical stance where disaster looms (facing a Banzai with MMGs and mortars, under Flanking Fire, in exposed position far forward of supporting groups, infiltrated by superior CC-valued enemy men). The wise commander tries to avoid such predicaments, but even he will make a retrograde move when necessity dictates.

In only one case—Scenario R, the Paratroop Drop—do I anticipate using a Banzai when setting up my Japanese. I do like to create a Banzai-specific "B" group, with the expectation of an enemy group being dropped nearby. As early as possible, a charge is declared against this. This early in the game, with the enemy hand less than perfect, there is a fair chance you'll play a Brush on the target. Usually, either the targeted group will be overwhelmed, or it will retreat (pulling a Movement card from your opponent's hand and allowing you to cancel the charge). In either instance, your surviving survivors will be closer to the enemy, hopefully in better terrain than they began. At the very least, this play is effective as a draw on the Turn. There is another consideration—one that may arise whether or not you win the scenario. It is the Banzai in the game-winning group. This comes to the fore most obviously when I take on the role of attacker in Scenario R; my forwardmost groups inevitably fall back to Range chit 3 or 2 to regroup for victory.
fire. The damage is already done and you may as well be bold.

In the rare case when you’ve blundered into a Minefield (placed as a discard by the enemy), the firm rule is to attempt to remove (24.5) it. You risk a man, but lose no Movement cards. For the timid, the play of two Movement cards sideways can get you out of the Minefield without risk, but the coming friendly fire attack modified by —2 may be much worse. Tip-toeing through the teller mines is not healthy when it makes the soldiers such fine targets.

Enough of what a side-ways move can get you out of—how about what can get you into? At the forefront of any UP FRONT player’s mind when he begins to move is the flank move. As he is between the groups, he has his chances of doubling the firepower of his front-base. First, the player must determine which enemy group he can flank—it must be adjacent to the front-base and it must currently have another of his groups directly opposite. Next he must insure that the flanking group can actually move (point in wasting it in a Stream or Marsh or on Wire) and survive to get into defensible terrain. Finally, he can only hope that the flanking group can actually move (point in wasting it in a Stream or Marsh or on Wire) and survive to get into defensible terrain. Finally, he can only hope that the enemy group remains in place for a moment so that he can use that heavy Firepower (best when the flank is against a group with several pinned men). In actuality, Flanking Fire is rather fluid—it is, and remains, a last but not last long once attained. But it can be a game-winner.

The real worth of the Flank move is the impelled threat. By unleashing such a bluff—declaring the flank move—it is highly likely that the enemy group threatened by it may move. If this is a particularly dangerous group, or one in good terrain, this can work to your advantage—flushing them out of their cozy haven. If you’ve saved a Stream, Gully, Minefield or some other nasty surprise, this is the moment to use it. It may also be that one of your other groups now has a shot at the quarry; make it while they are moving to avoid the Flanking Fire.

Few opponents have the intestinal fortitude to face doubled firepower; use this fact to upset his plans if you haven’t the Fire cards to back up your threat.

There are, of course, some obvious times not to use a flank move. Never use it against an enemy group hung up on Wire; he will simultaneously clear the Wire (something he’s probably planning on anyway) and end the flank threat. Never declare it against a group in a Marsh or Gully, they’re going to move anyway; and any ford attempt will remove Flanking Fire. The same is true of a group in a Stream or Marsh, or on Wire and it is the same with a moving enemy group; it’s rather pointless since the play of a Terrain card cancels your threat.

Note that there is a chance that Flanking Fire could occur naturally in the course of play. If a group has progressed to Relative Range 5, and passes beyond it to Relative Range 4—meaning that you have moved it past some adjacent enemy group and it is closer to the opponent’s beginning line than the enemy group—Flanking Fire is possible. This form of Flanking Fire is much harder to break, necessitating a Lateral Group Transfer of the threatened group or the elimination of the enemy before it. And the flanking group may try to shift to create Encirclement.

Much more deadly than Flanking Fire, and much less likely, is the play of a Movement card sideways to claim Encirclement. In this instance, all fire against the beleaguered enemy group is doubled. But your group must be “behind” the enemy lines, necessarily to be in a position to be in acquiring Movement cards and dodging bullets simply to get this far. In all truth, the only times that this is a reasonable stance to strive for is when you’ve a significant number of spare characters to form one more group than the enemy and can expect to have the Movement cards to run it forward quickly; in other words, only when playing the Russians (against the Germans) or Japanese (against the Americans) do I even contemplate an Encirclement when setting up at the beginning of the scenario.

Your initial organization of the troops prior to battle is crucial (as Don Greenland highlighted in his article), and it is the only aspect of the game that a player has total control of (as Ken Whitessell pointed out in the first UP FRONT Series Replay). But your decisions are, thanksgiving, not immutable. As the scenario progresses, you may well find that unexpected situations make you wish to change the composition of a group—or even create a new group. This is accomplished through Individual Transfer.

Any unpinned character, which is otherwise free to move, may attempt to join an adjacent friendly group at the same range. A Movement card must be discarded for each such man seeking a transfer; place the character’s card between the two involved groups, and put a “Transfer” counter on it. So long as he is between the groups, he will suffer all attacks made against either of the groups (and carries a +2 modifier to hit). If pinned during transfer, the character is returned to the group he left. If he survives unpinned, he may take any position among his new group; as in any other activities, an unpinned SL or ASL in one of the groups is necessary to direct the action.

The uses of Individual Transfers are endless and varied. In Scenario R it allows the attacker to build a firebase, or create the game-winning group (see the Banzai Series Replay). In the Armed Advance, you may want to shift that bazooka, panzerfaust or ATTM to where it faces the enemy armor. In the instance where a crewman has been eliminated, I consider transferring a man to that group to keep it firing at full strength. If you’ve a couple of adjacent, ineffectual groups, use Individual Transfers to merge them together (you can eliminate one group at the same range. A Movement card must be discarded for each such man seeking a transfer; place the character’s card between the two involved groups, and put a “Transfer” counter on it. So long as he is between the groups, he will suffer all attacks made against either of the groups (and carries a +2 modifier to hit). If pinned during transfer, the character is returned to the group he left. If he survives unpinned, he may take any position among his new group; as in any other activities, an unpinned SL or ASL in one of the groups is necessary to direct the action.

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Infiltration also brings some possibilities for esoteric offensive actions besides mere Close Combat. The infiltrator may elect to set off a Demolition Charge in any case—unless the enemy group has elected to move to keep pace with you. The psychological edge of having infiltrated an enemy group is not to be denied; but if on the receiving end, comfort yourself with the fact that it is even more fragile than Flanking Fire since by the point in the game you will be facing it you should have either some high Fire cards or a Movement card.

A Final Word

All of the above are written under the assumption that you’ve the Movement cards available to undertake them. This is not always the case—don’t base your entire strategy on the hopes of getting that key card just when you want. Likely as not, you’ll ruffle through the entire deck without drawing it. The Mandelbrot set is not so esoteric—players should be able to adapt to the vagaries of the deal and draw.

But the best players are also very aware of the potential of getting that key card just when you want. Likely as not, you'll ruffle through the entire deck without drawing it. The psychological edge of having infiltrated an enemy group is not to be denied; but if on the receiving end, comfort yourself with the fact that it is even more fragile than Flanking Fire since by the point in the game you will be facing it you should have either some high Fire cards or a Movement card.

The Group Transfer is a powerful tactical ploy, useful both offensively and defensively. You may use a flank move. Never use it against an enemy group hung up on Wire; he will simultaneously clear the Wire (something he’s probably planning on anyway) and end the flank threat. Never declare it against a group in a Marsh or Gully, they’re going to move anyway; and any ford attempt will remove Flanking Fire. Few opponents have the intestinal fortitude to face doubled firepower; use this fact to upset his plans if you haven’t the Fire cards to back up your threat.

There are, of course, some obvious times not to use a flank move. Never use it against an enemy group hung up on Wire; he will simultaneously clear the Wire (something he’s probably planning on anyway) and end the flank threat. Never declare it against a group in a Marsh or Gully, they’re going to move anyway; and any ford attempt will remove Flanking Fire. Few opponents have the intestinal fortitude to face doubled firepower; use this fact to upset his plans if you haven’t the Fire cards to back up your threat.

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Avalon Hill's *THIRD REICH* is one of most widely owned and frequently played games in the hobby. As wargames go, it has a fairly large literature associated with it. However, there are not many articles on any wargame, including *THIRD REICH*, that go into game strategy and tactics with the attention to detail characteristic of a British bridge, go, backgammon, and chess. I would trade almost any published variant of a game for one good idea on how to play it better. *THIRD REICH* is an ideal subject for chess-like analysis because it can be broken down into three or four crucial campaigns and each analyzed exhaustively. I do not think analysis of that nature will make the game less enjoyable to play—it hasn’t dimmed the popularity of chess. It makes the game more enjoyable. The Allied or Axis player who gets the best result for his side in Norway, France and Russia will not often lose! Therefore, I have chosen these campaigns for study. Who cares if Celere gets to Tunis?

The key task in the early part of any game against an unfamiliar opponent is to figure out how competent the opponent is, since that piece of information will tell how much you can get away with. In games as finely balanced as Avalon Hill’s *THIRD REICH* you need some “tricks” in order to be a consistent winner. I gauge Axis players by how well they handle the Norwegian campaign. The geography of that region is such that much ingenuity and familiarity with the rules (in this case the Third Edition) are needed to project military force into the region intelligently.

The British player sets up before the German so he must provide for the security of the Home Isles as well as a flexible posture toward Norway. In older editions of the game, an invasion of England on Turn 1 was not a practical German option. The invasion force would reach England with its passes only if all intercepting British or French fleets failed their interception die roll, an 8% chance at best. In the Third Edition, the German fleets have a technological advantage (a +1 DRM) and naval casualties are reduced so that the invasion force would get to England 59% of the time opposed by an equal number of British fleets. In the actual situation, if Britain tries to intercept two German fleets with a panzer passenger, using three British fleets in England and two in Gibraltar, the Germans would be turned back 75% of the time. That means the Germans would get ashore 25% of the time, compared to 8% in older editions.

Once ashore, the Germans can be tough to dislodge. If the Germans land at J25, they can receive DAS from Wilhelmshaven; they can secure Great Yarmouth and SR units through it even if the British occupy Harwich. The trouble with J25 is that it’s too far away from London. The Germans are better off landing in L23 because there they put London and Portsmouth in a ZOC. If the British counterattack fails, the British can neither build units in London or Portsmouth nor SR units there; with the defenders in those two hexes weakened by casualties, the Germans can seize one or both hexes and the wicket gets sticky.

**Can the Axis provide DAS for their forces in L23?**

Yes. An air unit can’t be placed in the German beachhead on the first turn, but the Germans could seize the Hague, and even Brussels or Antwerp, depending on how many units they would be willing to divert from the Polish Front. The Germans would then transport one or more air units that did not fly an offensive mission to those cities to provide DAS over L23. This exercise need not entail much added cost. The 15 BRPs for the Offensive option was already pledged for the invasion mission. A DoW on Holland is only 10 more. If the Germans use infantry to seize the Hague, they can still get 2:1 odds on Warsaw. Alternatively, they could SR a lend Italian air force to the Hague and leave the German forces facing Poland intact. With the German invasion force covered by DAS from the Continent, the British would have to counterattack 13-23 factors in L23, and an “A Elev” would equate with “Britain elim.”

Even if the German invasion bid failed, it would succeed strategically if the British have to use their fleets to stop it because those fleets would then be unavailable to invade Norway or escort British units to France and Africa. The Allies can defuse this problem by basing the French navy in the Channel and using it to intercept a German invasion. The French fleets will intercept the Germans 83% of the time and turn them back only 55% of the time owing to their technological disadvantage, for an overall success rate of 46% compared to 75% for the British fleets. The French fleets can SR to the Mediterranean in time to counter Italy because Italy can’t call an Offensive option in the same turn she enters the war.

In summary, for the safety of Britain and the Empire, the best course is to garrison England strongly so that the combination of the French fleet in the Channel and British ground forces able to counterattack with French air support will deter the Germans from attempting an invasion of England in Fall 1939, especially since the British fleets would still be free to escort units to France and Africa.

I would recommend the following placements: a 3-4 infantry in L23. The other 3-4 infantry and a 4-5 armor set up in the Portsmouth, defending a crucial beach hex and serving as the stuff of a future invasion of Norway. Three fleets to Scapa Flow and one air wing to D28 to intercept a preemptive German invasion at Bergen on Turn 1. We’ve discussed a German invasion of Norway; now we have to say a few words about a German invasion of Norway.

If the Germans take Bergen, the British, in their turn, will be able to get ground units into Norway only by invading at Bergen, meeting strong German units on the beaches instead of weak Norwegian units. The same things said about British and French naval opposition to the invasion of England apply to naval opposition to the invasion of Norway: the British and French navies can block the Germans 75% and 46% of the time respectively. However, there is an important difference: Bergen is guaranteed to be defended by a Norwegian ground unit whereas the Germans can always find an undefended beach in Britain because there aren’t enough British units to go around, assuming some units start in Egypt. The Germans will have to attack one tripled combat factor at Bergen without Luftwaffe support. The Germans have only two fleets. They can’t transport two armor units even if they could afford them, so there is no way for them to capture Oslo the first turn. Therefore, the Germans will transport two infantry units. Their best odds on Bergen are 2:1, exactly six factors to three. If
the British air unit flying from Scotland can eliminate even one German naval factor, one of the German ground units will be lost, the best German odds fall to 1:1 and the Germans would not be able to get their unit ashore in the event of an exchange. The British air unit has a 73% chance to eliminate one German naval factor so I think putting the air unit in Scotland is worthwhile because interception with the French fleet is far from a sure thing (46%). Many experienced Allied players would set up only one of the 5-4 air units in Britain in favor of adding a 5-4 air unit to the defense of Egypt; but, I think, with the Third Edition rules in force, expert opinion will swing toward starting two 5-4 air units in Britain.

Incidently, it would be useless for the Germans to attack the other Norwegian beach at D35 on Turn 1. They do not have enough fleets to transport two armor units on Turn 1 and cannot exploit to Oslo. The British in their turn would be able to send numerous units to Norway through Bergen and answer any German factors.

Assuming the German player turns down a Turn 1 invasion gambit, the usual move preparatory to seizing Norway through Bergen and an invasion gambit, the usual move preparatory to seizing Norway by air in Winter is as follows: Germany declares war in Norway and a Offensive option for Norway comes as follows: Germany will swing toward starting two 5-4 air units in the British mainlands and two armies in Denmark and conquer Norway by air in Winter.

In the Movement Phase of Turn 1, the fleets from Gibraltar likewise changes bases to Portsmouth. In the Construction Phase two infantry units appear in the Danish peninsula through F33 ending in H31, the ‘native’ on D35 was played on Turn 1, and an invasion force could reach Oslo and get 2:1 odds (remember we have the Italian 2-5 armor unit. With air support from Denmark, the exploiting German armor could reach Oslo and get 2:1 odds (remember we didn’t make F33 friendly). But the absence of the Italian armor from Libya would have a very deleterious effect on the North African campaign. Moreover, 27 BRPs used to build a third fleet could not be used to build armor and air for the assault on France. France would surely survive one or two turns longer. Germany can’t allow that.

Lastly, Germany could leave Norway alone in 1939 (Hitler didn’t); but that would allow the British to conquer Norway themselves and shut the Germans out forever practically-speaking. In that case, the Germans would not be able to use air and naval forces to oppose Murmansk convoys and a submarine campaign against the convoys would be decidedly less effective. Too bad the real British hadn’t followed their example.

Actually, we had! Churchill had already authorized a British pre-empive strike on Norway to intercept Swedish ore shipments through Narvik, to be followed by a possible invasion of Sweden to capture the ore fields themselves. Troops were actually embarked in part when the Germans landed in Norway, and the British were forced to move from D33 to Scapa Flow change base to Portsmouth, sailing west of Britain to avoid the Luftwaffe. The one fleet at Gibraltar likewise changes bases to Portsmouth. In the Combat Phase the Danes are defensively positioned, and the 4-5 armor descends on Oslo with air support at 3:1 odds. Losses are subtracted from the airforce, leaving Germany in control of Denmark and Norway. As a finishing touch, a 9-factor fleet SRs to Bergen to lock the British out permanently. Later in the war, a ground unit will have to be stationed in Bergen to assert an Allied presence, and the adjacent Norwegian unit will not be overstacked when they arrive. The British will have to plug the hole.

Now here are the nuts and bolts of how Britain should invade Norway in Fall 1939. Britain declares war on Norway and an Offensive option in the West. Britain captures D35 on Turn 1, and the Italian armor from Libya would have a very deleterious effect on the North African campaign. Moreover, 27 BRPs used to build a third fleet could not be used to build armor and air for the assault on France. France would surely survive one or two turns longer. Germany can’t allow that.

After invading D35 and that means they must start their turn stacked in a port.

If Britain wants to settle the affair in Norway, a maximum effort has to be made on Turn 2. This will include building an airbase in Bergen and staging two air wings there. The British will have two air wings in Denmark, F33, G32, and an invasion force could be transported to France in the combat phase, but they would have some difficulties: (1) more fleet factors would be required to do it (essentially two 9-factor fleets), (2) the transport mission could be intercepted by the Luftwaffe which by then would have bases in Norway and Denmark, and (3) one of the armor unit’s movement factors would be used in embarcation. Thus, placement of the Norwegian unit adjacent to Bergen usually suffices to prevent a second British armor from reaching Norway for a Turn 2 attack.

Once Bergen is British, the Germans are faced with a logistical problem: how to get Norwegian ground units into Norway without a port. The answer: ‘invade’ D35. This was the purpose for which the infantry units in Konigsberg (remember them?) were constructed. The fleets from Kiel carry them to D35 where they establish a beachhead. The German player should not forget to leave additional ground units stacked in a port to reinforce Norway on Turn 3. Until Bergen is captured, German ground units can get into Norway only by invading D35 and that means they must start their turn stacked in a port.

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Of course, Germany doesn’t have to use the airforce to conquer Norway in Winter. The Germans could invade by sea, either building a third fleet or borrowing the Italian 2-5 armor unit. With air support from Denmark, the exploiting German armor could reach Oslo and get 2:1 odds (remember we didn’t make F33 friendly). But the absence of the Italian armor from Libya would have a very deleterious effect on the North African campaign. Moreover, 27 BRPs used to build a third fleet could not be used to build armor and air for the assault on France. France would surely survive one or two turns longer. Germany can’t allow that.

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PARTISAN! The very word conjures up images of the grim-faced freedom fighters who willingly put their lives on the line to free their lands and people from Nazi oppression. Often poorly equipped and lacking the tactical abilities of their opponents, these men and women made up for such deficiencies by their numbers and determination as they battled the occupation forces—with quarter neither asked nor given. This is the kind of combat you'll find in PARTISAN!, the newest ASL module. If you're an ASL fan(atic) who likes his infantry combat down-and-dirty, tooth-and-nail, then PARTISAN! is for you. Its eight scenarios—only two of which are longer than 8.5 turns—offer a wide variety of situations, forces and objectives without involving you in ASL's more esoteric rules sections. Several novel types of scenario make this perhaps the most interesting and diverse set of ASL scenarios yet offered. Note that PARTISAN! is not a complete game; possession of the ASL rules, BEYOND VALOR and SL boards 1-4 are necessary to play its scenarios.

As a bonus, the PARTISAN! countersheet contains a full complement of Axis Minor personnel and support weapons: three different types of squads and their half-squads, infantry and vehicle crews, leaders (including armor leaders) and heroes, light and medium and heavy MGs, ATRs, light mortars, flamethrowers, demo charges, radios and field phones, 'dismantled' counters and concealment counters. Thus when the Axis Minor vehicles and ordnance are released in a future module, their entire Order of Battle will be available. The countersheet also includes several more partisan half-squads and leaders, and two additional Russian commissars, to add to those you already have in BEYOND VALOR.

Of the three PARTISAN! scenarios not mentioned overleaf, one deals with elite, flamethrower-equipped Romanian assault troops going below ground in an attempt to flush an unknown number of Crimean partisans out of a maze of mine shafts. Board 4 is used for the aboveground portion where the Romanians begin their assault down one or more mine entrances, while paved-road hexes of board 1 represent the underground mine shafts where most of the action occurs. Another scenario represents a raid by an elite German force on a well-defended partisan camp deep in the Russian forest. Only the general whereabouts of the camp is known to the Germans, who must risk ambushes by the partisans as they attempt to locate and capture it without taking too many casualties nor allowing too many partisans to escape. The third scenario is an assault by bold but inexperienced Maquisards on a French town garrisoned by a second-rate German security force. This one is a quick, straightforward infantry action in which the optimum use of each unit is vital to success.

PARTISAN! sells for $15.00 from The Avalon Hill Game Co. Please Add 10% for postage and handling (20% for Canadian orders; 30% for overseas). Maryland residents add 5% state sales tax. For quick credit card purchasing, call Toll Free: 1-800-638-9292.
West of Alamein

March 31st, 1941...The 5th Light Division, just recently arrived in Libya, is on the attack. Its goal: to drive the fresh but green troops of the British 2nd Armoured Division out of their prepared defenses in the coastal bottleneck near Mersa el Brega. Men of the 8th Machinegun Battalion battle their way forward across the undulating sand dunes as Stukas prey on the defenders from above. Suddenly in the swirling dust they encounter minefields and wire. “Sappers forward!” comes the cry. A new chapter in the history of war is beginning, and a new legend—that of Rommel, the Desert Fox—is about to be born.

April 7th, 1941...In confused and headlong retreat, the British are falling back across the Cyrenaican bulge to Derna. But German armored cars and motorized infantry have cut the road atop the coastal escarpment, trapping those still in and west of the town. Colonel Drew of the 5th Battalion, Royal Tank Regiment, organizes a breakout with a mixed bag of troops and vehicles. Surveying the situation, he knows he has no options: He must lead his men up the steep, twisting escarpment road past a huge crater blown in by overanxious sappers; and, once over the lip of the escarpment, must locate the German anti-tank and machinegun positions in the shimmering heat haze and blast a way through. The afternoon promises to be hot in more ways than one.

November 23rd, 1941...As part of the drive to open a corridor to Tobruk, the 25th New Zealand Battalion, supported by Valentine tanks, has just captured Point 175 atop a high inland escarpment. However, instead of halting to prepare for the inevitable German counterattack, the Kiwis continue their advance almost nonchalantly—and walk right into the sights of the veterans of the 361st Infantry Regiment “Afrika”, who at the moment happen to be under the personal command of Rommel. For many, Germans and New Zealanders alike, the bloody battle about to begin will make Point 175 their point of no return.

June 13th, 1942...The Afrika Korps is driving for the coast to cut off what remains of the Gazala Line. One obstacle in its path is the Knightsbridge defensive “box” manned by the 201st Guards Brigade. Two panzer divisions envelop it from east and west, but a violent sandstorm—a khamsin—hits, putting a halt to all activity. As the khamsis subsides, 21st Panzer Division gropes forward in the still-blowing wind and dust, searching for the enemy infantry and A-T guns. Just as it finds them, Grant and Crusader tanks of the Queen’s Bays arrive to bolster the defense. In the storm of sand begins a storm of steel...

This is WEST OF ALAMEIN—the long-awaited British addition to the ASL system. As the title implies, it focuses on battles between the British 8th Army and Deutsches Afrika Korps in the North African desert in 1941-43. WEST OF ALAMEIN contains the entire British order of battle, including all U.S. Lend-Lease vehicles, ordnance and support weapons, thus enabling you to command every major vehicle, gun and troop type used by British and/or Commonwealth forces in every theater throughout the war. Also contained herein is Chapter F of the ASL rules, which covers the terrain types encountered in the desert and other arid regions: scrub, wadis, hillocks, escarpments, soft sand, dunes, deserts and hammerdunes. Chapter F also provides rules for the special climatic conditions that were so much a part of desert combat, such as dust, heat haze and sun blindness. Of the five mounted mapboards in WEST OF ALAMEIN, four (#s 26-29) depict flat open desert, with the dominant terrain features on separate, moveable overlays so as to maximize flexibility. The fifth board (#25) represents a rugged hill mass as is found in Tunisia, and can be converted to a large escarpment by means of an overlay specially designed for this purpose. A Design-Your-Own system for the random selection and placement of overlays is also provided, which in combination with the vehicle and weapon point values, historical notes and DYO charts, will provide an endless variety of situations for those who enjoy creating their own scenarios. And as if all this weren’t enough, simple rules have been included to enable the desert boards and overlays to represent the steppes of the Ukraine, providing added flexibility for these components. Of the eight scenarios enclosed, four can be played using the ASL rules and BEYOND VALOR, the other four also require rules, counters and/or a board from YANKS. No other boards or modules are needed.

WEST OF ALAMEIN is not a complete game. Ownership of ASL and BEYOND VALOR is required—as is YANKS for four scenarios.

If not yet available at better game stores near you, as a last resort you may order directly from the factory. Send a check or money-order (no cash, please) for $45.00, adding 10% to cover postage and handling. For credit card purchasing only, call TOLL FREE 1-800-638-9292.

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
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CONTENTS:
- 5 8” x 22” mounted Mapboards
- 560 ½” Counters laminated on both sides
- 704 ¾” Counters laminated on both sides
- 8 ASL Scenarios
- 1 Pad of Terrain Overlays
- 1 7” x 22” Escarpment Overlay
- 1 ASL Chapter F

TIMESCALE: Two minutes per Game Turn
MAP SCALE: 40 meters per hex
PLAYERS: Two (also suitable for solitaire and team play)
UNIT SCALE: Five to ten men with individual leaders, vehicles, guns
PLAYING TIME: Variable based on scenario played; four hours average
ON THE BRINK

One of those dingy grey, midwest winter evenings was encroaching upon the village of Perrysburg, namesake of the famous American naval hero, Commodore Oliver Hazard Perry, as the Wargamer kicked snow from his boots, slid the key into an ice-encrusted lock and opened his door to an evenings’ delights of food and family. Home from the day’s labors. Home from freeway driving. Home from petulant others of a demanding world. Home for the weekend.

“You have a letter from ‘That Place’,” came a feeble response from the bedroom to his greeting.

Of course. The empty ice bag box; the half-empty ice tray in the sink, several cubes lying in growing puddles around the kitchen in no certain pattern; the baby screaming in his crib; the sensation of impending doom in the air; perhaps those should have indicated something big was in the offing. And yet all were pushed into the dark recesses of his mind, banished beyond recall by the realization of what ‘That Place’ meant. He had almost given up hope during the past few months.

His hands even trembled slightly as they tore open the legal-sized envelope with familiar hexagonal pattern in its return address. Desperate now, he whipped out the contents and read from the cover letter:

Dear Squad Leader Enthusiast;

It has been a long time since I last corresponded with you in reference to your interest in participating in the GI playtest.

The long wait was over. The playtest had begun!

But wait, What did he read in the third paragraph? Three months to test 45 scenarios, handwritten rules, scenario cards in Sanskrit, information for the new counters to be found in the Library of Congress? How could they do this to him? Not that these posed any insurmountable problems in and of themselves; but, how best to present this to the wife?

How could he tell her she wouldn’t be seeing him for the next three months, except for occasional meals and the inevitable morning struggle to wake up from two hours of a restless, revisited-infested sleep to shower, shave and do all the other regrettable necessary things required by an 8- to 5 job which he conceded would have to be kept despite the inconvenience.

Or, worse, yet, suppose she jumps for joy at the possibility of three glorious months of continuously knowing exactly where he would be, and her resultant freedom to do as she pleased. She might actually grow accustomed to that and expect it to continue beyond the playtest. Yes, he would have to take a serious look at the long-range implications of this whole undertaking.

TAKING THE PLUNGE

After lengthy consideration (about ten minutes was all he could handle with GI hanging in the balance), he opted for the only responsible solution available. He would enlist the aide of his local cronies and ruin their marriages as well! Then, when the test was completed, they could wargame every night instead of this once a week hooey. No more shopping trips and playing handyman around the house. No more dirty diapers and washing dishes. They would all eat out every day on the money saved from not buying all those useless homeowner knock-knocks and kitchen gadgets, diaries and expensive ‘cultural’ outings (such as seeing every Alan Alda movie which crawled along), not to mention the savings from not remodeling some part of the house every year.

But slowly, fears of alimony, eating stomach-defying fast foods and, worst of all, moving into an apartment and once again frequenting laundromats crept into his thoughts and demanded the battle plan be revised. Arranging a three-month binge of wargaming without offending everyone within a hundred mile radius would require utilizing his most persuasive diplomatic skills. He would lie!

There was already one strike against him, the headache he could actually feel pounding in a wife’s inner anti-wargame cranium, which had been brought on by the mere sight of those little hexagons in the return address of ‘That Place’. She remembered the end of the last playtest, when instead of his practiced, soothing voice walking her through a Lamaze delivery of their first-born she was treated to a recitation of why British and French armor cannot breakthrough and exploit in conjunction in 1939. He should have realized that breakthrough and exploitation were not exactly the subjects she wanted to discuss at that sensitive time. But his own senses were still reeling from the labor room where she had floored him by speculating that inclusion of the new Intelligence Rule might lead George Carlin to revise his ‘Mutually Exclusive’ routine from Military Intelligence to Wargame Intelligence.

Later, in the recovery room, she claimed the excitement in his voice hadn’t really upset her that much. But he remembered the scene in the delivery room, how she had almost become hysterical when he had pulled out a black magic marker, drawn a hex pattern on her exposed abdomen, and begun moving those yellow and blue armored units around to illustrate the point. His excitement had been quenched only when the big nurse, they called her ‘Bomba’, heisted the sterilized objects, never to return them. The lesson continued to be driven home every time the unfortunate wargamer played THIRD REICH with homemade British and French armor counters.

With a second child on the way it was not difficult to imagine the nature of thoughts which had generated today’s headache. Nevertheless, this thing had to be nipped in the bud; he ventured a few opening remarks.

“Sheesh, you can’t imagine how much work this playtest will be.”

“I can imagine, I can imagine.”

“I don’t see any way it can be done, what with periodic trips to the Library of Congress to check armor listings.”

“So don’t do it.”

Obviously, this was not the correct approach.

“I wonder who will be willing to help? I can probably get Pat, Tim, Russ and Ken at least.” (“And drag them down with me!”)

“What about your cousin Chuck in Cincinnati? Why don’t you just send the whole mess to him?”

“But he’s in law school. I doubt he’d have enough time.”

“Why not? You’re always saying that all the world needs is more rules lawyers.”

It was one thing when she outmaneuvered him. Being outwitted literally drove him berserk. Heavy artillery time!

“What’s if you really don’t want me to do this; if you want me to spend the next three months in agony knowing someone else is using what should have been our playtest materials; if you want everyone else to hate me for working them up with all the big talk of a playtest and then flinking out at the last minute; if you want me to hold this over your head for the rest of what will become your unnatural life, I won’t do the playtest.”

Had he gone too far? That last bit was perhaps too much, but he was on a roll and couldn’t stop.

“Alright, have it your way. I didn’t want to stop you, and probably couldn’t anyway. But how about if this time we don’t play the game in the delivery room?”

He had won! The playtest would go on.

“Certainly. I won’t do that again. That was only because it was my first playtest and time was running out. There will be no time crunch with this one because I’ll have lots of people helping me.”

To himself, he began calculating what kind of monster paperwork would be required to get his playtest team into the labor room. Would a typewriter exceed hospital noise limits?

WHO ARE THESE CRAZIES?

“Hello, Pat?”

“Yeah.”

“Are you ready to start the playtest?”

“Sure. Did you get the stuff?”

“Which and no. I got 45 scenarios and handwritten rules.”

“What about the counters?”

“Pat, how soon can you pack for a few days in Washington?”

“Washington? What do you mean?”

“Isn’t where the Library of Congress is. I know. I looked up their street address for you. Your flight leaves Toledo Express Airport at five o’clock.”

“Hello, Russ?”

“Oh no! What do you want?”

“It’s time for the GI playtest.”

“But I just finished two weeks of vacation. Why didn’t you call me then?”

“Well, I didn’t have the materials until today. Anyway, how did you spend your vacation?”

“Oh, mostly playing golf and pondering the existence of the universe.”

“What about your Sanskrit? Surely you spent a great deal of time brushing up on your Sanskrit.”

“What in hell are you babbling about?”

They Shall Be Playtesters

By Mark C. Nixon
Hello, Ken?"

"Yes?"

"Are you ready to start the playtest?"

"You have got to be kidding! I've been laid off for eight months."

"So?"

"So yesterday I found a new job. Where have you been for eight months?"

"Well, it's not entirely my fault. We can pin some of the blame on the postal department and our friends in the Ivory Tower in Baltimore, and a great deal on all the Squad Leader fans who haven't written abusive letters to the editor in the past two years. After all, they are the ones who didn't put enough pressure on Baltimore to move faster."

"No, it's easier to just blame you."

"Thanks."

"Hello, Tim?"

"Hi Mark. What's up?"

"I have the materials for GI. Are you ready to start?"

"Sure. How about Wednesday?"

"Great, but everybody else wants you to promise you'll lose a few games."

"Ah, come on!"

"I'm serious. How will it look if one member of our group wins every game he plays? The rest of us will look like ninies. We'll be submitting analysis such as 'Tim played the Allies in scenario 48, so they are favored to win 95% of the time'; I'm talking either throw a few games or you're out."

"Well, it goes against my ethics, but I'll do you this favor and lose a game."

"Only one?"

"Well, after all, with only three months I'll probably only get to play about 50 games at the most."

"Heaven help us!"

GEARING UP

Five. That made five dedicated players. It was the perfect number. Four at home constantly playing and one in Washington researching Armor Listings. There would have to be a shuttle arrangement to and from Washington to prevent any one tester from contracting researchophobia due to the torrid pace of information requests, microscopic typeface of the United Counter and Armor Listings for Wargames Compendium which contained most of the information used to make all wargames, and the guaranteed hassles with representatives from other playtest groups who would be there researching the same data. The shuttle could fly at night, permitting sleep during flight to maximize time. He could anticipate the accusation this would draw from his wife that he was running a 'fly-by-night' outfit. But it didn't bother him. He deplored the obvious.

The Sanskrit dilemma might have been a very large problem. In fact, since Russ had wasted his vacation chasing golf balls in the rough and doing a 'Carl Sagan' with his psyche (Russ had billions and billions of mind-blowing ideas), there was danger the translation would have to be jobbed out. It would not be until much later, after this analysis had been consumed at the Ivory Tower and the new game released with additional TI and CE counters specifically to proclique the Counter Offensive, that he would conclude the whole thing had only been counter-productive.

SCENARIO #34

NORTH AFRICA: "Battle Beneath the Dust"

"Whose turn is it?"

"I can't remember, and the turn marker is buried in dust."

"In that case you have to roll a 4 or less with two dice in order to move next."

"You mean... ?"

"Yes, rule 634.9285 on page 473."

"What are the modifiers?"

"If you get a -1 because the dust is blowing from the Eastern edge toward your Muslim troops, a -2 since your 10-3 leader has successfully emplaced his handkerchief (it would have been a -4 without the handkerchief because then everybody within 5 hexes would have known he was a 10-3 and not just a common 9-1 or 10-2, but of course he would have had to pass a CDC [Choice Determination Check] every turn), a +1 because you used the last of your water counters on turn 4, a +1 for moving with open umbrellas in a crosswind, and a +1 because you rolled a '12' on your last Well Digging attempt and malfunctioned your shovels. But..."

"But..."

"But first you have to roll four dice and apply the cumulative difference between the white and red ones and the red and blue ones as a negative number to your PDQ (Pre-Dust Quality) roll, using any available leader modifier as a positive number on the index chart on the back of the PDQ marker, provided it is not also buried in dust. And don't forget..."

"Oh no!"

"The green die has to be higher."

"AAAAAAAAAAARRRGGGGGHHHHH!!!!!!"
"Oh yeah? Well I'm sure glad you woke me up to tell me not to do something I wasn't going to do in the first place!"

"Were going to do? You mean you were going to let us down?"

"How should I know? I don't have any idea what you're talking about, and, by the slur in your speech, I doubt that you do either."

"Well, that's okay. Actually we're lucky you don't remember. That UPS man can rest easy now. You must have been drunk when I called earlier."

"DRUNK? You're out of your mind! You're the one whose drunk. You never called ear... CLICK!"

"What's going on?"

"Nothing. We're just going to try out some of the lines."

"Sure, you better break out the oars and stroke it inshore."

"But you'll chew me to pieces at that pace."

"Naw, my boys have been sightseeing because of rule 872.34, 'Hysterical Laughter',"

"No, they go with the squads."

"Not anymore. Didn't you read the new rules for this scenario? They have to pick up the equipment before they can sample it."

"I read the rules. Those weapons are in possession so there's no problem."

"Then you must have missed the changes in ERRATA #18."

"On come on now!"

"Yes, you have to roll for dropping, tripping, slipping and falling."

"Where did you find that?"

"Revised section 998, 'Klutz Generation'."

"Great. You dropped the LMG and tripped the geek carrying one of the PIATS. Where are those Klutz counters?"

"SCENARIO #45

ARNHEIM: 'Who has the Rubber Bands for the PIATS?'

'Are you sure you want to move those squads into the building?'

'Sure, why not?'

'Well, you'll probably leave a lot of equipment behind.'

'What equipment?'

'The MMG, LMG and two PIATS.'

'No, they go with the squads.'

'Not anymore. Didn't you read the new rules for this scenario? They have to pick up the equipment before they can sample it.'

'I read the rules. Those weapons are in possession so there's no problem.'

'Then you must have missed the changes in ERRATA #18.'

'On come on now!'

'Yes, you have to roll for dropping, tripping, slipping and falling.'

'Where did you find that?'

'Revised section 998, 'Klutz Generation'."

'Great. You dropped the LMG and tripped the geek carrying one of the PIATS. Where are those Klutz counters?'

"SCENARIO #74

NORMANDY: "Row Your Boats Ashore"

'Engine failure?'

'Sure, you better break out the oars and stroke it inshore.'

'But you'll chew me to pieces at that pace.'

'Naw, my boys have been sightseeing because of rule 872.34, 'Hysterical Laughter'."

'Sure, so then I'll lose a morale level due to 372.492, 'Embarrassment'."

'Tough.'

'Well, I'm not putting up with it. We're going into the water.'

'In the Channel? 800 yards out?'

'We'll swim.'

'Please don't do this. We'll have to look up rules for Swimming, Tides, Exposure, Surf, Equipment Loss, Undercurrents, Drift and god knows what else. We'll never finish the game.'

'Tough. I'll wear you down before I'll let you win.'

'Okay, call out for potato and get ready to roll dice!'

Twelve hours later, with the GIs still in the water, the assault is at full tide. That is... the attack is breaking upon the shore. Er... that offensive is creating? Well, you get the picture.

'Uh, did you roll for squad D to drop their LMGS?'

'I'm so exhausted I don't remember. Uh, wait a minute. Yeah, I think so. Aren't they the ones who dropped it but rolled snake-eyes twice in a row and then picked up their feet as it sank? You're sure they are. There should be Foundering counter on them.'

'Let me see now. I don't think there are any more. I'm sure we can only use the eight counters that came with the game. I know I read that somewhere. You aren't allowed any more than eight, so squad D is eliminated.'

'Not this again! Why would it be eliminated just because there are only eight Foundering counters provided in the game?'

'Well, maybe we better call Tim. What time is it in Washington now?'

'9:00 AM.'

'Great. I should be at the library. I hope none of those other goons are using the telephone.'

'Ring... Ring... Ring...'

'Hello, I must be going.'

'Cut the comedy, Tim. We have a serious question. Can we use more than eight Foundering counters at once?'

'As heck would have it, I just ran across that yesterday in the Encyclopedia of Allied European Amphibious Landings in 1944 for Months Beginning with the Letter 'J', volume II.'

'You must be joking.'

'No, it's an 1880 page monster. Volume I is 1500 pages. It has a lot of information you can't find elsewhere.'

'I guess it would. How about an answer?'

'The answer is yes, provided the sum of the squares of the two sides is equal to the square of the third.'

'What?'

'Well, I saw this great movie here yesterday, and have been trying to come up with some of the lines.'

'Oh no! Was the first part in black and white, and were there a lot of winged monkeys flying around near the end?'

'Yes, how did you know?'

'Never mind that. Just get on the next flight out of Washington. You've been on the East coast too long. You're beginning to talk like an inhabitant.'

"SCENARIO #77

GERMANY: 'Atta-Boy George'

'Holy cow! How many Shermans do you get in this scenario?'

'Let's see. Counting the six with front mounted potato-peelers and the four with trash-mashers. I make out a grand total of thirteen.'

'And I start with only one immobilized Tiger and a handful of Pf's?'

'That's right. But look at what a PF can do to a Sherman. Why, in just a few turns we'll have punctured potato-peelers and smashed mashers all over the board.'

'Great. Your troops who aren't committed to taking out the garbage will keel over due to a potato deficient diet. I am not impressed.'

'Well, you're not looking at this in the proper perspective. You have to realize that in WWII the entire US economy was geared toward producing Sherman tanks, which it did very well. Consequently, other items such as potato-peelers were in short supply. As the war progressed these deficiencies became so pronounced that substitutes had to be found. Consequently, they immediately realized that the 4.2389 average meant their level of play was light years ahead of everyone else.'

'Probably a great many uninformed players (mostly in California which was usually about two or three years behind the majority of innovations), had not yet even heard of this incredible breakthrough in gaming theory and consequently were unaware of how poorly they measured up to those who could roll 4 and 5 averages on demand (or 9 and 10 averages when playing RAIL BARON).'

'Well, let them enjoy their innocence. Let them attempt to compensate for their inadequacies by memorizing rules, playing constantly, pouring hours upon hours into situation analysis and continuously seeking improvements in overall strategy. If they were inept at rolling dice, not much could be done for them anyway.'

HELLO NIRVANA

But, at least for some, such recognition is not necessary because they have what they desire. For in a small hospital somewhere near Toledo, a birth of a different sort is occurring. A birth the like of which very few people will ever see. For in the delivery room, as the situation draws to its inevitable conclusion, a demented and severely mindwarp father-to-be suddenly whips out a black magic marker and exclaims, "No, see, I'll draw a hex pattern. Now, with a 9-1 and a 7-4 adjacent to the building, what should the GI do?"

Behind him, four masked figures clade in hospital green rise as one to examine the situation.

'Roll to dig a swimming pool,' says Russ.

'Roll to weed the garden,' declares Ken.

'Roll to paint the house,' Tim shouts.

'Roll for a scout.' Pat, of course.

The others stand back in awe. A scout. Of course, always roll for a scout. Then get him to help paint the house.

At least for some, the playtest will never truly end. ☀️
PLAYING YOUR HAND IN KINGMAKER

The Play's the Thing Wherein to Catch the King

By Richard Berg

Of the 300 or so historical simulations that have appeared in the last decade undoubtedly one of the most unusual is KINGMAKER, Andrew McNeil's politically-oriented game on the Wars of the Roses. It never ceases to amaze me that a game which covers so esoteric a period in history (at least for Americans) as the baronial conflicts in the English 15th century has caught on with such rapid facility.

The reasons for this are interesting because they cast light on the thought processes of the gamer, an area into which publishers and designers have tread with great trepidation. Until the arrival of KINGMAKER (it first appeared in the US in its first edition in the early spring of 1975 but had been circulating throughout England for at least a year prior to that) only one game of similar design had ever held the public's interest more than briefly: DIPLOMACY. This simulation of power politics and abstracted military aggrandizement had been a cult of simulation enthusiasts. Now, what usually happens with success is that it gets copied. But a decade passed without DIPLOMACY receiving a serious challenge. To be sure, other games of similar ilk appeared: ORIGINS OF WWII is a sort of poor cousin of DIPLOMACY, but it has neither the interest or elan of its more successful relative. DYNASTY was a short-lived, "local" effort to translate role-playing to the Far East. It had all the elements to produce success, but it never got off the ground, which is too bad as it contains some truly intriguing ideas.

Thus the Role-Playing, Power-Politics field was left entirely to DIPLOMACY, a vacuum that I, for one, never quite understood. The game was so obviously successful, and it certainly was no brain-twister in the design department. That it ruled the field as sole occupant for so many years is still a mystery. Yet, Nature abhors a vacuum and into this drought of design stepped Andrew McNeil. Working for a long period of time testing designs, shaping ideas and molding theories, he came up with the first new Power Politics game to seriously challenge—and intrigue—the Dippy buffs. But KINGMAKER was different, for KINGMAKER did not rely solely on the players' wit to produce a result. McNeil was too familiar with the history of the period to keep the play in the hands of the players, for the "play" of the Wars of the Roses was never really totally in the hands of even its best practitioners. There was too much fate, too many uncertainties, too much out-and-out luck—both bad as well as good. And this is what provides the tremendous drawing power of KINGMAKER, for not only does the player have to play the other players but now he has to battle the Hand of Fate. The players are easy to watch; it is Fate that often deals the cruelest blow.

The heart of KINGMAKER is the marvelous series of cards which direct the play of the game. Cards had never before been used to such an extent, and with such amazing effect, in a conflict simulation. Perhaps other designers felt constrained to avoid the "Monopoly" influence, or the seeming utter randomness of such a system. But in KINGMAKER it worked. The two series of cards—Event and Crown—are the game. The excellent article in The GENERAL (Vol. 13, No.1) by Robert Harmon is well-worth referring to as a reminder of what each card in the game can do, and how often it can do it. And knowing what the cards can do is the key to the game.

Strategy in KINGMAKER is like going over Niagara Falls in a barrel: you know what you want to do, but once you start doing it you are no longer in control. And the player who sticks to a strict plan in KINGMAKER will usually find himself suffering the same fate that befalls the old Barrel-Driver. The best players in KINGMAKER follow the age-old adage: Hope for the Best, but Expect the Worst. The former may be fleeting, but the latter is sure to arrive somewhere along the line. Moreover, do not despair! KINGMAKER is so cunningly contrived that even total elimination means little, unless it occurs during the latter portion of the Middle Game or in the End Game itself. If such a fate befalls you, you will have to be content with being some major Baron's pawn. You might also try breathing in people's faces. Plague always makes for quick changes in power hierarchy and spreading a little disease doesn't hurt.

Generalities aside, the best strategy in KINGMAKER is preparedness and knowledge. The player who knows the board, knows what is going on and what has gone before, and then has the flexibility to handle all of this knowledge is a successful baron, a veritable Neville amongst the Scropes. (A bit of historical byplay: Alas, poor Scrope, your time has passed. You might also try breathing in people's faces. Plague always makes for quick changes in power hierarchy and spreading a little disease doesn't hurt.)

But above all, the heart of KINGMAKER is a story of intrigue, adventure and the game of power politics. It is a game of skill and the player who is prepared to take full advantage of what the cards have to offer will have the best chance of seeing a story through to the end.
imagination, just to kill off some nobles. TAHGC’s edition of the rules has removed this bit of nastily—and often infuriating—byplay. Poor Scrope has now been relegated to the scrapheap of nobles—a place he fittingly deserves.

The first cardinal rule for success in KINGMAKER is knowledge of the game-board. The board has undergone some fairly radical changes since its initial design (changes which I greet with mixed feelings), but the important locations and passages are still the same. For example, the most important town on the map, in terms of movement, is still Shrewsbury. If I have assumed—as do virtually all players—that Shrewsbury does control that fork in the road, a matter which should officially be clarified somewhere! [Ed. Note: Shrewsbury does control the road.] Control of Shrewsbury allows a player in York to whisk on down to London in one, fell swoop (providing he gains Conisboro Castle, a not-too-difficult feat). This type of knowledge is what readers success from opportunity and allows the wise Baron to always remain within reach of some objective. (It is often wise to hide control of Shrewsbury, revealing it only when a major opportunity presents itself).

For a more cogent analysis of KINGMAKER let’s play a sample “hand” and see what opportunities present themselves and how best even the worst hand may be managed. Let us assume a four-player game (in my opinion the best configuration for KINGMAKER). We will also use the Advanced Rules which give us an eighth member of the Royal Household—Edmund, Earl of Rutland—as well as the Dukes of Lancaster and York. We will be examining the different hands not so much for play as strategic possibilities, weaknesses and opportunities.

The random deal at right is a bit unusual; however, there is no “normal” hand in KINGMAKER. The beauty of the design is that each play is different, each game a new situation. Here is an obvious improvement over the static initial situation inherent in DIPLOMACY. The latter produces what are known as “Standard Gambits”, somewhat in the vein of Chess. KINGMAKER has none of that, so to speak (the merits of which will not be debated at this time); however, there are definite things that each player must accomplish in his initial maneuver. Basically, his intent is to solidify his position and gain himself a Contender—any Contender. Without a Contender your play tends to be aimless and, worse, useless. You will find yourself at the mercy of the stronger factions, who will use you as a pawn and then drop you like a hot Yorkshire Pudding. Get that “prince”, even if you have to steal the packet boat to Ireland to do it!

Each player must decide what his best deployment is (some of the nobles being given variable locations). This is where knowledge of the game-board comes in. The Lancastrian pieces are located in the center of England, with Margaret and Edward right next door to each other, while the Yorkist House­hold is (some of the nobles being given variable locations). This is where knowledge of the game-board matters which should officially be clarified some­where! (Changes which I greet with mixed feelings), just to kill off some nobles. TAHGC’s edition of the rules has removed this bit of nastily—and often infuriating—byplay. Poor Scrope has now been relegated to the scrapheap of nobles—a place he fittingly deserves.

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powerful stronghold in Wales—a difficult area of the board to approach without notice.

Let us look at the Sample Hand to see how the principles of the Gambit may be applied.

First, note the imbalance between the hands: Player One has a basic total of 330 Strength Points, while Player Four has, at best, 130. Player Two has a seemingly high strength of but 100. However, he possesses the Constable of the Tower of London, and Talbot, Earl of Shrewsbury (The Constable) should have little trouble claiming the extra 200 men that go with this office (see below). That would give him 300 rather quickly and pull him up to par with the other major factions. (It also makes him King, as we will see below).

However, this strength is illusory, for while his bishop to crown Richard of York King. This move, of 330, with the possibility of an extra 100. However, his position is enviable: he has the 300 rather quickly and pull him up to par with the other major factions. (It also makes him King, as we will see below). As closely as possible for quick consolidation. As we will see from the example of Player Two, initial strength is misleading. It is position which is important—and it is position which will remain important throughout the game. You must always be ready to grab an opportunity, and being ready means being in a location from which you can strike quickly. Sequestering yourself in the Cheviots might be great for your health (especially if you like oatmeal); but you'll be a petty baron all your life if that's your idea of preparedness.

Player One's hand initially appears quite strong—after all, he has two of the great Barons in the game (Norfolk & Northumberland) and an initial strength of 330, with the possibility of an extra 100. However, this strength is illusory, for while his baronial strength is in the North, his Office strength (Dover Castle, Canterbury, and Chanceller of Cornwall) are far to the South. Thus much of his strength is dissipated and dispersed, useless to him as a Power Base. Yet his position is enviable: he has the 300 points necessary to take York, and he has the Archbishop to crown Richard of York King. This move, which cannot be accomplished until at least the second turn of the game, is a very strong one and one which should be dealt at all costs to the other faction. Player One the leading Yorkist contender and it nullifies Henry as King, should he be grabbed (and he will, as we will see below).

The three nobles of One's faction are thus placed as closely as possible for quick consolidation. As they are all oriented to the North this positioning is easily accomplished. Player One is placed immediately adjacent to York, while Northumberland is deployed in Cockermouth for no other reason than it is an interesting sounding place. Northumberland can be quite a pain—a sort of Junior League Warden of the Northern Marches. He has power, but it's too far away from the center of things to really do any good. Here he has been assigned Cornwall, giving him a second Power Base, albeit far to the South. Norfolk, in the meantime, has been given the two "sister" cities of Dover and Canterbury. This seeming diffusion of power (noted above) may now work to Player One's interest, for he now has a base of operations close to London—a base he may find useful when it comes again against the Lancastrians. There could be some argument for assigning one of the Offices to Audley, now Earl of Salisbury. However, Northumberland is too strong to waste and Norfolk is too well situated. Furthermore, the faction will consolidate rather quickly and Audley, being the weakest of the barons, will prove somewhat of a liability in this area.

The one major thing to note here is that Player One has had the luck to go before Player Two (who controls the Tower, and with it, London). Player Three will move first (he is the Chancellor) and thus One will move before Two. This will enable One to crown Richard King before Two can call a Parliament. A foolish move at this stage of the game anyway.

Thus, One has good strength and good position. He will soon, barring unforeseen complications (Plague, etc.) have a rival Contender and become the leading faction in the North.

Player Two has had the unfortunate happenstance of having to discard three nice Offices. Things like that happen all too often. His strength as well as his position is also basically weak, and his bases of power are divided between North and West. Clifford and Scrope are of little help to Talbot, and furthermore, they are in great danger in the center of the board. Player Two's Power Base is the Constable of the Tower of London, and that means Henry is his—if he can get there without mishap. And that is why Bristol has been assigned to Talbot (among other reasons). Talbot can use Bristol as a refuge (praying that the Black Death doesn’t catch him there), but he will need to get home to London. This will be a dangerous trip to London. By the second turn of the game he will have Henry. Unfortunately, Player One will probably also have Richard (York) by this time, so the effect of this will be nullified. Once having gained Henry, Player Two will have to rely upon a good draw from the Crown Pack to give him aid. His barons are weak, and he is strong only in London and its environs. His opportunities to garner other Lancastrians (and thus strengthen his position via a vis that House) are minimal, considering Player Three’s strength in Central England. He thus seems to be tied to London, and only some shrewd politicking will get him out of that hole. Players who hang around London usually end up hanging, literally.

Player Three’s situation is enviable. He has strength—290 points—and exceptional position. Furthermore, his base in England (Dover) will not only will he go first, but, in the obvious stalemate that will quickly occur, he will, under certain circumstances, be able to call Parliament (if he lives that long). Warwick is placed in Warwick, right next door to Margaret and Edward, where he, Roos, and Pole can grab Margaret and then Edward right off him (Edmund Waller is right inside Cardigan (an open town) and pick up George, a Yorkist contender, on the first turn. Player Three’s position in terms of bargaining power and alliance is thus quite enviable. He will hold three contenders in short order, and his power base in the center will make him quite capable of unloading on Player Two in London, should he get some reinforcements in the draw.

Three has not had much say in how to divide his hand. Chancellor obviously goes to Warwick, a very powerful noble (and the namesake of the game’s title). Admiral of England provides some interesting sea maneuverability, but Three hasn’t the coastal power available to him to make that effective. Note Norfolk and Roos have been placed within striking distance of the Lancasters by deploying Roos at Belvoir. Player Three has some very interesting times ahead!

Player Four has problems. He has little inherent strength, and his positioning is mediocre at best. But he still has possibilities, and this is what the players should be aware of. From the way he sees things developing on the board in the initial deployment, he has two major options. (1) He can place his ships in the North so that city until the Event Pack is finished and reshuffled. However, at least the latter is somewhat forecastable. And, in the words of the original edition, “The Plague has its whole force whetted out by Plague; players that catch Plague really deserves to lose.” And that is the truth. Remember that Royal Castles do not suffer plague and, furthermore, that plague is cyclical—once it has occurred in one city it will not occur again in that city until the Event Pack is finished and reshuf-
As for the Revolts and Raids, the player must learn to anticipate, to realize that certain of his nobles will be called to arms by these unexpected events. These calls are unavoidable, but the effect of such can be minimized by careful planning (within the parameters of the amount of planning you can do in KINGMAKER). Establishing a Power Base in an area to which you are likely to be summoned is one way of handling these emergencies; actually, it is probably the only way. Otherwise you might be drained and dissipated in misfortune.

However, unlike Raids and Revolts, when the King is dragged off to Weymouth or some other such tank-town to meet the Scots or French ambassador, there is usually little to bind two factions together. It is the superior player who can use the combination of a surprise noble plus a few Free Move cards that can carry the day, at least locally. Knowing just when to spring that surprise is the essence of good timing. The best players in KINGMAKER are those who use a baronial mentality to the fullest. Pieces are an asset in the beginning and, to some extent, the middle of the game, they become an increasing liability as the game progresses. They slow down movement and make factions more of a target. The name of the game is to spring that surprise and then not wait around long enough for the other players to get ready. Free Move cards can be incredibly devastating.

**THE END-GAME**

Time was, in the early editions, when the player with the most power would simply take his pretender and sail for Calais, as well as other French sidelights, so that scheme is no longer valid. The end-game, however, can be a baffling and complex period, for several reasons. Strong factions can be preserved by other means besides possessing the only two pretenders. By this time all the cards are in play and there are few surprises left. The player must become somewhat static since neither side is willing to take a chance.

Plague, of course, can loosen this up, as can Embassy cards, and players must be ready to jump at the first opportunity. Strong factions slow down movement and make factions more of a target. As for the Revolts and Raids, the player must be able to use his territory to advantage. As King you should never hesitate to give yourself the choicest appointments, and the player who so much as has an anachronism. Speed of movement and ruthless dealing are vital. Trust no one, and grab, grab, grab.

Throughout the entire course of the game you are playing for power. Whether it be local power or power of Greed, and use it to your fullest advantage. As King you should never hesitate to give yourself the choicest appointments, and the player who so much as has an anachronism. Speed of movement and ruthless dealing are vital. Trust no one, and grab, grab, grab. KINGMAKER is not a game which can be discussed in specific strategic details. Success depends on a state of mind. It is a game which demands concentration from its players, a game in which trust is meaningless. Speed of movement and ruthlessness are the key ingredients for success. And both of these ingredients use one source: power. Throughout the entire course of the game you are playing for power. Whether it be local power or total control, no player can survive for long in this atmosphere without some form of power. And to that end you must always plan your strategy.
DINOSAURS OF THE LOST WORLD

Three Games in one: Children, Adult and Solitaire Versions

A Land that Time Forgot...
Deep in the impenetrable Amazonian wilderness of South America, an unscaleable plateau rises from the jungle floor. This strange land has never been trod by Twentieth Century man—until now. Your band of intrepid explorers has made the ascent and now stands at the edge of a veritable scientific treasure trove of unmeasurable value. Before you lies a land teeming in flora and fauna long thought extinct or never even imagined in the mind of man. Strange, terrible bellows reverberate from the dense forest before you until, at last, the very ground shakes to the approach of a prehistoric beast. Truly, riches beyond measure await those who bring proof of these discoveries back to civilization. But behold—... the cruel twists of fate or the greed of man has betrayed you. Your tenuous bridge across the gaping chasm is gone! Marooned, the task now becomes one of survival and escape... certainly a frightening enough prospect against the background of such terrible prehistoric monsters, but even now other eyes are watching you from the recesses of the trees.

DINOSAURS OF THE LOST WORLD is inspired by Sir Arthur Conan Doyle's classic work of fiction: The Lost World. And just as that famous book was the prototype for a whole new genre of "Lost World" literature, DINOSAURS OF THE LOST WORLD breaks new ground in the field of innovative game design. Players explore this Lost World, ever wary of its horrible inhabitants, in search of sites where they can embark upon adventures yielding great scientific discoveries and means of escape. Each adventure site leads the player through an illustrated trek of great peril and reward. Comic book style story lines give vent to the player's imagination as his adventures are virtually pictured before him in an ongoing narration as he proceeds from frame to frame. Front and back, full-color views of the dinosaurs actually stand erect and loom ominously across the plateau.

DINOSAURS OF THE LOST WORLD is different from anything you've ever played before and changes with every game you play. No two games are the same. Although simple in concept, the game comes in two versions—a basic game suitable for 8 year-olds, and the full game which will challenge even the most erudite game player while allowing his children to be competitive in the same contest. With a playing time of approximately 90 minutes per game, it is great family fun. Actually three games in one, DINOSAURS OF THE LOST WORLD also contains an excellent solitaire version for those wishing to play alone—pitting themselves against the forces of prehistoric nature in a race against time.

$20.00

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DIVISION OF MONARCH AVALON, INC.
4517 Harford Road, Baltimore, MD 21214
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CONTENTS:
1 16" x 22" Mapboard
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30 1" hexagonal Site Tiles
36 1" die cut, double laminated Playing Pieces
4 Plastic Pawns
17 Plastic Stands
26 Experience Cards
34 Event Cards
1 four-page Rulebook & Creature Glossary
1 one-page Rules for Simplified version

TIME SCALE: Two hours per turn
MAP SCALE: 10 square miles per hex
PLAYERS: One to Four
PLAYING TIME: 90 minutes

An Adventure Game for Ages 8 and Up
GETTYSBURG

Civil War Battle Game

The all-new 1988 "125th Anniversary Edition" of GETTYSBURG is the fifth version of this popular title to be published by The Avalon Hill Game Company since 1958. To mark the gala occasion and plow through all the hype and hoopla, our crack roving reporter and all-round nice guy went to one of the ubiquitous "better game stores everywhere" and cornered the new game for a hard-hitting investigative report.

Roving Reporter And All-Round Nice Guy: So, you're the new kid on the block. I've heard rumors that the old 4th and most complex version of GETTYSBURG was sold out. Rather than reprinting it, the merry moguls at "the Hill" decided to design you and return a title with high public name recognition to its original "introductory game" traditions. True?

All-New GETTYSBURG Game: Yes.

RRAARNG: So, you're sort of a "return to basics" kind of game, trading on your high name recognition to lure unsuspecting new people into the historical gaming hobby.

ANGG: Exactly.

RRAARNG: Hmm. I seem to be doing all the talking here. For a fellow with such colorful components, you certainly are a game of few words.

ANGG: Only two rules pages.

RRAARNG: Oh, really? [A very short time passes ... ] Amazing! I read your rules and was ready to start play only 15 minutes after peeking into the box, and you know how dense reporters can be. Of course, now you have to 'fess up. That's not really all there is, is it?

ANGG: Nope.

RRAARNG: Then you admit that this is your rather lengthy Battle Manual, jam up and jelly tight with scenarios, optional rules, period photographs, historical notes and other rantings and ravings by your designer. Also, you come with Order of Appearance Cards, unit counters and dice—in short, everything needed to play and a real bargain at $15.

ANGG: Yep.

RRAARNG: OK. Well, let's get into some nitty-gritty detail, now. You feature rectangular combat units that are infantry divisions and cavalry and artillery brigades like the old '58 and '64 versions, but you use a hex grid like the old '61 and '77 versions. Comments?

ANGG: Big hexes this time.

RRAARNG: Yes, your hexes are big enough to hold the units without shuffling through stacks of counters to see what's there. You know, despite your simplicity, the generals have a real command role in giving their combat units more movement and permitting the massing of two combat units in a hex. Your Turns are pretty "big", too. Each daylight Turn represents about two hours of real time so with the night Turn, each of your game "days" is only 8 Turns long. Why this particular time scale?

ANGG: I play fast.

RRAARNG: Yeah. That's how it looks to me. I'll bet that my twelve year old and I could finish a "July 1" scenario in under an hour. You may become known as the "fast" version of GETTYSBURG. All right, so speed and ease of play display your sterling qualities as an introductory game. Now, I can't help but notice that your shelf in this game store is surrounded by beverages, munchies and enough cheese dip to float a battleship. What do these tons of junk food signify? Do they show your suitability as a "beer & pretzels" game for those old grognards who have been gaming since Tom Shaw was a pup?

ANGG: Darn straight!

RRAARNG: Even your combat system is fast and simple—no CRT. Instead, each player rolls a ten-sided die which is modified by the engaged units' combat factors and by any good defensive terrain held by the defenders. High rolls win and, depending on the differential, can result in retreats and losses. Casualties are shown by flipping units over to their reduced-strength side. Clever, you Avalon Hill games.

ANGG: Right.

RRAARNG: Thank you for your detailed and insightful comments. Somehow, I feel that you might be more fun to play than to interview, so how about a quick game. I know that no one else is around, but that's all right because you look like solitaire pretty well, too.

GETTYSBURG is available now for $15.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add 10% shipping and handling to all mail orders (20% for Canadian orders; 30% for overseas orders). Maryland residents please add 5% state sales tax.

The Avalon Hill Game Company
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Time Scale: One Turn = two hours.
Map Scale: 700 yards per hex.
Unit Scale: Headquarters units representing the generals commanding army, corps and cavalry divisions, infantry divisions, artillery brigades and battalions and cavalry brigades.
Playing Time: From 40 minutes to 4 hours, depending on the scenario used.
To have at times want an ally to succeed and strategic styles. The trappings of the game system. The “magical” elements—so beloved of most fantasy gamers—are admittedly limited, teleportation and dragonfire being the only obvious examples. But the firm base of our effort rested on the elements of tactics and strategy—military, that is.

The premise of the game is simple—there exists a world where godlike beings gather to raise up a tower, and its mechanics may be simple, but the exponential product of all its elements creates a framework for a nearly infinite cycle of maneuvers and situations.

Aside from being a fantasy wargame, RITAN is also a fine multi-player game. The multi-player aspect was decided on very early in the game’s development, but we also wanted a design that would not require more than two players to be challenging. One of the earliest Masterboards had twelve Tower lands (and about half again as many lands in total) which would have allowed for up to a dozen players, but the problem of boredom while waiting for eleven other people to make their play decisions became too much. Much of the final development of the game centered on speeding play, and requiring activity not only as a matter of mechanics but as a matter of strategic importance served this end well. Still, the most common complaint I hear concerning the game is that it “takes too long”; some people have remarked that they have played for hours on end, yet never completed a game. My only rebuttal to this is that they must either play very slowly or lack aggressiveness. Because the game has no set turn limit, the ending depends on the action of the players. If they refuse to attack, the game will not end.

TITAN’s units of strategic play have no zone of control, and being adjacent does not provoke combat; a Legion must advance into an enemy-occupied land to engage in battle, and the battles never involve more than two Legions. Players cannot combine their Legions to attack a stronger foe; they must each wait their turn. And since a relatively large Legion would be necessary to do significant damage to a powerful enemy, a player would be understandably reluctant to waste one of his armies so that another player could reap the fruits of victory (the points accrued by defeating another in battle). In fact, the intricate nature of play can allow a player with a single, strong Legion to survive for some time against two or more foes in better positions—for neither may want to lose what it would cost to win. Finally, the players are not limited to positioning their Legions vis-a-vis his stronger opponent. On two occasions I have found myself with a single Legion in the last stage of long games, struggling against opponents with ten or more Legions apiece (on one of those occasions I emerged victorious—proving that there is always hope in TITAN). The split-level system of TITAN downplays mere numerical advantage and emphasizes the independent action of powerful Legions and aggressive players.

One of the more important elements of play is that a player must be active to improve his position; he cannot merely sit safely in castles or defensive positions and amass great strength. Strategic movement is required to augment one’s armies; winning battles is the only method of adding to one’s score. Early versions of the game experimented with Tower Lands that produced a creature on every turn that they were occupied; players did little more than send out scouting parties, and games were interminable (one game spanned many weekends across the space of several months; when we quit, three out of the original four were still in the game). The elimination of such free enlistments was a major improvement in the speed of play. The requirement that a player engage at least one Legion each turn prevents a player from retiring to the Tower with his Titan for the duration; for, unless he has other Legions to move, he cannot long remain there.

The other prime complaint I have fielded concerning TITAN is that it makes too much use of dice—in particular, the use of dice to determine movement degrades it to a parlor game or, at best, a “beer-and-pretzels” game. The use of dice is endemic to wargames, very few of which do without recourse to some randomizing element. The use of so many dice in the battle resolution system is, to some extent, a compensation for the small size of engagements, but they more directly serve to leaven the effects of probability. Having at times in other titles lost entire flanks to the roll of a single die. I appreciate rolling a lot of dice to decide my fate. The burden—if it is a burden—of rolling many dice is alleviated by the simple nature of the resolution chart, which can easily be committed to memory. In a later section, I will describe a method whereby dice can be eliminated from combat resolution altogether.

The use of a die in movement on the Masterboard can be compared to the use of a die to determine the effects of weather in other wargames: both affect the distances that units can move. In TITAN, the movement roll adds an element of uncertainty to a player’s planning, in sharp contrast to the certain element of the signs which prescribe Levy’s movements. He can never be sure how far enemy Legions will move on their turns or how far his will go on his next turn. But this element of chance does not decrease the importance of his choices to
In the game, the opportunity arises to dominate the other nearby lands as possible. Full control of such an area allows Legions on the inner brush, swamp and desert lands to move full circle on a movement roll of "G", promoting the development of those Legions toward Serpents and Hydras. The area also includes useful loops along the outer ring which allow Legions to move and recruit, yet still stay close enough to the central ring of mountains and tundra and the large creatures they provide. If, later in the game, the opportunity arises to dominate the central ring, do so; this will deny Giants, Dragons and Colossi to your opponents and increase your own chances of obtaining them. Territories are fluid; each time a component Legion moves, the parameters of the territory are altered. Your movement rolls may draw you in one direction or another, or the advance of enemy Legions into your area may cause you to shift over rather than engage in a costly counter-attack. Therefore, if a Legion advanced into an enemy area will disrupt his movement, and leaving a strong stack in the Tower of a territory you depair will hinder an enemy's use of that area and also serve to slow his advance in your general direction. Pressuring the enemy's moves together may provoke a major conflict, but their Legions will certainly be in each other's way.

Aside from territorial development, players sometimes use the grouping known as the "Caravan". The Legions are bunched on or near the outer ring and advance in almost single file, leapfrogging and snaking their way forward. It is not a desirable position, but it is infinitely better than a wide dispersal of one's forces. It is limited by the more restricted choices of movement and recruiting along the outer ring—and by the fact that the grouping can cause friendly Legions to get in each other's way and may allow the help of single, strong blocking Legion. The caravanner may make one or more complete circuits of the mapboard but always with an eye toward ceasing his wandering and establishing an area of his own. If a caravan approaches your territory and you cannot hold it or turn it aside, let it through. If your blocking force can stand up to him and make him suffer, he may try to batter his way through anyway, and you will benefit from the victory points, although a stalled caravan on the periphery of your territory will pose a potential threat and may restrict your movements along that border. If you do open the way to him, it will generally entail vacating the outer ring of your area; guard the lands well that connect with that outer ring, for you don't want him setting up shop in your neighborhood. Hurry him through with threats and promises if necessary, for the caravan's presence will impede your own development. The manner in which you split your Legions will have a significant impact on the success of your strategy. If the position in regard to your enemies assures you several turns of safety at the beginning of the game, split quickly and often; if you divide both your strength and your potential for immediate recruitment. Those first splits that are taken should cut out whichever pair of Tower Creatures has already recruited the next larger creature. Don't concern yourself over much with the fate of these two creatures; if they go on to muster other creatures, fine—if not, almost as good. Since the number of Legion markers are limited, overpopulation can be a problem, and you don't want to breed a horde of weak Legions. Having all twelve Legions in play in can cost you important recruits if a Legion with seven characters in a good position to muster cannot do so because it cannot split. After you have distributed with Tower Creatures, you will have relative to the contents of the smaller Legions by giving them Creatures from different terrains to increase their growth in power of the Titan itself. A Titan with a strength of "15" or more becomes almost untouchable to any but the mightiest creature of similar-sized Titans. Gaining victory points to increase the power of your Titan is as important a reason to attack as the diminishment of enemy forces, and your score can be a critical element of the game. If your Titan staging area is weak when compared to its foes, its Legion will be outmatched even if its recruitment has been successful. If, in the end, your Titan Legion fails to develop into a strong Legion, try to get it into a Tower and keep it there as long as you can; it is a good defensive position and allows a chance to muster Warlocks by teleporting (Warlocks may be the best characters to be recruited at that point in the game). If your Titan has lost its attendant Creatures in battle, you may have to rely on Angels rather than wait for Warlocks. A strong Titan can risk attacking a small Legion that would allow it to summon or earn an Angel. It is the best position to be in, but it may help a desperate situation.

Along with a sound recruitment strategy, one must develop an offensive policy. Too early an emphasis on aggression will deplete the few forces you have at the start of the game; too intense an emphasis in the middle game will distract you from recruitment; too little emphasis at any point will burn your score. Don't simply attack every enemy Legion that you encounter, for some can be a good thing. If you can both win, muster and not be in danger of immediate damaging retaliation, go for it. Enemy Legions including Creatures with dangerous recruiting potential (such as Griffs or Warbeasts) are excellent targets; try to destroy them before they become powerful. Even two Tower Creatures can rapidly develop into a force to be reckoned with early in the game, so do not let small
Legions pass with impunity. If the owning player complains or swears vengeance, ignore him unless he can offer something concrete and immediate in return for not attacking. (A player willing to start a vendetta over the fate of a puny Legion this early is probably not going to last long anyway.) This is not to say that one should go out of their way to chase down small Legions, for the turns of pursuit may allow it to build and cost your pursuing Legion recruitment possibilities. Blocking forces are instrumental, albeit passive, elements of aggression; by pinning enemy Legions in place, they may allow other of your strong Legions the opportunity for favorable attacks or provoke the enemy into unfavorable engagements.

Avoid attacking into dense terrain; even non-native defenders benefit from the restrictive hazards of wooded or hilly countryside, and Towers can be tough to crack. If the defender is in native terrain, an attacking Legion with a similar affinity will often nullify the hazards. Plains, brush and marsh lands are better locations to attack because their potential reinforcements are less powerful. Unless the defending Legion is in an unfavorable terrain that favors the attacker, the plains are generally the lands most vulnerable to attack; the lack of terrain features gives the defender nowhere to hide and maximizes the attacker's freedom of movement. An attacking Legion may emerge even more powerful from a hard-fought engagement by mustering a Creature or summoning/earning Angels. The best attacks will improve your Legion, your score and your position on the Masterboard. If you don't win battles, you have no chance of winning this game.

Despite the importance of victories, it will sometimes be to your advantage to involve a Legion in a losing battle. Small, expendable Legions can be used to scout out enemy positions or, by assaulting stacks of seven at the proper moment can cheat your enemy out of an Angel. If all your Legion markers are in play and you have a pressing need to split, have one of your small Legions commit suicide either by direct assault or by moving it into a position where an enemy is likely to attack. Another case arises when a Legion faces the threat of imminent destruction by an enemy Legion that will be able to muster an important Creature in that land in which the Legion stands. Moving that Legion into certain destruction may give your opponent extra points since attackers cannot flee, but staying would benefit his score and your recruitment strategy.

Legions making suicidal attacks should concede immediately so that the defending Legion cannot muster a reinforcement or be given the chance to cast out its weak Creatures. Later in the game, sacrificial attacks are important as a means of weakening large, powerful enemy stacks, especially after the stocks of the large Creatures have been exhausted. Be careful in a war of attrition with slow Creatures that such an attack will not leave the defending force even stronger, for by earning Angels and mustering a reinforcement it may more than make up for whatever damage you do.

Some characters are more suited to the attack than others, and the Legion composed of such will form your main offensive arm. Tactics tend to favor fast characters on the attack, for slow Creatures may grant the defender a reinforcement solely due to their lack of speed. Attacking rangestrikers generally benefit from a free shot on their first turn, while defending rangestrikers may not get a chance to shoot at all. A Legion from a land with a high incidence of fire can compensate for the detrimental effects of hazards by forcing the defender into the open. Flying characters nullify many of the movement restrictions of hazards and increase the chances of attacking the enemy from the rear. A Legion composed primarily of Rangers can be significantly more powerful in the attack than in a defensive position; Rangers have speed, rangestrike and flying ability, but their small size lacks staying power. Also, in an attack such a Legion might add an Angel to its tactical strength, but on defense a Ranger Legion will most likely only muster another Ranger. The summoning of Angels is the only counterbalance that attacking Legions have to the defender's reinforcement; a lack of Angels will hinder or cripple your offensive capability. In the final analysis, speed and rangestriking and flying are secondary to simple raw power. If your recruitment strategy succeeds, you will develop Legions that contain the largest Creatures which will become the basis of continuing offensive strategy. Legions of lesser Creatures cannot match the punch or staying power of the major "top-outs", and the Legions which you will most want to defeat will by then probably also contain big Creatures.

The part that your Titan Legion plays in your offensive strategy deserves special consideration. Engagement will reveal the position of your Titan and expose it to the possibility of elimination, but good players will already have an idea of where it is anyway, and careful tactics will avoid exposing it to dangerous danger. The fact remains that from the beginning of play your Titan is one of the best characters you have, and should you your Titan Legion suffer all battles, it will limit the flexibility of your offense and impair the strength of your defense. Since your Titan Legion should concentrate on its recruitment, you don't want to use it in expensive battles of attrition, for the loss of even a few Creatures may cause its musterling potential to suffer. A serious reduction in mustering potential may force you to be aggressive with your Titan so that it can be augmented by Angels and Archangels. Early in the game the relative weakness of Creatures makes Legions with Titans and Angels more powerful, you can exploit this by stomping even medium-sized Legions with a well-stocked Titan Legion. If you do take some lumps, the summoning of your Angel should compensate for your losses, whereas early attacks with your Angel Legion will lack this ability.

Later in the game, teleportation makes every enemy Legion on the Masterboard a potential target, and failing to utilize this ability squanders some of the momentary advantage that your scoring has given you. A mighty Titan Legion can be the most potent force on the board at game end (you simply can't have a better Legion than a large Titan surrounded by Colossi). A targeted Legion of sufficient size to damage such a Legion would probably be worth enough points to earn a couple of Angels and add two more points to your Titan's power, so don't worry about combat. But be careful that losses do not expose your Titan to immediate teleporting attack of another large Titan Legion. Games often end in a showdown between two massive Titan Legions. Your recruitment and offensive strategies must prepare your Titan to win this last encounter. If you have other large Legions capable of doing damage to a strong enemy Legion, use these to soften up the enemy Titan for your final attack. If your enemy has other Legions capable of threatening your Titan, avoid them and go straight for the kill. Defensive positions are often weakened in the end game by lack of powerful reinforcements, and the offense is correspondingly stronger. Try hard to hold an Angel or an Archangel in reserve in another of your Legions to augment the attack of
your Titan Legion. If a chance arises to attack your
final foe in terrain that favors you or at least does
not favor him, force the last showdown—it may be
the only chance you get.

Two other elements of play worthy of mention
are secrecy and cooperation. The secrecy of Legions
is tempered by their exposure in battles and the revo­
lation of the Creatures they use to muster; but in
a game with many Legions on the Masterboard,
battles are apt to soon forget most of what they
see. Players are not allowed to keep records of the
other Legions in play, but they may freely reveal
what they learn of enemy forces in unfought engage­
ments. Secrecy fosters uncertainty in regard to the
composition of other players' Legions, and this al­
lowing latitude for bluffing. A stack of seven lesser
Creatures looks as imposing as a stack full of 'top­
outs' to someone who does not know what it con­
tains. A stack that contains very little worth may
serve well as a temporary blocking force, and you
may even be able to chase off a much better enemy
Legion with little more than a larger pile of Tower
Creatures. Purposely not mustering with a Legion
that moves into range of an enemy legion can trick
him into thinking you're non-native and may good
it into a poor attack. Splitting a major 'top-out' from
one of your best Legions may somewhat weaken
that Legion, but it will also surprise the attacker who
engages a small force to
attacking will determine how well you play. And

Temporary truces can allow players to get out of
waiting for him. Deception can be a useful tool.

An alliance may be useful, but remember that
any cooperative effort should benefit your position
at least as much as your partner's since the arrange­
morning is bound to be temporary. If another player
has gained an advantage in the size and number of
his Legions, a mutual offensive aimed at eliminat­
ing that advantage may well be helpful to all. Alliances
can also help each other by feeding each other their
unwanted Legions, thereby benefiting both of their
scores and denying those points to other players.

The written Japanese language includes fifty-one phonetic signs—an alphabet of sounds. Though
ideographic, Japanese can be written in arabic letters using a syllabary. However, this only hints at how
a word is pronounced. Inflection and speed of pronunciation are unknowns and some letters are silent
or not pronounced as they appear. The result is fractured Japanese.

The translations given here are from the ideographic characters (calligraphy), as read by Grace.
Don't let her name fool you. She is a native Japanese, born of a Christian family, and while a young
woman, lived in Tokyo throughout the Pacific War. The phonetic interpretations are my own based on
her pronunciations in face-to-face sessions.

With a few exceptions, the type of Japanese warship may be determined by its name (if you can read
Japanese). Aircraft carriers are named after mythical flying objects, animals, or large birds. Some con­
sortiums retained their original hull name: Kaga, Akagi, Chitose, Chiyoda, and Shinano. Some did not:
Shoho, Zuiho, Ryuho, (former submarine tenders Tsugaruzuki, Tatakata, and Taijeki respectively), and
Hyio and Junyo, (former luxury liners Izumo Maru and Kashiiwa Maru). Battleships are named after
ancient provinces similar to our practice of naming battleships after states. Heavy cruisers are
named after mountains, as are the four Kong class fast battleships originally classed as battlecruisers.
Light cruisers are named after rivers. (The Mogami and Tone class CA's were laid down as CL's, hence
the exception.) Destroyers are paradoxically given poetic interpretations of weather conditions:
Kawakaze, (River Wind); Shigure, (Drizzling Autumn Rain). When in 1944-45, construction concen­
trated on more destroyers of smaller design, their names included flowers, fruit, and trees. The three
types of submarine are I, RO, and HA—the first three sounds of the Japanese 'alphabet' thus cor­
responding to A, B, and C.

The translated names of Japanese aircraft carriers are quite picturesque and often convey an intangible idea
and are thus quite difficult to translate accurately as one can the names of mountains, rivers, and
provinces. For example, the Hoko translates Auspicious Bird. However, the idea conveyed is of a gigantic
swallow and able to the roll up mountainsides in one hop! It is a name full of great expectations for The Imperial Japanese Navy's first aircraft carrier. Important ships were given appropriately portentous names—see
Kongo, and Yamato for other examples of this practice, keeping
in mind not their fate but their significance to Japan as the finest of their kind in all the world's navies.

The ship names translated below are grouped by type, class, and order of construction, or conver­
sion. The information given is the arabic spelling, the phonetic pronunciation showing emphasis over
the appropriate sound, and an indication of the speed in which the sounds are pronounced, (Fast, Nor­
mal, Slow), and a definition or origin of the name.

The phonetic interpretation shows the pronunciation of the ship names as they sound. In some cases
the vowel sounds are pronounced as one sound—a compound sound of two vowels pronounced so
closely together that they cannot be distinguished as two distinct sounds. An example is the Zuikaku.
"Zui" is pronounced more like "Zee" than "Zoo-ee". Some names are pronounced with equal em­
phasis on all sounds, (or no emphasis at all depending on your outlook). The vowels, (A, I, U, E, O), are
pronounced as follows: A as ah, like "Open wide and say ah."; I as a hard E, like "See"; U as 000, like
"Zoo-ee"; E as a hard A, like "Aye"; O as a hard O, like "Oh, no!". The consonants are pronounced
as English with a few exceptions which will be explained individually.

AIRCRAFT CARRIERS

| SHOHOS | HOEH SHOS (S S) Auspicious Bird. |
| KAGAS | KAH GAH (N N) Old name for Ishikawa Prefecture. ("Increased Joy", S.E. Morrison.) |
| AKAGI | AH KAH GEE (N N N) (Hard "G", like "gee") Mountain in Gunma Prefecture. ("Red Castle"). |
| RUJOS | RIEOO JOE (N N) Vigorous Dragon. |
| SORIGEES | SOREE REEYOO (F S) (Equal emphasis.) Green Dragon |
| HIRYU | HEHE REEYOO (F S) Flying Dragon. |
| ZUKAKUN | ZWEE KAH KOO (F F F) Soaring Crane. |
| SHOHOOS | ZWEE HO (S S) True (Righteous) Gigantic Bird. |
| ZUHOOS | ZWEE HO (F S) Happy Bird of Paradise. (The bird of paradise is a good omen.) |
| HIYOS | HEHE YO (N N) Flying Hawk. |
| JUNYOOS | JUNE YO (N N) Obedient Hawk. |
| RYUHOOS | REEOYOO (H N S) Dragon and Gigantic Bird. |
| CHYODAAG | CHEE YO DAH (N N N) Chiyoda Castle. (Emperor's Castle.) |
| CHITEES | CHEE TOE SAY (F F N) Thousand Years. (Longevity.) As a CVL she survived ten months. |
TAIHO
SHINANO
UNRYU
AMAGI
KATSURAGI
BATTLESHIPS
KONGO
Hiei
HARUNA
KIRISHIMA
FUSO
YAMASHIRO
HYUGA
ISE
NAGATO
MUTSU
YAMATO
MUSASHI
CRUISERS
KAKO
FURUTAKA
KINUGASA
AOBA
MYOKO
NACHI
HAGURO
ASHIGARA
TAKAO
ATAGO
CHOKAI
MAYA
MOKami
MIKUMA
SUZUYA
KUMANO
TONE
CHIKUMA
KITAKAMI
OI
SPECIAL NAVAL LANDING FORCES
YOKOSUKA
KURE
SASEBO
SUBMARINES: There were three categories of submarines: I, RO, and HA corresponding to the first three letters of our alphabet. Pronounce EE, ROW, and HAH.

THAI EE HO (N N S) Gigantic Bird.
SHE NAH NO (N N N) Ancient name for Nagano Prefecture.
OON REE YOU (F N S) Cloud and Dragon.
AH MAH GEE (N N F) (Equal emphasis. Hard "G"). Mountain on Izu Peninsula.
KAHT SOO RAH GEE (N N N N) (Equal emphasis. Hard "G"). Mountain bordering Osaka and Nara.

KONG GO (N N) Mountain bordering Osaka and Nara meaning diamond-hard and unbreakable—the hardest metal.
HEE HY (N N) ("EI" is pronounced as a hard letter "A"). Mountain northeast of Kyoto City.
HAH ROO NAH (F N N) (Equal emphasis.) A hot springs mountain in Gunma Prefecture.
KEE REE SHE MAH (N N N N) Mountain in Kagoshima Prefecture.
WHO SSU (F F) (The "F" is pronounced as an "H"). The Japanese do not bite their lips when speaking, I'm told.) Ancient Chinese name for Japan.
YAH MAH SHE RO (N N N N) (Equal emphasis on "YAMA"). The area surrounding Kyoto City.
HEE YOU GAH (N N F) Miyozaki area in northeast Kyushu City.
EE SAY (F F) An area in Mie Prefecture, central Honshu, noted as the location of the Emperor's ancestor's shrine.
NAH GAH TOE (N N N) Yamaguchi Prefecture at the southern tip of Honshu.
MOOT SEH (N F) ("SU" is pronounced as the last sound of "Tecumseh"). Aomori and Iwate Prefectures.
YAH MAH TOE (N N N) Ancient name for Japan.
MOO SAH SHEE (N N N N) Tokyo and vicinity.

KAH KO (F F) River in Hyogo Prefecture.
WHO ROO TAHE KAH (N N N N) (Equal emphasis.) Old Hawk.
KEE NOO GAH SAH (N N N F) (Equal emphasis.) Mountain north of Kyoto City.
AH OH BAH (N N N) Another hill in Kyoto City.
MEEOH KO (N N) Mountain in Niigata Prefecture.
NAH CHEE (N N N) Mountain in Wakayama Prefecture.
HAH GOO RO (F N N) Mountain in Yamagata Prefecture.
AH SHEE GAH RAH (N N N F) Mountain in Kagawa Prefecture.
TAH KAH OH (N N N) (Equal emphasis.) A hill in Kyoto City.
TAH TAHE GO (N N N) Another hill in Kyoto City.
CHIKUMA
CHEE KOO MAH (F N N) River in Kyushu.
CHEE KOO MAH (F N N) River in Kyushu.
KOO MAH NO (N N N N) (Equal emphasis.) Mountain near Kobe City. Also the name of Buddha's mother.
MOO GAH MEE (N N N N) River in Yamagata Prefecture.
MEE KOO MAH (N N N) (Origin unknown.)
SOO SSOO YAH (F N N) (Pronounce the "Z" as a hissed "S"). Bell Valley.
KOO MAH NO (N N N N) (Equal emphasis.) River in Wakayama Prefecture.
TOE NAY (F N) River in Kantei area.

If you've read this far, I'd like to take the opportunity to extend a welcome to our special issue of The GENERAL, wargaming's oldest professional periodical. As you will no doubt have noted, all of the articles in this issue are reprints from among the many fine pieces that have graced our pages over the past 24 years. If you've never had the chance to see a copy of The GENERAL, the collection of articles contained herein gives a fair idea of the vast scope of our contents—from Series Replay to strategy, from historical to humorous. If you have read The GENERAL before, it is my hope that this collection of articles will bring back some pleasant memories.

A word about the format of this issue is in order. With Vol. 25, No. 1, I've increased the size of The GENERAL to sixty-four, full-color pages. To give our thousands of fans a chance to see what this means in practice, the editors decided to lay out this special issue along those lines. However, due to the fact that this issue is outside our normal schedule, certain features that regularly appear but are timely in nature (the Convention Calendar, the "Opponents' Wanted" ads, the "Avalon Hill Philosophy", the contest, and such) were left out. If you are intrigued by what you see in this special issue and wish to know more, I'd urge that any potential subscribers pick up a recent copy and give it a glance.

As this special issue is due to be released at ORIGINS '88, I've taken the liberty of devoting a significant percentage (about double the usual) of these pages to advertising some of Avalon Hill's newest games. Since we've no articles yet in print on them, and since these games are certainly deserving of a close look by any true gamer, this seemed the best compromise. I hope that, if an advertisement for a game catches your eye, you'd keep your other one peeled for articles on it in future issues of The GENERAL. For articles on it there will surely be; that is the reason for The GENERAL's long existence and its continued success.

But, first and foremost, this special issue is a celebration. A celebration of our 25th year of continuous publication; a celebration of ORIGINS; a celebration of our hobby. I would hope that this effort has made your celebration a little brighter.
"Escape from Velikiye Luki" [Scenario 6 in the original SQUAD LEADER] and night rules in general, must appeal to the ASL gamer who likes things a little wild. Even the player most jaded to fortune's whim (allow me to here mention my two, consecutive "snake-eyes" MG shots against Joe's 10-3 leader in our playtest of the 1987 tournament scenarios) will find each playing unique. Playbalance is, at best, a "guesstimate".

The very first question that must be answered is why bother to have night rules at all? My guess is that there are three reasons. The first is to satisfy the player who loves uncertainty; night rules insure that you'll never be certain of anything. The second is the desire to have the ASL rules become a complete reflection of 1935-1945 combat. Night attacks were standard fare and there will be players who desire to recreate those actions. The final reason is the use of ASL as a teaching tool for military history. For all the supposed flaws in the system, it may well provide the best insight as to what local commanders did and why. If you want to learn why night attacks was purposeful madness, then a couple of playings of this scenario will be enlightening.

Thankfully, the night rules are all optional. Their inclusion in YANKS is "icing on the cake" and allows me to continue our efforts to redo all the original SL scenarios.

Well, what works for night combat and what doesn't? Delightfully, the game is true to history. Simplicity works. Or at least it may work. Complexity doesn't. Or at least, not often enough to be worth a damn.

The attacker should go with every man clumped together moving towards one objective. Don't be shocked if 25% of your force starts to drift off. If at all possible, use column movement to maintain cohesion. Even if you can't get the Column rules in play, try to keep all your eggs tucked neatly together so you'll have a chance to obtain local superiority. Use one "dummy" Cloaking counter with your real force to, hopefully, absorb sniper and other fire. Use the extra Cloaking counters to feint in another direction; but if your march is long enough, no-one (including you) will know exactly what the original lines of attack were.

Spending 10 BPV on Recon is a real gamble for two reasons. There's a lot of terrain to hide in, so you tend to get into guessing games when you pick search sites and I often don't end up where I thought I was going anyway. (Does anyone recall that old WWII song about, "You never know where you're going till you get there"?)

The defender should huddle on the objective with at least 75% of his force. Use as light a picket screen as you can get away with. Now, in this particular scenario, you've got to spread out; but it's still best to put your units in packets rather than in a thin line. Hide your leaders with some of your best troops and perforce sit tight.

The most important consideration for the defender is the placement of his best leader, the troops he can stack with, and the troops he can reach in one Movement Phase. Unless there is an absolute contraindication, you must plan to put your best leader in the rear center with your best troops and put two stacks of good troops one Movement Phase away toward both flanks. Thus your chances of getting two stacks rolling are greatly improved.

The thought will occur to any experienced player that using hidden units may allow traps to be formed. So you set up certain areas with no units, almost inviting attacks; while you cover other areas heavily with both hidden and non-hidden forces. Good luck chums. This may work if the opposing player can control his advance. It tends to fall apart if the attacking units that get lost on the advance waltz right through that little hole.

The bottom line is that the night rules are a playtester's nightmare. Want to find out why Japanese coordinated attacks failed in Guadalcanal? Try marching two or three columns up five boards and check out what happens.

Our re-working of "Escape from Velikiye Luki" is included on the next page for players to get a chance to further experiment with the night rules (Chapter E) of ADVANCED SQUAD LEADER.
ESCAPE FROM VELIKIYE LUKI

ASL Scenario H

VELIKIYE LUKI, RUSSIA, 12 January 1943: During the fatal winter of 1943, the German disaster was not confined to Stalingrad alone. All along the line, Russians were cutting off pockets of Germans. At Velikiye Luki, the entire 277th Infantry Regiment was in dire straits. Surrounded and with further relief efforts abandoned, it was over for the 277th. The Russians were tightening their vise. Elements of four rifle regiments with massive armor and artillery support had broken the perimeter and were now in the process of slaughtering what remained of the unit. As the headquarters fell, the German commander gave the order for all who could save themselves to do so. As night fell, many isolated groups headed for the German lines some ten miles distant.

VICTORY CONDITIONS: The German player wins immediately when he exits ≥ 8 VP off the west edge of Board 4.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>Turn</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>END</th>
</tr>
</thead>
</table>

* Russian Sets Up First [91]
* German Moves First

SPECIAL RULES:
1. Weather is Ground Snow (E3.72) with Wet EC and no wind at start.
2. Night rules are in effect. The initial Base NVR is six hexes with no Cloud Cover and no Moon. The Russian is the Scenario Defender (E1.2); the German is the Scenario Attacker.
3. The Germans receive two cloaking counters per squad (instead of one; E1.411).
4. All infantry of both sides are Winter Camouflaged (E3.712).
5. Due to the boisterous nature of the Russian troops following the victory at Velikiye Luki, all Russian units are Lax (E1.62); and all German units are Stealthy.

AFTERMATH: The weakest part of the Soviet corridor lay to the southwest in the area of the 129th Rifle Regiment. There, a few groups were able to escape the ever-tightening noose, although they came out in no way resembling a combat formation, but in ones and twos. Company A of the 2nd Battalion, in their attempt, lost everyone save one squad and a few officers. Technically, it was a disaster of the first magnitude, but the fact that somebody made it was a source, albeit a small one, of considerable hope for those who would face the same plight in the months ahead.
That's ADVANCED SQUAD LEADER (ASL)

We know because we've been making wargames for 30 years—longer than anybody else in the business—and this is our crowning achievement. There will never be another simulation that can match its combination of beauty, detail and excitement. Its production represents an investment unparalleled in the simulation game business. For ASL is more than just a game—it is a complete game system whereby a player can simulate any WWII action on the company or battalion level. Each module contains eight or more carefully balanced scenarios, but players can also "design their own" scenarios using any of the three dozen geomorphic boards, copious Designer's Notes and thousands of pieces depicting virtually every vehicle, gun and troop type to see action in the war.

Moreover, ASL is never obsolete. It takes the form of a three-ring binder in which its 232 pages can be individually removed and exchanged for updated corrections, much like an Army Field Manual. Each chapter is separated by a fold-out pasteboard divider replete with the system's Tables and Charts for the utmost in accessibility. New modules containing added nationalities, rule chapters and fresh scenarios are printed regularly. ASL even comes in two distinct scales. Deluxe ASL uses the same rules and pieces but is played on large 11" x 26" geomorphic maps featuring 2.2" hexes that eliminate stacking and are playable with 1/285th scale miniatures. So, if you fancy yourself a true wargamer, do yourself a favor and enlist with the ultimate wargame. WARNING: ASL is addictive—you may never have time to play other wargames again. On the reverse side is a list of what's currently available for the system so far, listed in the order that we recommend you acquire them.

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
4517 Harford Road ∗ Baltimore, MD 21214
**SQUAD LEADER**—The basic game that started it all. While not actually part of the ASL system, its Programmed Instruction format may well be the easiest way to learn the system and its four geomorphic mapboards are necessary to play many of the scenarios in the later modules... $25

**ADVANCED SQUAD LEADER**—The rules binder is necessary to play any ASL game. It contains no playing pieces or scenarios—just the best-looking set of rules you'll ever lay eyes on... $45

**PARATROOPER**—A special introductory module based on the U.S. airborne landings in Normandy with one mapboard and just enough pieces to play the eight simple scenarios enclosed. It contains Chapter K—a humorously-written Basic Training course to help new players understand the system... $15

**BEYOND VALOR**—The complete German and Russian Orders of Battle are featured in this ten-scenario, four-mapboard package of street fighting on the Eastern Front... $40

**PARTISAN**—This module adds the infantry and support weapons of the Axis Minor nations, and contains two mapboards and eight scenarios depicting engagements fought by the Resistance forces of several different countries. Ownership of **BEYOND VALOR** is required... $15

**YANKS**—The entire U.S. Army makes its appearance here complete with no less than 17 variations of the Sherman tank in eight scenarios and four more geomorphic mapboards. It also contains Chapter E—a compendium of optional rules depicting night actions, amphibious operations, air landings and air power. Ownership of **BEYOND VALOR** is required... $35

**STREETS OF FIRE**—This is a DELUXE ASL module featuring four of the large geomorphic boards with 2.2” hexes for ten urban firefights in Russia. AFV playing aid cards are also provided for most of the major Russian and German vehicles. Ownership of **BEYOND VALOR** is required... $28

**HEDGEROW HELL**—DELUXE ASL goes rural with four more of the larger mapboards, U.S. AFV cards, information markers and eight scenarios depicting the bocage of Normandy. Ownership of **BEYOND VALOR** and **YANKS** is required... $28

* Some players of the old SQUAD LEADER system use these boards without ASL materials by making appropriate unit substitutions in the scenarios. In general, however, only the mapboards of the SQUAD LEADER system are completely compatible with ASL.

**COMING SOON TO A GAMESTORE NEAR YOU IN 1988:**

- The British In **WEST OF ALAMEIN** and the Italians in **HOLLOW LEGIONS**!

If not available in the better game stores near you, as a last resort you may order directly from the factory. Send a check or money-order (no cash, please) for the prices indicated, adding 10% to cover postage and handling. For credit card purchasing only, call TOLL FREE 1-800-638-9292.
Dear Mr. Martin:

While I can't claim to be a long-time subscriber, I proudly claim to be an avid one. Therefore, please find enclosed a money order in the amount of $19.00 to renew my subscription to The GENERAL for another two years. A lot goes into the restoration of my publication, only part of it being the quality of the present material. In addition, there is the unqualified courtesy. I have encountered in dealing with the staff of TAHGC. Nobody has been more than helpful, or as helpful, to me in this regard. I believe I am dealing with a firm that I thought might not be a "feature" but a "bug"! This has been a most valuable service to me, and has resulted in my recommending The GENERAL to others. It has been my hope that perhaps the staff might be interested in my look at the world, and the expansion of our knowledge as to what happened at that time and place. I want to be a part of the historical record. As I played my first game, I slowly forgot about the blinkest stars. Not too surprising when you think about it. But I finally brought our gripe to your attention. And I expect to glean from its pages, but not a little of my time. Please feel free to write me. I am not privy to an "Insider's" awareness of hobby intentions, nor vice versa.

I received your letter that goes out to "lapsed" subscribers to The GENERAL today, and while I was just going to " fade away " (as you say), I decided to give you my reasons for finally giving up on your publication. I just can't get into the hobby that concentrated on the PLAY of the games, the "sizzle", as my family text book, an introduction to STRATEGY & Tactics magazine. Suddenly, here was a publication that I wanted to read almost from cover to cover. Here was history, graphics, maps, orders of battle, interesting sidelights to well-known events -- plus a game and all the history behind it. Articles were not devoted to the statistical chances of rolling a " kill " or "disruption" and paragraphs of mathematical dissertation on this or that little known aspect of the game rules. I guess back then I saw what I wanted in the GENERAL was regulated to "second best". With the more than 100 games I have now in my collection, I saw it was time to renew my subscription. The rest are from SPI. But when SPI went under, it was really like losing a close friend. But let's get on with the point. I don't think I will be missed. We play wargames because we enjoy living in the past in a pin-stripped recreation of combat. I find it more realistic than what happened or could have happened. I want to.}

Dear Sir:

While additional comments may be superfluous-- but in the words of the great Thomas Jefferson: "I feel the liberty of including a few remarks. May I at least say that I very much appreciate TAHGC's efforts to make the hobby a more interesting one? Thank you for introducing me to wargaming back in 1963-1964. I found that your company was the only one of those I remembered still in business. The games for the "sizzle". The magazine is too boring to wargamers like me to read, and the few articles that come close to meeting my needs are too "watered down" to be of interest. I have already played. Welcome to Las Vegas, UP FRONT. When I finished the articles, I thought I had written another brand new scenario. No new counters. I realize all of this is the writer, designer, photographer, planner, and an honor's graduate from Michigan State University. Avalon Hill introduced me to wargaming back in 1963-1964 with TACTICAL BRIEFINGS. It was a new concept to me and I found it fascinating. The excitement that could have been there quite a while. The card rules are not as well. I expect to stay away as long as possible. Perhaps hobby fans have not been reminded that this is indeed their enterprise as well. Gamers may be interested in the "pieces" columns, but the magazine has just become too general, not to mention the historical articles deal-
**THE QUESTION BOX**

This regular feature of *The General* allows the designers and developers to respond to some of the more significant rules questions that are received on our popular games. Each installment carries such on one or two of the games spotlighted in articles in the issue. While significant errata occasionally appears in "The Question Box", the bulk of the responses are instead clarifications of rules about which misunderstandings have arisen. The sample below comes from Vol. 24, No. 4—which featured the solitary game, *RAID ON ST. NAZAIRE*.

**RAID ON ST. NAZAIRE**

4.82 Can a demolition attack be made in the same game turn that its Preparation roll is passed?

4.91 Can Gun and Searchlight units with a Discharge Attack be made in any area?

6.12 Can a demolition attack be made in the same area of Action as the gun?

6.16 Can Gun and Searchlight units with a Discharge attack be made in any area?

12.4 If a Hexagonal Area is destroyed by a demolition attack, is there any possible result for the hexagonal Area adjacent to the destroyed hexagonal Area?

12.5 If an Armored Car is destroyed by a demolition attack, is there any possible result for the hexagonal Area adjacent to the Armored Car?

12.6 If the same Area is destroyed by a demolition attack, is there any possible result for the same hexagonal Area?

**ASL Rulebook**

**Tactical Ground Combat of World War 2**

$40.00

What can be said? Not unexpectedly, the many who responded to our reader-generated rating of the ADVANCED SQUAD LEADER Rulebook consider it the best ever seen. The Overall Value (1.67) vouches it to the top of the charts. The ratings for Components (reflecting the quality and care of the effort expended on this rulebook) and for Comprehensiveness (to be sure) are the best to date. And, of course, since this is only the rulebook for a system, all this bodes well for the modules which will bring new counters, mapboards and scenarios.

A few words of explanation for the ratings are needed in response to some of the comments and questions by those who responded to the RBG survey for this title. The rating for Player's Aid is obviously the acceptance and approval of the organization of a mass of critical information in easy-to-use tables on which full-color cards are used as dividers between sections of the rulebook. Playability relates to functionality and ease of accessibility as well as to the Excitement Level and Play Balance. With regard to the latter category, many felt this to relate solely to the scenarios as so numerous no value under this heading, but as many others felt it to reflect their perceptions of how the system deals with the various complexities and their equipment in relation to each other.

This long-awaited system seems to have handled delays in production and the expense, pleased all who have given it a fair-minded evaluation. There is no doubt that ASL will stand as a first-rank of wargames. The complete ratings for the ADVANCED SQUAD LEADER Rulebook will show on the continuing RBG Chart as follows:

**Overall Value: 1.67**

**Components: 1.44**

**Map:**

**Counters:**

**Player's Aid:** 1.59

**Complexity:** 8.73

**Comprehensiveness of Rules:** 8.11

**Playability:** 2.80

**Excitement Level:** 1.75

**Play Balance:** 2.04

**Authenticity:** 1.98

**Game Length:**

**Shortest:**

**Longest:**

**Year:** 1985

**Sample Base:** 133

The Avalon Hill "Readers' Buyer's Guide" has, since it first appeared in Vol. 9, No. 3, striven to evaluate as fairly as possible the wargames of The Avalon Hill Game Company. To accomplish this thankless task, we've made use of the toughest critics known—the consumers. Each issue is mailed to the readership, using a convenient form found on the insert, to evaluate a new game release. The categories range from the artwork to the completeness of the rules to the playability of the game; in distinct variance with most other surveys, the lower the value assigned by the reader, the better his reaction to the game in question. Two issues later, we report the collage of their input (the example at the left is from Vol. 23, No. 2). If enough response is received—at least fifty readers rate the same game—then their input is reflected in our ongoing chart (an example above is from Vol. 24, No. 6) so that the game may be compared to others in our extensive line. Readers are reminded that the "Game Length" categories are measured in multiples of ten minutes (thus a rating of 18" equates to three hours to play the game). Periodically, discontinued games are dropped from the list to make way for newer titles. And, occasionally the entire survey is revised—the latest being in Vol. 25, No. 2 when the products of Victory Games were added to the survey.
This regular feature is our chance to pass along news of the hobby, as it relates to the products of Avalon Hill and Victory Games. Since Vol. 3, No. 4 (when the first "Infiltrator's Column" appeared on Page 4), the editors have made use of it to alert the readership to unusual products (from T-shirts to variant kits), wargame conventions, amateur publications, gaming clubs, awards and honors, the doings of gamesters and professionals, calls for play testers, and a wide host of other tidbits. For instance, since Vol. 21, No. 1, we've given plugs to some 30 amateur periodicals, from as far afield as Belgium and Australia. (This is nothing new, of course; why, in Vol. 4, No. 5, there was a plug for the infant 6GT). The "Infiltrator's Column" also grants a ready forum to report on the reader ratings of the previous issue (giving the number of votes for each article therein), to offer our best solution to the game contest from the previous issue (challenging readers to chart the best course in a given game situation) and to announce the winners of a recent contest (who are awarded merchandise certificates). Over the years the "Infiltrator's Report" has become our pipeline to the readership. We are constantly combing and culling hobby news in the hopes of increasing their enjoyment of the play of our games. The following are some sample entries:

One of the reasons for RUSSIAN CAMPAIGN's popularity is doubtless its relatively short playing time in postal format. Not only has the AREA RUSSIAN CAMPAIGN tournament ended, but the champion—Pat Flory—has successfully defended his title against the first challenger, Dale Garbutt. Challenge matches take the form of duel games with each player playing both sides once. In the case of a split decision, the victor is the player who won his game first or with the most victory points. Such was the case here as the Germans swept both cities while Dale could but manage two. Congratulations to champion and challenger alike for a well-played and exciting match—which is what wargaming is all about. Any other members of the AREA Top 50 list wishing to challenge Mr. Flory for the AREA RUSSIAN CAMPAIGN crown should forward their challenges to Don Greenwood (c/o The Avalon Hill Game Company). As always, current AREA rankings will decide the next challenger.

Interested in playing DIPLOMACY by mail? Then you would certainly be well advised to look over a copy of Diplomacy World, the flagship ’zine of the hobby. For over a decade it has been providing articles on the doings of that select group of fanatics. Each issue is filled with original articles on strategy and tactics, statistics and variants, events and personalities, sample games and in-depth commentaries. For all the latest information about DIPLOMACY, there is no better place to turn. Current subscriptions run $18.00 for a year of this quarterly, 80-page, black/white periodical. If you can't wait, $4.00 brings a Diplomacy World "Sampler".

For more information, contact Larry Peery, Editor, Diplomacy World, PO. Box 8416, San Diego, CA 92102.

Want to display your loyalty to your favorite game company? No better way to do it than to wear its name proudly on your chest—and I'm not talking about a tattoo, but the next best thing... a T-shirt. Shown below are our svelte models (from left to right: Craig Taylor, Bill Peschel and Don Greenwood) wearing the latest versions. If you are interested in spreading the gospel of wargaming, you can order any of these direct from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214) for $6.00 each, plus the usual shipping costs of 10%. Simply indicate which shirt you wish, and specify size (sm, med, lg, or X-lg).

The SAFRA Wargame Club, founded to promote wargaming among Singapore Armed Forces reservists, has extended an invitation to all wargamers who may be in the city for short visits. They play, according to the club secretary Mr. Tan, a wide variety of games, including 95% of all Avalon Hill wargame titles. They’d welcome any expatriate wargamers for a session or two of their weekly get-togethers. If you happen to be traveling to the Far East, drop a line to Mr. Terance Tan, Secretary, SAFRA Wargame Club, 32 Sian Tuan Avenue, Republic of Singapore (2158).

The annual British "blood bath", Games Day, once again expanded its scope and scale over the conventions of previous years. Similar to ORIGINS, the 1985 convention saw hundreds of enthusiasts engaged in competitions, seminars and product previews. The usual Game Day Awards (the British "Charlies") brought The Avalon Hill Game Company all three awards in the Best Historical Boardgame category, in order: DIPLOMACY, KINGMAKER and SQUAD LEADER. Placing second in the Best Fantasy Boardgame category was our DRAGON PASS, and third among Best Science Fiction Boardgames was DUNE.

COMING UP:
We're having a Silver Anniversary Party...but YOU get the Gift... Two Free Games!

For 24 years, THE GENERAL has printed insightful analyses of the best wargames available—games that have been nurtured through a painstaking development process by the company that started the wargaming hobby back in 1966 with its publication of Tactics. THE GENERAL is a wargaming magazine—not a magazine wrapped around a game. We don't rush a game into print to meet a bimonthly publishing schedule, and our game components are not limited by a magazine format's restrictions on size, number or type. Our games have mounted mapboards, sturdy index-stock charts and, when necessary, cards, pads, stands, dice and other accessories not found in a magazine format. In short, for 30 years our games have set the standard by which wargames are measured. Standards which our competitors have struggled to match for years.

Times change. Lots of companies have made wargames. Too many. Today there are more wargames than wargamers—or so it seems. If you're a typical wargamer, you are probably more concerned about finding the time and opposition for your next game than in adding to your collection of unplayed titles. And that's where THE GENERAL can't be beat—we cover only the hobby's most popular games and let you advertise for opponents among a readership devoted to playing those games. We offer opportunities to study the classic games played by the bulk of the wargaming fraternity, rather than the challenge to learn the rules of the latest game of the month before it is replaced forevermore by the next game in an endless stream of designs never tested in competitive play. Put your limited time to good use...spend it with the best magazine on the best games that wargaming has to offer. Offer return to us when that "new car smell" from removing the shrinkwrap was just the beginning of a gaming high. Relive the exhilarating challenge of discovering all that a game has to offer before racing off to the next set of rules. THE GENERAL is undergoing a facelift to mark its 25th Anniversary and we want you to be part of the festivities. Look around and compare.

Yes, you read right! As unbelievable as it may seem, we're offering you two FREE games with a retail value up to $47 when you spend $24 for a two-year subscription! Not just magazine games—but real boxed games with mounted mapboards. Merely fill out the coupon below and send it to us with your payment and choice of two FREE games. Hurry...silver anniversaries come only once and quantities are limited.


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