AIR OPPOSITION MOUNTING OVER COAST
Allied Tanks Reported Moving On Caen
BULLETINS
English Channel
CHERBOURG
NORMANDY
PURSUE FLEEING
LANDINGS ARE CONT... NAZIS NORTH OF ROME
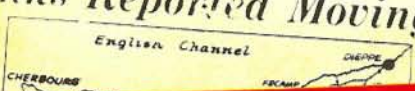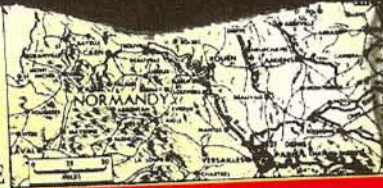
F. D. R. To R...
Prayer On Ai...

D-DAY

CASUALTIES IN FRENC
INVASION LIGHT, CLAI
SUPREME HEADQUARTERS, ALLIED EXPEDITIONARY FORCE, June 6--(A. P.)--Allied forces lan...
Normandy area of Northwest France today and have thrust several miles inland against unexpectedly sligh...
German opposition and with losses much smaller than had been anticipated. The...
...oned until today because of bad weather --- found the highly...

ALLIES INVADING FRANC
TROOPS LAND IN NORMA
BULLETINS

AMPHIBIOUS
AIMED FRON
TO LE HAVR

BEACHES IN FRANC
CLEARED OF NAZI
COMMAND POST, ALLIED EXPEDITIONARY FORCE, June 7--(A. P.)--Headquarters announced today that A...
...ounter-attacks in the Caen area of France. All beaches now have been cleared of the enemy, although som...
...ry fire. Some of the beaches have been linked up with those flanking them, headquarters added. Heavy fighting...
...headquarters announced that during the six days from June 1 to last night Allied air forces flew the...
71,000 sorties.

IST PHASE OF INVASION
BATTLE WON, ALLIES SAY
INVASION 9 MILES INLAND
84 NAZI PLANES DOWNED IN NO...

Avalon Hill Philosophy Part 66

STATIS-PRO

As of March first, our Sports Illustrated games will expand to include the addition of the popular Statis-Pro series. For those of you who may not be familiar with the line, Statis-Pro games are statistical sports games with a strong dual emphasis on simple mechanics and playability. In addition, they are designed to be probably the best sports games for solitaire play on the market.

At the present time, there are Statis-Pro games for pro basketball, baseball, NHL hockey, pro and college football. All except the college football game feature individual player cards. That game employs the team card concept, providing players with charts for 100 top college teams, plus information on how to rate others.

As an example of how Statis-Pro games are played, here is a fairly detailed description of the basketball game. Each game comes with a booklet detailing the results of the previous season in the NBA, and including all important statistics for the teams and players. Along with the statistics is an explanation of the player rating system so you can devise your own player cards if you wish. And then, of course, there are the game rules.

An individual player card is provided for every regular and substitute, and there are also about 180 "Fast Action Cards". Fast Action Cards are the heart of Statis-Pro games, and they represent an innovation that is just beginning to spread through the sports game world. Instead of rolling dice for every play, the players simply flip over one of these cards, similar to event cards in *KINGMAKER*, and read one of the various results on each card, depending upon which play they called. For example, there is one result for free throws, another saying who rebounded (if a shot was made on the previous play), who drew a foul and so forth. Cards are shuffled at the end of each quarter, and also function as the timing system. The beauty of this system is that not only are the players saved from constantly referring to numerous charts and tables, but there are literally thousands of possible combinations possible on each succession of plays; many more than would be possible with two or even more six-sided dice.

The player cards themselves provide the following information: shooting ability, free throw ability, assist ability (which is added to other players' shooting abilities when appropriated), tendency to draw fouls, rebounding, defense (which affects offensive players' shooting), stealing the ball, and stamina. Stamina is important, because it determines how long a player can stay in the game before being taken out to rest. Because of this factor, a strong bench is essential to a good game, as in the real NBA.

In addition to defensive ratings, each team is rated overall for its defensive and fast break strengths. Tactics such as the full court press, slowdowns, rushing shots, and so forth, can all be duplicated exactly as in real life.

This should give you a general idea of what these games are like. They all are updated annually to reflect the previous season's results, and in addition, there will be regular additions in the form of "old-time" teams. All Statis-Pro games will eventually be repackaged into the standard AH bookcase box featuring a Sports Illustrated logo. For those interested, more detailed information should be appearing in future editions of our sports game magazine, ALL-STAR REPLAY.

ORIGINS IV

We've gotten a lot of inquiries about Origins IV, but unfortunately (or fortunately, depending on your point of view), we have nothing to do with the national convention this year—other than attending and looking forward to it. We will be participating as an exhibitor, of course, and will be sponsoring about a dozen events pertaining to AH games, but other than that, all we can do is pass on information as we get it. Hopefully, a free advertisement from the Detroit sponsors will still arrive in time to make this issue, but in case it doesn't, here is all the information we've been able to glean so far from existing progress reports.

Origins IV will be held on July 14-16 at the University of Michigan in Ann Arbor. Convention admission prices will be roughly the same as last year: $6/weekend if pre-registered before June 15, $8 thereafter. Daily tickets (sold only at the door) will cost $4.50. Lodging will be available in Bursley Hall, which is also the main convention center, for up to 1200 people for roughly $7 per night based on double occupancy. A la carte food service will be available throughout the convention.

In many respects, the site and organization appear to be superior to anything ORIGINS has had previously. The sponsors have asked us to tell people not to send them any money without a proper pre-registration from. We will try our best to include a pre-registration form in either this or the next edition of *The GENERAL. Please* do NOT send this form or money to Avalon Hill. We are merely helping the Metro Detroit Gamers publicize the event with free publicity. Please send any money, completed forms, or requests for more forms directly to them. Should there be no advertisement or insert in this issue with another address to write to, you can make inquiries by contacting Metro Detroit Gamers, c/o Al Slisinger, 19941 Joan, Detroit, MI 48205.

TITLE SURVEY

It has been a long time since we polled the readership in our annual title survey to see which of our game proposals interest you most. So long, in fact, that we might as well call it our bi-annual survey. Nevertheless, we'd appreciate your taking the time to rate the following game proposals on a scale of 0 to 10 using the response form provided as an insert in this issue. We solicit feedback so rarely that your response will bear heavily on our selection of future titles.

Please rate *every* game whether you're interested in it or not on a 0 to 10 scale, keeping the following numerical representations in mind: 0) will not buy under any circumstances; 1) barely possible I'd buy if it got rave reviews; 2) I might buy it after seeing it, if it were done exactly to my taste; 3) conceivably, but I'm not really interested; 4) moderate interest—I'd buy it if it lived up to its possibilities; 5) interesting, I'd buy

[Rotated/overlapping background text — partially legible design element:]

BASIC

NATIONAL...

TYPE (Infantry)

ATTACK FACTOR (4)

SIZES: XXXXXX — Theatre of Op... XXX — ... III — Reg...

XXXX — Army   Static I..... (German on...) Parachute

X — Brigade

TYPES: [SMART] Headquarters

Armored Infantry (Panzer Grenadier)

NATIONALITY: provided for historical reference. When no...

they are U.S. (blue) and German (red).

ATTACK FACTOR: Basic fighting strength when attacking.

DEFENSE FACTOR: Basic fighting strength when attacked.

MOVEMENT FACTOR: Maximum number of squares a Unit may move in one Turn.

PREPARE FOR PLAY

STEP 1: Lay the mapboard out on a table. The Allied player sits on the western side; the German player sits on the eastern section of the map...

2: Punch out the Order of Battle Counters (Units). ...ayer places all blue Units in Britain. The German player ...d Units Available in Britain...

...its as follows: ...units must be placed on Coastal Squares only. ...Panzer Division. 49th & 51st S.S. Panzer ...& 25th S.S. Panzer Grenadier Divi- ...r Brigade must be placed on any ...r) Squares must be placed anywhere including ...itzerland, Spain, Sea

D-DAY: THE EVOLUTION OF A GAME

by
Joel S. Davis

D-DAY—the game—was first released almost as long ago as the military operation for which it was named preceded it . . . in 1961, more than seventeen years ago. Since that time, it has existed with at least three different editions of its rules, two different boards, and two different boxes. It has also spawned a horde of imitations by an almost equally numerous horde of competent and not-so-competent game designers—*NORMANDY . . . 1944 . . . ATLANTIC WALL . . . PATTON . . . OMAHA BEACH . . . BREAKOUT & PURSUIT . . . OVERLORD*. Each title has surfaced, some have enjoyed a moment of popularity, but nearly all have faded back into the woodwork. *D-DAY* remains—a classic.

D-DAY's game system is simple—it was once referred to as *"STALINGRAD, with invasions."* Among its peers, however—games like *AFRIKA KORPS, GETTYSBURG,* and *STALINGRAD*—its design stood well in advance of them all. With its simple game system, it not only included invasions, but logistics, airborne operations, fortifications. More important, *D-DAY* was and is an enormously enjoyable game . . . often hotly contested to the bitter end. Spectacularly, though the game could run to as many as 50 turns, it *is* usually played to a conclusion, unlike most long games of the modern era.

Nevertheless, the game had some significant problems. These fall into two main areas—rule ambiguities and play balance. Occasionally a third criticism—lack of realism—was also levelled. To some extent, this comes into the play balance question—which I'll go into shortly—but the general run of such comments were more related to the old playability vs. realism debate.

I think it's important to realize that many important factors in the 1944 battle for France are treated quite abstractly in *D-DAY*. This maintains a high level of playability, by ignoring many of the details associated with more elaborate rule schemes. The best standard of realism for such a game is not whether such details have been put in, but how well the factors affecting player decisions reflect the factors reflecting decisions by the High Commands involved.

An excellent example of such a standard successfully implemented is *RUSSIAN CAMPAIGN*. The weather rule, for example, is quite

simple—a short table with four kinds of weather applied in two-month increments. Each weather type has a simple, though significant effect. I have seen far more elaborate weather rules—often with a multitude of weather zones, many kinds of weather, enormously complicated effects, and fine-grain time periods . . . but *none of them* has an end result as realistic as that in *RUSSIAN CAMPAIGN*. To make a long story short, while the weather on any given turn will not decide the game, both sides continuously and fervently pray for the right kind of weather when there is any possibility of variation. In any case, by this standard, 1961 *D-DAY* was moderately realistic . . . 1965 *D-DAY* was somewhat less so . . . and the new 1977 *D-DAY* edition is a great deal more realistic, though there still exists some room, in my view, for improvement.

D-DAY was originally designed by Charlie Roberts—the man who founded the Avalon Hill Company and did the basic design work on most of the older Avalon Hill wargames. The game went on sale in early 1961.

Aside from a lot of rule ambiguities (they had just started writing rules for wargames in those days and lacked experience), the game had one major problem . . . the Germans won too often. And though a new rule book—clearing up many ambiguities, but opening the door to many disputes over the "official" rules—was issued, it didn't solve the fundamental problem of play balance. The Allied offensive had a habit of "running out of steam" about half way through the game. While this didn't occur all the time, it did happen with distressing frequency.

In my view, the problem resulted primarily because the German replacement rate was too high (five attack factors per turn). The Allies could usually get ashore somewhere—Brittany was a favorite spot—but, somewhere east of Paris, the combination of cities, rivers, mountains, and fortified lines, along with a steady stream of new German units, would prove to be too much of a morass to penetrate. Allied casualties would skyrocket in any reasonable offensive and, with no replacements, the Axis army often ended up significantly outnumbering the beleaguered allies.

To make matters worse, attacking the more heavily defended beaches—hoping to reach Germany before Axis replacements became a factor

(Turn 16)—was not merely risky . . . it was suicidal. The rules were such that supply on the beaches could be effectively interdicted—even to units on those beaches—if the German was clever and was willing to lose a few units . . . and most beaches could be "paratroop-proofed" by inter-locking zones of control. The end result was "Festung Europa"—a carefully worked out defense developed at MIT—that had more than an 80% chance of crushing any Allied landing in the first four turns.

In any case, an interesting—and very simple— variant on the 1961 version is simply to reduce German replacements from 5/turn to 4/turn. Though there's no real increase in "realism," this does much to help the play balance problem which was, after all, the main complaint.

Avalon Hill took another approach in 1965. To make a long story short, an attempt was made to solve *D-DAY's* problems by bludgeoning them to death.

The hardest blow was a rule called "Strategic Air Power," which had an effect far more like thermonuclear attacks! The Allies got eight strikes per game (two per turn maximum—Thank God for small favors!) . . . each strike caused an expected German loss of two divisions—with Panzers and Panzer Grenadiers going first.

Another contender for the hardest blow was the prohibition on replacing static divisions. Statics are low grade units (1-2-2's, compared with typical infantry formations such as 3-4-3's and 4-4-3's). However, since reinforcement was by attack favor, in 1961 *D-DAY* statics were favorites for replacement, yielding twice their replacement value in defense factors.

By prohibiting their replacement, however, they became favorite Allied targets (even for strategic air attacks), since, without them, there are not enough larger German units in the counter mix to form a continuous line of any strength. Furthermore, historically, such a prohibition was completely unreasonable. Toward the end of the war, the Germans proliferated low grade divisions of various kinds—all well modelled by "static" divisions. Suddenly, this was prohibited.

As if the above two changes weren't enough to guarantee the Allies a better chance in eastern France, they were also awarded a 2/turn replacement rate, starting on turn #9. While Allied replacements are, a priori, a highly reasonable idea, it was another hard blow at an already battered Axis position.

The Allied player was also allowed to move relatively freely between Britain, controlled ports, and invasion beaches, in virtually any combination—not just to and from Britain via invasion beaches and *inland* ports. Again, a priori, some sea movement like this might be reasonable . . . except for the fact that it was virtually never done—probably because the transports were needed for bringing in supplies. In any case, while the rapid movement capability it gave the Allies was far from decisive it was another blow that hurt.

The final major change was that Allied supply lines were limited to 17 hexes length. This rarely affected Allied play—except that end runs across France from Brittany and Biscay became more difficult and, most important, South France wasn't really feasible as a first invasion site, unless the German virtually ignored it . . . its beaches and ports were too far away from the Rhine to allow it to be much of a threat. This did work in the Germans favor, in that minimal forces could be left there—allowing a somewhat heavier defense of the other beaches. This disadvantage hardly made up for the other features—German victories became very rare.

There was another change . . . but not in the rules. Four hexes, south and southeast of Rotterdam, changed from sea to land—though surrounded by rivers. I believe this reflected different interpretations about what happened when land below sea level was flooded . . . but it created an amazing number of Play-By-Mail arguments. Though this board was to be released with the 1965 rules, a number of 1965 boards were inserted with 1961 rules in the same box . . . the resulting half-breed is still probably the only *D-DAY* game ever seen by some buyers. In any case, it's hard to figure who this change helped. Its main effect was on North Sea invasions—which were never very promising anyway (too many rivers and too little supply). It blocked some potential advance routes, but also denied counter-attack positions, when these hexes were ocean—when they became land, the situation reversed.

All in all, I would have to call 1965 *D-DAY* a relative failure. What success it did enjoy was almost entirely to the credit of what it retained from the original 1961 version . . . the only real improvement in the 1965 version was a somewhat less ambiguous set of rules.

The 1977 edition of *D-DAY*, just released by Avalon Hill, remedies most of the problems in the earlier versions and, at the same time, introduces some up-to-date innovations that add to the game without producing a decisive impact on the course of play. In fact, a major consideration in virtually every change was that the general feel of the *D-DAY* game be retained. I was involved in this decision-making process, and—in describing the evolution of various aspects of the game—will describe some of the important considerations that led up to them. There isn't enough space to describe all rule variations and their evolutions, but just the high points make a delightful story of the "game designer doldrums."

PARATROOPERS—BRICK WALLS AND WELCOME MATS

The use of airborne units was one of *D-DAY's* most interesting features—allowing the Allied Player (according to the rules, " . . . German Parachute Units were parachute in name only . . . in real life, they neither had chutes nor chute

training.") to get better odds during invasions, undouble river lines, surround key units in attacks, and grab important objectives. As originally defined, each Allied airborne unit (there are six) could jump twice per game, starting anywhere and landing within five hexes of any friendly combat unit that was, itself, allowed to move first to allow the paratroopers maximum range. Only mountain and sea hexes were excluded as destinations. (In fact, the original 1961 rules only specified within five hexes of the closest combat unit—presumably allowing the distance to be measured from an *enemy* unit. This obviously confused someone . . . it came up as a question in *THE GENERAL* a couple of years later—when *friendly* units were specified.)

This was in the first set of *D-DAY* rules I have been able to locate—which I shall henceforth call 1961A. Later that same year, a new set of rules was produced—1961B—which cleared up many ambiguities . . . but also changed a number of rules, leading to a long series of conflicting rule interpretations. 1961B had all of 1961A's limitations, but also prohibited landing in Spain and Switzerland, and—most important—prohibited airborne troops from landing adjacent to an enemy unit. This led to a major element of German tactics—"paratroop proofing." In essence, this meant protecting your main line by an interlocking chain of zones of control behind it, generally maintained by Headquarters Units (HQs) and other small units, thus preventing your main line units from being surrounded or undoubled on the turn of drop, and allowing the defenders a turn to react to the presence of enemy units behind the lines.

Another tactic was possible—this one to the Allies—under both sets of 1961 rules . . . that of "leap-frogging." A paratrooper *could* land much further than five hexes from the front lines . . . if, that same turn, another paratrooper first jumped to some intermediate point. If two extra airborne divisions were available, a drop could occur 21 hexes away from the nearest ground unit, since each airborne unit, in turn, could jump five hexes away from the last, and then move three more to gain maximum range for the next. I saw one invasion cut off at Pas de Calais . . . but resupplied when such a maneuver opened up a supply route to the newly captured Marseilles—all the way across France!

Between some Question & Answer columns in *THE GENERAL*, some conflicting answers mailed directly to inquirers by Avalon Hill, and a certain tendency on the part of players to arrive at rules which do not allow things they consider unreasonable, other rule variations appeared which were assumed to be true. The most notable in this area was a compromise on the enemy units question, to prohibit landing in an enemy zone of control—thus allowing airborne units to land across a river or fortress wall from enemy troops. This made paratroop proofing more difficult . . . but still a viable and important tactic. Another accepted interpretation was that the "within five hexes" rule did not apply to paratroopers jumping that turn—thus minimizing the potential for leapfrogging.

Both of these compromises were incorporated into *D-DAY* 1965—one of the few good things I can say about this version. The Spain and Switzerland prohibitions disappeared . . . but only because the hex grid no longer extended into these countries.

Even *D-DAY* 1965 was not without its arguments . . . mostly induced by Avalon Hill itself. In the May-June 1968 issue of *THE GENERAL*, an additional limitation was added—paratroopers may not jump out of a hex if they are isolated. In the September-October 1969 issue, Avalon Hill took sides in resolving another old ambiguity . . . airborne units could not land on the dyke.

D-DAY 1977 has made some very significant changes to the paratroop rules. First, and very historical, parachute jumps must start in Britain. And, while there is no limit on the number of times a unit may jump, a maximum of three airborne units may jump each turn. They are slightly limited in that they may not move after landing . . . but are made vastly more powerful in that *they may now land in enemy zones of control*.

This return to the 1961A philosophy (probably an oversight at that time) makes an enormous difference to the Allies. Paratroop proofing is now rarely practical, except in the most confined areas. The only effective means is to physically block the rear with friendly units . . . and the German player just doesn't have that many.

When I first received a copy of the new *D-DAY* rules to playtest, my initial reaction was a kind of shock! Almost every important river position could be undoubled . . . any unit could be surrounded. It seemed like another hammer blow—paratroop drops, especially combined with the early version of the Carpet Bombing rule (q.v.) could easily wipe out the most strongly held hex (i.e., three Panzer Divisions) in a fortified zone with ease . . . and even the most heavily defended fortresses would fall with relatively light casualties. Paratroops are important . . . but they shouldn't be *that* devastating!

Fortunately, parachute drops and carpet bombing attacks are now prohibited from occurring on the same turn—this is admittedly artificial, but it prevents very ahistorical operations . . . airborne units were just not used in cooperation with carpet bombing operations.

I still feel the parachute rule makes airborne units too powerful, but will save most of those comments for my section on proposed Optional Rules. I will say here that further consideration indicates the 1977 Parachute Rules are an important—but not decisive—change. Paratroops used quickly generally die quickly . . . they have a relatively short expected lifetime. Furthermore, strong positions will usually weather an airborne operation—though generally with greater casualties to the defenders. To use airborne units well, they should only be used in key positions where they will have maximum impact—they can't be replaced, so they should be treasured. I have to admit that my style of playing is probably more heavily affected by the New rule than most, in that my tactics are keyed to holding important positions well, rather than a more even "zone" defense. Airborne units' new flexibility makes them that much better at assaulting particular positions of importance.

DEFENDING RIVERS—"ONE STEP OVER THE LINE"

Few *D-DAY* rules have caused as many hassles—and induced as much confusion—as those dealing with defending behind a river. The rule in *D-DAY* 1961A was deceptively simple:

". . . The Defense Factor of a Unit, on the river or one square away, doubles when attacked from across the river."

It's impossible to be "on" a river—unlike most Avalon Hill games, the rivers in *D-DAY* run along the hex edges. Most players correctly assumed that "on" really meant adjacent. But what does it mean to be attacked from across the river when you're one hex away? A small yellow card that came with those rules, labelled "Combat Factors" *(see Figure #1)* gives a hint in example (6). Here we see that, by advancing directly across the river, such that the first hex across the river encountered is adjacent to the defender doubles the defender. Fine . . . but what about the situation shown in Figure #2? Is the defender doubled in either of these situations? Both? Neither? This was never made clear in the rules . . . and later commentaries by various members of the Avalon Hill staff of that era managed to be

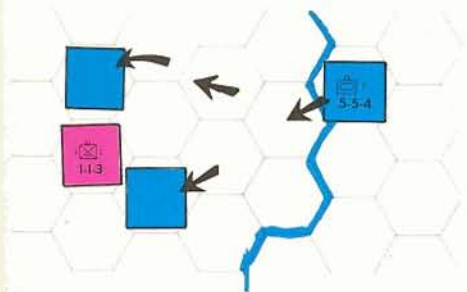sufficiently contradictory that the rule situation never was resolved.

Figure #2

To make matters worse, consider example (6) & (3) (lower right of Figure #1). Here we see, *contrary to every other version of D-DAY ever published*, that if two units of equal strength attack, but only one is coming across a river, that one is halved! Would this also be true if the units were not of equal strength? Who knows ... we fought about it, though!

The situation was clarified when 1961B appeared—to those using 1961B rules, anyway. Defensive doubling was limited to units adjacent to river lines, and only applied when all attacking units were attacking across a river hex side. This rule has been in effect ever since, and was incorporated both into *D-DAY* 1965 and 1977.

An issue related to rivers was that of advance after combat. This is an exception to normal movement restrictions. The 1961A rules provided:

Any Unit that is victorious in battle may:
1) move from a sea square onto and stop on a coastal square after combat.
2) cross a river and stop on the defeated unit's square after combat.
3) move into and stop on a city, fortified zone, and fortress square after combat.
4) move onto and stop on the defeated unit's mountain square after combat.
This also applies in "exchanges." The surviving units, if attacker, may move into the above mentioned areas.

Several questions immediately present themselves. Can a victorious *defending* unit advance after combat if the result is an A ELIM or A BACK 2? Also, while (2) and (4) specify the defeated unit's square, and this is implied by the invasion rules for (1), can a victorious unit move onto *any* adjacent city, fortified zone, or fortress hex, regardless of whether the defeated unit was in that hex or not? The usual answer to the first question was, surprisingly yes—at least among some of my friends, who liked the idea of occasional defensive movement. I never encountered anyone who raised the latter question ... but I'm sure it must have come up somewhere.

In 1961B, the rule was left pretty much as is, except that part (3) and part (4) were combined, and the defeated unit's square was specified.
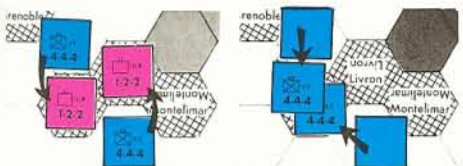
FIGURE #3

It wasn't until *D-DAY 1965* that attacking units were unambiguously specified as the only ones which could advance after combat. One small ambiguity that applied to all three sets of rules remained—since the advance after combat did not have to occur immediately in these versions, conceivably, if two adjacent combats were resolved

successfully, the attacking units would not necessarily have to advance into the hexes vacated by their respective defenders. (Figure 3) The fact that zone-of-control restrictions did not apply to such advances was also often not made clear. In any case, both of these issues have been resolved in *D-DAY 1977*. Zones of control do not inhibit advance after combat, and the advance must occur immediately after each combat is resolved.

One question that occasionally arose was exactly what happened when units attacked across a river—specifically, did their zones of control go across too? Nothing in the rules suggested that they did—but some players seemed to think so! This would have meant that the German unit in Figure #4 would be surrounded. It took a decision printed in *THE GENERAL* to establish that zones of control did not cross rivers, regardless of what's going on.

FIGURE #1

COMBAT FACTORS

IF UNIT	ATTACK FACTOR	DEFENSE FACTOR	DEFENSE ZONE OF CONTROL
1. Is on a Sea Square	NORMAL	NORMAL	Coastal Square Arrow points to.
2. Is on Coastal Square	NORMAL	NORMAL	Sea Square arrow points from, plus 4 adjacent land squares
3. Is on Normal Land Square	NORMAL	NORMAL	6 adjacent open land squares
4. Meets enemy on same side of river	NORMAL	NORMAL	4 adjacent squares on same side of river
5. Meets enemy on opposite side of river line	NORMAL*	DOUBLES	4 adjacent squares on same side of river
6. Is one square away from river line	NORMAL	DOUBLES**	6 adjacent squares
7. Is in any City	NORMAL	DOUBLES	6 adjacent squares
8. Meets enemy in City on opposite side of river	NORMAL*	DOUBLES	4 adjacent squares on same side of river
9. Is in Fortified Zone	NORMAL	DOUBLES	6 adjacent squares
10. Is on Mountain Square	NORMAL	DOUBLES	6 adjacent squares
11. Is in a Fortress	NORMAL***	DOUBLES	NO adjacent squares
12. Is in a Fortress, on coast	NORMAL***	TRIPLES	Sea Square arrow points from
13. Is in a Fortress, behind river line	NORMAL***	TRIPLES****	NO adjacent squares

No unit may increase its defense factor more than triple, regardless of the combination of terrain features it is on.

    * Has option to attack ACROSS river line. Attacker must battle Units in both adjacent squares.
    ** Defense factor DOUBLES only if enemy has attacked from across the river line.
    *** Has option to attack 6 adjacent squares. Attacker must battle all Units in adjacent squares.
    **** Only when attacked from across river—other, factor doubles.

Examples of above in numerical order.

(1) BLUE would attack at 4-2
(2) RED would attack at 1-4

(3) BLUE would attack at 10-12
RED would attack at 11-10

(4) BLUE would attack at 4-5
RED would attack at 5-4

(5) BLUE would attack at 5-16
RED would attack at 6-10

(6) BLUE may cross river and attack at 4-4

(7) BLUE's would attack at 7-4
RED would attack at 1-7

(8) BLUE would attack at 4-8
RED would attack at 4-8

(9) BLUE would attack at 10-28
RED would attack at 14-10

(12) BLUE would attack at 4-6
RED would attack at 1-4

(10) BLUE would attack at 7-8
RED would attack at 4-7

(11) BLUE would attack at 15-34
RED would attack at 16-15

(13) BLUE would attack at 8-6
RED would attack at 1-16

(4) & (5) in combination
a) If both BLUE's attack RED, BLUE-B's attack factor is halved to 2½ (round off to 3). Odds would be 6-6.
b) If RED attacks both BLUE's, BLUE-B's defense factor doubles. Odds would be 6-13.

(5) & (6) in combination
a) Since BLUE attacks from across river, both RED's defense factors double. BLUE attacks at 5-8.
b) RED's attack at 2-5.

(6) & (13) in combination
a) BLUE-A, must halve its attack factor. Odds would be 6-4.
b) If RED attacks, odds would be 3-8.
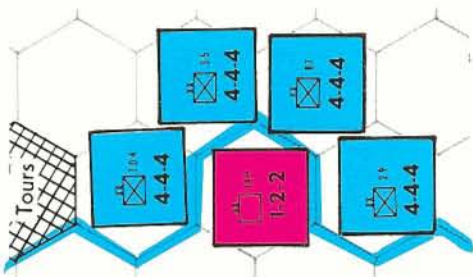
FIGURE #4

OTHER COMBAT COMBATS

There were only five results on the Combat Results Table—D ELIM, A ELIM, D BACK 2, and EXCHANGE. D ELIM and A ELIM are perfectly straight forward—respectively, all defending or attacking units are destroyed. The BACK 2 results were virtually always determined by the winner—that is, in an A BACK 2, the defender chose the retreat route; with D BACK 2, the attacker chose the route of retreat. This system remains in use.

Such confusion as there was centered on the EXCHANGE result. In the 1961A rules, the side with fewest combat factors was eliminated; the other side had to lose as much. Terrain adjustments were included. Unfortunately, which factor to be used was not specified—attack or defense?

For example, assume two Axis 3-4-3 infantry divisions and two 1-2-2 static divisions attack a single Allied 4-4-4 in a city. It's worth eight (4 doubled) factors. The axis attacks with eight (3+3+1+1) factors—one to one odds. An exchange is rolled. Must the Axis player lose all eight attack factors? . . . or is it enough to lose eight defense factors (which would allow one of the 3-4-3's to remain and advance in). This ambiguity also existed in the 1961B rules. The choices boiled down to these:

a) Attacker loses attack factors; defender loses defense factors. (This was the generally accepted interpretation.)
b) Both sides lose by attack factor—ala STALINGRAD. This made some sense, especially since replacement was by attack factor. Presumably the defender, if in a doubled or tripled position, would count as two or three times as many attack factors for the purpose of exchange computations.
c) Both sides lose by defense factor. This was argued based on the fact that only defense factors get terrain modifications, and that defense factor does, in some sense, measure a unit's capability to avoid getting destroyed.

1965 D-DAY eliminated the ambiguity by specifying option (a)—attack factors vs. defense factors—but made a disastrous slip. Instead of the side with fewer factors losing everything, *the defender lost everything;* the attacker had to lose as many attack factors or more. Given the problem that EXCHANGE occurs at 1-2 odds, this made the 1-2 a particularly devastating attack! The classic example was a German 5-5-4 Panzergrenadier unit attacking two Allied 5-5-4 armored divisions at 1-2, and getting an exchange . . . killing them at the rate of two for one.

1977 D-DAY has, at last, set the record straight. The attacker loses attack factors; the defender loses terrain-modified defense factors; and the side with fewest factors is eliminated. The other side must lose at least as many—exact choice of units is left up to the one losing them in that combat.

Finally, on the subject of combats, there is the question of soaking off. In both 1961 D-DAY versions, any combat unit was sufficient for a diversionary attack—in fact, the "Combat Factors" card in Figure #1 illustrated a 1-16 attack (13). The last vestige of this dinosaur is found in WATERLOO where unlimited soak-off odds are still allowed. In the 1965 and 1977 versions, the more reasonable 1-6 limitation was implemented. Attacks at lesser odds can be made . . . but they do not count as soak-offs, result in automatic attacker

elimination, and do not relieve other adjacent units of the obligation to make a better attack if they wish to remain in their positions and attack elsewhere.

FORTRESS: ". . . AND THOU SHALT BE POWERFUL AND MULTIPLY"

Fortresses actually symbolize something inappropriate to a game of this scale (about 17 miles to the hex)—a distinct fort or heavily fortified town. Such a place could be enormously difficult to assault, yet be so localized that it doesn't really deserve a zone of control.

In 1961A, no mention of fortresses was made in the rules, other than an example in the Zone Of Control section indicating that a unit in a fortress controls no adjacent squares—so enemy units need not stop for or attack it. It's also stated that it has the option to attack units outside, implying that it has the choice not to. The boost to defense factors is indicated on the "Combat Factors" card—if attacked over land, they double defense values . . . if from the ocean or across a river, it triples. Of course, the old ambiguity about a combination cross-river and overland attack gets involved too . . . are units crossing the river multiplied by 1/3, while those overland are adjusted to 1/2? In 1961B, 1965, and 1977 D-DAY, fortresses uniformly triple the defenders from all kinds of attacks . . . but, interestingly enough, a great many old timers still cling to the old "triple across water" rule. This is probably because attacking a fort across a river or canal would seem to pose more problems. In fact, the usual defenses associated with forts were grim enough to make the addition of water relatively minor—remember, I'm speaking on a divisional level—but this argument might well apply to fortified zones (see Optional Rules section).

Speaking of fortified zones, though, it was only in 1977 that a longstanding beef I had with the game was cleared up— fortified zones (i.e., Siegfried Line hexes) now only double German units on defense.

Back on fortresses, the "Combat Factors" card does specify one zone of control hex for forts—out to sea if it's an invasion beach. More interesting is the question of what happens if units in a fortress decide to attack outward. In 1961A, the answer is simple—the units must attack every adjacent unit outside. Presumably, the logic was that if it was a tight encirclement, all nearby troops would participate. In the 1961B rules, there was a complete flip-flop . . . the interior units could now attack enemy units "in *any* adjacent square." Now, a single group of defenders could be singled out . . . a sally perhaps? Meanwhile, players themselves worked out a third popular variation . . . if the units inside attack out, they, in effect, temporarily negate the fortress's special zone of control properties. This might negate the need for some attacks if there were rivers present, as shown in Figure #5.
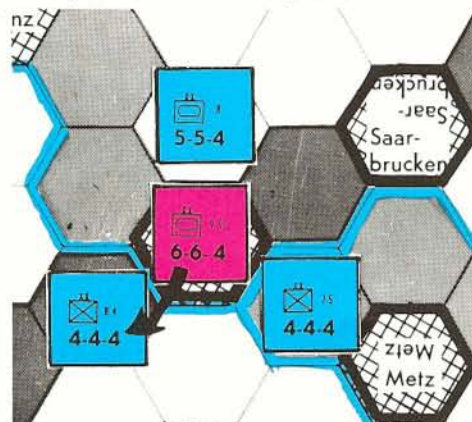
FIGURE #5

In 1965, the rule went back to being forced to attack all adjacent units outside. The 1977 rule goes back to the rule used by many players for almost 12 years—if an attack out of a fortress is made, for that purpose, it's considered as if it were a normal city hex.

A final question involving fortresses concerns supply. No 1961 rule set that I've been able to find makes supply in fortresses any different from elsewhere. It was only in 1965 that the first rule was promulgated exempting units in fortresses from isolation. In the 1977 version, this was limited to German units in fortresses (somewhat more historical) . . . but Allied units on the coast were also given automatic supply—so it may be an even trade-off (except during invasions, where it helps a lot!!!)

REPLACEMENTS: "LO! . . . HE HATH RISEN FROM THE DEAD."

The replacement rules are unique in a peculiar way—while they have been changed a lot from version to version of the game, compared to other seemingly lesser changes, the changes in replacements just haven't changed the play of the game that much.

As originally set up, beginning with Turn #16, the German player received up to five attack factors of replacements (units returned from the ever-famous "dead pile") each turn. There was originally no provision for accumulation. In addition, units were constrained to start on the starred hexes (behind the Rhine) that were under "complete" German control (Allied units could not be adjacent). Units were placed at the beginning of the *Allied* player turn.

A real problem left open by the rules was what to do with Headquarters Units (0-1-4's) . . . could they all be replaced each turn at no cost?

The problem was not really resolved in the 1961B rules—even though a rule was set forth barring the use of HQ's other than SHAEF and OB West, few players left out the others. Instead, a number of compromises on HQ replacement were devised—the two most popular I remember were counting them as 1/2 factor and as 1 factor. Later, a decision in THE GENERAL ruled that HQ units could not be replaced at all . . . but by that time, too many players already accepted them as paratroop-proofing units, and the rule prohibiting their replacement did not find wide acceptance.

One thing that was definitely added in 1961B was accumulation of replacements—thus enabling the German to replace some of the larger panzer formations.

Then came 1965 . . . WHAM! First, the Allies were given two replacement factors per turn, starting with Week #9. This did not have a tremendous effect on the game, but gave the Allied player a chance if there was no early decision. It's worth noting that HQ's and Airborne units could not be replaced. The German was dealt a far harder blow through the German replacement rule. While appearance requirements were somewhat eased, to allow appearance on starred hexes adjacent to Allied units as long as they were not in Allied zones of control (e.g., across the Rhine), the German was prohibited from replacing HQ's (the primary tool for paratroop proofing) and Static Divisions (often the mainstay—through sheer numbers—of the German line). This aside from being completely at odds with historical replacement patterns, was a devastating concept . . . it *would* have had a major effect upon the game except for the fact that most experienced gamers (that was a majority in those days) were inclined to ignore such nonsense.

D-DAY 1977 is a welcome retreat from the incredible. Replacement of HQ's is still banned, but—given the new paratroop rules—HQ's aren't that badly needed for paratroop proofing any more. True enough, historically HQ's could be replaced, but-without much more complicated rules—it's too easy to use them as front line delaying units . . . which is especially important late in the game. As Richard Hamblen pointed out when I raised the objection, "There are too many sins the German Player can commit if he can replace them." For the fanatics among you, check the section on proposed optional rules.

In the original draft of the 1977 rules, Jim Stahler would have allowed the replacement of static units . . . but was going to have replacements set by *defense* factors, as is done in most Avalon Hill games. At this point, I made a trip to Baltimore— my first in ten years—and shouted, screamed, flailed my arms about . . . in general treated the Avalon Hill staff to a scene of wailing and gnashing of teeth such as they had never imagined. Why?

One reason was play balance. The German is on the defensive . . . a replacement rate of five attack factors is, effectively, a rate of as high as ten defense factors, depending on the kind of units replaced. Changing the rate to five defense factors per turn was a serious blow to the effective German replacement rate.

The other major factor was historical realism. With replacement by attack factor, the German is inclined to build two kinds of units—those which offer the best ratio of defense factors to attack factors, such as statics (1-2-2's) and second-line infantry (3-4-3's) and the best armored units to hold strongpoints and launch counter-attacks (7-7-4's, 6-6-4's . . . SS units and Panzer Lehr typically). That's exactly what the Germans were doing! The SS had priority on equipment, as did Panzer Lehr (the "Tank Demonstration" division) . . . and Hitler's desire for lots of divisions led to a proliferation of low grade Volksturm units, Hitler Jugend Units, Home Guard Units, Convict-manned Security Units, as well as many units that consisted of little more than a Headquarters Detachment. Few had any transport . . . even fewer had fuel for what transport did exist. These are all well modelled by the so called "Static Divisions."

With replacement by defense factor, all this changes. Then the German wants the most in attack factors for each defense factor—simple common sense. Play with this rule (we've tried!) leads to preferential replacement of 1st line infantry (4-4-3's) and all kinds of motorized units (ranging from brigades to 4-4-4 divisions to 7-7-4 divisions).

To make a long story short, replacement is still five *attack* factors per turn, and HQ's are the only German unit that cannot be replaced. I consider this my major contribution to the game. One other change is that German replacements *may* appear in Allied zones of control—but must not move if they do so (they must attack). They cannot appear in hexes through which Allied units were the last to pass. They also appear at the start of the German's turn.

Allied Replacements work differently too. The German Player has three "Strategic Installations" in Brest (U-Boat Base), Boulogne (V-I Bases), and Rotterdam (V-2 Bases). Starting with Week #9, the Allied player receives one replacement factor for each installation he has destroyed ("captured"—by entering or passing through the hex). In practice, this generally reduces available Allied replacements—the Allied player rarely has two of these objectives by the 9th week . . . or even the 16th—but the extra factors available for a final push across the Rhine can be of help! While this is a somewhat abstract treatment of many factors affecting the efficiency of the Allied War effort, the intermediate geographic objectives do add quite a lot to game interest. If the German player, for example, heavily defends Brest, the Allied player has a rough decision—trading off a lot of expected casualties in return for extra replacements that pay off in return very slowly . . . especially when there are more promising attacks at the front!

ZONES OF CONTROL: "STOP! AND WE'LL FIRE!"

The "zone of control" concept dates back to the earliest Avalon Hill games . . . and is still one of Avalon Hill's most important contributions to the art of game design. In *D-DAY*, this concept has changed very little from game to game . . . except in the ambiguities surrounding each set of rules.
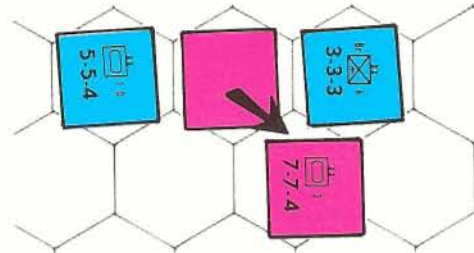
FIGURE #6

The basic zone of control rules have been, in essence, if you enter an enemy zone of control, you must stop and end up attacking someone. Each enemy unit exerting a zone of control on a friendly unit must be attacked. The only real ambiguities have arisen over the question of moving out of one zone of control and into another. In 1961A, the maneuver shown in Figure #6 was possible—there was no rule prohibiting or limiting movement from one zone to another. As shown in the Figure, this allowed surrounded units to often execute retreats unless it was thoroughly surrounded.
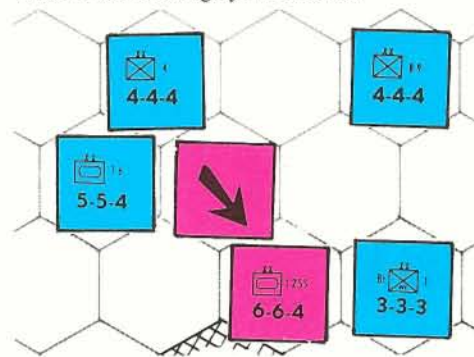
FIGURE #7

An additional limitation was inserted into 1961B. You could not ". . . withdraw from an enemy unit's zone and then re-enter any other square in that unit's zone in the same turn." While it's uncertain whether the move in Figure #6 was legal or not (did the unit ever "withdraw" from the zone?), the move shown in Figure #7 was still quite legal—and frequently used! That shown in Figure #8 was also legal, since it only involved movement into the same hex, not an "other" hex (one might wish to do this to establish being the last to pass through a hex nearby). The movement shown in Figure #9, however, was now illegal . . . though prohibiting such a move was so untraditional that this limitation was generally ignored.

On the other hand, many players developed an even more stringent interpretation—that often used in other games. They decided that if you left one zone of control hex, the only legal moves out of the controlled hex were to hexes uncontrolled by enemy units. This did allow the move in Figures #8 and #9,
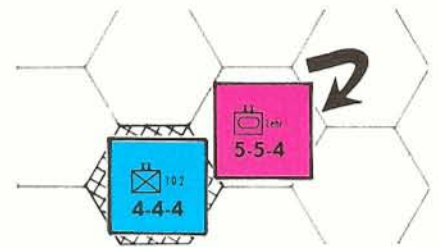
FIGURE #8

but prohibited those in #6 and #7. Other players also allowed the movement in Figure #7 by ruling that if a unit started in an enemy controlled hex, its only legal moves out of that hex were to hexes not controlled by enemy units controlling the hex of origin.
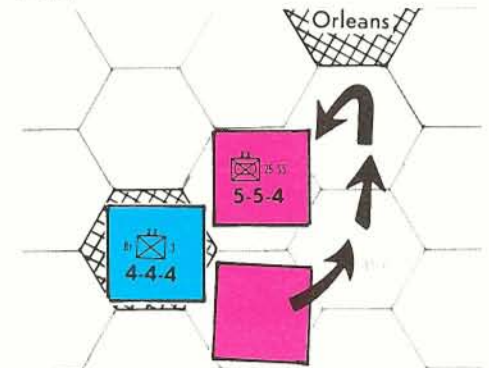
FIGURE #9

D-DAY 1965 tried to solve the problem by decreeing that a unit's movement ended when it entered an enemy zone of control, and that you could not move "through" enemy controlled hexes. What "Through" meant started an incredible number of arguments—mostly about the move shown in Figure #7.

D-DAY 1977 ends the ambiguity, though you must read the rule carefully. A unit must stop when it enters a hex controlled by an enemy unit. It can move from one hex in an enemy zone of control *directly* to another enemy-controlled hex, if the second hex is not controlled by any enemy units also exerting a zone of control in the first hex. The unit may also move to any other enemy controlled hex, provided that the first hex of movement and all intermediate hexes of movement are uncontrolled by enemy units. The first condition allows the movement in Figure #7; the second allows the movement in Figures #8 and #9. The movement in Figure #6 is still prohibited, which may be a bit too restrictive, though quite traditional. An option is given later.

SUPPLY AND ISOLATION: "LET THEM EAT CAKE."

The game virtually demanded some kind of supply rule . . . after all, didn't Patton have to stop while Eisenhower sent the available gasoline to Montgomery? Supply held up the Allied advance at least twice . . . better logistics might truly have "ended the war by Christmas."

Basic supply for the German has been pretty much the same all along. It was unlimited in quantity (in fact, the Germans were always short of everything . . . but that's "factored in"). German units had to trace a supply line of any length free of Allied units or zones of control to somewhere behind the Rhine. In 1961A, it was the Rhine-Ijssel itself, as was the case in 1961B. In 1965, it became the line of hexes just on the east side of the Rhine-Ijssel from D-10 (the ocean) to AA-16 (Switzerland). In 1977, it is the east edge of the board north of

Switzerland—thus eliminating the curious spectre of surrounded German units adjacent to the Rhine surviving off the local trout or whatever.

For the Allies, though, supply was a maze of difficult definitions—being keyed to a large number of beach hexes and ports, each with its own supply capacity. In addition to being able to trace a line, there was an overall supply capacity . . . and—in 1965—a maximum supply length.

1961A ruled, "The Allied Player may never have more divisions on land than can be supplied through the beaches and ports he controls." It was noted elsewhere that HQ's counted as divisions for these purposes (High ranking officers were all reputed to be overweight—if a HQ consumes a division's worth of supplies, I can understand why. Maybe they *were* eating cake!). If *German* action drops the supply level (e.g., by capturing beaches or ports) to less than the total Allied units on the continent, the Allied player must evacuate or—at the end of his turn—eliminate enough units to restore the balance.

On the other hand, if the overall supply level was still ok, but a unit was *cut off* from supply, it had two weeks to restore supply. It is eliminated "the second week after the supply line is cut."

There were a lot of questions about exactly when this eliminating occurred. There were four possibilities for causing isolation:

German units move or advance/retreat out of supply and isolate themselves.

German units are cut off by Allied action.

Allied units move out of supply as above.

Allied units are cut off by German action.

In each case, when is the isolated unit removed from the board? One commonly adopted interpretation—borne out by some "examples of play"—was that an isolated unit had two turns to re-supply itself . . . and was removed at the end of *its* second turn of isolation. The question as to whether a unit that moved out of supply counted that move as the first turn of isolation or not was never universally resolved. Other interpretations included elimination at the end of the second turn following (regardless of which player turn the isolation occurred in) and the fourth player-turn following. Again, the question of units moving out of supply was never really resolved. . . .

. . . until 1977. In the new rules, supply is checked at the beginning and end of every turn. If a unit is out of supply at the beginning and end of two consecutive player turns, it is eliminated. Transeat in Exemplum.

In all the earlier versions, units were unaffected by lack of supply (inadequate capacity on the continent) or isolation (no supply line) until the moment of their elimination. *D-DAY* 1977 has added an interesting extra—units that are out of supply at the beginning of their player-turn have their attack strength halved, and may move a maximum of one hex. This is probably a reasonable constraint on unit capabilities. At least it tends to limit the incentives that would otherwise exist on occasion to race beyond one's supply capabilities.

In 1961 *D-DAY* (both versions), except for actual blocking of the supply line by enemy units, terrain, etc., a supply line could be of any length. There was never really a problem of outrunning one's supply lines. In 1965, a 17-hex supply line limitation was imposed—virtually wiping out South France as a viable first invasion area. The solution in 1977 is not only more reasonable, but allows a legitimate use for those hordes of Allied Headquarters . . . by assuming they include the supply transport. In essence, invaded beach hexes can supply units tracing a supply line as long as eight hexes. Other Allied supply sources (coast hexes and ports) can only supply the particular supply source hex, unless HQ units are present. Up to three HQ's

may exist on a hex (1977 *D-DAY* slightly changes Allied stacking from two units to two units + one HQ maximum), and each allows an eight hex extension of the supply line from that hex—i.e., a port hex with three HQ's could supply units up to 24 hexes away.

The general effect is to make South France a viable invasion area (at least for supply purposes), and to concentrate Allied supply sources in a few key ports—which not only plays well, but is highly historical.

Another ambiguity that plagued earlier versions of the game was the question of landing troops on the continent in excess of the supply that was there. Given the time it took for such units to be eliminated, they could often accomplish valuable objectives. When their time was up, they could be evacuated and other troops—from Britain and, hence, supplied—could be landed in excess of supply to continue the work. As described earlier, the problem arose from prohibiting the Allied player from "having" more units on the continent than supply allowed . . . and only explaining what happened when *German* action reduced supply. Worse yet, it was not enough merely to specify that units could not be landed in excess of supply—how would invasions happen?

The 1977 version seems to solve this problem. Units may not be landed if—ignoring potential combat results—the number of unsupplied units on the continent would *increase* the *following* turn. Since any units on the coast are automatically in supply, there is no problem for invasions—all coast hexes have adequate supply to sustain units which initially land there. Otherwise, if your supply excess is three (or even if three units happen to be cut off for some reason—1977 *D-DAY* does not differentiate lack of supply and isolation), then any new units landing better have supply waiting, or some units had better withdraw the same turn.

Speaking of supply on the coast, Hallelujah! One of the hairiest problems in *D-DAY* has always been agreeing on what constituted a viable Allied supply source. In 1961A, the only viable supply sources for Allied units had to be controlled—i.e., free of German zones of control. This was grim during invasions—if the Allies could not advance inland, and German units could manage to stay adjacent, Allied units on the coast would soon die, in that the hexes they held could not provide them with supply. The then-famous "Festung Europa" defense of the MIT Strategic Games Society was largely founded on such tactics. The situation did not improve in 1961B—the only change was that an Allied unit had to be the last to pass through *and* it had to be free of German zones of control for a hex or port (for inland ports, the requirement applied to all initialed hexes) to yield supply. The same rule applied in 1965.

Fortunately, the players—in their wisdom— were able to come up with some better variations. One was the so-called "bucket brigade" rule—a friendly unit on a hex negates enemy zones of control there for supply purposes only. Since this provided too many ways to resupply cut-off units further inland, others adopted the rule incorporated into *D-DAY* 1977—that, regardless of whether or not a German zone of control is present, if an Allied unit is on a coast hex or port with a supply capacity, it can receive supplies there, though the supplies will go no further. In other words, units on beaches are automatically in supply (assuming the beach hex has a supply capacity, as most do).

For other purposes, control of supply sources is still important. While 1961A never made the matter very clear, it was implied that "control" meant keeping Axis zones of control out. In 1961B, this was made clear for coast hexes and ports, also specifying that Allied units had to be the last to pass

through. 1965 *D-DAY* went back to just keeping out zones of control, though it was implied in the "Questions & Answers" section that having an Allied unit or zone of control there was at least involved somehow.

D-DAY 1977 treats the matter fairly explicitly . . . but not in the clearest possible way. Control is separately defined for coast hexes (successfully invade and assure that Axis units never re-occupy), coastal ports (Allies must occupy and keep clear of German zones of control), and inland ports (Allies must occupy the port and keep German *units* out of the initialed hexes that typically surround them). This should really, however, be described as control for the purpose of landing units. The supply rules make clear that any coastal hex with a supply capacity can be used for supply purposes and, if occupied by an Allied HQ and kept free of German zones of control, can extend a supply line to some distance. This is one of the few ambiguities I have found in the 1977 rules.

THE SECOND INVASION:
"PICK YOURSELF UP,
BAT YOURSELF OFF, AND
START ALL OVER AGAIN."

Exactly when the second invasion could occur has changed over the years. In the 1961A rules, it was never clear whether it had to occur on Week #9 if at all, or whether it could start on Week #9 or later. In 1961B, it was explicitly set forth—9th week or later . . . and there could only be two invasions per game.

Ah . . . if only the designer had bothered to communicate with the editors of *THE GENERAL*. On my desk, I have two issues of *THE GENERAL* that came out well after 1961B, but before 1965. One explicitly states that the second invasion may *only* occur on the 9th week, if at all; the other makes it clear that the second invasion can start any turn from the 9th week on. Avalon Hill has managed to eliminate the source of many such controversies nowadays by leaving one person in charge of decisions for each game . . . but "those were the good old days."

The same rule applied in 1965. In *D-DAY* 1977, this is limited in a way suggested by many players— to weeks 9-16. This has some historical basis—Week #16 corresponds to the end of September, and North Atlantic weather is getting pretty grim by then. However, some kind of effort might have been tried . . . and weather in the Mediterranean is never all that bad. An optional treatment will be offered later.

ALLIED SEA MOVEMENT:
"DRAMAMINE SAVED THE
D-DAY INVASION!"

Allied units have always been capable of some kind of sea movement . . . if only to get from Britain to the continent. In fact, though, exact Allied capabilities have fluctuated quite a lot. In 1961A, other than invasions, the following movements were possible:

a) Britain to captured/controlled inland ports and visa versa.

b) Britain to controlled beach hexes in an invaded area and visa versa.

c) Freely between Britain and any coast hexes in invaded beach areas. (Note that control was not required!)

1961B was almost the same, except that captured inland ports could not be used for evacuation to Britain unless they were in an invaded area (primarily a wording problem in the rules). In 1965, the problem with ports outside the invasion area remained, but the rule was written more clearly. In essence, Allied units could freely transit between Britain, coast hexes in invaded areas, and captured/controlled inland ports.

The only problem with all this was that it wasn't very historical. Units were shipped to and from Britain, but—unlike Italy—there was little shuttling by sea of units from place to place in France. Hence, now we see Sea Movement limited to transport to and from Britain . . . but it can occur from *any* controlled port (inland or coastal) or coastal hex (noting that here control implies a successful invasion of the hex). I think the rule is highly reasonable.

THE DIKE:
"YES, HANS GAVE IT
THE FINGER."

Before discussing some of the major innovations in the 1977 version, one final area of dispute should be discussed—the dike. The dike has always been defined on the board itself—"units may cross but not attack." Neither set of 1961 rules provide further definition. The 1965 rules were no better. One must turn to the pages of *THE GENERAL* to get further clarifications.

The Sept-Oct 1969 issue provides the information that units may stop on the dike, but paratroops may not land there. The Nov-Dec 1972 issue provides the additional fact that the prohibition on attacks means that units on the dike may not attack—they can be attacked. The question of whether supply could be traced across the dike was never answered . . . but most assumed that it could.

D-DAY 1977 changes things somewhat. Units are no longer permitted to stop on the dike. They still cannot attack from it nor can they (if airborne) land on it. Supply can be traced.

STRATEGIC MOVEMENT—" . . . BUT
WHERE ARE THE RAILROADS?"

Many of the older wargames had a common problem—it was impossible to move from one place to another at speeds faster than the basic movement rate—presumably normalized to a unit moving somewhat slowly in "battle-ready" status. This problem existed in *D-DAY*, with the fastest movement being four 17-mile hexes per turn (week) . . . barely eight miles a day. Static units are constrained to half that, and German infantry is between the two extremes.

The movement situation has been alleviated somewhat with the introduction of Strategic Movement. The system was borrowed from *ANZIO* . . . units that are in supply may move at double speed, provided they never move adjacent to enemy units. The Germans have additional constraints, limiting strategic movement to Parachute, Panzer, and Panzer Grenadier units, and even these units may not use strategic movement if they are being "interdicted" by Allied aircraft.

There is a major increase in *D-DAY*'s realism via this rule. At long last, von Rundstedt's plan for a central panzer reserve makes at least some sense . . . as does Rommel's objection—based on his experience with aircraft. End runs, such as that executed by Patton, are now possible, given the right circumstances. All in all, the rule is simple, plays well, and gives a nice flavor to the game. Movement is still "too slow"—if you consider how fast a unit might move if it cast caution to the winds and encountered no resistance—but probably reasonable for units moving under conditions of uncertain safety.

Even allowing for the fact that German infantry units had no motorized transport, it may be unreasonable to give them no strategic movement. Similarly, HQ's virtually always had transport. Both unit types should receive some kind of extra movement, in my view (see Optional Rules). Statics, on the other hand, had virtually nothing (often not even horse-drawn wagons!) and deserve little bonus, if any.

The other source of rapid movement—railroads—has also been left out—both for simplicity and because of the inconvenience to past game owners in modifying the *D-DAY* map. The Germans, however, did make some use of rail movement—the Allies concentrated on interdicting it before D-Day. A simple suggestion is included in the Optional Rules section—but, be warned, the rule is quite abstract.

TACTICAL AIR POWER

The major innovation of 1977 *D-DAY* was the introduction of reasonable air power rules. Air power played a major role in the Allied effort, and the current rule gives something of the feel of how it was used.

The Allied Player gets six tactical air points to use each week. They are deployed over a single hex for a particular mission type, with a limit of one factor/mission type/hex. The missions are Close Attack Support (adding one attack factor to all attacks against the target hex), Close Defensive Support (adding one defense factor—with no terrain bonus—to any Allied Unit or Allied Unit combination being attacked in that hex), River Interdiction (German units must stop immediately after crossing any river hexside of the target hex), and Unit Interdiction (targeted German *units*—the only case where a unit rather than a hex is targeted, and more than one such attack per hex is allowed—are prohibited from using strategic movement that turn).

In the original draft, there were only four air factors, but it was not felt that tactical air power was playing a large enough role. I still do not feel that it does, but for another reason. By assigning attack and defense support to a *hex*, rather than a unit, one factor may aid several combats or just one, depending on the number of units present and how the attacks are divided. More importantly, it does not remedy in any large way one of the game's more serious problems—that much of its play centers around factor-counting exercises . . . especially in the case of beach defenses prior to invasion. There are an enormous number of convenient ways for the Axis player to leave the Allies two factors short of the necessary factors for a given odds level . . . and you are not allowed to concentrat enough aircraft to add more than one. Figure #10 illustrates a classic case. Two static divisions in a fortress represent 4 x 3 = 12 defense factors. The best the Allies can amass on invasion (without paratroop units) is 10 + 1 air = 11 factors, and 11-12 is still 1-2. Note that the Allied player has *doubled* the ground commitment from one division (5 + 1 = 6; 6-12 is also 1-2) with no change in odds! A similar situation would apply in clear terrain by stacking one static with one infantry unit.
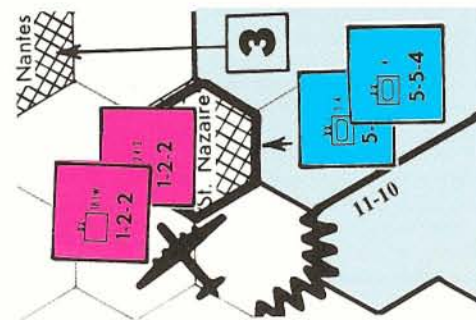
FIGURE #10

Of course, the Allied player need not make a single 1-2 . . . two 1-1 attacks could be made (one at each static, each at 5 + 1 = 6 factors to 6, since the TAC factor adds to each attack). This is not much help though, because the Allied player must win *all*

attacks to get ashore. A single 1-2 attack has a 1/6 chance of putting the troops ashore, while with two attacks, to get *anything* ashore, the Allied player must roll a 1,2,3 followed by a 1 or 3. (D ELIM, EXCHANGE, or D BACK 2, followed by a D ELIM or D BACK 2). This is still a 1/6 chance . . . but only the second unit to attack will be able to advance, halving the number of units potentially capable of making it ashore.

No doubt there will be a stinging rebuttal in *THE GENERAL* when this appears, but I have my own ideas as to why this situation was not remedied. I discussed several options with Richard Hamblen and Jim Stahler. One was assigning air factors by units rather than by hexes . . . another was allowing a factor of "naval gunfire" against any coastal hex. I got the feeling that Richard would have liked to improve the situation . . . but Jim Stahler, in charge of the design, strongly objected. One reason was play balance—additional stacking of tactical aircraft might make the Allies too powerful in mid-game and end-game. This was a smoke screen, I think—the air rule is particularly easy to "fine tune"—just by controlling the number of factors. Other solutions are discussed later in the Optional Rules section.

More important is that Jim Stahler seemed very attached to some pet beach defenses of his that relied heavily on factor-counting finesse . . . and, rather than seeing this as a problem, gloried in it. As is, he can make five of the seven beaches well nigh impregnable under the current rules, and the other two—Brittany and South France—are very subject to being bottled up.

I feel that this is inappropriate. The German should be able, through adequate concentration, to make three or four areas nearly impossible, and—given this—at least one should be fairly easy. This would be the case—except that against a careful set-up, the Allied player may not find his tactical aircraft to be of much help, at least on attack. What makes the beaches so much harder to attack now is that panzer units can swarm to them quickly—far more so than in either of the earlier editions. I feel the Allied player needs something on the books to counter-balance this.

CARPET BOMBING—
"HAVE YOU EVER SEEN A
B-17's VERSION OF A
CARPET SQUARE?"

Last of the major innovations is Carpet Bombing. This simulates the occasional diversion of strategic aircraft to massively bombard a small area, which presumably contains enemy troops.

As originally written, a carpet bombing attack could be made against any hex against which an attack had been made the previous turn. There were two attacks per game, and each added three columns to every attack made against enemy units in that hex that turn.

The results were devastating. Historically, Carpet Bombing raids caused the virtual annihilation of a division-sized unit on two occasions, and allowed major Allied advances. That happened here too—but entire Corps in doubled positions were the usual targets . . . generally after being surrounded by paratroopers. Via the mails, I screamed and flailed my arms about . . . and was informed that Carpet Bombing raids were no longer allowed to coincide with paratroop operations. Though this was an artificial limitation, it was historical and played well.

The main objection remaining was that carpet bombing raids were unreliable. Depending on how you count, the Allies tried carpet bombing at least four (Hamblen's count) to six (my count) times—and there was only a significant effect twice. The other times, troops were committed . . . but instead

of racing into shattered and stunned enemy forces, they met heavy resistance. The rule did not reflect that—instead it gave two reliable hammer blows.

So it changed . . . As now written, the Allies receive four. They still can't happen in conjunction with airborne operations, and only one may occur per turn. In essence, when a hex is carpet-bombed, and any German unit there is attacked, two die rolls are made . . . and the Allied player may choose which one applies.

In fact, the typical area being carpet bombed was less than a mile square, and would affect only one unit (or unit equivalent). The only affect on other units would occur if the attack was successful against the target unit, and its premature withdrawal in the area forced a general withdrawal in the area. While that *can* happen in the current rule, the statistics are wrong, or at least irrelevent. It seems to me that a better rule would have six raids (my count!), each of which would have about 1/3 chance of making the target unit highly vulnerable to a ground attack. If a ground attack is made and succeeds, then there should be an enhanced capability against other units in the same hex. A suggestion for accomplishing this will be provided later.

OPTIONAL RULES

Optional Rules come in two flavors—those that are invoked primarily for play balance, and those that are invoked primarily for realism and/or historical flavor. It's my own rule that those adopted for the former cause should have minimal impact on realism and historical flavor. Fortunately, in *D-DAY*, that's quite easy. Several tools are available.

GERMAN REPLACEMENTS

What is the appropriate number of German replacements? On the scale of a simple, division-level wargame, how do you factor in equipment . . . type of personnel . . . and non-combatant support units? The answer is, you don't. The 5 factors per turn represents a rough guess at the rate at which Germany could replace its military capacity, well tempered by considerations of play balance. Values running from three to seven per week could be just as appropriate. If you find one side winning too often, just change the German replacement rate by one or two—you needn't agonize over realism, because the concept is so abstract that it's only meaningful within broad bounds.

ALLIED TACTICAL AIR

As I pointed out earlier, as originally proposed, the Allies started out with four TAC factors in early designs—a number based simply on the designer's "feel" for a good number. That was later raised to six—based entirely on a "feel" for how big a role air power should play—no really hard numbers. If the Allies seem to win too often, try four or five. No one's going to argue that it's any less realistic.

ALLIED REPLACEMENTS

It does seem a little strange. Consider just the USA—The United States of America . . . producing 2/3 of the world's steel . . . producing ten to twenty times as many aircraft as Germany's factories . . . having a population several times the size of Germany's . . . and not having massive Russian attacks on the opposite flank (by comparison, the Japanese threat was small) . . . that mighty nation, in combination with the United Kingdom and numerous other Allies, can, at best, manage 60% of the German West Front Replacement Rate. Ah, come on. Maybe Germany was making more efficient use of it's manpower, and was mobilized at a higher relative level, but even so . . . .

This is not to argue that the Allied Replacement rate should be changed, but if you would like to for play balance purposes, it would be the fanatic indeed who could argue that almost any change you cared to make might not be as realistic. Once again, replacements are something of an abstraction . . . treat them that way. If the Axis seems to win too often, try giving the Allied player a flat rate of one or two factors per turn, plus those for what objectives are captured.

GERMAN AIR POWER

The Germans had little in the way of ground attack capability in the west . . . the game models this as zero, which *may* be a bit too harsh. If you think so, allow the German player one TAC factor per turn. It would function exactly as those used by the Allies, but for the German instead.

. . . AND RULES FOR EXTRA REALISM OR MORE FLAVOR

In some cases, these merely represent differences in opinion between myself and the designers. In others, they represent things that were intentionally left out to keep the game simple and similar to the older versions. A rationale is given with each rule—pick and choose as you like to make the game most enjoyable.

LIMITATIONS ON PARATROOPERS

In essence, I feel that paratroopers are too powerful in *D-DAY* as currently construed. Troops that have just landed are not about to start organizing the wide patrols and interdiction that a defending ground unit would have. The mission of airborne troops is almost invariably to grab something and hang on until support arrives. If they attack, it's strictly limited toward seizing some objective. If they block retreat, it's typically in a fairly small corridor. I therefore propose the following limitation:

Airborne units which airdrop on a given player turn have no zone of control other than the hex upon which they land throughout that player turn; i.e., they cannot block retreat through a hex adjacent to themselves during the *player-turn* in which they land. As soon as the other side begins the next player turn, they function normally.

FORTIFIED ZONES

Many Siegfried Line fortifications took advantage of available rivers and canals. As a crude abstraction, the following rule is proposed:

When a German unit in a fortified zone hex is attacked by Allied units, all of which (excluding air) are attacking across rivers or canals, the German unit (or units) is/are *tripled* on defense.

HEADQUARTERS

There is no reason why HQ units should not be replaced—historically they were *first* to be replaced—except that, by placing them on the front lines, the German player can do some very ahistorical things with them. There is a relatively simple solution to both problems:

A. Beginning with Turn #2, all HQ units may be replaced each turn throughout the game, as long as there is a place they can start and remain within the other limitations (e.g., stacking). Replacement of HQ's in *no* way affects or is affected by the replacement of other units.

B. No HQ unit may be moved to or left in a position where it could be attacked in the following player turn, except via air strikes, air drops, or invasions. In certain areas, this restriction is ignored:

German HQ's east of the Rhine
German HQ's in Paris
Allied HQ's fulfilling the supply function

C. For B, adequate distance and/or an interposing barrier of friendly zones of control preventing enemy units exercising normal ground movement from coming adjacent constitutes adequate protection from attack.

D. If fulfilling B is impossible for some HQ's, than these HQ's are not restricted by B. Note, however, that the player must make every possible effort to fulfill B, including the redeployment of other combat units (but not including air drops, airstrikes, and/or invasions). Sea movement *is* included. The enemy player may offer "helpful suggestions" in this regard . . . to help any HQ fulfill part B.

E. Even if an Automatic Victory rule is used, the possibility of an automatic victory need not be considered in determining adequate protection to fulfill B.

F. HQ units have no zone of control. Strategic movement is still prohibited next to an enemy HQ unit.

In summary, there will always be HQ units around . . . but they usually won't be at the front, and won't be much good there when they are. Fairly historical, I think.

AUTOMATIC VICTORY

Under limited circumstances, some attacking units may attack up to twice in a single player turn. To achieve an automatic victory against a given hex, the following conditions must be fulfilled:

a) All attacking units must have moved one hex or less to have reached attack position.

b) All defending units in the hex must be attacked in a single attack.

c) The attack must be at odds of 7-1 or better.

d) The defending hex must be clear, though the attack may be across a river or canal. It may not be from the ocean (i.e., an invasion).

If an automatic victory is achieved, all involved units having a movement factor of four *have the option* to advance and attack again, participate in other attacks yet to be resolved, etc., though they cannot help make another attack an automatic victory. Any, some, or all of the attacking units having a movement factor of four *may* advance a maximum of two hexes, the first hex of which must be the defender's hex. Each unit may only participate in one automatic victory per player turn. Zone of control limitations apply to additional advance capability allowed by the Automatic Victory Rule. If a unit uses this advance capability, it uses it *instead of* (rather than in addition to) normal advance after combat. Each unit may advance in either mode, if allowed, or neither, but not both in any given combat resolution.

ADVANCE AFTER COMBAT

It always seemed strange to me that a unit could move further by attacking than it could otherwise. Even more fascinating, this applied only to attacks in the most difficult terrain. The Strategic Movement rule solves part of this problem . . . but not all of it. Statics still have the capability to move three if they attack and two otherwise; for much German infantry, the values are four vs. three. The proposed rule solves half the problem—the Strategic Movement variation (q.v.) speaks to the other half.

Whenever a defending hex is vacated as a result of an attack, the attacking units may advance into the hex, provided that stacking limits are not violated, regardless of the presence of other enemy zones of control. This advance must be taken immediately after resolution of the combat. (The only change is that all positions may be taken—not just doubled and tripled ones).

STRATEGIC MOVEMENT

This speaks to the other half of the problem described above. All units may exercise strategic movement, rather than just Allied Units, German Panzer, Panzer Grenadier, and Paratroopers. However, movement of other German units is only enhanced by one—i.e., a static division could move three instead of two. Axis HQ's, however, get full (double) Strategic Movement.

MINIMUM MOVEMENT

I have always felt that fluidity was helpful to the play of most games . . . and that D-DAY had a hair too much of the "set piece" game in it. The following rule somewhat alleviates this . . . and makes "surrounds" a bit more difficult to implement.

If a unit is surrounded by enemy units, enemy zones of control, impassible terrain, and/or neutral territory, under certain conditions, it may still move one hex to obtain more favorable position and/or escape being surrounded. If another friendly combat unit can move adjacent to it, it may move on top of that combat unit. Of course, since this hex has an enemy zone of control there, both units must end their turn there and attack during the combat segment. This special movement option may *only* be exercised during the movement portion of the friendly player turn—retreats may not be made in this way.

SUPPRESSION OF ALLIED AIRPOWER

This, in an abstract way, simulates a German air operation that occurred during the Battle of the Bulge. It was a massive strike against Allied airfields that was moderately successful . . . but cost the Axis most of its air attack capability.

Once per game, the Axis player may suppress Allied Airpower. The effect is to lower the number of TAC factors by two for that entire turn, and to totally prohibit the use of TAC factors within five hexes of any hex the Axis player chooses for that turn. The decision to employ this option must be made immediately at the start of the Allied player turn, except that if the Weather Rule is employed, the Axis player may wait to see the prevailing weather and make the decision immediately afterwards.

If German TAC Air Power is being used, exercising this option prevents use of German TAC Air for that turn and the rest of the game.

Even if this option is exercised, the Allied Player may always fly TAC Air missions within two hexes of the coast (though the overall total is still reduced by two), weather and available factors permitting.

CARPET BOMBING

I feel that the following rule better reflects the uncertainty associated with Carpet Bombing Operations.

The Allied Player receives up to six carpet bomb attacks per game. A maximum of one per turn may be made, and a maximum of two may be made on or later than the 14th week. No carpet bombing attack may be made within five hexes of a simultaneous airdrop.

Carpet bombing is used strictly in support of normal combat, and may only be used against Axis units in a hex which was adjacent to an Allied combat unit at the beginning of the current Allied player turn. The primary attack must be directed against *one unit* in a hex and, while being carpet bombed, the unit being bombed must be attacked by ground/TAC units separately from all other units and before any other units in the same hex. Prior to resolution of the ground combat against the carpet bombed unit, a carpet bombing effectiveness roll is made, and the result from the table at right is applied.

NAVAL GUNFIRE SUPPORT

This is probably a reasonable optional rule, regardless of whether you increase the efficacy of airpower or not. It solves some of the nasty "one factor short" situations which abound on the coast.

Whenever a coastal hex with one or more German units in it is attacked by Allied Ground units, there is always one additional factor of Naval Gunfire Support available to assist the attack. Only one factor per hex is available, so if more than one attack is made against the hex, only one of the attacks get the benefit of Naval Gunfire Support.

TACTICAL AIR

Right now, TAC is assigned to a hex, and helps all attacks against that hex or, if in defense, assists all units defending. Note that if two 4-4-4's are on defense, if attacked together, they're worth 9. If attacked separately, they're worth 5 + 5 = 10. Similarly, if three static divisions are being attacked by three 5-5-4 armored units, if one attack, it's 2-1 . . . if three attacks, it's three 3-1's. I think this can be easily corrected.

Close Attack Support—The Allied player may use one TAC factor to add one attack factor to any Allied combat unit for that player turn. There is a maximum of one TAC factor of Close Air Support per Allied Unit, but both units in a hex could have an addition by using two TAC Factors.

Close Defensive Support—The Allied player may use one TAC factor to add one defense factor to any Allied combat unit for that player turn. There is a maximum of one TAC factor of Close Defensive Support per Allied unit, but all Allied units in a hex could have an addition by using more than one TAC factor.

RAILROAD MOVEMENT

Only German units may use rail movement. Rail movement must start in a city, fortress, or starred hex, but may terminate anywhere to which movement is possible, other than where there are enemy units, enemy zones of control, impassible terrain, neutral countries, or aerial interdiction. There may be up to five German units *moving* by rail during any player turn. The procedure is as follows:

1. German units in supply in a city, fortress, or starred hex are turned over at the beginning of the player turn to signify that they are entraining. This may not occur if the hex is in an allied zone of control. Entrained units have no existence for combat purposes, and if an enemy combat unit moves on top of them, they are eliminated. These units do nothing more this player turn, and do not count against the rail movement maximum. Entrained units do *not* inhibit enemy strategic movement.

2. The player turn *after* loading, these units (up to five) may be moved to any positon on the board to which they can trace an unobstructed line of hexes. Obstructions include enemy units, enemy zones of control, impassible terrain, the ocean, neutral countries, the dike, areas of aerial interdiction, and any friendly unit being subjected to unit interdiction. The destination must be *closer* to an unentrained German combat unit than to any Allied ground or parachute unit, unless such Allied unit is at least ten hexes away. Upon arrival, the unit remains entrained.

3. On the following friendly player turn, the unit is flipped over at the start of the player turn and may move normally. Alternately, the unit may remain entrained and/or move again. If it moves by rail, it must remain entrained at the end of the turn.

4. Areas of aerial interdiction are within three hexes of any air unit assigned to river interdiction or (new task) Rail Road interdiction. Railroad interdiction works just like river interdiction, except that the only thing it inhibits is rail movement within three hexes, and it may be assigned anywhere.

5. Note that units need not be in supply to use rail movement.

WEATHER

The lack of a weather rule leaves out one of the most significant elements facing Allied Commanders. This rule is based on Wave Height, Wind, and Visibility data from the U.S. Navy Climatic Atlas, Volume #1, as well as other, more qualitative sources. This rule requires some extra time, but lends a definite air of suspense to the game.

The playing area is divided into four Weather Zones. These are:

NORTH SEA/GERMAN COAST—All associated coastal hexes, as well as inland hexes up to five hexes inland (including the coast) that are closer to this coast than to any other coastal hex in the PAS DE CALAIS area.

PAS DE CALAIS/LE HAVRE/NORMANDY/BRITTANY/BAY OF BISCAY—All associated coastal hexes, and up to five squares inland (including the coast) provided that such hexes are not closer to a NORTH SEA/GERMAN COAST coastal hex than one of this area.

SOUTH FRANCE—All associated coastal hexes, and up to TEN squares inland, provided that such hexes are closer to SOUTH FRANCE coastal hexes than a coastal hex of any other area.

FRENCH/GERMAN INTERIOR—All other hexes.

At the beginning of every Allied Player turn, starting with Turn #2, one die is rolled for each zone (a total of four die rolls). This roll determines the status of that zone for air and sea operations. The rolls shown are the rolls for BAD weather.

EFFECT OF WEATHER

Air—No TAC factors maybe placed in this zone. No Strategic Air Attacks may be made in this zone. No paratroop drops can be made in this zone.

Sea—No sea movement into or from any place other than Britain or a controlled port. If troops are attempting a first invasion turn landing that turn, they return to Britain and another attempt may not be made until the fourth turn following or later. (This assumes my invasion rule, q.v.) Other forces—either second turn invasion forces, or troops engaged in normal sea movement—must remain at their point of departure if on the continent. If starting in Britain, they may return to Britain, land in a controlled port, or be diverted to an area with better weather.

MULTIPLE INVASIONS

In reality, the German couldn't have left the French coast entirely undefended after the first 16 weeks . . . or after the allies mounted two invasions. Given the right opportunity, the Allies could have

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CARPET BOMBING

DIE ROLL	RESULT
1,2	Attack successful! Targeted unit defends at half strength (retain fractions) in the ground attack immediately following. If the unit is eliminated (via ELIM or EXCHANGE), any other Static, Infantry or Paratroop units in the hex defend with one less factor when attacked, after terrain modifications. For example, if the remaining units were two static divisions in doubled terrain, each would be reduced from 4 to 3.
3,4,5,6	Marginal Effect. The targeted unit defends with one factor less than normal after terrain modification in the attack which immediately follows. Other units are unaffected.

gotten together more landing craft . . . and might have risked even winter North Sea weather. Implementing this rule will put some very real . . . and very nasty constraints on the German player.

The Allied player may attempt an invasion at any time, provided a minimum delay has passed since his/her last first invasion turn attempt. If the previous first invasion turn attempt was successful (i.e., not delayed by weather), another first invasion turn cannot be attempted until the eighth turn following (e.g., since the Turn One First Invasion Turn always "works", the second invasion can be tried no earlier than turn #9. If, however, the previous attempt was unsuccessful (i.e., delayed by weather), another attempt must wait until at least the fourth turn following. Given perfect weather, the Allied player could make as many as seven invasions in the course of the game.

SOME FINAL COMMENTS

Except for the first four, these optional rules were not created to correct play balance. Nor were most of them designed to "improve" the game's realism per se. In general, what they do is take a feature of the campaign that *D-DAY* includes in an abstract way, and make the treatment somewhat more explicit. This may or may not improve realism—what it does do is yield a bit of extra flavor, generally at the cost of a certain amount of playability. I strongly encourage people *not* to adopt these rules en masse. Rather, pick and choose from among them to get the combination of flavor, play balance, and complexity that you like. The thumbnail comments which follow should aid in your selections.

GERMAN REPLACEMENTS—This is probably the best way to fine-tune play balance. Changing it by one/turn will have a moderate effect; changing it by two/turn will generally have a strong—even decisive—effect.

ALLIED TACTICAL AIR—This is almost as good a way to fine-tune play balance. Reducing it much below four will effectively negate its importance. Increasing it by one or two will probably compensate for the effect of weather, if that's used. Beyond eight factors, it will probably begin to dominate the game.

ALLIED REPLACEMENTS—I would adjust this rate up if the combination of other optional rules chosen seemed to weigh too heavily in favor of the Axis.

GERMAN AIR POWER—This will have little effect on the game. A single TAC factor just can't do that much. It does add a certain amount of interest for the German player, however.

PARATROOPER LIMITATIONS—Of course, this will adversely affect the Allies. However, it will probably actually increase realism, in that Paratroopers were rarely, if ever, dropped to block retreats within a large area. They were used to seize & hold objectives . . . or to contribute an attack from the rear.

FORTIFIED ZONES—This really belongs in the play balance section. There are too many arguments over whether this increases or decreases realism. In any event, the effect is not large.

HEADQUARTERS—Whether or not you like this rule will probably depend on whether or not you like

to see HQ units in a game. At least the rules on HQ placement will inhibit the free use of HQ's as front line delaying units. No zone of control probably is realistic for them.

AUTOMATIC VICTORY—This is really something closer to an "overrun" rule. All you frustrated Pattons and Rommels can have fun with it. The occasion for its use won't arise very often . . . unless it's clobbering the occasional German static division or regiment/brigade-sized unit. The rule may also get some use if the Allies risk a Pas de Calais invasion. In general, though, there won't be much of an effect.

ADVANCE AFTER COMBAT—This will have a significant effect upon play . . . but it's hard to say who it helps. It makes invasion situations a lot more fluid—which helps the Allies to expand their beachhead, but helps the German to crush it. I'd see a slight gain for the German. On the other hand, the Allies will be able to advance faster in central France . . . and that can mean a lot. The net effect is probably somewhat pro-Allied.

STRATEGIC MOVEMENT—This of course will help the Axis, since German units get a benefit they didn't have before. There is probably a slight increase in realism.

MINIMUM MOVEMENT—Depending on what you think a "zone of control" is, and what you think "being surrounded" reflects in reality, you may or may not like the impact this rule has on game realism. However, if units that aren't surrounded can withdraw from a zone-of-control without leaving a rear guard, I see no reason that a surrounded unit couldn't manage to direct most of its energies against one side of a line surrounding it.

SUPPRESSION OF ALLIED AIR POWER—This was pulled straight out of an historical event. When the weather turned fair, the Germans got a few extra days of "bad weather" (no air attacks) by a massive operation that forced American pilots to await replacement aircraft, but cost the Germans in the west most of their bomber force. It won't affect balance much.

CARPET BOMBING—I'm waiting to see the notes that are bound to accompany this article wherein Richard Hamblen calls me lots of nasty things for continuing to plug this Strategic Bombing rule. Let's chalk it up to a difference of opinion. I think it's more realistic . . . he doesn't. In any case, I don't regard either version—as now construed—as affecting play balance more than the other. Both have a moderate pro-Allied effect.

NAVAL GUNFIRE SUPPORT—In theory, the effect of Naval Gunfire was supposed to exactly cancel the effect of Atlantic Wall fortifications. Maybe . . . or maybe it needs this extra factor to do the job. Who knows. The main reason for inserting it is to prevent too many attacks from being "almost the right odds." It will have a strong pro-Allied effect.

TACTICAL AIR—This will slightly reduce the number of possible combats that a particular TAC factor can cover . . . but will greatly expand the flexibility in its use! By allowing much higher air power concentrations at a single place, the Allies will have a much easier time breaking German positions. It will have a very strong pro-Allied effect.

RAILROAD MOVEMENT—This will help the German—more in forcing the diversion of Allied TAC factors than in anything else. It has to be set up sufficiently far in advance that only very long rail moves will be practical. It will have a small but distinct pro-Axis effect on the game. If your style of

WEATHER TABLE

	Turn	5 Hexes NORTH SEA GERMAN COAST		5 Hexes PAS DE CALAIS LE HAVRE NORMANDY BRITTANY BAY OF BISCAY				10 Hexes SOUTH FRANCE		All other hexes FRENCH/GERMAN INTERIOR
Jan	31-34	1	2	1	2	3	4	1	2	
		1	2	1	2			1		1 2
Feb	35-38	1	2	1	2	3	4	1	2	
		1	2	1	2			1		1 2
Mar	39-43	1	2	1	2	3	4	1		
		1	2	1	2			1		1 2
Apr	44-47	1	2	1	2	3		1		
		1	2	1	2			1		1 2
May	48-50	1		1	2	3		1		
		1		1	2					1
June	2-4	1		1	2			1		
		1		1						1
July	5-8	1		1	2			1		
		1		1						1
Aug	9-13	1		1	2					
		1		1						1
Sept	14-17	1	2	1	2			1		
		1		1	2					1
Oct	18-21	1	2	1	2	3		1		
		1	2	1	2			1		1 2
Nov	22-26	1	2	1	2	3	4	1	2	
		1	2	1	2			1		1 2
Dec	27-30	1	2	3	1	2	3	4	1	2	
		1	2		1	2			1		1 2

| Rolls for No Sea Ops |
| Rolls for No Air Ops |

Roll one die for each area—result applies both to sea and air operations in that area.
NOTE: Turn #1 weather is always perfect.

How to use the Weather Table:

Each turn is associated with a particular month; for example, Turn #32 is in January. Assume an invasion is being attempted at Pas De Calais. We roll a die for each area. North Sea/German Coast = 4—clear weather. Pas De Calais, etc., = 3—air operations are allowed, but the invasion must wait until Turn #36. South France = 6—clear weather. French/German Interior = 1—socked in! No air operations of any kind.

D-DAY

THE AVALON HILL GAME COMPANY
BALTIMORE, MARYLAND
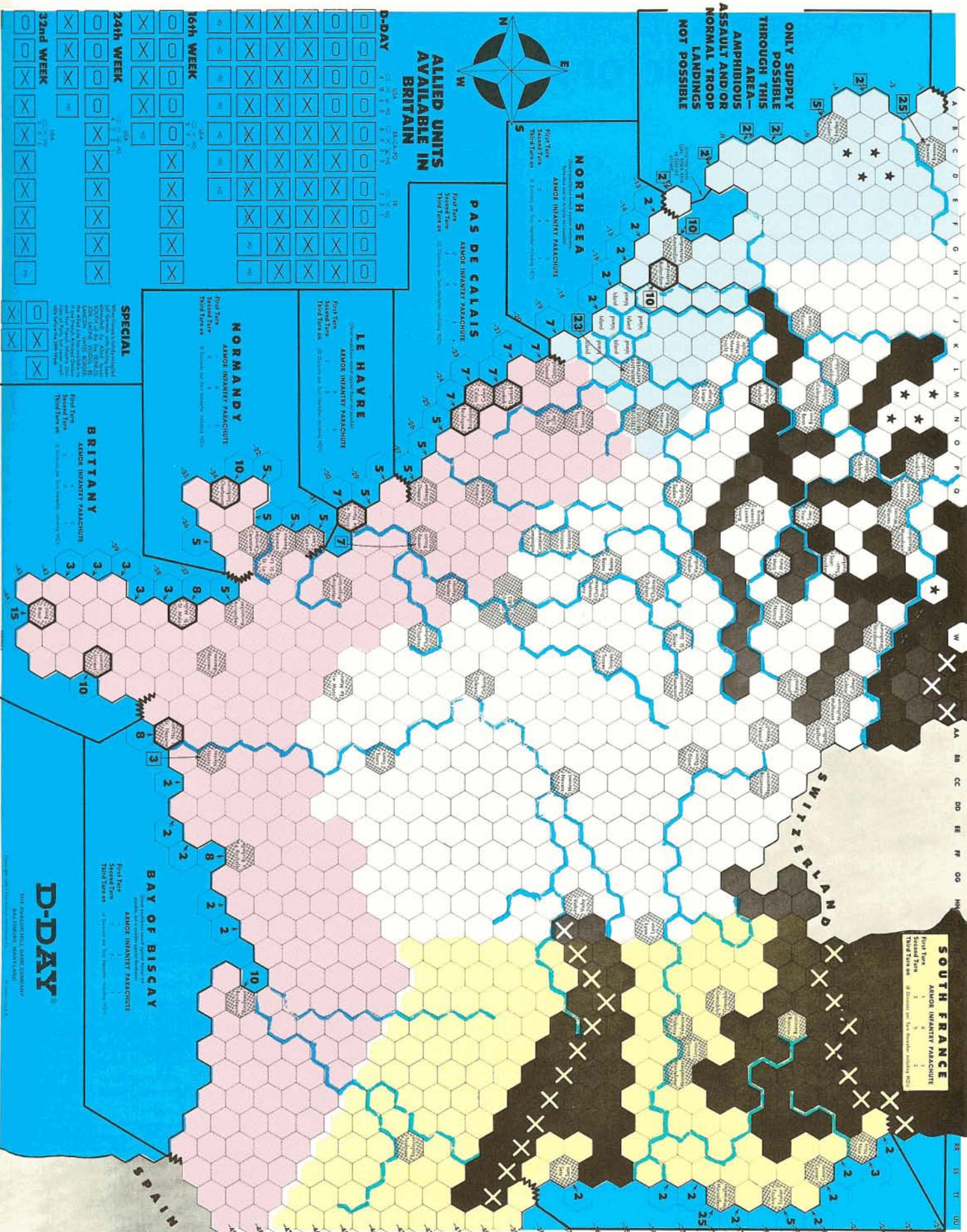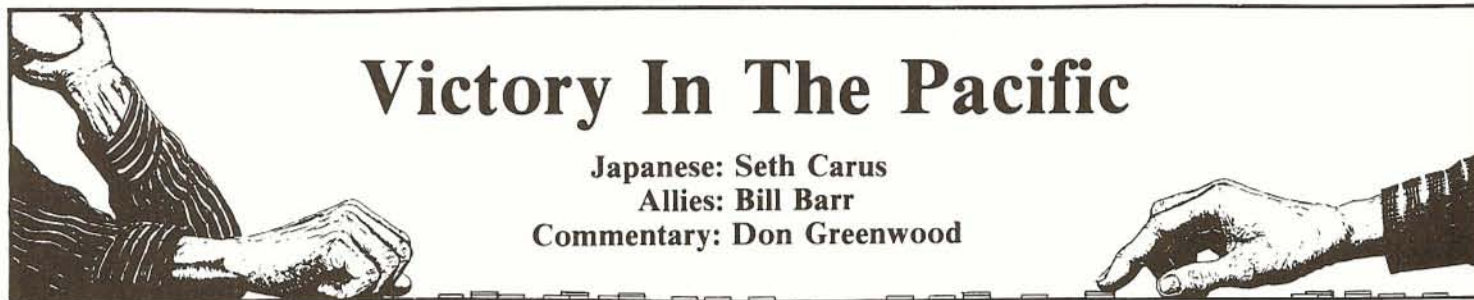
Victory In The Pacific

Japanese: Seth Carus
Allies: Bill Barr
Commentary: Don Greenwood

This game was played & recorded in August 1977, barely a month after release of the game and thus handicapped our participants by denying them the familiarity with the game that only repeated play can bring. Unlike its sister game, WAR AT SEA, VITP takes a good 3 hours to play, so one doesn't get to experiment with different strategies as much as one might like. Doubtless by the time this is published, many of you will lay claim to a greater degree of expertise in this game.

Nevertheless, given these restrictions, our cast of characters is far from being totally bereft of talent. Seth Carus is the designer of AIW and one of the prime pre-publication playtesters of VITP. Bill Barr logged more pre-publication hours with VITP than anyone outside of designer Richard Hamblen. Unfortunately, the majority of their test play took place as the design evolved and it was rare that any two games were played with the same exact set of rules and pieces. The effect then was not unlike that of an initial exposure to the game and our players should scarcely be criticized for offering themselves as virtual human sacrifices to an overpowering commentator. Both players now possess far more wisdom than is displayed here, but their mistakes make for a better platform from which to analyze the game in terms of opportunities proffered and scorned.

As for our commentator, VITP has replaced ANZIO & WAR AT SEA as his first love, and at this writing he had yet to taste defeat in 6 post publication meetings–a record of dubious longevity should Hamblen ever manage to corner him into playing a game.

JAPANESE TURN 1:

There will be no need for Raid comments—all ships aside from the Pearl Harbor raid being placed on Patrol status; only the *Ise* and *Mutsu* failing their speed rolls to become raiders. Their failure to maintain Patrol status should not be of importance here on the first turn where the Allies can control movements of only five cruisers. My move seems self-explanatory—perhaps the only not readily recognizable move being that of the two small carriers, three battleships, two cruisers & the I-Boat to the Central Pacific where I intend to gain a control and hopefully knock out an American carrier or two. Note the six cruisers in the Marianas guarantee the safe landing in Truk of my marines. I wish I had another carrier to reinforce Indonesia but I can't spare it. My land based air should do the trick.

On the whole, not a bad turn although I'm disappointed in my failure to sink the *POW* & neutralize the Allied land based air in either raid.

AMERICAN TURN 1:

Not being a warmonger I have little to comment on as I have little freedom of movement. After dispatching one cruiser to control the Indian Ocean, I placed the other on raid just in case he forgot to cover his rear with land based air. No such luck. The remainder scatter out of harm's way.

I feel I won the first turn based on the complete survival of my airpower.

TURN 1 COMMENTARY

The first turn of every game is always the most analyzed because it is the only turn in which the writer can be certain of strengths and capabilities before fate and the course of the game stampede into the stream, and muddy up the water. This is less true of *VITP* than most games due to the random variable entry of the American carrier forces, but it nonetheless remains the part of the game that is most easily and frequently analyzed. It seems to be the early consensus that the Japanese have the short end of the play balance teeter-totter. Yet, be it the challenge of the underdog or the greater excitement generated by being the aggressor in the early game, the Japanese are usually the sought-after side among my circle of friends. And as one might expect, it is the Japanese player to whom I'll address most of my remarks. After all, there is little one can criticize of a target. Like the apple atop young Tell's head, the American's options on the initial turn are pretty much a matter of waiting to see how lumpy the apple sauce is going to be. While the American's placement of his 5 free carriers is not bad, it could be better. Assuming a well-versed Japanese player, there is little the Americans are going to be able to do from an offensive point of view. Barring a major faux pas by the Japanese, the Allies are better off immediately assuming a defensive posture than keeping their cruisers on raid for any lop-sided gambles vs. the Marianas or Japanese Islands. As much as the Japanese player needs to husband his non-growing surface fleet, it is the Allied player who can ill-afford cruiser attrition. He desperately needs those fast ships to cover his carrier raids through the first 5 turns. Without them, the Allies turn into a ponderous fighter—not quick enough to bring their overwhelming strength to bear against all areas soon enough. Given this realization, the cruisers should be put on Patrol—not Raid—guaranteeing Allied control of the Indian Ocean, Coral Sea, & U.S. Mandate for turn 2. Although the Indian Ocean is worth no POC to the Allied player its control can be vital on turn 2 against a Japanese player intent on taking Australia with designs on destroying the British fleet in Ceylon and thus securing the west half of the board.

The Japanese initial disposition, however, yields far more subject for discussion and the principal topic is the Central Pacific. Let me state at the outset that I practice a strategy here that is far from being in vogue and the placement of the two small carriers there is a common occurrence, albeit one I do not agree with. This is not to say that it is incorrect or inferior—merely that I do not prefer it, based upon the manner in which I approach the game. Simply put—I take the obvious approach—looking to extract as much guaranteed damage from the surprise attack as possible—this means guaranteeing that my 27 carrier factors will each strike unopposed at least twice in the first turn. The *Ryujo* joins the Pearl Harbor raid while the *Hosho*, due to its insufficient speed, is sent to Indonesia to plague the British.

Alarmists will immediately declare I can't see past the glory of an extra hit on an obsolete US

battleship to the true key element in the game— Midway and its attendent control of the Central Pacific. Not true—I value the area as highly as they—but I hope to take it at the least cost to myself in terms of both Japanese ships lost & Americans left afloat. My solution: the six fast cruisers and the I-Boat. The variable American carrier entry can truly play havoc with any Japanese intentions, or American for that matter—but let's look at the percentages involved.

First of all is the very real fact that in 49% of all games played, no American force will show up in the Central Pacific—neither side loses anything and the Japanese gain the all important control of the Central Pacific by default, as happened in our game here. But the Japanese *did* lose something in this game—6 unanswered bonus shots from their unemployed carriers. But what of the other 51% of the time . . . Those Japanese cruisers are going to get pasted. Not necessarily. Forty percent of all games will result in only 1 American carrier group showing up and even with a +2 on the day/night die roll, it is a tossup as to which side would feel more uncomfortable. The 83% probability of a daylight battle doesn't look so reassuring when you remember that a tie die roll resulting in a day/night battle round lessens those odds to a less imposing 72% which means that better than one time in four rounds those cruisers are going to get close enough to shoot at the carrier. Losing a maximum of 1 cruiser per round waiting for that night battle to occur certainly allows the Japanese to stick around awhile. Faced with that decision, would you stick around to polish off those cruisers—I'm not sure I would. Couple this with our I-Boat attack which has a 16% chance of sending the carrier home as well as a 27% chance of rendering a 0 2 7 hors de combat (22% chance of sinking), and you have built a pretty good case for the Japanese being able to take the Central Pacific 89% of the time without a carrier.

But what of the other 11% of the time when multiple carrier groups enter the area . . . isn't it worth fighting for? Not with the force shown here. Although carrier attrition early in the game is much to the Japanese favor, there is little reason to expect the success of another Pearl Harbor against American fleet carriers with the likes of the *Hosho* & *Ryujo*. Given an opposing force of two 0 2 7 carriers, we can expect the Japanese to have a 30%/40% chance of disabling/sinking one, and a 16/22% chance for the other, while the Americans reply in kind with figures of 51%/73% for each of the Japanese carriers. In short, the Japanese are more apt than not to come out on the short end of the stick in any carrier battle and once that battle is

Dutch Harbor

North Pacific Ocean
Ships to a friendly Dutch Harbor or any RED port
JAPAN 1 POC · ALLIES 1 POC

Shokaku—T
Zuikaku—T
Akagi—T
Kaga—T
Soryu—T
Hiryu—T
Zuiho—T
Haruna—T
Hiei—T
Kirishima—T

Pearl Harbor (No British allowed except Victorious)

7th AF
Nevada—X
Arizona—X
W. Virginia—X
Tennessee—X
Oklahoma—X
Maryland—X
California—X
Pennsylvania—A
New Orleans—S
San Francisco—S
Indianapolis—S
Minneapolis—S

Kongo—T Myoko—T
Ashigara—T Nachi—T
Atago—Y Takao—T
Chokai—Y Chikuma—T
Haguro—T Furutaka—T
Maya—Y Kako—T

Johnston Island
Hawaiian Islands
ALLIES 2 POC

Enterprise—A
Salt Lake City—A
Northampton—A
Chester—A

Aleutian Islands
JAPAN 0 POC · ALLIES 1 POC

Attu

Oi—Y

Midway

Central Pacific Ocean
ALLIES 3 POC

Ryujo—Y
Hosho—Y
Nagato—T
Fuso—T
Aoba—Y
Kitakami—Y
Mutsu—T
I-Boat

Marshall Islands
JAPAN 1 POC · ALLIES 1 POC

Maloelap

21 AF

Kwajalein

Samoa (No British allowed)

U.S. Mandate
JAPAN 2 POC · ALLIES 2 POC

Pensacola—P

New Hebrides

South Pacific Ocean
JAPAN 3 POC · ALLIES 1 POC

Guadalcanal

Coral Sea
JAPAN 3 POC · ALLIES 2 POC

Louisville—A
Canberra—A

Japanese Islands
JAPAN 3 POC · ALLIES 3 POC

23 AF

Yokosuka Navy Yard

Kumano—T
Mikuma—T
Mogami—T
Suzuya—T
Tone—T
Kinugasa—T
Sasebo—T

Saigon

Truk (No British allowed)

22 AF

Okinawa

Marianas Islands
JAPAN 2 POC · ALLIES 1 POC

Lae

Port Moresby

Australia (No British allowed)

VICTORY IN THE PACIFIC

Saigon

Singapore

Philippines

Indonesia
JAPAN 2 POC · ALLIES 1 POC

24 AF
25 AF
26 AF
Hyuga—V
Yamashiro—V
Ise—V

5th AF
Prince of Wales—C
Repulse—X

Indian Ocean
JAPAN 2 POC · ALLIES 3 POC

Ceylon (No U.S. allowed)

Andaman Islands

Bay of Bengal
JAPAN 1 POC · ALLIES 1 POC

Hermes—C
Revenge—C
Exeter—C
De Ruyter—A

Houston—P
Australia—A

lost, the remaining Japanese surface fleet is not fast enough to withdraw from a vengeful carrier force with adequate cruiser protection, whereas my proposed 1 1 8's could take the better part of valor when faced with a multiple U.S. carrier entry. And in those 6% of games played wherein 3 or more carrier groups enter, the ability to run fast is going to be very important in preventing the annoying loss of the Central Pacific from turning into a major catastrophe. Needless to say, planning to cope with that kind of force will invariably result in a chronically inefficient first turn, so why fight it? Be flexible—a quality which I feel this set-up definitely lacks.

Looking now to Indonesia, I again have major gripes. The Japanese Islands should be held by the battleships committed to Midway, freeing the 23rd Air Force to take part in Indonesia—resulting in another 6 unanswered raid shots on the British. Seth proclaims disappointment in not sinking the *POW* and destroying the 5th Air Force, but a look at the percentages shows that he had average luck—scoring 11 damage points out of a probable 10.3. By adding the *Hosho* and 23rd Air Force, he would have gained an additional probable 1 2/3 hits—conceivably enough to destroy the 5th Air Force and prevent the escape of the *POW*.

Aside from the absence of the *Ryujo*, I still find much to fault with the Pearl Harbor raid. Again, I depart from normal convention in that I set no great store in destruction of the 7th Air Force—my main desire being to utilize the carriers' bonus rolls against ships. It is my intention to completely neutralize the PH force. Obsolete or not, this is the best chance the Japanese get to address the industrial wrong done them in terms of sheer numbers of enemy vessels. Lost planes reappear . . . ships do not.

Even if Seth doesn't share my beliefs, his selection of targets is strange. The American cruisers are at once both the most valuable and vulnerable ships in Pearl and should be attacked by 2 strength carriers which will either sink or bottom them 48% of the time. The 4 4 3's, being the next most vulnerable, should be hit with the 4 strength carriers—each of which has a 57% chance of putting the old battlewagons on the bottom or worse. The two 3 factor carriers should attack the 5 5 5's—each with a 36% chance of at least going to the bottom. An average turn would sink or bottom 4 vessels, making it much easier to finish the job on the 2nd raid. Again, even if Seth disagrees with the theory, he has no business attacking 4 5 3's while the more vulnerable but near equally dangerous 4 4 3's go unnoticed.

As it turns out, the Japanese fare well on their second raid and bottom or sink six battleships. The Americans, with only the *Enterprise* arriving in the Hawaiian Islands, withdraw, leaving the four bottomed battleships to be sunk in follow-up raids.

THE SCORING: Both sides claim the 1st turn as theirs with some degree of justification. The Japanese gain 7 POC, control of the Central Pacific, have sunk seven Allied battleships and damaged two more without losing a thing. The Americans, however, preserved all their carriers and land-based air intact. Hardly a decisive turn either way, but were one forced to give an edge, I'd be inclined to give it to the Americans.

Barring the raids against the bottomed ships in Pearl which were lost causes in any event, we find Seth enjoying a slight advantage with the dice—scoring 62 damage points against a probable 59, given his utilization of his force.

JAPANESE TURN 2:

My goals this turn are to secure my defensive perimeter with special emphasis on controlling Indonesia and the South Pacific to complete the

capture by isolation of Allied bases at Lae, Singapore and the Philippines. My lone offensive goal for the turn is the invasion and capture of Guadalcanal by the Yokosuka Marines. Elsewhere I am committing a strong force to take Midway with five carriers and ten surface vessels in reserve to parry any aggressive Allied patrols.

Given my initial patrols, I must admit to considerable surprise at the Allied patrol and land based air response. He seems determined to oppose me where I am the strongest. The aggressive British move in Indonesia dictates the disposition of my raiders. I must reinforce Indonesia or the American forces in Australia could join the British and actually overwhelm me in Indonesia. Therefore, as long as I must commit forces here, I might as well go in whole hog and attempt a decisive victory over the British. At least in Indonesia I will be guaranteed targets and he will not be able to sidestep my main fleet with his Ultra advantage of moving last. Regardless of his Raider disposition, I am guaranteed a decisive advantage in Indonesia with ten BBs to his maximum of six, and 20 air factors to his maximum of 12. Only with cruisers could he gain a slight advantage in number of ships in a surface action but the qualitative superiority of my forces makes even that a slim asset.

Elsewhere I have reinforced the Central and South Pacific just enough to prevent a serious overlapping threat by the American cruisers in any night action while making the Midway carrier force just strong enough to pose the possibility of a serious aerial disaster should the American decide to give battle. While they certainly would have an advantage in any action there, they would be risking their entire fleet carrier strength against the dregs of my own naval air arm. Even attrition here would be most welcome.

AMERICAN TURN 2:

I am a firm believer in "use them or lose them" where the British are concerned. Better to attrition the British off against the Japanese then lose them through non-use to game withdrawals. Therefore, I will use the British as a distraction to draw off forces to Indonesia while concentrating on removing Japanese control in the South Pacific and repulsing the Japanese invasion of Guadalcanal.

The commitment of his Land Based Air came as a surprise. I was expecting at least part of it to go to the Marshalls to maintain his perimeter. Four Land Based Air in the South Pacific is a bit much !

Having already committed the British to Indonesia, I must now pay the price or reinforce and hope for a surface action. By making a maximum effort with the American in Australia, I can gain a slight advantage in a night action and slip two battlewagons through the line against his carriers. Hopefully, I can leave after one round with close to even naval attrition. To the west, I'll settle for the obvious mismatch in the Marshalls and open up his perimeter for invasion next turn.

TURN 2 COMMENTARY—

I winced when I first heard that Bill Barr had drawn the Americans in this Series Replay. From years of personal experience, I've found him to be one of those aggressive individuals who can conduct a reasonably competent offense in any game, but whose total lack of patience leaves him as so much easy pickings in any game where he's handed a task smacking of a semblance of defense. Bill wasted no time in justifying my fears with a major, and very ill-advised, attack on his first opportunity to do so.

The Japanese must be extremely aggressive in the opening half of *VITP* to establish their defensive perimeter and a maximum POC lead before the American preponderance of carrier strength can be

brought to bear on Turn 6. The Japanese must seek battle furiously in the opening turns—maneuvering to threaten as much as possible so as to force the Americans to give battle somewhere at equal or poor odds. The Allied player, for his part, should be content to secure his main areas of interest and snipe with his Ultra advantage wherever the odds are greatest in his favor.

Given these basic truths, the Allied player has taken a lukewarm (at best) Japanese opening which threatens virtually nothing that the Allies can hope to hold anyway and rewards it by jumping off half-cocked into an unnecessary major engagement in Indonesia which the Japanese can more readily reinforce and turn into a rout!

While the British Navy is, indeed, second rate, its importance as a force in being is very real. To expose it to annihilation unnecessarily this early in the game is an open invitation to losing that entire half of the board—including Australia. While using the British in unfavorable battles is indeed a viable tactic, its use should be saved for moments of extreme importance—when the Japanese threaten a crucial area. Instead, the Allies have taken a very conservative Japanese move (and not even a good one—no attempts even being made to secure the Marshalls or Aleutians) and turned it into a game winner.

Given the total lack of aggressive Japanese patrols, the American response outside of Indonesia is probably correct. Although the South Pacific is the most valuable prize, holding as it does the only chance for American retention of Guadalcanal, Lae, and the Philippines, it would be foolish to expose the entire American carrier fleet to such massed land based air. The Central Pacific is tempting but heavily resembles a gambit. While retention of Midway and opening a raiding lane to Japan is at stake and the American *does* possess superior carrier strength and a slightly larger surface escort the encounter is not as profitable as it appears at first glance. The American surface superiority is illusory. Should the Americans get a night action—only a 17% probability on the first round, they would get only two non-bonus shots at the Japanese carriers while their cruisers would have to pair off with the superior Japanese cruisers' bonus torpedo factors. After the first round it might be the Japanese seeking a night action! In the air, things are better. There is no question the American carrier force is superior. By pairing off with their Japanese counterparts, the Americans have a 73% chance of sinking the one factor vessels and an 80% chance of eliminating the *Shoho*—all on the first round. Unfortunately for the American carriers, strikes are simultaneous and the Japanese can respond with 54% 40%, 32% and 16% chances of their own. One fleet carrier is sure to be lost, two is not unlikely, three or more is a disastrous possibility. Such an exchange of American fleet carriers for Japanese lights at this point in the game could be disastrous. Add to this the fact that the Japanese gift in the Marshalls will have to be left unopened with a full scale effort to save *Midway* and it is easy to concur with the American decision. If only he had placed his land based air on Midway instead of wasting it in the South Pacific, things might have been different. The Japanese are too strong on turn 2 to dictate to them contested sea areas they can't have. The South Pacific is too important on turn 2 to expect the Japanese not to control it. A standfast policy in Midway, out of range of Japanese land based air, would have been a more reasonable policy.

Finally, one might question the wisdom of committing the I-Boat to Indonesia for the sake of overkill. While it is true that this is the only area where the enemy can strike back, the Japanese edge here is so strong already that it is hard to pass up a

VICTORY IN THE PACIFIC

North Pacific Ocean
Vincennes—DH

5 AF

Aleutian Islands
JAPAN 5 POC

Oi—Y

Central Pacific Ocean
JAPAN 1 POC / ALLIES 5 POC

Ryujo—SI
Hosho—T
Atago—T
Chokai—T
Maya—T
Tone—T
Shoho—T
Hiryu—T
Chikuma—M
Kumano—T

Marshall Islands
JAPAN 1 POC / ALLIES 1 POC

Haguro—X
Myoko—X

Pearl Harbor
(No British allowed)
JAPAN 5 POC

New Mexico—P
Idaho—P

Hawaiian Islands
JAPAN 1 POC

Samoa
(No British allowed)

Indianapolis—S
Minneapolis—S

U.S. Mandate
JAPAN 2 POC

New Orleans—P
San Francisco—P
Pensacola—A
Houston—P
Lexington—P
Chicago—A
Portland—P
Astoria—P

Saratoga—P
Hornet—P
Yorktown—P
Quincy—A

Japanese Islands
JAPAN 3 POC / ALLIES 3 POC

Kitakami—Y

Yokosuka Navy Yard

Marianas Islands
JAPAN 1 POC / ALLIES 1 POC

Kako—T

South Pacific Ocean
JAPAN 3 POC / ALLIES 1 POC

Truk
(No British allowed)
JAPAN 3 POC

Kaga—T
Zuiho—T
Ashigara—T
Nachi—T
Takao—T
Kinugasa—T
23 AF
24 AF
25 AF
26 AF
Yokosuka—X

Zuikaku—T
Mikuma—T
Mogami—T
Suzuya—T

10 AF
11 AF—X

Coral Sea
JAPAN 3 POC

De Ruyter—NH
Australia—NH

Guadalcanal

New Hebrides

W. Virginia

Australia

Dorsetshire—X
Canberra—X

7 AF
Revenge—X

Chester—X
Hermes—C
Exeter—C
Resolution—X

Royal Sovereign

Soryu—T
Mutsu—Y
Nagato—Y
Fuso—T
Hyuga—SI
Ise—SI
Yamashiro—T

Formidable—C
Cornwall—X

Pennsylvania—X
Louisville—A

Indonesia
JAPAN 3 POC

21 AF
22 AF

Aoba—X

Shokaku—T
Akagi—T
Haruna—T
Hiei—T
Kirishima—T
Kongo—X
Furutaka—SI
Junyo—SI
I—Boat
Sasebo—V

Enterprise—X
Salt Lake City—X
Northampton

Saigon

Ramillies—X
Warspite

Singapore

Indomitable

Indian Ocean
JAPAN 5 POC

Bay of Bengal
JAPAN 3 POC / ALLIES 1 POC

Prince of Wales—C

Ceylon
(No U.S. allowed)

JAPANESE COMBAT RECORD

TURN 1

INDONESIA	Attacking	Target	Shots	Damage	Result
(raid 1)	24 AF	5 AF	2,3,6	3	2 1 *
	25 AF	5 AF	1,4,4	—	2 1 *
	26 AF	P.O. Wales	3,4,6	4	4 1 2
(raid 2)	24 AF	5 AF	1,1,3	—	2 1 *
	25 AF	Repulse	1,4,6	3	1 0 3
	26 AF	P.O. Wales	2,4,5	—	4 1 2
(round 1)	Ise	P.O. Wales	2,5,5,5	X	Disabled
	Yamashiro	P.O. Wales	4,4,4,5	—	—
	Hyuga	Repulse	2,2,3,6	1	Sunk
PEARL HARBOR	Kaga	7 AF	2,3,3,4	—	2 4 *
(raid 1)	Soryu	California	1,4,6	6	Bottomed
	Zuikaku	W. Virginia	2,3,5,5	5	1 0 0
	Hiryu	Arizona	2,4,6	6	Bottomed
	Akagi	Maryland	1,2,4,4	—	5 5 3
	Zuiho	Oklahoma	1,4	—	4 4 3
	Zuikaku	Tennessee	3,3,4,5	3	4 2 0
(raid 2)	Kaga	7 AF	1,3,3,6	2	2 2 *
	Zuiho	7 AF	3,4	—	2 2 *
	Akagi	Maryland	4,5,6,6	11	Sunk
	Shokaku	Nevada	2,4,5,6	9	Sunk
	Hiryu	Tennenssee	1,4,5	3	Bottomed
	Soryu	Pennsylvania	2,4,4	—	4 4 3
	Zuikaku	Oklahoma	1,1,3,5	6	Bottomed
	All bottomed ships sink in follow up raids.				

TURN 2

SOUTH PACIFIC	23 AF	10 AF	1,1,2	—	2 4 *
	24 AF	10 AF	1,2,2	—	2 4 *
	25 AF	10 AF	1,4,6	3	2 1 *
	Zuiho	10 AF	2,4	—	2 1 *
	26 AF	11 AF	1,1,2	—	2 4 *
	Zuikaku	11 AF	1,2,2,2	—	2 4 *
	Kaga	11 AF	1,4,5,6	4	Elim
INDONESIA	Akagi	Pennsylvania	2,4,5,4	5	Sunk
(day-night rd)	Soryu	Revenge	1,2,5	3	4 1 0
	22 AF	Royal Sov'n	2,3,6	4	1 0 0
	Junyo	Ramillies	2,2,5	5	Sunk
	21 AF	Warspite	1,6,6	5	Sunk
	Shokaku	Enterprise	1,4,5,6	3	Sunk
	Ise	Dorsetshire	3,5,5,6	2	Sunk
	Hyuga	Cornwall	1,1,4,6	2	Sunk
	Fuso	Resolution	3,5,6,6	5	Sunk
	Mutsu	Revenge	1,2,3,4,6	2	Sunk
	Nagto	Exeter	1,2,2,4,5	X	Disabled
	Aoba	Canberra	2	—	1 1 7
	Furutaka	Northampton	5	2	Sunk
	Haruna	Salt Lake	1,3,4,6	2	Sunk
	Kirishima	Chester	1,1,6,6	2	Sunk
(round 2)	I-Boat	Indomitable	4	X	Disabled
	Furutaka	Hermes	1	—	1 2 4
	Haruna	Hermes	1,3,3,5	X	Disabled

TURN 3

INDIAN OCEAN	Soryu	RAAF	1,2,2	—	2 4 *
	Ryujo	RAAF	1,6	4	Elim
	Junyo	7 AF	3,5,6	4	Elim
SOUTH PACIFIC	22 AF	RNZAF	2,2,3	—	2 4 *
(4 rounds)	21 AF	5 AF	3,3,5	—	2 1 *
	22 AF	RNZAF	1,4,6	2	2 2 *
	21 AF	5 AF	1,3,3	—	2 1 *
	22 AF	RNZAF	2,5,6	2	Elim
	21 AF	5 AF	1,4,5	—	2 1 *
	22 AF	5 AF	1,2,4	—	2 1 *
	21 AF	5 AF	1,4,6	1	Elim
MARIANAS	23 AF	Yorktown	1,2,6	2	0 0 5
(day-night rd)	Nachi	Houston	3	—	1 1 7
MARSHALLS	Hosho	Lexington	4	X	Disabled
	Hiryu	Hornet	3,5,6	3	Sunk
	24 AF	1 Marine	3,5,6	2X	Disabled
	I-Boat	2 Marine	4	4	Elim
HAWAIIAN	Kaga	Indianapolis	2,2,2,5	2	Sunk
ISLANDS	Zuikaku	Indianapolis	1,5,6,6	—	—
	Shokaku	Minneapolis	2,3,6,6	2	Sunk
	Akagi	Minneapolis	1,3,4,5	—	—

33% chance of a hit on one of the American carriers in the Marshalls.

The Battles

The first action came in the Aleutians where the 5th Air Force sent the *Oi* packing to Japan after missing with two shots. Play then proceeded to the Marshalls where the *Myoka* and *Haguro* were sunk by massed carrier aircraft. Fortune continued to smile on the American as they rolled yet another day action in the South Pacific and were able to sink the Yokosuka marines, thus saving Guadalcanal. The Japanese air retort eliminated the U.S. 11th Air Force and heavily damaged the 10th which wisely withdrew following the first round. In Indonesia, the die roll was tied so the battle there took the form of a carrier round followed by a night action. Knowing that surface action was imminent, both sides concentrated on the opposing battleships in hopes of improving their chances in the upcoming surface engagement. The Japanese were even more successful than might be expected, given their large fleet carrier advantage, sinking the *Enterprise* and three battleships and damaging two others. The Allies were a bit unlucky, sinking only the *Kongo* and disabling the *Hiei*. A night action to start things off might have been disastrous for the Japanese but their carrier strike has removed part of the numerical Allied advantage and only one battleship slips through to attack the Japanese carriers and is unable to sink any, although it disables the *Soryu*. The Japanese good fortune continues as night falls. Three British battleships and five Allied cruisers are sunk and two more disabled by the 2-1 superiority of Japanese guns. The Japanese lose only the cruiser *Aobu*, some damage to their heavy battleships, and disablement of two battlecruisers. The Allied force in Indonesia is in a shambles. Only Japanese bungling keeps the disaster from being worse. They should have never wasted shots on the speedless hulk of the *Royal Sovereign*. Instead, shots should have been concentrated on the more valuable American cruisers which could (and did) run away. It would have been an embarrassed Japanese player had he rolled a "5" instead of a "6" on the *Sovereign* & let her escape. As things turn out, the remnants of the Allied force make good their escape—the *Formidable* withdrawing at 7 speed behind two cruisers and the *Hermes* owing her survival to the totally unaccountable failure of the Japanese to pursue her at full strength. Due to the totally unaggressive nature of the Japanese move, the Japanese pick up only one additional POC and now lead by 8 POC. However, the sacrifice of six battleships, five cruisers and a fleet carrier against a gain of only one battle cruiser and three cruisers leave little doubt who won this turn.

JAPANESE TURN 3:

The victory in Indonesia last turn enables me to hold that crucial area with a minimum of force, thus freeing my land based air to pull garrison duty on my frontier vs. the American carrier fleet. The cruiser in Bengal is expected to draw a major British commitment which will free my Indian Ocean force from surface interception and make possible my capture of Port Moresby. Seven carriers remain on raid to await commitment of the enemy land based air. I will not tangle with more than two land based air in any area unless they are already damaged.

The placement of the American marines and airpower has prompted me to reinforce the Marshalls to repel the landings there and to raid Hawaii where only two cruisers guard 3 American POC. At this point, I welcome an even carrier battle there because if he chooses to oppose me his Marshalls invasion is likely to fail. Screening forces are sent to the Indian Ocean to guard against surface interception from the four U.S. cruisers in Australia.

AMERICAN TURN 3:

The Japanese patrols indicate no major threats in the offing other than operations against the British. He would not have committed two carriers to the Indian Ocean without intentions of backing them up so I'll stand pat in Bengal. With the British so weak, I can hardly afford to split them up; land based air will have to defend the Indian Ocean unless he doesn't reinforce it with raiders. A heavy commitment of land based air will again attempt to hold Guadalcanal while my own marines attempt to

open a permanent route into the Japanese heartland by taking the Marshall Islands.

Surprise! The Japanese want Port Moresby—not Guadalcanal, and he is trying to induce me into accepting a major carrier battle in the Hawaiian Islands. I can't afford to have my carrier force crippled this early, however, and he has no control ships, so the threat is only a temporary loss of POC. While he's busy raiding Hawaii, I'll land in the Marshalls, destroy his control in the Marianas and lay bare his heavy POC areas to my raiders based in the Marshalls next turn.

TURN 3 COMMENTARY—

The Japanese deployment is not particularly impressive but the American response leaves it looking inspired. Why the Japanese need seven patrol ships to reinforce a garrison of land based air along his frontier is beyond me. These ships would be more useful as raiders or patrol vessels threatening the Aleutians, North Pacific, Hawaii, Samoa or the Coral Sea. Allowing the Allies to hold onto the Aleutians at such negligible expense is hard to ignore. Seth incorrectly wastes a land based air unit on the Marianas to scare off American raiders and is promptly rewarded with the worst case of splitting one's forces I've ever seen.

It is hard to believe that the Allied player could pull a worse mistake than last turn's slaughter in Indonesia, but he certainly has. Dividing his carrier force for the totally unnecessary chore of raiding into the Marianas against land based air is simply unthinkable. This is an especially flagrant faux pas when the remaining carriers are sent against an almost equal force! The American apparently was falsely lured into a feeling of well being by the numbers of his surface escort, and while a night battle would certainly have rewarded him handsomely it is rather naive to expect a surface engagement when the other fellow wants day in a neutral sea. It is, after all, only a 28% occurrence (42% for day-night actions). It is plain then, that against the very real threat of a day action, the American advanced into the Marshalls outnumbered 3 to 2 in air targets and with only an 8 to 7 superiority in air attack factors. The move into the Marshalls was not all that bad but it should have been made with all four fleet carriers. Unlike carriers, land based air does not take a powder on a "5" die roll. As a plausible alternative, let's look again at that raid on the Hawaiian Islands. Generally, Bill would be right to avoid a major carrier battle this early in the game, but this battle is not even. Given his poor start, there now exists a gamble which looks quite attractive. By abandoning his support of the Marshalls invasion, the American can concentrate 15 surface vessels to the Japanese 9; enough to apply five gunnery factors against each Japanese fleet carrier. In these American controlled waters, the chances for an American sought night action are 50-50. At best, a major victory . . . at worst, prospects for even attrition. Given a night turn, each of the American marines will still have a 38% chance of landing unsupported.

THE BATTLES

The fighting opens in the Bay of Bengal where four British carriers fail to bag the *Furutaka* which flees to Singapore. The Japanese good fortune continues in the Indian Ocean where three carriers eliminate the two Allied land based air and establish control, but not before the Sasebo marines are disabled and returned to Singapore. It took four rounds, but eventually superior Japanese firepower reigned supreme in the South Pacific as the Japanese land based air eliminated the two Allied land based air at a cost of only two damage points. The American seems intent on showing how *not* to play *VICTORY IN THE PACIFIC*. Outnumbered 6 to 4 in firepower and 8 to 5 in defense factors, he had no business

TURN 4					
INDONESIA (4 rds & pursuit)	Shoho	Illustrious	2,4	X	Disabled
	Ryujo	Hermes	1,4	X	Disabled
	Shoho	Exeter	3,4	X	Disabled
	Shoho	Valiant	4,4	X	Disabled
	Shoho	P.O. Wales	1,3	--	4 1 2
	Shoho	P.O. Wales	3,6	2	Sunk
	Kumano	Devonshire	5	2	Sunk
	Ashigara	Shropshire	3	--	1 1 7
	Kinugasa	Shropshire	4	X	Disabled
BAY OF BENGAL (2 raids)	Soryu	Illustrious	1,6,6	5	Sunk
	Junyo	Hermes	2,5,6	5	Sunk
	Soryu	Shropshire	1,2,3	--	1 1 7
	Junyo	Exeter	1,2,4	--	1 1 7
CORAL SEA (2 rounds)	Shokaku	Lexington	1,1,4,6	3X	Disabled
	Kaga	Saratoga	4,4,5,5	4	Sunk
	Akagi	Wasp	1,1,2,4	X	Disabled
	Zuiho	W. Virginia	2,6	2	Sunk
	I-Boat	N. Carolina	5	5	5 1 0
	Kaga	Canberra	1,2,3,5	1	1 0 6
	Zuiho	New Orleans	5,5	2	Sunk
	Akagi	Chicago	1,4,4,5	2	Sunk
(pursuit)	Zuiho	N. Carolina	2,3	--	5 1 0
	Zuiho	N. Carolina	4,5	2	Sunk
	Atago	Canberra	3	--	1 0 6
	Mogami	Canberra	3	--	1 0 6
	Maya	Canberra	5	1	Sunk
	Kaga	Colorado	5,6,6,6	6	Sunk
	Akagi	Mississippi	2,3,5,6	4	4 1 0
	Haruna	Mississippi	4,3,3,6	1	1 0 0
	Yamashira	Mississippi	2,3,4,5	X	Disabled
	Hiei	Idaho	2,3,4,4	--	4 5 3
	Kirishima	New Mexico	2,3,5,6	6	Sunk
SOUTH PACIFIC	22 AF	1st Marine	2,4,6	2	Elim
	26 AF	Marine AF	2,3,5	--	2 4 *
	22 AF	Marine AF	3,4,5,	--	2 4 *
	26 AF	11 AF	3,3,5	--	2 4 *
	Chokai	S. Dakota	3	--	5 6 5
	Kako	S. Dakota	5	3	5 3 2
	Fuso	Indiana	1,2,5,6	1	5 5 4

VICTORY IN THE PACIFIC

North Pacific Ocean

San Francisco—DH

Dutch Harbor

Vincennes—DH

Aleutian Islands

Kiska

Shokaku—T
Zuikaku—SI
Akagi—T
Kaga—T
Fuso—T
Haruna—T
Hiei—T
Kirishima—T
Atago—T

Pearl Harbor

Chokai—T
Kumano—T
Mikuma—T
Mogami—T

Johnston Island

Minneapolis—X
Indianapolis—X

Hawaiian Islands

Samoa

Central Pacific Ocean

Midway

Zuiho—T
Chikuma—M
Tone—M
Shoho—T
25 AF
26 AF

Marshall Islands

Maloelap

Chicago—S
Hornet—X
Quincy—S
New Mexico—S
Idaho—S
N. Carolina—S
Mississippi—S
Colorado—S
1 Marines—A
2 Marines—X

U.S. Mandate

Du Ruyter—NH
Australia—NH

Louisville—S
Pensacola—S
Lexington—S

Kwajalein

Hosho—T
Kako—T
24 AF
Hiryu—X
Maya—T
Suzuya—T
I-Boat

5 AF—X
RNZAF—X

New Hebrides

New Orleans—P
Houston—P
Portland—P
Astoria—P
Saratoga—P
Yorktown—P

Japanese Islands

Nagato—Y
Oi—Y
Mutsu—Y

Saipan

Truk

Guadalcanal

South Pacific Ocean

Coral Sea

W. Virginia—A
10 AF

Yokosuka Navy Yard

Nachi—Y
23 AF—X

Yamashiro—T
21 AF
22 AF

Marianas Islands

Okinawa

Australia

Indonesia

Ashigara—SI
Kinugasa—SI
Kitakami—SI
Hiyo—SI
Yamato—SI
Kure—L

Saigon

Hyuga—SI
Soryu—SI
Sasebo—SI

Ryujo—SI
Ise—SI
Takao—SI
Junyo—SI

Singapore

Indian Ocean

7 AF—X
RAAF—X

Furutaka—SI

Bay of Bengal

Ceylon

Andaman Islands

Valiant—C
Illustrious—C

Prince of Wales—C
Exeter—C
Indomitable—C
Formidable—C

staying for further rounds of battle after already losing two air units in the Indian Ocean. This foolish gamble became totally unexcusable after the loss of the RNZAF on round 3 when the American refused again to break off the engagement despite being outclassed in firepower 6 to 2, and in defense 6 to 1. The American will now have only four land based air with which to defend on turn 4. The road to major Japanese expansion is open. In the Marianas, the American raiders succeed in breaking the Japanese control in a combined day/night battle in which the *Yorktown* is heavily damaged and the 23rd AF is eliminated. Outnumbered 4 to 1, the Japanese cruiser *Nachi* makes good her escape. The worst is yet to come, however, as the American pays the price in the Marshalls for his split forces folly. In the resulting air battle, the *Lexington* is disabled, the *Hornet* sunk, and the 1st Marines disabled and rerouted to Australia. To make matters worse, the I-Boat sinks the 2nd Marines. Not only has the invasion been repulsed, but without air cover the Americans must withdraw and concede Japanese control. For this stunning victory, the Japanese lose only the *Hiryu*. The dismal American turn ends with the slaughter of the two U.S. cruisers patrolling the Hawaiian Islands by the raiding Japanese carrier fleet, and subsequent loss of control and POC.

The Japanese gain 5 POC and now stand 14 ahead, but this is the least of the American's worries. He has just lost five air units and a sixth hors de combat to two by the Japanese. The game could rapidly grow out of his reach.

JAPANESE TURN 4:
This will be my last turn of all out offensive action for the Allies receive six land based air next turn which will make incursions into their territory too costly. This will be my last attempt to make big POC gains before going over to the defensive. I expect to pick up a difference of 5 POC by controlling the Bay of Bengal and the Indian Ocean.

His reaction to my patrols and land based air has forced my hand with respect to my raiders. I must make a full scale effort in the Coral Sea. By conducting that battle first, I can neutralize all of his land based air in the South Pacific before it is used by taking Guadalcanal and eliminating his base. On the other hand, if he does oppose me there and concentrates on my marines, I should be able to win a major carrier engagement.

AMERICAN TURN 4:
The British fleet will be non-existent after this turn, so I will try to buy time with them and attrition the Japanese in Indonesia. Hopefully, they will act as a diversion to lessen his efforts against the Americans. By the looks of things, I can expect major invasion attempts against Port Moresby and Guadalcanal. Therefore, I will throw all my land based air into the South Pacific. If I can hold Guadalcanal, I will stall his offensive and have a chink in his perimeter when it comes time for my own drive on turn 6.

His invasion plans are more ambitious than I expected. I can't afford to lost New Hebrides. I will react in the Coral Sea with all available forces and hope for a night action. Three battleships are sent to the South Pacific to screen the Marine landings in the event of a night action.

TURN 4 COMMENTARY—
The Japanese move is extremely clever in its perception of tactical possibilities and equally foolish in terms of strategic gain. The American is at his nadir. He will never be weaker than he is now. The British, on the other hand, are at their zenith. Next turn, demands from the European theatre will virtually evaporate that force into near non-existence. Now is the time to hit the American forces with everything available. Instead, Seth chooses to waste ten ships in the British theatre. If used to hit the Americans this turn, the British sphere of interest would virtually fall into their hands next turn anyway. Without any attempt being made to

ALLIED COMBAT RECORD

	Attacking	Target	Shots	Damage	Result
TURN 1					
INDONESIA	P.O. Wales	Hyuga	1,2,3,4	—	4 4 4
(round 1)	Repulse	Ise	3	—	4 4 4
TURN 2					
ALEUTIANS					
	5th AF	Oi	1,3	—	1 0 7
MARSHALLS	Yorktown	Haguro	1,2,4,5	3	Sunk
	Saratoga	Haguro	1,1,1,2	—	—
	Hornet	Myoko	1,4,5,5	3	Sunk
	Lexington	Myoko	1,2,5,6	—	—
SO. PACIFIC	10th AF	Yokosuka	2,6	3	Elim
	11th AF	Yokosuka	1,6	—	—
INDONESIA	Enterprise	Mutsu	1,1,1,5	1	5 4 3
(day)	7th AF	Kongo	4,6	4	Sunk
	Indomitable	Haruna	3,3	—	4 3 6
	Formidable	Hiei	2,5	X	Disabled
	Hermes	Kirishima	4	—	4 3 6
(night)	Royal Sover'n	Ruso	5	X	Disabled
	Revenge	Soryu	1,4,4,5	X	Disabled
	Dorsetshire	Ise	1	—	4 4 4
	Cornwall	Hyuga	4	—	4 4 4
	Louisville	Yamashire	5	X	Disabled
	Exeter	Mutsu	6	3	5 1 0
	Canberra	Nagato	6	3	5 2 1
	Resolution	Aoba	2,2,5,6	2	Sunk
	Northampton	Furutaka	4	—	1 1 7
	Salt Lake City	Haruna	4	—	4 3 6
	Chester	Kirishima	4	—	4 3 6
(round 2)	Hermes	Haruna	5	X	Disabled
TURN 3					
BAY OF BENGAL	Hermes	Furutaka	1	—	1 1 7
	Illustrious	Furutaka	5,3	X	Disabled
	Formidable	Furutaka	2,5	X	—
	Indomitable	Furutaka	1,2	—	—
INDIAN OCEAN	RAAF	Sasebo	2,5	X	Disabled
	7th AF	Sasebo	1,5	—	—
SOUTH PACIFIC	RNZAF	21 AF	2,2	—	3 4 *
(4 rounds)	5 AF	21 AF	3,6	2	3 2 *
	RNZAF	22 AF	5,5	—	3 4 *
	5 AF	22 AF	1,4	—	3 4 *
	RNZAF	22 AF	1,2	—	3 4 *
	5 AF	21 AF	3,4	—	3 2 *
	5 AF	21 AF	2,2	—	3 2 *
MARIANAS	Saratoga	23 AF	1,2,3,5	—	3 4 *
(day-night rd)	Yorktown	23 AF	4,1,2,6	4	Elim
	Houston	Nachi	2	—	1 2 7
	Portland	Nachi	2	—	1 2 7
	Astoria	Nachi	3	—	1 2 7
	New Orleans	Nachi	5	X	Disabled
MARSHALLS	Hornet	24 AF	1,3,4,6	—	3 4 *
	Lexington	Hiryu	4,4,6,6	2	Sunk
TURN 4					
INDONESIA	Illustrious	Ryujo	4,6	2	Sunk
(4 rds)	Hermes	Shoho	4	—	0 0 5
	Devonshire	Kumano	3	—	1 1 8
	Shropshire	Kinugasa	2	—	1 1 7
CORAL SEA	Wasp	Yokosuka	2,2,4,5	3	Elim
	Saratoga	Kure	3,4,4,4	X	Disabled
	Lexington	Shokaku	1,1,4,6	3X	Disabled
	Canberra	Mogami	3	—	1 1 8
	Mississippi	Haruna	3,3,4,6	2	4 1 4
	New Mexico	Kirishima	1,3,3,5	X	Disabled
	Idaho	Hiei	3,4,4,6	4	Sunk
SOUTH PACIFIC	13 AF	26 AF	1,4	—	3 4 *
(2 rds)	11 AF	26 AF	3,6	3	3 1 *
	Marine AF	22 AF	1,4	—	3 4 *
	10 AF	22 AF	1,5	—	3 4 *
	11 AF	26 AF	2,4	—	3 1 *
	13 AF	26 AF	3,6	1	Elim
	Marine AF	22 AF	2,4	—	3 4 *
	10 AF	22 AF	3,5	—	3 4 *
	Indiana	Fuso	1,2,4,6,1	1	4 3 3
	S. Dakota	Chokai	2,3,4,4,5	3	Sunk

VICTORY IN THE PACIFIC

North Pacific Ocean

Vincennes—DH

Aleutian Islands

Central Pacific Ocean

Chikuma—T
Tone—T
21 AF

Hawaiian Islands

Houston—P
Portland—P

Samoa

U.S. Mandate

De Ruyter—NH
Australia—NH

Marshall Islands

Hosho—T
Mikuma—T
24 AF
25 AF

22 AF
26 AF—X
Fuso—Y
Kako—T
Chokai—X

Nagato—Y
Nachi—T
Oi—T

Japanese Islands

Suzuya—T

Saigon

Truk

South Pacific Ocean

W. Virginia—X
New Orleans—X
Louisville—S
Pensacola—S
Lexington—P

Chicago—X
Astoria—S
Saratoga—S
Quincy—S
Canberra—S
New Mexico—X
Idaho—S
N. Carolina—X
Mississippi—P
Colorado—X
Wasp—S

Kure
I-Boat

Coral Sea

Shokaku—Y
Zuiho—T
Akagi—T
Kaga—T

Yamashiro—T
Haruna—Y
Hiei—X
Kirishima—Y
Atago—T

Yokosuka Navy Yard

10 AF
11 AF
13 AF
Marine AF
1 Marine—X
S. Dakota—P
Indiana—P
Washington—S

Marianas Islands

Maya—T
Mogami—T
Yokosuka—X

Australia

Ryujo—X
Ashigara—T
Kumano—Sl
Kinugasa—Sl
Mutsu—T
Shoho

Indonesia

Saigon

Hermes—C—X
Exeter—C
Illustrious—C—X
Devonshire—X
Shropshire—C
Prince of Wales—X
Valiant—C

Singapore

Indian Ocean

Zuikaku—Sl
Hyuga—T
Furutaka—Sl
Hiyo—Sl
Yamato—T
Sasebo—T

Ceylon

Bay of Bengal

Soryu—T
Ise—T
Takao—T
Kitakami—T
Junyo—Sl

control the Coral Sea it is too late to take Australia. Faced with a dazed opponent ripe for a knockout punch, the Japanese are flailing him about the arms.

Why in the name of the Rising Sun does Seth persist in wasting patrol ships on his perimeter? This area can be held with land based air. The added vessels released for aggressive patrols would allow the Japanese to threaten control all over the board. The Americans are too weak to probe the Japanese perimeter and defend their own areas too. The added ships from Bengal and the Indian Ocean would give the Japanese the strength to raid Pearl Harbor with authority where the crippled *Yorktown* lies helpless in drydock.

The Japanese play can best be summed up as penny wise and pound foolish. Sending the *Junyo* raiding to reinforce an unopposed control force in Bengal looks wasteful until you remember that the Japanese will fight the battle in Indonesia first and any disabled or withdrawing forces there will be subject to unreturned raids in Ceylon. Foresight, however, makes it look wasteful indeed when you recall that four British vessels will be withdrawn from the game at the end of the turn anyway and coupled with lossess in Indonesia this will probably serve to annihilate the British anyway.

The same lesson holds true in the South Pacific where the Japanese were wise indeed in resisting the American oneupmanship in deploying his air units, realizing full well that none of this American airpower may get into play if Guadalcanal falls first from the backdoor of the Coral Sea. In retrospect, however, this clever play may prove Seth's undoing and squander his big lead. Deprived of sufficient surface escort by his ill advised adventures against the British sphere of influence, the Japanese have offered the Americans a get even opportunity in the Coral Sea which is much more inviting than that offered in the Hawaiian Islands the turn before. Now the American battleships are much more in evidence; the numerical American surface advantage is both greater and accompanied by qualitative superiority, the American situation is more desperate, and the American player really has no choice if he is to salvage anything from his land based air in the South Pacific. Advancing into an enemy controlled sea with such lopsided surface disparity is akin to handing your head on a plate to a hungry opponent. Don't be surprised when he devours you. The Americans could amass 49 surface attack factors in 16 ships with 10 bonus shots to a paltry 19 factors, 7 ships, and 3 bonus shots for the Japanese. In the American controlled Coral Sea, a night action will occur with any higher die roll than the Japanese can muster. There are no modifiers. The possibility for an enormous defeat is very real.

The Japanese raid into the Coral Sea is not totally without merit, but rather was forced by events transpiring in the South Pacific. The possibility for crippling carrier exchange is present. The Japanese *do* have an extra carrier and the presence of the I-Boat as well as the American need to stop the Japanese marines on the first round before they can land. Placing all three marines in the Coral Sea would have been a better move. In the event of a day action, they would fare well, but the point is that this gamble would be totally unnecessary had the Japanese not moved against the British areas and trusted their land based air to guard their perimeters. Taking a chance like this when you have a decisive lead is unforgivable.

Given the Japanese patrols I find little to fault with the Allied reaction, although I would have found it hard to summon the courage to leave the *Yorktown* in Pearl without air cover and probably would have tried to hold Bengal with land based air rather than putting all my eggs in the South Pacific basket. Given the subsequent Japanese raid into Coral Sea, however, things could hardly work out

AN ANALYSIS OF THE LUCK FACTOR
AMERICAN ATTACKS

TURN 1	Shots Fired	Expected Hits	Actual Hits	Total Damage	Expected Damage
Indonesia	5	.83	0	0	2.76
TURN 2					
Aleutians	2	.33	0	0	.33
Marshalls	16	5.33	5	6	6.00+
South Pacific	4	.67	2	3	1.68
Indonesia — day	11	2.50	2	5	7.90
night	18	3.00	3	8	8.16
TURN 3					
Bay of Bengal	7	1.16	0	0	2.00+
Indian Ocean	4	.67	0	0	1.68
South Pacific	14	2.33	1	2	7.00
Marianas	12	2.00	1	4	5.68
Marshalls	8	2.00	2	2	4.00
TURN 4					
Indonesia	5	.83	1	2	1.07
Coral Sea — day	12	4.00	2	6	10.00+
night	13	2.16	2	6	6.33
South Pacific — day	16	2.67	2	4	6.67
night	10	3.33	2	4	8.56
TOTAL	157	33.81	25	52	79.82+

JAPANESE ATTACKS

TURN 1	Shots Fired	Expected Hits	Actual Hits	Total Damage	Expected Damage
Indonesia-raids	18	3.00	3	10	7.65
round 1	12	2.00	1	1	2.67
P. Harbor-raid 1	24	7.33	5	20	25.00
raid 2	24	7.00	8	31	23.65
TURN 2					
South Pacific	22	3.67	2	7	8.00+
Indonesia — day	20	5.67	8	25	17.43
night	38	7.00	9	17	15.70
TURN 3					
Indian Ocean	8	1.33	2	8	4.00
South Pacific	24	4.00	3	5	5.82
Marianas	4	.83	1	2	1.86
Marshalls	8	2.16	4	9	5.83
Hawaiian Islands	16	5.33	7	4	4.00+
TURN 4					
Indonesia	15	5.00	2	4	10.09
Bay of Bengal	12	4.00	4	6	11.67
Coral Sea — day	29	9.67	10	21	20.05
night & pursuit	27	6.33	7	18	20.53
South Pacific — day	12	2.00	1	2	5.41
night	6	1.33	2	4	4.68
	319	77.65	79	194	194.04

Applying our charts to the Series Replay, we find the first hint (other than the quality of his play) why the American was so decisively defeated. His actual hit total was only 74% of what could have been expected. His bad luck was not redressed by good fortune with the damage dice. To the contrary, the total damage he inflicted on the Japanese was only 65% of what it should have been.

The Japanese player, on the other hand, was only marginally *fortunate* in the number of hits received (102% of expected number) and was dead even in damage inflicted with damage expected. A more telling statistic appears in the "Shots Fired" column where we see the Japanese enjoying better than a 2:1 superiority. This would seem to indicate that the biggest factor in the American's defeat was his own shoddy play in exposing his forces so disfavorably. There is no doubt that poor luck during the American attacks contributed significantly to the *scale* of his defeat, but it is extremely unlikely that this was the *cause.*

A dice roll analysis of this sort is extremely superficial. No attempt has been made to measure the effects of the dice on "Disabled" results, speed rolls, or day-night determinations . . . all of which can play an extremely crucial role. Furthermore, some hits are definitely far more important than others depending on the target and situation. In a game such as *VITP,* the theory is that the sheer abundance of dice rolls tend to act as a balancing fulcrum as the dice "even out" over a prolonged period. The extreme importance of several even "day-night" determinations, however overshadow this theory in *VITP* and, in this case, entrusted a great deal to a few selected die rolls. By winning virtually all of these crucial day/night determination die rolls, the Japanese did more to win the game than any strategy they followed could lay claim for.

A knowledge of the luck factor as it pertains to *VITP* is essential to any player of the game who wishes to come out on top more often than not. The following serves then as more than an excuse for the vanquished. By studying the figures presented, one can see better just

how unrealistic were some of the gambles employed by our participants. Perhaps more importantly, an understanding of how to quickly assess potential hit and damage probabilities can be gained.

The system used is admittedly faulty mathematics. For example, if you were to roll five non-bonus shots the probability of scoring *at least* one hit is 59%, not 83% as calculated in the table. This is because the fall of each die is interdependent of the others. Rolling six dice does not guarantee that each (or any) result will occur once. Rather, these calculations are based on the far simpler & inaccurate method that every die thrown has six possible outcomes. Only one of those outcomes is a hit. Thus, when throwing five dice we fix the chances for rolling a hit are five in six or .83. If the shots are entitled to a bonus then a 5 or 6 results in a hit; changing the probability of a hit on each die roll to one in three. Naturally, this method is far less accurate than the first, but makes up for it in part by being so simple, indeed crude, that most players can readily make their rough calculations in their head as they play the game, rather than resorting to a computer and fine print analysis.

Assuming you accept this admittedly flawed system for predicting hits, we can carry it one step further to predict the expected damage from our expected hits. Returning again to the six equally probable die roll outcomes, we find possible results of 1,2,3,4,5,6 equalling 21 and an average damage probability of 21 ÷ 6 = 3.5. If the target is eliminated by a damage roll of less than 6, however, the damage probability changes. For example, when firing at the Kure Marines, the most damage that can be expected on any single attack is 3—the number of damage points required to sink it. The range of possible outcomes then becomes: 1 + 2 + 3 + 3 + 3 + 3 = 15 ÷ 6 = 2.5/hit. The table thus reflects that expected damage cannot exceed the total possible damage by indicating with a "+" overkill situations.

Given the quality of play, the Japanese player deserved to win for being the lesser of two fools, but he owed the margin of his victory to extreme good fortune in his day-night determination die rolls.

any better. I find it hard to conceive of a better opportunity for the Americans to pull themselves back into the game than the one that now presents itself. The only criticism I can offer is a small one and I'm not sure that it is valid given the definite surface superiority already amassed in the Coral Sea. The question of whether the three U.S. battleships would serve better in the Coral Sea as overkill or as a screen in the South Pacific for a possible night landing is one which can be answered only after seeing the day/night die roll in the Coral Sea.

THE BATTLES

The action starts predictably enough in Indonesia with a carrier engagement in which the *Ryujo* is sunk but both British carriers are disabled and returned to Ceylon to await air raids. Now totally devoid of air cover, the British are between a rock and a hard place. If they withdraw, they face a pair of six factor bonus air raids in Ceylon. If they stay, they must undergo repeated bonus air attacks from the *Shoho* until they can roll a night action—only a 28% probability (including combined day/night action). Belying this plight is the realization that the British will withdraw from the game anyway, so why not stay and try to take an enemy ship down too. There is, after all, a 12% chance of sinking a Japanese carrier with a first round night action. Such is not the case, however, as the *Shoho* enjoys four more rounds of unreturned attacks, disabling *Exeter* and *Valiant,* and sinking the *Prince of Wales* before the remainder withdraw. The *Devonshire* is sunk in the following pursuit. In the ensuing raid on Ceylon, the *Illustrious* and *Hermes* are sunk, leaving the British with only 3 vessels to withdraw on turn 5, and thereby cancelling the appearance of the *Victorious* in Pearl Harbor. The British have been annihilated.

The main event is in the Coral Sea, however, and the Japanese luck holds firm with a day combat gained by a die roll of 6 to 5. One pip less and the Japanese would not be smiling, but the Japanese get the best of the carrier exchange as expected. *Saratoga* and the battleship *West Virginia* are sunk, and the remaining U.S. carriers disabled (including maximum damage to the *Lexington*). The American riposte, diluted by attacks on the Japanese landing forces, manages only to heavily damage & disable the *Shokaku* while repulsing the Japanese marines. To add insult to injury, the *North Carolina* sustains heavy damage from an I-Boat attack.

Still hoping to salvage a victory, the American opts to remain and press on for a surface engagement, but again the Japanese win the pivotal even die roll and sink cruisers *Chicago* and *New Orleans* while damaging the *Canberra* in attempting to reduce the Allied surface numerical advantage. At this point, with Guadalcanal saved and his surface advantage reduced to three cruisers, the American has had enough of trying to outroll the Japanese and withdraws in 3 groups. In the resulting pursuit, the *Colorado, New Mexico, North Carolina & Canberra* are sunk and the *Mississippi* heavily damaged. The Japanese lose the battlecruiser *Hiei* and damage to the *Haruna*. Despite the failure to take Guadalcanal, the Japanese have won another major naval victory.

The action in the South Pacific, catalyst for the battle of the Coral Sea, is almost anti-climactic. The Japanese save Lae by sinking the 1st Marines but are forced to withdraw when the 26th AF is eliminated. The cruiser *Chokai* is sunk in a night action, but damages the *South Dakota* in return. American control of the South Pacific remains the only bright spot in yet another disastrous turn.

The Japanese player gains 7 POC on turn 4 and now stands 21 POC ahead. More importantly, the Japanese sank twelve Allied ships at a cost of only three of their own. The Allies will open turn 5 with only two operable carriers and virtually no ships west of Australia. The American does have 10 land based air units but they can't defend everything by themselves. The Japanese, on the other hand, have lost only five surface ships and two medium carriers. Their lead at this point is huge although not insurmountable. They could still lose by a combination of Japanese mistakes (such as the Battle of the Coral Sea) and a few fortuitous dice rolls (such as the Americans lacked in the Battle of the Coral Sea . We'll end our Series Replay here at the

midpoint however, and postpone studies of the end game until a later time when more balanced forces and practiced players are available.

AFTERMATH:

As anticipated, the Japanese added to their lead on turn 5, adding 5 POC and increasing their total to 26. Despite a major victory in the Marianas on turn 6 made possible by the eight new American carriers, the Japanese actually gained one POC on turn 6. The hopelessness of the American position at this point became irreversible. Although the influx of 7 more carriers on turn 7 enabled the American to win the battles, the war was already lost. The Americans could gain only one POC apiece on turn 7 and 8 as the game ended in a decisive Japanese victory with the Japanese 25 POC ahead.

(A/H)

D-DAY '77
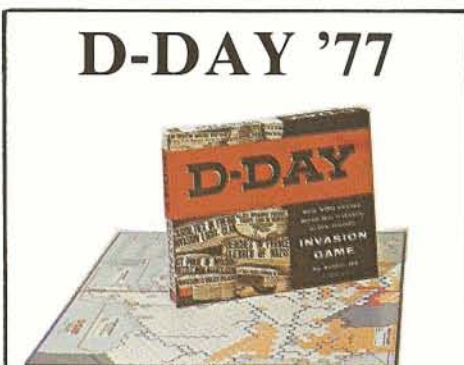
James Stahler, a local gamer of considerable repute, has authored the third edition *D-DAY* rules with co-development by Richard Hamblen and Don Greenwood. The *D-DAY* revision was originally intended as just a clean up of a poorly done, outdated set of rules which had been passed up by the state of the art. *D-DAY* has been one of our biggest sources of nut mail due to the incomplete and poorly done rules of the 1965 edition. The current revision not only does away with the problem in presenting ambiguity-free rules, but also addresses play balance problems and incorporates design innovations which have been developed in the past decade; without going into complicated phase systems which would ruin the game's excellent postal characteristics.

Among the changes are revised, more realistic supply rules which make South France a viable invasion site, strategic movement, tactical air-power, carpet bombing, river interdiction, and strategic fortresses whose capture affects the Allied replacement rate. But above all, these rules are ambiguity-free—a competitive postal player's dream—and a 100% improvement to the old classic.

The revised *D-DAY* rules sell for $2.00 plus postage costs, and are available only by mail from Avalon Hill. Due to overstock and the slowness with which retail supplies are moved, these rules will not be found in *D-DAY* games on the retail shelves for several years. If you order a *D-DAY* game by mail, be sure to request the new rules. They will be provided free to mail order purchasers of the game if you request them *with* your purchase. Maryland residents add 5% state sales tax.

ABSTRACT PANZERLEADER

Applying Tom Oleson's "PANZERBLITZ Situation 13" to PANZERLEADER

By Robert Chiang

Tom Oleson in Vol. 8, No. 1 of *The General* demonstrated a method of constructing scenarios with the same victory conditions, using orders of battle based on the player's preference. (His method of determining the relative importance of different units by point value can also be found in *WAR-GAMER'S GUIDE TO PANZERBLITZ*, with the exact point values of units also listed on page 12 of Vol. 11, No. 3) Like any other system, however, Tom's method has its loopholes, and also cannot be applied without special modification to *PANZER-LEADER'S* rules.

As in *PANZERBLITZ* "situation 13," in *PANZERLEADER* each player has, say, 1000 points from which to select his combat force. Due to different weaponry effectiveness in *PANZER-LEADER,* however, one cannot use the same system of allocating point values for individual units, as in *PANZERBLITZ.* Here are the criteria for assigning point values in *PANZERLEADER* using the following abbreviations: A = attack strength or attack factor; R = range or range factor; D = defense strength or defense factor; and M = movement allowance or movement factor.

Let's start off with tanks and tank destroyers. For Russian and German units of these types, the criteria for point allocation is identical for both games: simply add up the four factors, A plus R plus D plus M. American and British tanks and tank destroyers suffer however, from the handicap of being prohibited from transporting infantry, unlike their Russian and German counterparts. Since a unit's effectiveness at transporting infantry is largely dependent on its movement allowance, we should reduce the influence of movement in determining the point allocation for such Allied units. So for American and British tanks and tank destroyers, add only one half of the movement—i.e., A plus R plus D plus ½M.

Assault Guns in *PL* can hit armored targets with full attack strength at ranges up to six hexes, while their *PB* counterparts can hit such targets with full force up to half of their range. So the point criteria for assigning values to assault guns in *PL* must be modified somewhat, compared to such units in *PB.* For assault guns with a range of greater than six hexes, add A plus six plus D plus M (add only ½M for American and British assault guns, as they cannot transport infantry, unlike their Soviet and German counterparts). And for assault guns of a range of less than six hexes, simply use A plus R plus D plus M (or ½M for American and British assault guns). Finally, there is another exception, the M16, which is an "I" class assault gun, and therefore incapable of attacking armored targets. It has a point value of 14 (½A plus ½ range plus D plus ½M), with its point allocation based on a towed gun (see towed gun point criteria), and a HT.

Self-propelled artillery in *PL* have a harder time knocking out armored targets with direct fire than their *PANZERBLITZ* counterparts, and yet are more effective with indirect fire, since they can use it on enemy units just over ¼ of their range. For long-range SPA units (i.e., with a range of greater than 12), use the following pt. criteria: A plus ¼R plus D plus ½M. (Remember, SPA units in *PL* cannot transport infantry, unlike *PANZERLEADER*). For short-range SPA units (i.e., with a range of 12 or less), take A plus six plus D plus ½M. Exception: 4600 moves like a truck, so here take A plus six plus D plus ¼M, or a pt value of 16.50.

Armored cars are not too much different from tanks and tank destroyers, except that in *PL* they usually don't have the punch or armor protection to engage in shootouts. The German armored cars are much more important than their British and American cousins, as they can transport infantry, and that's very useful in a game with opportunity fire, and high costs of loading and unloading infantry. American and British ACs, in contrast, function primarily as long distance spotters. The point criteria for German armored cars is almost identical for both games: for "A" class ACs, take A plus R plus D plus M; and for "H" class ACs, take the same criteria, since the short ranged "H" class weapon is not handicapped versus armored targets. American and British ACs, like their tanks

and tank destroyers, cannot transport infantry. So again, the influence of movement allowance on pt allocation should be reduced. Since enemy ACs are much more often used as carriers than enemy tanks, the reduction in the movement influence on the pt. criteria for western Allied ACs should be more severe than for western Allied tanks. So rather than take, say ½M, I'll use 1/3 M: i.e., for American and British "A" class armored cars, take A plus R plus D plus 1/3 M. For the M20, which is "I" class, take ½ A plus ½R plus D plus 1/3 M, or a point value of 11.

Nothing has changed for transport pt. allowances: for trucks take D plus ½M; for HTs take D plus M; and wagons get a pt. value of 4.

PANZERLEADER Combat Point Values

Allied Units		German Units		
Towed Guns		**Towed Guns**		
57 AT	9		75AT	11.5
76 AT	13		88AT	21
90 AT	18.5		20FK	5.25
17 AT	14		4x20FK	10.25
40 FK	13		37FK	7
25 HW	28.25 (37)		71G	6
105 HW	30 (38)		75 HW	19 (26)
155 HW	41 (50)		105 HW	30 (38)
8" HW	52 (62)		150 IG	15
76 MR	9.5		150 HW	41 (50)
81 MR	11.5		170 HW	47 (67)
107 MR	15.5		81 MR	11.5
Infantry			120 MR	19.5
US Engineer	10		NBW	35 (39)
UK Engineer	18	**Infantry**		
Scout	6		Engineer	18
Machine Gun	8		Security	9
Rifle	10		Rifle	13
Arm. Inf.	16		SMG	14
Transport		**Transport**		
Truck	8		Wagon	4
Scout Car	9		Truck	7
Bren	12		Halftrack	14
Halftrack	13	**Armored Cars**		
Armored Cars			234/1	25
M20	11		234/2	28
M8	16		234/4	38
Daimler	16.33	**SPA**		
SPA			Wespe	57
Sexton	54.75		Maultier	65
M7 Priest	59		Hummel	76
Recon HQ	16.50	**Assault Guns**		
Assault Guns			GW 38	27
M16	14		Wirbelwind	34
M4/105	33	**Tank Destroyers**		
Churchill	54.50		Hetzer	38
Tank Destroyers			SG III	40
Achilles	36.50	**Tanks**		
M10	34.50		Lynx	22
M18	34		Pz III	30
M36	37.5		Pz IV-W	34
Tanks			Pz IV-S	38
M5 Stuart	20.5		Pz V-W	46
M24	31.5		Pz V-S	50
Cromwell*	31		Tiger I	47
Sherman (UK)	30		Tiger II	54
M4/75	32			
M4/76	38.5			

Combat point values in parenthesis next to HW artillery represent offboard unit value.
*Cromwell combat point value, given a movement allowance of 12, not 7.
All combat pt. values using all regular and optional rules of *PL.* When using functional mobility for turreted AFVs, add an additional ½A to all such units (e.g. for the M36, its point value would be 37.5 plus ½x15 = total of 45).

There are no changes for rating infantry from Tom Oleson's system: take A plus one plus D plus M. For engineers double the A, rather than take A alone.

Finally we have the towed guns. For "A" class towed guns, use the same old *PANZERBLITZ* criteria: ½A plus ½R plus D plus M. But "(H)" class units seldom use direct fire. Since they use indirect fire versus targets more than ¼ of their range in distance, I'll take ½A plus ¼R plus D plus M. To be consistent, direct fire units of the "H", "I" should use the same criteria, despite their inability to fire indirectly. For "M" class units, which can use indirect fire at any range, use the "A" class criteria for towed weapons.

Indirect artillery fire brings us to one of the more ludicrous features of *PL:* the necessity of placing long range, immobile artillery on the front lines due to a lack of board space. Scenario 19 is a good example: the German 170mm guns here have no choice but to use direct fire, as their long-range effectively prohibits them from using indirect fire, if placed on the board. So when using an abstract *PL* scenario similar to *PANZERBLITZ* "situation 13," some provision should be made for off-board artillery.

Off-board artillery should be placed far behind friendly lines. For an example illustrating their use, let's say that we chose to play with a board configuration as such: , with the Americans setting up on board A, and the Germans deploying on board D. At the start of the game, when each player is choosing his order of battle, that person may at his discretion decide to place one or more of the "(H)" class units behind "friendly" lines. Such units cannot be moved, and cannot be spotted or attacked by enemy units (for the sake of simplicity, assume that counterbattery fire is ineffective versus such fortified off-board positions, within the short time span of the game, and that Allied aircraft cannot spot German off-board artillery due to perhaps low visibility weather conditions in that area). Off-board units may only use indirect fire to attack on-board units, and then only enemy units within three-fourths of the off-board artillery unit's range allowance of the friendly board edge. For example, using the above board configuration, a German 150mm "(H)" class off-board unit could hit any hex within 27 hexes of the eastern edge of board D. Why three-fourths of their range allowance? Well, such an artillery unit can only use indirect fire versus targets more than ¼ of its range distance.

Towed-weapons of the "(H)" class placed off-board cost more pts than similar units placed on-board. "(H)" on-board units cost ½A plus ¼R plus D plus M. Off-board units of the same type cost ½A plus ½R plus D plus M. SPA units cost the same whether off-board or on-board. (The increased protection and indirect fire effectiveness of placing such units off-board is counterbalanced by off-board units' inability to use direct fire versus enemy targets.)

The board configuration for this abstract *PL* scenario is identical to that of Tom Oleson's "situation 13." Any three PL and/or Panzerblitz boards are laid side by side, as such:

NORTH
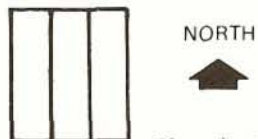
(If one is using *PL* board B however, it cannot be the middle board, and when used as a side board, the "sea" or "wide river" edge must not be adjacent to the middle board, for obvious reasons!)

Once both players have agreed upon a particular board configuration, they should choose their orders of battle. The participants should agree beforehand on the maximum pt total for each side (I prefer about 1000 pts). Each person should pick his order of battle without knowledge of his opponent's order of battle, with both people revealing their chosen forces simultaneously.

After both players' forces have been revealed, a die should be rolled to determine on which side-board each player deploys his units. One way of deciding would be as follows: if the die roll is even, the German player sets up on the eastern board (i.e. the board to the right of the middle board), and the Allied player sets up on the western board. If the die roll is odd, the German player would set up on the western board, etc. The player with the smallest number of on-board units moves first, after deploying second.

One of the least satisfactory aspects of Tom Oleson's "Panzerblitz Situation 13" is the victory conditions, which are based entirely on who ever has the most units on the center board. The Oleson victory conditions, in theory at least, meant that the person who moved last—the player with the most units—could win the game simply by running around the side boards, avoiding his opponent's forces, and on the last turn, simply flooding onto the center board for the win. The player starting with the least number of units might kill off a hoard of enemy units, without loss, and still lose, if he started too many units down (similar to scenario 7, with regard to the German position in that situation).

Rather than base victory conditions exclusively on number of units on the center board, I would also tie the victory criteria onto control of geographical objectives (to keep one player from running around, until the last turn), and also on enemy units killed. Give each player victory pts. based on the point value of each enemy unit destroyed at the end of the game. Allocate a small number of points, say about ten, for each center-board town hex occupied by a friendly combat unit (i.e., non-wagon, non-truck unit) at the end of the game. Finally, to keep each side from being too top heavy with super-powerful units, I would give bonus victory points to the side with the most combat units on the center board at the end of the game. Take the difference in number of combat units of each side on the center board, and multiply by ten. Give the player with the excess number of center-bd combat units at the conclusion of the game, this point total, to be added with his other points. The person with the most points at the end of the game wins. (As an example of how to calculate bonus victory points, take the following illustration: suppose the American player at the conclusion of the game has 29 center-board combat units, and his opponent has 23 center-board combat units. The American player would then get a bonus of 6x10=60 points, in addition to the points for enemy kills, and occupation of center-board town hexes.

I have not yet explored completely the strategy in picking orders of battle for this abstract scenario. A force composed of mainly a small number of powerful units, may get to occupy the town hexes first, but the second player, with the larger number of combat units, may have enough excess combat units to counterbalance that force, with the victory conditions also based on enemy kills, according to the point value of those destroyed enemy units, who's to say what type of force is optimal? Of course, players can always experiment with different weights of victory criteria (e.g. multiply the excess number of center-board combat units by 20 instead of 10, or allocate only five points per center-board town hex occupied by a combat unit). One is limited only by one's imagination!

The Initial Invasions

By David Meyler

More Scenarios For Caesar's Legions

In 12 B.C. the emperor Augustus, after his recent conquest of Rhaetia and Noricum, reached the zenith of his power. Massive plans and preparations had been made to create a new province, Germania, so as to eliminate the considerable threat of those barbaric tribesmen. The man chosen to accomplish the task was Nero Drusus, Rome's most successful living general (and father of the Germanicus Drusus of Idistaviso fame). He campaigned throughout Germany from 12 B.C. until his death in 9 B.C. His brother Tiberius (the future emperor) succeeded him and campaigned on and off for fifteen years. Then Herman's revolt in 9 A.D. suddenly and violently threw Roman influence out of Germany. This final disaster proved too much, and after twenty years of fruitless warfare Augustus did the unthinkable: he abandoned a Roman province. More important, however, that event signalled the decline of the empire.

This is probably the greatest fault of *CAESAR'S LEGIONS* in that the game largely ignores these potentially decisive campaigns. Had Rome gained firm control of Germany during this period of time the process of Romanization would have had more uninterrupted time to take effect. This in turn would have lessened, and perhaps removed the chance of major revolt.

Information about these campaigns is somewhat limited; largely consisting of general descriptions. Therefore, the Rome forces presented in the following scenarios have been formed by logical conjecture. The German tribes are also larger than in later scenarios as it can be assumed that in those scenarios they have been somewhat exhausted by the struggle against Rome. The Frisian revolt has been included as a short scenario. It also is an interesting display of common occurrences along a so called peaceful frontier.

Scenario VI 12—9 B.C.

The German Campaigns of Nero Drusus and Tiberius

In 12 B.C., under the auspices of emperor Augustus, Nero Drusus began the first of many attempts to conquer the territory east of the Rhine and north of the Danube. Basically this invasion culminated in two major campaigns. The first consisted of a drive along the North Sea coast, which resulted in the subjection of the Batavii, the

Frisii, and both branches of the Chaucii. The other campaign pushed through central Germany, reached the Elbe, and then struck southward. At this point, 9 B.C., Drusus fell from his horse and died soon after. His brother Tiberius succeeded him and finished the campaign by 7 B.C. Pressure on the Germans had been relaxed prematurely. Hence, by 1 B.C. the Cheruscii, a tribe allied with Chaucii, were in full revolt. By 4 A.D. the revolt had become widespread throughout Germany. Tiberius was recalled and in a lightning attack received the submission of all the tribes from the Weser to the North Sea. He launched his major invasion a year later in 5 A.D. One army sailed up the Danish peninsula, while another marched through central Germany attacking the tribes enroute. After reestablishing Roman influence in central and southern Germany, both armies united at the mouth of the Elbe and routed the yet undefeated Suebian confederacy. In 6 A.D. Tiberius struck at the Marcomannic kingdom under Marboduus. This massive offensive consisted of twelve legions plus auxiliaries. Before its completion, however, the Pannonian revolt broke out (largely caused by excessive men and money demands for the German campaigns). By the time Tiberius could revert his attention back to Germany, the revolt of 9 A.D. had occurred, the effects of which have been previously discussed.

How to Win: To win the Roman player must conquer tribes. To effectively control the German tribes the Roman must both control military and civilian leaders. The occupation of villages represents control of the latter and control of the military is represented by the capture of chief counters. Therefore, to conquer a tribe both its chief and all its villages must be captured concurrently at the end of a segment. The Roman wins decisively if he conquers 13 tribes, a tactical victory for 12 tribes, and a marginal victory for 11 tribes. The German player will only deter Rome if he incurs heavy losses to legionary forces. Therefore if the German player captures and retains, to game end, four eagles, he wins decisively; two eagles represent a tactical victory, and one eagle represents a marginal victory. The German player wins automatically if he captures Drusus. A decisive German victory is always higher than a Roman decisive victory. Otherwise all other situations of equal victory status are considered draws.

Board Alterations: All features are in existence except the castilla on the east side of the Rhine.

Forces: Roman forces consist of the supreme leader Drusus, 18 auxiliary infantry cohorts and 3 auxiliary cavalry cohorts anywhere west of the Rhine, 3 marines and ships anywhere on the Rhine, and the following ten cohort legions: II and XII on hex M-25, XIV and V on Q-24, X on O-24, XXII on DD-22, VII on W-25, and XIII on KK-27. The German tribes are mobilized as in Scenario IV by the mobilization table.

Time Limit: This scenario consists of two 15 turn segments. The Roman player moves first in both segments.

Special Rules:

The Batavii: The Batavii are hostile to Rome in this scenario and are treated as any other German tribe.

The Frisian Fleet: The Frisii possessed a considerable fleet which gave the Romans serious difficulties. Therefore if the whole fleet survives to game end treat it as one captured eagle. However, if the whole fleet is destroyed it counts as one conquered tribe for the Romans. The Frisian fleet consists of three ship counters which mobilize on any Frisian coast hex. Use Batavii counters, and treat the fleet as in Scenario V.

Rivers: No fording allowed.

Winter Quarters: At the end of the first segment the Roman player must enter winter quarters, which will be the starting positions for the following segment. To accomplish winter quartering the Roman player must place all units into, on, or adjacent to the nearest forts or castilla regardless of German units. At this time the Roman player receives ten legionary and eight auxiliary cohorts which must be placed in, on, or beside any forts or castilla not more than ten hexes east of the Rhine.

Tribal Status: Before the Roman player goes into winter quarters the German must determine tribal status utilizing the following conditions.

1. Conquered tribes are considered neutral for the next segment.

2. A tribe with all villages occupied with an uncaptured chief must be mobilized anywhere east of the Rhine but not within five hexes of a Roman unit.

3. A tribe with some but not all villages occupied with an uncaptured chief must be mobilized within three hexes of a surviving village

Charts and Tables for Scenario VI Tribal Strength Chart				
	chiefs	light infantry	medium infantry	cavalry
Frisii*	1	3	8	—
Batavii	1	2	8	2
Usipatii	1	2	6	—
Marsii	1	—	6	—
Lesser Chaucii	1	4	14	4
Greater Chaucii	1	4	16	6
Sugambrii	1	2	8	—
Tencterii	1	—	4	2
Chattii	1	4	12	2
Hermandurii	1	2	14	—
Suebii	1	4	12	—
Langobardii	1	4	8	—
Lugii	1	—	6	—

*Frisii also have three ships which may be mobilized with passengers.

regardless of Roman units. (In this case the chief does not have to set up on the village hex.)

4. A tribe with any surviving villages but with a captured chief simply mobilizes as in case 3 with a new chief. Note: a captured eagle is mobilized with the chief last possessing it. At the end of the first segment, after the Roman player has gone into winter quarters, all German units are removed and remobilized according to the above cases. This represents the lack of German organization as each tribe relies on its own supply and reinforcement depots, and also the lack of a single leader as each tribe breaks off and goes its own way. All tribes are mobilized on turn one of the second segment, even if unmobilized in the previous segment.

Forts and Castilla: The Roman may build forts as in Scenario III. During winter quarters the Roman player may convert a fort to a castilla. This is done at the cost of two replacement legionary cohorts. To signify the conversion simply place a siege counter with the fort counter. The fort now has all the benefits of a castilla. A maximum of three forts may be so converted. The Germans may not attack castilla or converted forts although normal forts are still subject to attack.

Malaria: Although malaria is now largely a tropical disease, it can exist in any area suitable for breeding mosquitos. Germany, at the time covered in the game, covered with swamps, was such an area and malaria was a major factor in Rome's inability to conquer the country, and was not a small factor in her eventual collapse. Therefore, before the Roman player goes into winter quarters, he must roll one die to determine the severity of malaria epidemics. Then, a second die must be rolled to determine casualties. These casualties must be immediately removed as stated on the malaria casualty table.

Mobilization Table

Die Roll	A	B
1	Mobilized	Mobilized
2	Mobilized	Mobilized
3	Mobilized	Mobilized
4	No Effect	Mobilized
5	No Effect	Neutral
6	No Effect	Neutral

Column A: Roll for mobilization at the end of the German turn for all tribes adjacent to tribes containing Roman units. For example if any Roman unit was in Hermandurii territory the German player may attempt to mobilize the Sugambrii, the Chattii, the Lugii, and the Langobardii.

Column B: Roll for tribal mobilization immediately after any Roman unit has moved or attacked across tribal boundries.

Note that villages of neutral tribes must also be occupied to determine tribal status, and for victory purposes.

Malaria Severity Table

Die Roll

1 Small epidemic. No casualties.
2. Moderate epidemic. Roll once on casualty table.
3. Moderate epidemic. Roll once on casualty table.
4. Moderate epidemic. Roll once on casualty table.
5. Moderate epidemic. Roll once on casualty table.
6. Heavy epidemic. Roll twice on the casualty table.

Malaria Casualty Table

Die Roll

1. Remove 1 legionary cohort.
2. Remove 1 legionary cohort, 1 auxiliary cohort.
3. Remove 2 legionary cohorts, 1 auxiliary cohort.
4. Remove 2 legionary cohorts, 2 auxiliary cohorts.
5. Remove 3 legionary cohorts, 2 auxiliary cohorts.
6. Remove 3 legionary cohorts, 3 auxiliary cohorts.

Scenario VII—5 A.D.

How to Win: The Roman must capture a combination of 18 villages and/or chiefs to win. The German player must avoid these conditions, capture Tiberius, or capture and retain three eagles.

Forces: On turn one the Roman has eight auxiliary infantry and four auxiliary cavalry cohorts anywhere west of the Rhine, two marines and ships anywhere on the Rhine, Tiberius as supreme leader (use blank counter, 1-7), and the following ten cohort legions: V and VIII on hex D-22, II on AA-24, XVIII on K-27, and XIV on Q-24. On turn ten the Roman player receives the northern army. It consists of four auxiliary infantry cohorts, and the following ten cohort legions: the XVI, XVII, and XX. The northern army may land on any three adjacent coast hexes in the North Sea. It may move no further that turn. The German forces consists of three elements, the Suebian confederacy, the loosely united rebel tribes, and guerilla forces. The Suebii were not a single tribe but consisted of a federation of allied tribes (years later this was expanded into what is called the Allemannii, meaning all men). The Suebian tribes included the Suebii, the Langobardii (long beards), Hermandurii, and various off board tribes. The Suebian Confederacy sets up anywhere within Langobardii, Suebii, and/or Hermandurii territory. Their forces consist of 32 medium infantry warbands or corresponding mobs, 8 light infantry warbands, and 8 cavalry warbands. They also receive the Suebii, Langobardii, Hermandurii, Semnones, and Anglii chieftains. The Semnones and Anglii are offboard tribes. Use blank counters to represent the chiefs with the following designations: Semnones-Sem 1-7, Anglii-Ang 1-7. The rebel tribes set up in their respective territories with their respective forces. The Greater Chaucii have one chief, twelve medium infantry warbands, four light infantry warbands, and two cavalry warbands; the Chattii have one chief, ten medium infantry warbands, and two light infantry warbands; and the Sugambrii have one chief and six medium infantry warbands. All other tribes are neutral and play no part in the game except that the Roman player may occupy neutral villages for victory purposes. Various neutral villages may be designated as guerilla bases. The German player secretly records any five villages as guerilla bases, when he sets up for play. Locations of guerilla bases cannot be changed during the game. Guerilla bases have a "combat" factor of five. The German player may attack any Roman unit within a three hex range of the guerilla base. Guerilla bases may combine factors for common targets within range of all bases involved. All guerilla attacks are made during the German combat phase using the CRT as in a normal attack. A guerilla base may only attack one hex per turn just as if it were a normal combat unit. Note also that

Roman units cannot suffer a guerilla attack and a normal attack during the same phase. However, the German player may add guerilla factors to normal attacks, subject to range limitations of course. Likewise the guerilla bases may add their defensive factors to normal battles. The Roman player may destroy a guerilla base by simply attacking the suspected village at 2-1 odds or better, resulting in the automatic destruction of the guerilla base. When the Roman player makes such an attack the German player must inform the Roman whether it was a guerilla village or not. After a guerilla base has been destroyed it is treated as a normal village.

Time Limit: This scenario lasts 15 turns. The Roman player moves first.

Note that for victory purposes the Roman player is considered to have captured a village when he has occupied that village with any Roman unit and has eliminated all guerilla activity in that village. This is accomplished when the Roman has eliminated that village as a guerilla base (if applicable) and has also eliminated any guerilla bases within range of the village in question.

Scenario VIII

The First Frisian Revolt 29 A.D. "Leaver Dea As Slaef"*

The Frisii had been loyal allies of Rome since their defeat by Nero Drusus in 12 B.C. However, under the mismanagement of the governor Olennius the impoverished Frisians rebelled. Tax collectors and other officials were murdered and Olennius fled to fort Flevum (on the island of Schiermonnikoog in the Netherlands). In the fort there was a good sized garrison guarding the North Sea entrances. The rampaging tribesmen promptly beseiged the fort. Lucius Apronius, governor of Lower Germany dispatched a picked force from the Vth legion plus auxiliaries. The Frisians had taken the fort, however, and had moved back to defend their villages. The Romans followed and a battle ensued. The Romans sent in their cavalry first, which took the Frisians from the rear. Meanwhile the infantry advanced on the front. The cavalry was driven off with heavy losses, however. The infantry attack also bogged down with heavy losses on both sides. The Frisians withdrew as did the Romans who did not even bury their dead. The following day 900 more Romans were surprised and slaughtered in a small woods, and 400 more, who had been cut off, killed themselves*. The Frisians had been steadily gaining support throughout Germany for their repulse of the Romans and Tiberius ordered a total withdrawal rather than risk a major war.

*(An old Frisian saying basically meaning better dead than slave.)

How to Win: The Roman player must hold or recapture fort Flevum and burn the Frisian village by turn twelve. The Frisian player must capture, but not hold, fort Flevum and avoid any other Roman victory conditions to win. Any other situations are considered draws.

Board Alterations: All features are in existence.

The Forces:

Roman: Turn 1; on hex C-24, 1 fort counter, in fort 1 legionary cohort and 1 double cohort of auxiliary infantry.—Turn 3; on Batavian village, 2 Batavian light infantry warbands, 1 cavalry warband.—Turn 5; on any of the Frisian coast hexes, 1 half legion counter, V legion eagle, five auxiliary infantry and three auxiliary cavalry cohorts.—Turn 7; 1 auxiliary infantry cohort wherever the turn 5 force lands.—Turn 8; 2 legionary cohorts on hex W-25.

German: Turn 1; The Frisii chief, 8 medium infantry warbands, or the correct number of mobs, and 4 light infantry warbands, on or beside fort Flevum.

All units may move on turn of emplacement.

Special Rules: Fort Flevum: Treat as in scenario III, except it is not removed upon capture or evacuation. Germans may not use fort.

Time Length: This scenario lasts 12 turns. The Frisian player moves first.

★★★★★

D-DAY Continued from Page 12, Column 3

play requires it, feel free to change the number that may be moving at one time. A slightly stronger pro-Axis effect can be induced by allowing units to revert to normal status at the end of any friendly player turn, rather than the beginning.

WEATHER—This rule significantly increases realism. Note that it should be combined with the Multiple Invasions rule, unless you want to define a second invasion occurring on or before Week #16 to work. In any case, the rule also increases complexity, so trade off as you like. It is a distinct help to the Germans. Not only will there be many times that Axis forces will be safe from air operations, but the problem of bad weather diverting or delaying second turn invasion forces will always give Allied players a good case of the galloping jitters. I rate this as significantly pro-Axis.

MULTIPLE INVASIONS—This rule will help the Allied player a lot, simply because the Axis player will never be able to entirely forget those beaches behind the lines! Of course, the weather rule—which this rule really requires—means that he doesn't need nearly as much at some times of year than at others. Rate it strong pro-Allied.

As far as I'm concerned, the main thing to remember is that *D-DAY* is a game to be enjoyed. There is enough flavor to enjoy the historical identification that many gamers want, enough realism to get a feeling for many of the decisions that the respective commanders actually made, and enough simplicity to keep the game very playable. Jim Stahler has done a first rate job of modernizing a classic game, and I really believe that, despite the mercurial nature of the wargame community, *D-DAY* 1977 will become the definitive operational game about the Battle for France, 1944-45. You've read long enough . . . go out and enjoy the game!

Operation Crusader

By Henry Veldenz

In November-December of 1941 the British launched an offensive in North Africa to relieve Tobruk. It was called Operation Crusader. For the offensive the British had over 800 tanks, many of which were Crusaders and M3 Stuarts. The objectives were to crush Rommel's panzer forces and relieve Tobruk's garrison.

The offensive started from the Libyan frontier with no opposition. As the offensive entered the second week it lost all cohesion. It became one confused swirling battle after another. Often the Germans would send a support group to a threatened sector. The support group usually had supplies and anti-tank guns with a light panzer escort. When the British sighted such a support group by air they would try to destroy it with a fast tank attack. These hit and run raids were bloody encounters.

This scenario represents such a raid, fast British tanks vs. a German convoy. Avalon Hill's *Tobruk* is used with all rules up to and including scenario six. Special Rule: Trucks loaded with supplies cannot unload or carry passengers.

British Victory points:

Each supply truck K-killed: 3 pts.
Each 88 AA F-killed: 3 pts.
Each PZ III-H, J, or IV-E K-killed: 2 pts.
Each 50 PAK, 20 AT or other vehicle K-killed: 1 pt.
Each PZ III-H, J or IV-E M-killed or F-killed: 1 pt.
Each crew or HQ completely destroyed: 1pt.

German Victory points:

Each *loaded supply truck* exited off of west edge of map: 5 pts.
All *other* units exited off of west edge of map: 3 pts. each
Each British tank K-killed: 2 pts. each
Each British tank M-killed or F-killed: 1 pt. each.

Set up:

British:

Enter turn 6 on north edge of board A or south edge of board D.

Germans:

Convoy and supplies: Enter turn 1 on east edge on gray east-west "road". Trucks are loaded. Trucks enter in single file, one per hex, behind the lead vehicle. Trucks move at 3 hexes a turn along road until British enter, then convoy may unload and/or move freely. Move first.

German Escort:

Enter turn 1 east edge of board between rows Q-U inclusive. Stay within rows Q-U until British enter, then tanks may move freely.

Game length: 30 turns

VICTORY CONDITIONS:

British: Have the same or more points than your opponent.

Germans: Have more points than your opponent.

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it if it gets good reviews; 6) assuming AH does its normal job, I'd buy it; 7) very interesting, I'd buy it sight unseen, barring bad reviews; 8) my favorite subject—the game would have to be universally torn asunder by the critics to discourage me; 9) excellent—I'd almost have to buy it; 10) when can I send my money?

1. WHODUNIT?—A card/board game in which one player is secretly and randomly selected as the culprit of a crime. Only he knows the correct clues to the crime. All other players are detectives. Each player attempts to discover the correct clues by astute questioning and deductive reasoning. He must also determine the guilty player. The culprit attempts to mislead the other players by irrelevant questioning and with the capability to delay a player who is getting too close to the solution.

2. 7 YEARS' WAR—A military and political multi-player game covering the first worldwide war fought in the mid-eighteenth century. Players assume the role of one of the major powers of the era, either Prussia, Austria, Russia, France, England or minor powers. Each power can make alliances, treaties, redistribute territories while trying to attain their objectives. Map will be worldwide, with area movement.

3. NEZ PERCE INDIAN WARS—Indians under Chief Joseph attempt to reach Canada before several converging cavalry and army columns can surround and defeat them. Game would have semi-hidden movement plus ambush combat (i.e., a unit force marching would be subject to ambush). The Indians would have to periodically rest and recoup to recover from grueling marches, hoping to remain hidden long enough to restock their supplies.

4. TOKYO EXPRESS—An operational game recreating the air, naval and ground struggle for possession of the island of Guadalcanal in late 1942. Featuring limited intelligence systems for both land and naval operations, the game employs individual naval mapboards for the Japanese and American players as well as a third tactical mapboard for land combat on Guadalcanal itself. Counters representing individual ships, tactical air groups and army, navy, and marine battalions may be used to play separate land or naval scenarios or be combined in an engrossing Campaign Game recreating the most influential battle of the Pacific War.

5. WAR AND PEACE—Similar to *THIRD REICH*, a grand strategic game of the Napoleonic Wars utilizing historical commanders, corps-sized units and seasonal turns. Principally a two player game, special coalition rules enable up to five players (representing France, Russia, Austria, Prussia and Britain) to participate in a challenging game recreating the panoramic conflict Napoleon waged from the Spanish peninsula to the gates of Moscow.

6. WINTER STORM—An operational game recreating the desperate German operation code-named "Winter Storm" conducted to relieve Paulus' Sixth Army encircled at Stalingrad in December 1942. Employing daily turns, armored regiments and infantry divisions, the game features special rules dealing with the effects of weather, command organization, the Luftwaffe's air supply role, and the inflexible directives Hitler issued which ultimately entombed Sixth Army and permanently altered the course of the Russo-German conflict.

7. THE CRUCIBLE: TUNISIA 1942-43—From November of 1942 through May 1943, Axis and Allied forces engaged in the first three titanic struggles for the control of Europe. The Tunisian Campaign, the final battle for Rommel's Afrika Korps, simultaneously became the crucible which prepared the Allies for the reconquest of Europe. A classic blitzkrieg campaign is recreated in this tense game which focuses on the command and logistical duel which ultimately severed Hitler's last foothold in Africa and left the Allies poised to strike directly at the soft underbelly of the Reich itself.

8. NAPOLEON AT BAY—Napoleon's 1814 campaign to block the Allies' march on Paris was both brief (6 weeks) and subtle. He conducted it with lightning speed against heavily encumbered opponents, attacking isolated enemy units on advantageous terms, while covering forces on the river lines held off other powerful groups. On the other side of the coin, the Allies preferred to march and fight away from their partners and not to utterly destroy Napoleon. Their distrust of each other was only equalled by their fear of the French Emperor. The playing surface would be comprised of an *ALESIA*-size map representing the rolling plain and rivers running north and east of Paris. A strength point system (as in *1776*) will be used; each point representing 1000 men. A number of strength points can be combined to form divisions, the basic units of maneuver. Forced marching, straggling, supply considerations, and weather will be represented. Bridge construction and destruction (a vital element in the real campaign) is also present. Political considerations (safety of Paris for the French; self-interest for the individual Allies) will be considered. And, of course, historical leaders aplenty; both French and Allied; cavalry and infantry, will be there to lead the armies to victory or defeat. Scale will be 4 hexes equals a mile, one turn represents three days; with 25 turns in all. Small number of counters.

9. IMPHAL—In March of 1944, the Japanese Army launched their final, and possibly most dangerous land offensive in Burma. The Japanese 15th Army, along with elements of the newly created Indian National Army, struck the key British bases of Imphal and Kohima, along the Burma-India border. India was extremely unstable at that time, and a successful Japanese invasion, coupled with the unrest and famine that was sweeping the country, might very well have caused the whole subcontinent to erupt in blazing rebellion. Imphal is a regiment/battalion/company level recreation of the desperate battles in and around Imphal and Kohima. 22" x 24" mapboard on a scale of one hex = 1.5 miles, playing time 2-4 hours. Of average complexity; slightly more so than *BULGE*. Special rules for airstrikes, weather, Japanese ferocity, supply, and armor in the jungle.

10. THIRTY YEARS WAR— From 1618-1648, Europe was ravaged by the most devastating war in history prior to World War II. From its beginning as a simple revolt against the Holy Roman Emperor, Ferdinand I, it grew to include all of the powers of Europe, in a gargantuan conflict that saw armies from Austria, Hungary, France, Sweden, and many minor states marching and fighting back and forth across Germany. *THIRTY YEARS WAR* would use a standard AH mapboard and over 500 counters, with game scale at 1 strength point = 1000 men; one hex = 15 miles; and one turn = one season, with two campaigning seasons and winter making up a full game turn. For two or more players.

11. THE ARAB CONQUESTS—Strategic-level game showing the meteoric rise (and eventual decline) of the dazzling empire of Islam. A *THIRD REICH* size mapboard would show the whole Mediterranean basin from Spain to Saudi Arabia, with both short scenarios and a long campaign game depicting the various conquests of the Arabs. Units would be in strength point denominations, with different types for infantry, cavalry, militia, and various special units, as well as fleets. Of grand scope but moderate complexity, *ARAB CONQUESTS* would concentrate on the strategic, religious, and economic aspects of the Arab rise to power. Playing time would be 1-3 hours for scenarios, much longer for full campaign game. Two players.

12. THE THREE MUSKETEERS—A unique action-adventure game based on episodes taken from the famous novel by Dumas. One player would take the part of the Three Musketeers, attempting to carry out various missions for the Queen of France, while the other, in the guise of the Cardinal Richelieu's guards, would try to thwart him. All movement would take place on an area map of France, with movement from point to point. When opposing forces met, fairly detailed tactical combat would occur. Special rules for ambushes, treachery, swordplay, and many scenarios (where victory would go to the side that came the closest to accomplishing its "mission".)

13. EXODUS!—The 1948 Israeli War of Independence—A company/battalion game investigating the *first* Arab-Israeli war. Scale would be approximately 2 km/hex, with 2-day turns and a mechanism for 'cease-fires' which telescope (bypass) turns automatically and provide only for reinforcement/supply functions. The game would attempt to show the wild melange of fighting units and equipment on a scale that allows for accurate representation of the hill-by-hill, village-for-village fighting that was so characteristic of the fighting. The mapboard would be approximately twice the size of a *BLITZKRIEG* board and would contain a very large amount of detailed terrain information. Play would be marked by widespread, intense fighting with heavy casualties and long periods of cease-fire (telescoped to save time, of course) wherein both sides scurried around violating the current cease-fire.

14. 48 HOURS TO SUEZ—An operational/battalion level game detailing the 1956 Arab-Israeli war. Scale would be approximately 4km/hex with 6 hour turns. Game would involve Arab, Israeli, French, and British forces in a wild race to grab the Suez Canal. The game would show that, like the 1973 war, the Egyptians lost the battles, but probably won the war—and the Canal. Swift, short game of rapid penetration, mobilization, and international factionalism.

15. VIVA FRANCO!—The Spanish Civil War portrayed in an operational game played on a hex mapboard (10km/hex) portraying the vicious struggle for control of Republican Spain. The game system will be slightly reminiscent of *1776*, but exact unit designations and structures will be used. Monthly turns will follow the politics of occupation as each side attempts to win possession of key cities and districts in a 1930's version of *Hearts and Minds*. This is a war of position and short, swift campaigns followed by periods of maneuver and avoidance as both sides regroup for the next round. This will be a BIG game that attempts to involve the player in the entire scope of this gigantic conflict.

16. THE BOER WAR—This Victorian conflict is probably the most fascinating campaign left unexplored by simulation games. The Boer War was a truly unconventional war wherein outnumbered, outgunned, and untrained Afrikaan-

er 'commandoes' fought British Regulars to a standstill. This campaign was much like the cowboys-and-Indians battles of Hollywood—except in this campaign, the 'Indians' (the Boers) actually gave as good as they got. The game would be on a small-unit level, with weekly turns, hidden movement, ambushes, and set-piece 19th Century battles. A unique campaign and probably a crazy little game...

17. LAWRENCE OF ARABIA—The desert campaign of the First World War. The British campaign against the Turks for control of Palestine, the Levant, and the Fertile Crescent. Small armies traversing vast distances for desperate, pitched battles, diabolical intrigues to lure the Arabs and Bedouins into first one camp and then the other. And, of course, the influences of Lawrence as he fights first the Turks and ultimately the British as the first shivers of Arab nationalism ripple through the Middle East. An operational game on several levels; the conventional land campaign, the guerilla campaign of Lawrence and his arab army, and the basic confrontation between the Arabs and the Imperialists of both sides. An unconventional game.

18. THE LAST WORLD WAR: What Will Happen When the Unthinkable Becomes the Unstoppable—*Dr. Strangelove* and *FailSafe* come alive in this game that coolly examines the realities and eventualities of a nuclear holocaust in this century. This strategic level game is played on a polar projection mapboard depicting the entire northern hemisphere. Range of unit types include ICBM's, ABM's strategic bombers, ballistic missile submarines, land armies, tactical nuclear capabilities, air defenses, counter-intelligence, etc. Displayed in Norad red-and-black graphics, the ambience of the game will attempt to put the participants in the war rooms of the belligerents. Play will be fast-paced and *very* decisive. The 'feel' of the game will be reminiscent of the JCS War Room map projection graphics from the movie *FailSafe*. This will not be a parody or satire like *Nuclear War* or *Nuclear Destruction*, but a detached assessment of the win-ability of any nuclear contest. The conclusions might surprise you...

19. VIVA PANCHO VILLA!—The Last Great Slapstick War—A two-to-four player game depicting the last great slapstick conflict in this century (The Zaire-Angola Pygmy War excluded). Picture a country with a weak central government (Mexico) run by an ineffective dictator and opposed by a half dozen Constitutionalist factions who spend as much time fighting amongst themselves as against the Federal troops. Add a generous dose of role-playing, internal diplomacy, lots of historical color and a pinch of American Imperialism (Pershing's punitive expedition against Villa), and the result can only be a crazy game about a crazy little revolution. Game mechanics will be militarily realistic and detailed, but strongly influenced by the diplomatic/political events. An unusual effort...

20. KHARTOUM—The Fuzzy-Wuzzies versus General Gordon; the religious fanatics against the colonialism fanatic. The classic Kipling-esque campaign for the relief of Gordon's forces besieged in the Sudanese city of Khartoum in the late 19th century. Operational game covering the relief efforts and final conquest of the city by the Fuzzy-Wuzzy forces. Bi-monthly turns on a 10km/hex mapboard of the region. Forces represented by battalion and company detachment. Classic-style game about a classic military siege and relief effort. See the movie...

21. TRADE WINDS—An enjoyable game of trade and commerce set in the days when the European trading powers; the Hanseatic League and Venice—were giving way to the national world-wide trading empires of Portugal, Holland, Spain and England. This is a simple, fun game much like *RAIL BARON*, with all the trade routes of the Renaissance world portrayed; special rules introduce piracy, wars, and other interruptions of good, healthy trade. Introductory I complexity.

22. STAR WAYS—A science fiction game of trade and trade wars between interstellar empires; very reminiscent of the *RAIL BARON* system, with Aliens and some combat thrown in. Introductory II.

23. WAR OF DWARVES AND GOBLINS—Tactical fantasy game of subterranean three-dimensional combat, with all sorts of fabulous creatures popping up to interfere with the grim blood-feud between all varieties of dwarves and goblins. Twenty scenarios, Intermediate II.

24. CONAN THE BARBARIAN—Fantasy game representing individual adventures as portrayed in the famous *CONAN* stories. The game will recapture the flavor and excitement of the stories, with fabulous monsters, magic, and heroes and villains of every hue. Scenarios are set in cities, wilderness and ruins. Intermediate III.

25. HUN!—A very enjoyable game of political intrigue, commerce, espionage and war, set in an imaginary continent modelled on Europe at the time of the great power struggles of the Reformation. Players husband their political clout and plan coups, treason, assassinations, revolutions and war on land and sea as they try to conquer the world with muscle, mind and machiavellian tactics. Introductory III.

26. BULL RUN—A regimental-level recreation of the first battle of Bull Run, with rules governing leadership, unit organization and the special effects of artillery. The First Battle of Bull Run is extremely easy to turn into a good game, and the result is a simple game that is easy to play, fun, a well-balanced game for competition, and quite accurate historically. Introductory III.

27. PANZER BATTLES—A battalion-level game of tank warfare, 1940-45. Each scenario represents a famous clash of armored corps and other units, with four-hour turns. All of the famous divisions and tank actions of the Second World War are represented, from Gross-Deutschland and the Ghost Division to the mammoth 2nd U.S. Armored Division and the British 7th Armoured—the "Desert Rats". Twenty scenarios in France, Russia, North Africa and Germany. Tournament I.

28. CARRIER STRIKE—Carrier-versus-carrier duels in the Pacific during World War II, with the emphasis on the flying of the planes and actual execution of the bombing attacks. Turns are measured in seconds as the aerial battle rages between fighters, bombers and anti-aircraft guns all around the defending fleet, and then the suspense mounts as the players maneuver secretly on strategic boards in preparation for the next air strike... Scenarios will be provided for all the major carrier battles in the Pacific as well as a few air-naval battles in the Atlantic and Mediterranean. Intermediate III.

29. AIR ACE—Plane versus plane during World War II. The players control individual fighters and/or bomber formations and the turns are measured in seconds in this game of dogfights and attacks on bomber formations. A unique and novel game system allows the players to refight battles between a few air-planes with ease and enjoyment, and additional

players can control additional airplanes to recreate a mammoth air battle. Scenarios represent battles over Germany, France, Britain, North Africa and the Pacific; optional rules provide for ground-support missions, bombing raids, special missions and pilot quality. Tournament III.

30. SPACE FIGHTER—Pilot versus pilot in spacecraft, fighting at incredible velocities and using the devastating weapons of the future. This is a science fiction game, but it is based on reasonable predictions about the weapons and technology that should be available a hundred years from now—all the technology that is theoretically possible today. A novel game system allows the players to simulate the awesome and forbidding difficulties of fighting in the cold vacuum and gravitational fields of space. About 20 scenarios will be provided; optional rules include technology that we only think is possible. Tournament II.

31. TANK LEADER—A detailed game of tank-to-tank combat during World War II. The rules concentrate on hidden movement, fog of war, and the techniques of maneuvering individual tanks, so that moving one tank will be interesting, moving a platoon will be challenging, and moving a whole company will be difficult. Tanks, anti-tank guns, and infantry will maneuver across extremely detailed board terrain in turns measured in seconds. At least 20 scenarios on the fighting in North Africa, Russia, France and Germany. Tournament II.

32. BATTLE FLAG—Detailed tactical game of Civil War fighting. Units represent 25 men, turns last a minute and the game system concentrates on simulating the "feel" of small unit actions—morale, hidden movement, "fog of war" and more. Different types of weapons and troops—artillery, cavalry, militia, partisan rangers—will be included, and the scenarios will range from massed attacks like Pickett's Charge to small unit actions by pickets and scouts. Tournament I.

33. WAR IN THE MEDITERRANEAN—A strategic-level game of land, air and sea warfare in the Mediterranean during World War II. Division-level with step-reduction and some regiments on land, flights of aircraft in the air and individual ships at sea will be represented, in 10-day turns. All of the Mediterranean campaigns from 1940 to 1944 will be included—Libya, Egypt, Tunisia, Greece, Yugoslavia, Sicily, Italy and South France—in separate scenarios, or they can be combined into one long campaign game. The board will be Blitzkrieg-sized, with logistics, unit arrivals, politics and all of the factors that actually influenced the fighting in one of the most important and most fought-over theatres in World War II. Each scenario should be playable in 3 or 4 hours, and the combined scenario game borders on being a "monster" game. Tournament III.

34. REBEL YELL—The giant game of the American Civil War, 4 normal-sized boards—*sixteen* 11 x 14 panels—representing one and a half million square miles (all of the Confederacy outside of Texas and Florida, the Border States and large slices of the bordering northern states) on a scale of a little over eight miles per hex. Units down to regiments (with arrival times) and batteries are provided, but to be effective they must be massed into the larger substitution counters: brigades, division and corps. All of the important aspects of the Civil War are represented in an elegant, effective game system: leadership, logistics, fortifications, the navies and ironclads, even the subtle but enormous effect that politics had on the fighting. Turns are five days long, but the game plays so smoothly

and there are so few units (once the large combat units have been formed) that the game passes quickly and enjoyably. In addition to the overall campaign game, there are dozens of short and/or localized scenarios that recreate every significant campaign of the entire war. The complete game would probably sell for $50; Tournament III.

If the Giant Civil War game were broken up into smaller games, would you be interested in buying a normal sized (and normally priced) game on one of the theatres in the Civil War, using the game system described above? The individual theatre games:

35. ON TO RICHMOND—The war in Virginia and northern North Carolina, 1861-1865. Scenarios for every campaign that occurred and more. Normal-sized map, an unusually large counter mix (the largest armies were in the eastern theatre), retails for (estimated) $12.

36. BATTLE IN THE BORDER STATES—The war in Missouri, Kentucky and Tennessee, 1861-1862. Scenarios for the 1861 campaigns that did happen and that did not quite come off, and all the campaigns from Grant's initial advance to Hood's final gamble—and look at Forrest go! Normal-sized map, large counter mix, $10-$12.

37. WAR ALONG THE MISSISSIPPI—The war in Louisiana, Mississippi, Arkansas and part of Texas, 1861-1864. Scenarios include all the major campaigns and even the sideshows west of the Mississippi; the Mississippi slowly falls from attacks at both ends. Blitzkrieg-sized mapboard, normal counter mix, probably $12.

38. MARCHING THROUGH GEORGIA—The war in Alabama and Georgia, 1862-1865. The Atlanta and Georgia campaigns, plus scenarios for all the smaller raids and campaigns. Normal mapboard, small counter mix, $10.

39. FORT SUMTER—The war along the Atlantic coasts of South Carolina, North Carolina, Georgia and Florida, 1861-1865. Scenarios include all of the Union amphibious activities, Confederate blockade-running, and the continual struggle for control of Charleston harbor. Small board, small counter mix; this game will contain the rules for off-board naval activities and the rules for linking all the individual games into the Giant game. Estimated price: $6-$8.

40. CROSS OF IRON—First of the *SQUAD LEADER* expansion gamettes. Each gamette will come packaged in a specially made modified bookcase box, one inch in depth and will include additional geomorphic boards, counters, updated charts and tables, and P.I. rules which add on to the existing index system of *SQUAD LEADER* and which are demonstrated by an additional six scenarios. Players must have *SL* and all of the earlier published gamettes in the series as a prerequisite. Each gamette will probably sell for approximately $8.00. *CROSS OF IRON* will concentrate exclusively on the Eastern Front with special emphasis on improving the armor treatment of the basic game. New features will include: cavalry, stukas, snipers, scouts, SS units, and virtually every major AFV which saw action on the Eastern Front. New terrain features will be present in the form of woods-road hexes and gullies on a heavily forested board.

41. A RISING CRESCENDO—The second in the *SL* series will deal with Germany's success in the early years of the war. British, French, Dutch, Belgian and Polish forces are introduced as well as the early AFVs of both sides. New terrain feature is the orchard or lightly wooded hex on a mapboard featuring a large French

chateau. New movement rules will increase realism and complexity greatly and give armor greater mobility.

42. CASSINO—The 3rd in the *SL* series will serve to complete the treatment of American and British AFVs while introducing Commonwealth troops and mountainous terrain.

43. AIRBORNE—The 4th *SL* gamette will introduce special paratroop and airborne rules in a game featuring air drops and river crossings. Two river mapboards will introduce swamps to the *SL* terrain repertoire.

44. OMAHA BEACH—The 5th *SL* gamette will obviously concentrate on amphibious landing rules and include several beach mapboards as well as American rangers, landing craft, and air support.

45. OKINAWA—The last gamette in the *SL* series will introduce the Japanese who will suffer from poor firepower but whose morale levels will make them extremely difficult to stop. Jungle mapboards, American marines, and a few Japanese AFVs will complete the attractions of the last kit in the series.

46. GUNSLINGER—A role-playing board game of the old west featuring gun battles, knife fights, and barroom brawls. The players can "be" fictional or any of the West's famous personalities with special capabilities to reflect their reputations. Once the action begins, turns will represent a few seconds of deadly action; special rules feature hidden movement, and there is a campaign game where the players try to earn their reputations while taming a town—or untaming it. Multi-player; Intermediate II.

47. TRIREME—A detailed and playable simulation of ancient naval warfare, from 480 B.C. to 31 B.C.—Salamis (Persians versus Greeks) to Actium (Roman versus Roman). Over twenty scenarios recreate parts of the naval battles that made and ruined empires—Phoenicians, Athenicans, Spartans, Syracusans, and Romans all meet in their critical battles. The game system is very detailed, with each ship represented and a counter for every 10 soldiers; turns are 52 seconds and hexes represent 45 feet. Melee, Ramming and ship-handling on a detailed level: Tournament I.

48. BROTHER AGAINST BROTHER— The American Civil War in microcosm. Seasonal turns turn the whole war into a test of skill that is playable in one sitting—but careful research and design have created a game that also accurately recaptures the historical realities and possibilities. Intermediate I.

49. MAGIC AND MONSTERS—A multi-player fantasy game of sorcery and wizardry, with a few monsters and musclebound heroes thrown in. Amusing and interesting, this game is also a good test of skill as the magicians strive to develop their powers—and learn how to use them! Intermediate II.

50. BATTLE OF THE BULGE—The long awaited clean-up of our *BULGE* rulebook with changes made only for clarity and play balance. In this format, we would sell the rules only for about $2.00 in much the same manner as we did with *D-DAY 77*.

51. BULGE '78—A complete revamping of our *BATTLE OF THE BULGE* game with new & more accurate board and counters. The system would remain primarily the same although cleaned up from the original version.

52. KRIEGSPIEL II—An introductory game done the way it should have been done ten years ago. Players command a small number of units in varying settings with slightly different time periods and rules for each scenario. Battles from

the American Civil War, the Ardennes 1944, etc., are all fought on geomorphic terrain boards. This game will have nothing in common with the original *KRIEGSPIEL*.

53. FORTRESS EUROPA—John Edwards' western front sister game to *THE RUSSIAN CAMPAIGN* on divisional level with railroads, impulse-movement, air power, and all the excitement of its predecessor.

54. SAMURAI—The Pacific theatre equivalent of *THIRD REICH*, utilizing the BRP system and capable of being joined to *THIRD REICH*. Unlike *THE RISING SUN*, which will be an interlocking chain of 6 month scenarios, *SAMURAI* will be designed to be played in one sitting as a grand strategic game sacrificing the tactical feel and combat system of *THE RISING SUN*.

55. DUNE—A simulation of Frank Herbert's famous SF novel a la *STARSHIP TROOPERS*. Like our treatment of Heinlein's work, every effort will be made to present a playable game while remaining faithful to the detail of the book's characters. Both land and space combat will be simulated.

56. COSMIC ENCOUNTERS—A multi-player game of inter-galactic conquest wherein each player assumes the role of a different race of intelligent beings with unique powers all their own.

57. 'NAM—Operational game of the war in Vietnam broken into many scenarios which are capable of being joined to form a giant Campaign Game. Vaguely reminiscent of *1776* in its scope.

58. DESTROYER CAPTAIN — Destroyer/ small cruiser level ship-to-ship combat game based on many of the small actions of World War I and II. Most scenarios would have 4-5 ships on either side.

59. TITO —Although little known to most wargamers, the Yugoslav guerilla war against the Germans was a serious drain on Hitler's forces throughout World War II. By 1944, over 20 Axis divisions were tied down facing Tito's partisans—troops that were desperately needed elsewhere for the defense of the Reich. *TITO* will be a game that will trace the growth of the partisan movement in Yugoslavia from its inception in 1941 to the war's conclusion in 1945. As a classic study of guerilla warfare, *TITO* will present both players with a myriad of strategic problems. The partisan player will be faced with raising a strong army and freeing as much of the country as possible, while the Axis player will try to put down the partisans with a minimum commitment of German, Italian, and satellite troops. As the war goes on, guerilla bands will become full-fledged brigades, and a more conventional aspect will be presented. *TITO* will be played on a map representing Yugoslavia and the border areas, with unit counters representing forces from regimental strength all the way down to guerilla bands of 30-40 men. Extensive rules for hidden guerilla movement, unit morale, logistics, and political effects.

60. THE CAULDRON —The battles for Stalingrad on a more or less company level, with a level of complexity considerably *less* than *PANZERBLITZ*. The mapboard as it stands now is a seven-foot depiction of the city of Stalingrad. Many scenarios, as well as a 60 turn campaign game which could be played in a weekend by two or more players. This would have to sell for approximately $25 to $30.

61. ARNHEM —The *TOBRUK* game system refined and applied to varying terrain and a wide assortment of AFVs.

In Vol. 14, No. 4 of the GENERAL an excellent variant for RICHTHOFEN'S WAR was printed. The following questions pertain exclusively to that variant.

QUESTIONS CONCERNING "UNEXPECTED MANEUVERS":

Q. Before the defender uses his maneuver option, can he fire defensively?

A. Only if the defender is piloting a two-seater with rear fire. Remember that maneuvers cannot be performed during head-on encounters.

Q. Can critical hits prevent a plane from executing a certain maneuver if the damage makes the plane unable to accomplish the change in altitude, etc., that accompanies certain maneuvers?

A. Yes! Critical hits will effect the performance of an aircraft and in turn will effect that aircraft's capability to perform and execute fully a maneuver. An aircraft that has had its climb or dive cut by half may not be able to perform maneuvers involving loss or gain in altitude. Also, an aircraft's MP must match the movement cost for that certain maneuver. If not, then that maneuver cannot be performed! If an aircraft cannot perform any maneuvers he has cards for, his maneuver option is cancelled.

Q. Does the attacker have to match the details of the maneuver exactly?

A. No! He may perform the maneuver any way he can. He may perform a larger loop or a mirror image of the maneuver. Also, the attacker need not use his entire dive maximum for the Nose Dive or Vertical Spin. *He may use any amount up to the dive maximum in computing his loss in altitude due to the maneuver.* The defender, however, must add his entire dive maximum.

Q. What happens when the attacker is at five MP or less and can't match? Does he go six straight?

A. No! He continues up to six. If his MP is less than six then the attacker must fly straight his entire MP.

Q. Can aircraft dive in order to increase MP to perform a maneuver?

A. NO.

Q. Can an aircraft crash into the ground by performing a maneuver that would make that aircraft lose too much altitude?

A. Yes! Those maneuvers should not be attempted if altitude of the aircraft is too low.

Q. Under some maneuver situations the defender can successfully elude the attacker even if the attacker matches. For example: if the attacker is three hexes behind the defender and the defender performs the Immelmann and does not move any further, the attacker, after performing the Immelmann, finds himself *in front of the defender!* How can this be so?

A. In the situation in which the maneuver option was tried, it was found that the defender rarely halted prematurely. In other words, the defender usually used all his MP allowed to him. However, this question brings up a major flaw in the maneuver option. Under certain situations, the defender could choose and perform a maneuver and even if the attacker follows, manage to out maneuver the attacker. This can be eliminated by the following added rule: I. attacker, if he matches cards, may do the following: A) *not choose* to perform the maneuver he has matched and instead move normally, or B) move normally any number of hexes he wishes and then perform the maneuver he has matched (provided he has enough MPs to accomplish the maneuver costs). If the attacker does not match, the penalty move of up to six MPs is in effect.

LASTLY, it has been pointed out that the labels for the Nose Dive & Vertical Spin have been interchanged. The number of meters which is to be utilized as a multiple for the Nose Dive should be "remaining MP x 100 meters + normal dive maximum," and "remaining MP x 50 meters + normal dive maximum" for the Vertical Spin.

★★★★★
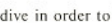
Gentlemen:

A little more care should be taken when questions are answered in the Question Box section to assure accuracy. Example: I was geared up for a massive attrition of the axis forces in your *3R* game having edged into the 61+ column by one factor. My opponent quickly questioned my use of several garrison counters as part of my attritioning force. Having foreseen this problem arising I confidently produced a response to a letter I sent to the design dept. earlier that unequivocally stated that garrison units were eligible to be used as part of an attritioning force. After a few minutes of rummaging through some old issues of your magazine, he produced the exact opposite interpretation from, of all places, the most recent issue (Vol. 14, No. 4). You can imagine the ensuing argument over which was the more authoritative source and to which source we should write for final clarification.

Finally, when a price increase is announced in the magazine, as in the Vol. 14, No. 4, taking effect January 1, 1978. Wouldn't it be a good idea to include a new price list? I placed an order for two games direct from you that was delivered after the second week in January and included in it the old *price list.* If this new price increase really takes place on the date you specified, why are you still sending the old list? Is there a grace period, if so you should have specified when it ended. I for one will not order any more games until I know what the price of them is. Sure you can order from the list you have and the order dept. will fill it up to the amount you have enclosed, but who wants to go through the delay of sending back money to fill an incomplete order. Especially when it is because a price list you received a couple of weeks earlier is out of date. If the price list isn't ready, you shouldn't announce and confuse things until it is, for your good as well as ours.

Richard C. Leith
Windsor, CT

The problem you allude to re: the Question Box resulted because it was posed as a two part question and the answer to the first part of the question (yes) was omitted. The statement should have been answered as follows: "Are replacement factors counted in determining factors in contact with the enemy during an Attrition Option? (yes) If so, can they advance to occupy a hex gained by Attrition? (no)".

You are quite right to chastise us for our late warning of the impending price increase. The combination of our late publication and slow mail delivery gave readers virtually no chance to beat the price increase. Nevertheless, the price increase has gone into effect for our retail customers and it is only a matter of time before they mark up their existing stock to match the prices they're being charged. There is nothing we can do to alleviate the problem at the retail level. We can, however, bend a little with mail order operations and turn back the clock temporarily so that GENERAL readers will have one more chance to beat the price increase. Enclosed in this issue is a coupon which entitles the bearer to purchase AH games via mail order at the 1977 prices through June 30, 1978. Sorry, but we cannot issue refunds to those who have already bought games at the 1978 prices.

★★★★★

Dear Mr. Greenwood:

I have a lot of praise for Avalon Hill and *THE GENERAL* and some complaints too, the bouquets first:

1. The four color *GENERALS* have been heartily received. It is a pleasure to see that all articles are vividly illustrated. The color adds that something extra that was missing in past issues.

2. The format of *THE GENERAL* has finally been set . . . i.e.—1 or 2 major articles and a few minor articles with monthly features . . . great!

3. The Series Replay feature is probably the best feature you have at present; please run more two parters because it allows so much more in the scope of the game played, and also allows the game played to be seen to a valid conclusion.

4. I enjoy the Avalon Hill Philosophy column and am with you 100% in the choice of new game titles. Please keep us informed of new titles as they are thought up.

5. The solicitation of articles from non-staff members is a blessing. This allows new blood and differing viewpoints on many of your games.

Now that the praise has been given let's get to the beefs.

1. Historical articles do not belong in *THE GENERAL.* I think it proper to leave such articles to magazines like *S & T.* You only have 36 pages to work with and most historical articles get quite lengthy! *THE GENERAL* is (to quote) "The Game Player's Magazine" and when the philoso-phy & reality of *VICTORY IN THE PACIFIC* take up almost 3 pages it takes a lot to weed through the article. Those 3 pages could have been filled with *MIDWAY* tactics.

2. All questions & answers given for games which are printed in *THE GENERAL* should be available to the gaming public as errata. It is foolish to think that the two pages of rules changes to *THIRD REICH* should have to be republished in the complete rules for $2.00 when a 50¢ errata sheet would have done the trick. All games could have a sheet of errata/questions & answers put out every once in a while for minimal cost.

3. The expansion kits for *SQUAD LEADER* are probably my biggest beef . . . the game has been on the market for only 8 months (*mail order only* yet!) and already there are 6 planned expansions. Games like *PANZERBLITZ, WOODEN SHIPS* and *MIDWAY* have been around for years and no kits have ever been planned for them! I think that this is unfair to the buying public. I know that *THE GENERAL* has published many variants; new ships for *JUT-LAND,* Leyte Gulf pieces for *MIDWAY,* and extra ships for *WAR AT SEA,* new tanks for *TOBRUK* and *PANZERBLITZ,* etc. Why were none of these done professionally and boxed? Why should *SQUAD LEADER* (a mail order only game) get preferential treatment?

4. Why no articles in *THE GENERAL* on out-of-print games such as *GUADALCANAL* and *1914*? Is no one interested in them anymore?

5. The magnetic games as set up in the last issue of your magazine was a great idea, but the price of an unmounted map was listed at $6.00 . . . is this a typo? My current price list sets the price of a *mounted* map at $4.00. I think there is some kind of mistake! Please correct me if I am wrong but the price of the mounting board would be a *negative* $2.00 if calculated from the above figures.

6. Avalon Hill service has fallen off recently . . . the order I sent at the end of October has not arrived yet (almost 12 weeks later).

7. You never seem to say whether a new rule or rule change is official if it is printed in *THE GENERAL.* If the rules of the game (any game) are changed by an addendum printed in the voice of Avalon Hill, should they not be official?

8. Concerning A.R.E.A.—Do all AH games count in the rating structure, or just the wargames?

Jim Pulles
Saskatoon, Sask.

Letters like this allow us to answer a lot of unasked questions at once, so in order of your presentation:

1. I agree. Historical articles do not belong in THE GENERAL and we certainly can't out S & T S & T. Yet, if an article uses history to analyze how a game is designed or to explain history in game terms as was done in the recent VICTORY IN THE PACIFIC article it seems quite worthwhile. On less steady ground perhaps in the practice of printing such pure historical treatises as the SQUAD LEADER and ARAB-ISRAELI historical notes (Vol. 14, No. 3 and 5). We do get requests for such info, however, and when space limitations prohibit its use directly in the game itself, such a presentation seems justifiable. The recent use of a historical lead should by no means be considered a coming trend however.

2. We don't believe that errata should be charged for in any form. Minor problems can be dealt with through THE GENERAL's Question Box. More serious problems justify a second edition rulebook which is made available to first edition owners at cost, through offers in THE GENERAL. Errata sheets are looked upon here as half-solutions which we'd rather avoid.

3. The idea of expansion kits for SQUAD LEADER has been enthusiastically applauded by almost everyone. Yours is the first gripe we've received in this area. Granted, other games could have used them in the past . . especially PANZER-BLITZ, which in its heyday would have sold a ton, but AH always lacked sufficient staff to do a creditable job on such projects in the past. In general, AH objects to the "game glut" and doesn't wish to add to it with half measures such as the variants you've made reference to. Inclusion in THE GENERAL for interested parties to take advantage of is one thing; competing with finished and better researched & tested games for printing time and shelf space is another. Do not mistake the SQUAD LEADER expansion kit as "variants".

These gamettes will receive full AH development & manufacturing priorities—in short, they are being treated as new games.

Why SQUAD LEADER you ask? Two reasons: 1) It's the most popular game we've ever done judging from the initial reactions, and: 2) the fact that SQUAD LEADER is a game system—not just a game—makes it a natural for such open-ended projects as this. As to the Mail Order status, SQUAD LEADER went retail in its resplendent new packaging in February.

4. If enough people were still playing GUADALCANAL & 1914 we'd never have discontinued them. Seriously, why print articles on games that have been out of print for years? The majority of the readership doesn't own them or have any reliable way of getting them. Why pique the public's curiosity in a game they can't have?

5. Sorry, no typo. Unmounted maps do indeed cost $6.00. The problem lies in the fact that all mapsheets are automatically laminated to mapboards soon after printing. To hold some back for use as magnetic gameboards requires constant supervision, storage facilities, and general time & money outlay. The high price is necessary to make the project economically feasible given the low volume of expected actual sales.

6. We pride ourselves on our prompt mail order service. If your order is even half that late you should inquire with our parts department as to why. Restate your order, approximately when you sent it, the address to be sent to and include a photocopy of your cancelled check. Most domestic game purchases are filled in 2-3 weeks. Parts orders can take longer due to the need to rely on Parcel Post instead of UPS. Orders going "book rate" or "printed matter" (p.b.m. pads) or mailed in a tube (hexsheets) are notoriously slow delivery, but there is no excuse for any domestic order to take so long. We have no control over wildcat postal strikes in Canada or dock worker strikes in foreign shipments, however.

7. If a rule change appears in the Question Box or under a Design Column by the game's designer or developer it should be considered official. Rules change suggestions which appear in published articles are just that . . . . suggestions, and should be agreed upon between the opponents before they start play.

8. Only Avalon Hill wargames count in the ratings structure—otherwise Tom Shaw would be rated the #1 player in the country based on his winning percentage in our Football Strategy league. Incidentally, don't expect any kind of reply from AREA unless you enclose a self-addressed stamped envelope and your AREA membership number.

★★★★★

Dear Sir:

My first issue of *THE GENERAL* is Vol. 12, No. 1, therefore, there are 66 issues that I haven't read and it is very unlikely that I will without your help. You can't just go down to the library and check them out like some other magazines.

I started gaming when I was in high school and had very little money to spend on my hobby. With college now a few years behind me and all my school debts paid off, I have a little more money to spend and would like to get all the missing issues of *THE GENERAL.* I am wary of the issues offered in the Opponents Wanted columns, besides, I would like to receive them in mint condition anyway.

Why don't you ask your readers to see if there is a large enough demand to warrant the reprinting of these back issues. I am sure that there are others who for some reason didn't get all of the issues and would like to fill in the gap.

Thomas L. Gummo
Austin, TX 78736

Editor's Note: While we appreciate your interest in back issues of THE GENERAL, there is virtually no chance of reprinting them. There is simply not enough wide spread interest in back issues to justify the press time needed to reprint them. The time and resources are better devoted to new magazines and game projects. Besides, the quality of most of the out of print numbers does not approach current standards and does not merit republication. The best articles from those older magazines however, may be reprinted in a collection of best articles on a particular game such as we did with The Wargamer's Guide to PANZERBLITZ.

READER BUYER'S GUIDE

TITLE D-DAY '77 Edition
SUBJECT Operational Level Game of the Battle for France, 1944

D-DAY 77 was the 36th game to be rated by the RBG and represents a departure from our usual procedures as it is the first game to be reviewed twice due to the new revised rules. We did not record new Physical Quality, Mapboard, & Components ratings, as these materials did not change from the 1965 edition. Weighed down by the 1965 edition ratings in these categories, *D-DAY 77* still improved its cumulative score .36 to 3.07. This improvement stands out even more when you drop the three aforementioned categories and get a new cumulative rating of 2.61 for the six categories affected by the new rules.

All six categories showed substantial improvement over the 1965 edition from a minimum gain of .37 in Ease of Understanding to a whopping 1.38 in Play Balance. The best rating came in Completeness of Rules, where the game ranked second only to *CAESAR ALESIA*. *D-DAY* has, without a doubt, been transformed from an ambiguity-plagued monster to a paragon of complete and concise rules writing.

The *D-DAY 77* rules were a remarkable success in that they turned an embarrassingly poor and outdated set of rules into a very playable and enjoyable game, once again, at minimum cost to the consumer. Furthermore, the changes did not come at the expense of the PBM crowd by

introducing complicated phases to slow down mail competitors. The slightly enlarged playing time of the 1977 edition is probably due to the fact that less games are decided in an all or nothing beach defense and are being played to a Victory Condition determined conclusion.

WHAT THE NUMBERS MEAN: Put simply, the results can be considered like this: Anything under 2.00 is pretty darn fantastic. Scores ranging from 2-3 are excellent while 3's must be considered good, 4 through 4.5 would be considered fair, with the upper half of the 4.5 combination considered poor. Anything rated higher than a 6 indicates a dire deficiency and should merit either immediate attempts at redesign or dropping from the line.

1. Physical Quality . . . .
2. Mapboard . . . .
3. Components . . . .
4. Ease of Understanding 2.19
5. Completeness of Rules 1.94
6. Play Balance 3.00
7. Realism 3.19
8. Excitement Level 2.94
9. Overall Value 2.44
10. Game Length . . . . . 3 hr., 22 min.

THE QUESTION BOX

SQUAD LEADER

44.1 Does the tripling effect of fire across a cliff hexside to an adjacent hex of lower elevation apply also to main armament?

A. No, furthermore, an AFV or AT Gun may not fire into an adjacent hex across a cliff hexside.

46.1 May a leader spot Art. Fire from a HT without being exposed to CE status?
A. Yes.

46.7 Assume a FFE attack is resolved and the FFE counter remains in the hex but the spotting leader breaks, moves out of LOS, or is eliminated. Does the FFE still take place in the next friendly fire phase?

A. The FFE is resolved again only if the spotting leader was in good order, in radio contact, and in LOS of the target hex during the preceding Rally Phase. If it isn't then all artillery info counters are removed. After the Rally Phase, the leader is no longer required to resolve the FFE for that turn.

46.82 If one or more radios are lost, may any other friendly radio in the scenario use the remainder of the lost radio's artillery module?
A. Yes.

46.83 Could two radios call in two fire missions from the same artillery module during the same player turn?
A. No.

46.9 Shouldn't smoke be removed at the beginning of the owner's next prep fire phase?
A. Yes.

47.7 Suppose the passengers in a halftrack do not expose themselves to enemy fire but the AFV crew fires the 360° halftrack MG. The crew would then be in CE status. What effect does this have on the passengers?

A. None, except that if the crew does break and abandon the AFV, the passengers must leave also, although they would not be broken. Similarly, a squad or leader may be exposed without affecting other passengers which were not.

47.8 Is defensive fire against infantry in a halftrack from an adjacent hex of higher elevation subject to a –2 DRM for moving in the open?
A. No.

54.4 What occurs if an enemy squad enters an entrenchment hex during the Advance Phase which contains opposing units both on and under the entrenchments?

A. Close combat occurs normally against all opposing units. Note, however, that the advancing unit could elect to advance underneath the entrenchment counter. Any normal fire into the hex, although it affects all units, would be modified for those units in the entrenchment by their entrenched status.

55.2 Do infantry debarking from an AFV into the *same* minefield hex occupied by the AFV, re-trigger mines already fired by the carrying vehicle?
A. No, but if the infantry unload into an adjacent hex, they would undergo minefield attack for leaving the hex.

55.5 May units adjacent to a hex attempt to clear it of mines *without knowing* if mines are in the hex?
A. Yes, and if successful the owner must inform his opponent how many mine factors he has removed. The clearance attempt can only be made vs. one specified hex, however, regardless of the number of minefield hexes adjacent to the clearing unit.

56.83 Can units on top of a bunker fire at units inside?
A. No.

57.1 Since a multi-story building is "2 hexes in 1" must mines be specified as being on the first or second level?
A. Yes, by the way mines in buildings are considered booby traps.

60.2 What happens in Scenario 11 to American units which attempt to land on hidden German units on the shoreline?

A. They are eliminated.

62.4 Must the demo charge attack be in the hex containing the roadblock counter?
A. Yes.

STARSHIP TROOPERS:

Q: May an Arachnid Heavy Weapon unit fire in the same turn in which it exits from a breach?
A: Yes.

Q: Can Alien units move a minimum of one hex in rough terrain?
A: NO!!! A unit cannot enter a hex unless it has sufficient movement points to expend in doing so.

TOBRUK:

Q: If a medium mortar scores a direct hit on a Grant tank, which gun is F-killed, the 37mm or the 75mm?
A: The 37mm gun is F-killed. The mortar round is assumed to damage or penetrate the turret top area.

Q: Can medium mortars fire from hedgehog counters? Can medium machine guns fire from hedgehog counters?
A: Medium mortars may not fire from hedgehogs. Strictly speaking, the machine guns may not fire from hedgehogs either. In point of fact, however, MMG's are a borderline case because they do not require a large, prepared position for firing. Players may, *by prior agreement*, allow MMG's to set-up in hedgehogs in full cover. By a strict interpretation of the rules, however, this is not allowed.

Q: Must direct fire HE, MG and personnel unit fire directed at the same target be resolved as one die roll?
A: No, it is not compulsory. Each may attack separately at the owning player's option.

Q: Can a Carrier fire from a weapon pit?
A: No.

COMING UP NEXT TIME

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
2. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
3. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
4. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
5. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
6. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
7. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
8. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
9. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
10. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
11. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
12. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
13. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
14. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
15. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.52	2.52	13.5
16. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	13.5
17. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
18. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
19. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
20. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
21. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
22. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
23. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
24. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
25. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
26. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
27. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
28. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
29. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
30. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
31. D-DAY '65	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
32. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
33. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.20	4.20	11.6
34. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
35. GETTYSBURG '64	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
36. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8
AVERAGE	2.92	2.73	3.02	2.70	2.79	2.82	3.24	3.38	2.90	2.84	19.6

Vol. 14, No. 4 of the *GENERAL* proved to be our most popular issue since we started rating them five years ago with an overall rating of 2.52. The individual articles fared as follows on our random 200 vote sample:

Convention announcements seem to be multiplying with every passing year and that's a good sign for the wargaming hobby. Once again we remind readers to give us all the pertinent details at least 3 months prior to the convention date in order to insure that we can post your announcement in time. The summer con listings are as follows:

The Midwest Military Historical Society has selected Elmhurst College as the site for their Chicago based convention which is scheduled for June 24-25. Admission will be $1.50 per day. Further information is available from Tony Adams, 301 N. Willie St., Mount Prospect, IL 60056

The Second Minnesota Campaign is slotted for May 13 & 14 at the Olmsted County Fairgrounds in Rochester, MN. We are informed that attendance at the first event last year was approximately 125. Contact Brian Houston, P.O. Box 6603, Rochester, MN 55901.

A previously unheard of group has surfaced to sponsor what they refer to as a "Big War Bash" entitled *Worlds at War* in Philadelphia, PA July 28th-30th. Among their promised ambitious features are: $2,000 in cash prizes, board & miniatures tournaments, movies, and military guest speakers. Those interested in exploring the matter further should write to: J. Goldman & Sons, 9223 Andover Rd., Phila, PA 19114.

The Wargaming Society of Kingsburg, CA has announced that it will be sponsoring a wargaming and military interests convention June 9-11 at the Fresno Convention Center in Fresno, CA. For more info on 'WAR WEST '78' write Elliott Derman, P.O. Box 261, Kingsburg, CA 93631.

It would appear that our editor has been press ganged into being the secretary of the ORIGINS manufacturer's committee. Any groups wishing to submit bids to host future ORIGINS conventions should therefore get in touch with Don Greenwood c/o Avalon Hill. Such bids are not for the uninitiated however and only the most experienced, well financed, and professionally organized organizations will be given consideration.

GRIPE DEPT: Those of you sending in Opponents Wanted ads which are not printed on the proper form or a photocopy of same are just throwing your quarters away. We will not take the time to rewrite your advertisement onto the proper form for you. Those not wishing to send coins through the mail may make their 25¢ token want-ad payment in equivalent amounts of uncancelled postage stamps. Readers are also cautioned that "for sale" type ads are accepted only when they apply to discontinued Avalon Hill games. Any non-qualifying ad will be rejected without refund.

Infiltrator's Report

We regret the passing of a long-time friend of wargaming, Edgar James Rumpf. A 7-year veteran of the Baltimore City Police, Rumpf died in the line of duty while evacuating a burning apartment building. His efforts succeeded in saving the lives of two small children in the 9 alarm blaze. Rumpf, 33 years old and the father of two, was an original member of Interest Group Baltimore. Readers may remember him from Origins conventions where he had been instrumental in organizing and running the armored miniatures competitions since their inception. Active in many phases of the hobby, Jim was a well-known personality in the Baltimore gaming scene. He will be missed. Those wishing to remember Jim with a gift are asked to send their monetary contribution to: The Edgar J. Rumpf Memorial Fund, c/o Sgt. Stanley Kusak, Central District Police Station, 500 East Baltimore St., Baltimore, MD 21202.

SPEED CIRCUIT enthusiasts won't want to miss the second issue of *ALL-STAR REPLAY* currently on sale from Avalon Hill for $1.50. Besides the usual sports features, this issue includes a sophisticated variant for our popular racing game as well as a six page full color foldout of additional tracks in the same style and scale used in the game. The South African Grand Prix is represented by the Kyalami Grand Prix Circuit, a 2.55 mile scale model course in Johannesburg, R.S.A. On the reverse side we find the 2.314 mile Grand Prix de Belgique course in Nivelles, Belgium. Among the other features of the article are charts listing the best drivers and cars of those respective courses and how their performances can be best simulated with detailed breakdowns of car preparation points. No true racing buff should miss this issue!

Incurable *THIRD REICH* enthusiasts determined to play the game by mail despite the headaches involved could probably do worse than subscribe to *The Buzzard's Breath*, a postal fan 'zine in which players can take their hand at any of a number of multi-player games using *TBB* as the impartial game moderator. The main emphasis seems to be on postal play of *THIRD REICH* with normal games as well as limited intelligence variants currently going on. Those interested should contact Mark Matuschak, Hinman Box 3224, Dartmouth College, Hanover, NH 03755.

The crucial units in Contest No. 80 were the Japanese Marine units. The Japanese need to land two marines on a base to secure that base (each Japanese base can be attacked by *two* U.S. Marines), so the best Japanese policy is to mass them so one is sure to land and each of the other two need survive only one air unit's attack apiece. In addition, the Japanese generally do best to concentrate in the Japanese-controlled South Pacific, where their chances of getting a night action—and a totally safe landing—are increased.

Given these observations, it is obvious that most of the time the Japanese should concentrate in the SOUTH PACIFIC and, either (or both) of the adjacent sea areas that share a base—landing Marines can secure a borderline base for two sea areas. This applies even to criterion No. 2, where final control is not needed, because the Japanese need to prolong the air attrition in order to knock out the Allied controlling air.

Massing three air units gives the Japanese a 95% chance of victory, while massing two gives only a 64% chance of victory—and it is much harder to obtain safe bases in *three* areas. Thus, for criterion No. 5, it is better to mass three air units in each of two areas—and the best POC differential (5 POC) is to be found in the U.S. Mandate and the CORAL SEA.

Our ten winners in Contest No. 80 were: D. Wheeler, Dearborn, MI; D. Kiser, Cinti, OH; W. Wong, Pittsburgh, PA; J. Lutz, Morgantown, WV; C. Pastelak, Manheim, PA; D. Chappell, Camp Lejeune, NC; A Lotts, Saskatoon, SK; D. Moons, Oxford, MI; B. Ewald, Long Beach, CA; and M. Bradley, Santa Maria, CA.

The key to solving Contest No. 81 was to check the scenario card to determine the exact number of German squads in play. Keeping in mind that the Germans are allowed Hidden Initial Placement, one soon discovers that one of the eight German squads is unaccounted for (two are shown on the board and only five were eliminated). Therefore, because all "remaining uneliminated units are *in* the diagrammed area "the Russian must realize that he is faced with the problem of a still hidden German unit somewhere on the board. He is already adjacent to or has effectively fired into every stone building hex, however, so he knows that the missing squad cannot presently occupy a stone building. Therefore, given the artificial assurances of the puzzle that he will not roll higher than a 7 and that the Germans won't roll less than 7, the puzzle becomes simply a matter of occupying every stone building hex which the German might enter on his turn with a force guaranteed to eliminate the German in Close Combat (two squads = 8 firepower factors = a 2-1 attack with a TO KILL number of 7).

Therefore, the six Russian squads in hexes P4, O4, R3 and S3 all prep fire at N2 with 20 firepower factors (S3 is halved due to range). The worst possible dice roll is a 7 plus a 3 DRM for the stone building which yields a "1" MC which the German, unable to roll less than seven, cannot pass. The remaining Russian units merely move to occupy the stone buildings with two squads apiece and/or set up covering lanes of fire to protect the approaches to building N2.

OPPONENTS WANTED

Wherefore art thou wargamers? Any clubs in my area? FTF Jut, WS&IM, VITP, Mid, PanLdr, PanBlitz, Gett'77, Luft, RW, an 14 or near there. Brian Nuss, SRA Box 1452-D, Anchorage, AK 99502, 344-5115.

Ftf wargamers wanted for Blitz, 3R, 1776. Pbm Blitz, avg. 24 yr. old. Greg Gangloss, 611 West 53rd Street, Anniston, AL 36201, 820-2124.

Beginner, untested AREA member desires ftf, pbm, 3R, 1776, Tac, Trc, Blitz, RW, Fr'40, Pan, PanLd. Fair travelling range. Shayne Johnson, Rt. 4, 4505 Windy Hill Rd. Decatur, AL 35603, 355-8808.

Opponent wanted with AREA rating of average using PBM games BB, LW and DD. Tillman Treat, III, P.O. Box 583, Melbourne, AR 72556, (501) 368-7493.

Awake Pine Bluff. Where are all the war gamers in PB? Rating pending. My Panzers are waiting to over-ran anyone ftf, pbm 3R, BB, others. Glen E. Cody, 2813 W. Orlando, Pine Bluff, AR 71603, 534-2467.

Ftf opponents wanted for occasional weekend games. Have most AH games. Michael Kennedy, 152 Rodecker, Azusa, CA 91702, 969-3106.

Adult gamer untested AREA desires pbm. Central Contra Costa Tri-Valley Gamers Club. Presently meeting week nights in Danville. Chuck Lee, 1333 Second St., Berkeley, CA 94710, 525-9200.

Opponents wanted for ftf PB, PL, CAE, Alex, 1776. I'm willing to learn others. No AREA rated but I promise strong competition. Guy Johnson, 245 Woodlawn #F-2, Chula Vista, CA 92010, 425-1066.

Questing for the Iron Cross or Order of Lenin? Pbm Russ. Cam. You choose side. I am 26 and experienced. Dave Reed, 1681 Herbert Ave., Corning, CA 96021.

Wanted, Pbm 3R, Blitz, 3R, PB, SST. Any gamers at CMHS or OCC? Would like to start a club at CMHS. Lewis Goldberg, 2336 Elden Ave., Costa Mesa, CA 92627.

New AREA wants Pbm for AK, BB, RC, Anz, TRC, 3R. Will get kit to suit. Peter Olafson, 6081 Avenida Chammez, La Jolla, CA 92037, (714) 454-5818.

Want to ftf anyone in PB or Pl; also have SL and Alex, Chess. Have list for new units in PB and PL. Raymond W. Cox, 825 Alamitos Ave., Long Beach, CA 90813, 437-3986.

Looking for opponents in Los Alto-Mt. View area. Will play ftf, 1776, Blitz, BB, CL, DD, Mid, 3R, Krieg, TRC. Russ Robinson, 1115 Covington, Los Altos, CA 94022, 968-3576.

Novice pbm wants novice pbm. for Get'77, PB, 1776. 'Grad or TRC. 15 yr. old, good player, also ftf SL, Alesia. Will learn new games. Steve Slade, 20117 Beatty Ridge Road, Los Gatos, CA 95030, 354-7818.

28 yr. old player of average ability seeks non-rated pbm. TRC. Will answer all letters. Alan Morrison, 5821 Fair Ave., N. Hollywood, CA 91601.

Interest Group San Francisco from 7 p.m. Fridays for ftf play. We have been meeting for three years plus on a regular basis. Steve Spoulos, 118 Eastridge Circle, Pacifica, CA 94044, 355-1683.

Desire 3R, Pan, or PanLd opponents. John B. Smith, 8868 Polland Ave., San Diego, CA 92123, 571-0357.

Adult beginner seeks same for pbm, pb. Mike Hales, 1121 A Reed Ave., Sunnyvale, CA 94086. Newly AREA rated 1200 seeks pbm, ftf 3R, TRC, SL. Rated game only if pbm. Am young (15) but confident. Prove me right or wrong. Chris Kelly, 1686 Oldcastle Place, Westlake Village, CA 91361, (805) 497-3343.

Ftf in NW, PB, PL, SL, TRC, 1914, JUT AREA rated. If necessary will consider pbm. Gordon Markiewicz, 30 McLaughlin Terr, Derby, CT 06418 (203) 735-1575.

17 yr. old desires ftf opponents in CT. Can travel reasonable distance. Have 16 AH games (see Vol. 14 #4 for list). All inquiries answered. Dave Grosek, 34 Bungay Ter., Seymour, CT 06483, (203) 888-6852.

Want to try Cmpgn 3R pbm. Have good system. No pro's, nuts', or teens. All answered. Quick play a definite in this game. Promise same. Richard C. Leith, 415 Conestoga St., Windsor, CT 06095, (203) 688-7334.

Desire ftf opponents for any AH game, especially TRC, SL, 3R, PL, KM, AK, or Alex. Also pbm most AH games. Eric Jenkins, 3101 Kings Drive, Panama City, FL 32405, 785-0184.

Wanted pbm ftf play AK, BB, Blitz, RW, Pan, PanLd. Will answer all letters. Brian Robinson, Kevin Verhaeghe, 5710 S. W. 67 Ave., Miami, FL 33143, 666-1293.

Looking for ftf opponents in the Ocala area. CFCC student deadly opponent. John Kelly, 965 N.E. 2nd St., Ocala, FL 32670, 629-1622.

Innovative pbm for Anz, LW, PB, TRC, others ftf in Tampa area. Any clubs? AREA rated but will play anyone interested in trying outlandish moves. D. Cornell, 2918 Bay Vista #2, Tampa, FL 33611, 837-5450.

Jack of most games, master of none wishes ftf in Atlanta area. Absolutely no blood competitions! Also pbm Blitz, PB with anyone. All letters answered. Greg Currier, Ga. Tech Box 34757, Atlanta, GA 30332.

AREA pbm Grad. All letters answered. Larry J. Kelly, 1512 L. South Pecan, Cordele, GA 31015, (912) 273-2970.

Wargamers in North Atlanta Unite! Wish to organize club, tourneys and compile gamers list. Please contact me if interested, and live in North

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Atlanta area. David Bederman, 3318 Pin Oak Circle, Doraville, GA 30340, (404) 449-9350. Wanted pbm opponents in Get '64, LW, 'Grad (have kits) or Mid (no kit) will answer all mail, area rating pending. D. R. Baldwin, 4365 Angie Dr., Tucker, GA 30084, (404) 938-1816.

For Sale: 1914 nothing missing, box worn, highest bidder by July 1st. 12 others for sale, cheap. Mark Nelms, Box 354, Atkinson, IL 61235.

33 yr. old wargamer AREA 1500, will pbm Luft or PanBl. Prefer sit. 1-4 or 6. Saba mod on Sit. 4. Steve Resman, 2713 S. 58 C., Cicero, IL 60650. Avg. player seeks pbm or ftf Blitz, Tac or Was. Not AREA rated. Don't have pbm kits. Prefer 12 to 30 move. No sharks. Have pbm kits. Prefer 12 to 30 No AREA rated. Don't have pbm kits. Prefer 12 to 30 3 Players DeKalb area ftf TRC, Blitz, PB, War, CAI, 3R, WS&IM, SST, others War. Bob Ritthaler, 831 Hillcrest Apt. 2, DeKalb, IL 60143, (815) 758-0446.

Have repertoire of 28 AH games. Will play all comers. Pbm, Pbp, or ftf. AREA rated. Bob Pastor, 2254 Wildwood Ln., Hanover Pk, IL 60103, (312) 289-8512.

Want to setup pbm Mid. First 10 responses, first 5 games. Also AREA 1500 wants opponents for pbm, pbp, ftf Gett, Grad, Wat, DD, 1776. Bob Milfajt, Jr., 2228 Park Ave., North Riverside, IL 60546, (312) 447-7646.

Adult AREA (1600) wargamer wants AREA opponents for Pan, Pbm. Also need non-area PanLd pbm opponents. Russell Wood, 331 Alice Ave., Oglesby, IL 61348, (815) 883-3581.

AREA 1200+ want pbm, pbp, ftf in Gett, Wat, DD, 1776, Grad, BB. Hans Griehle, Jr., 277 Nottall, Riverside, IL 60546, (312) 447-9681.

Wanted: experienced opponent to ftf 3R. Will also play Nap. Will play most any age. Michael Mackenzie, 91 Pine, Riverside, IL 60546, 442-9669.

Pbm BB, Wat or Grad. Am novice at 'Grad. AREA 1150 22 yrs. old. Bill Boden, 21 Kristin Dr., Apt. 1028, Schaumburg, IL 60195, 882-7937.

Ftf Gett '77, Wat, AK, Luft, Grad, Fr'40, pbm Wat, DD, AK, Grad, Gett'64, Pan. Douglas Gardner, 15 Saratoga Ct., S. Elgin, IL 60177, SH 2-6390.

Three AREA members (1100-1600) desire ftf competition in a wide variety of games. Come out of hiding and join us, AREA # 47401-02.

Louis Jerkich, 3920 Marquity Mall, 1-C, Bloomington, IN 47401, 332-1331.

Calumet Wargames Society meets regularly looking for members. Brad Enslen, 1527 Sheffield Av., Dyer, IN 46311.

Need pbm adversary in LW, PB, PL. Ftf in above plus PL, RW. Pbm kits coming. AREA rating going up. Try to knock me off! Tim Gist, 1272 Sheffield Dr., Evansville, IN 47710, 424-9947.

Just started AH war gaming club. Pbm, no fees or dues. Write for membership, include games you own. Brian Rowls, 6924 Westlake Drive, Indianapolis, IN 46224, 241-2705.

Webers Hobby Shop didn't sell all those games to elves someone in Lafayette must ftf. Come out of the closet. C. Schwamberger, 387, Otterbein, IN 47970, 583-4027.

SOS!! Anybody on this rolling prairie ever heard of AH? Will pbm Anzio, pb, ftf anything with counters and a board. AREA. Jerry Taylor, Apt. 10, Harding Heights, Tama, IA 52339, (515) 484-3797.

Good player desires competition for most AH games ftf only 23 years old. Steven Pierce, 1125 Langley Rd. Apt. 11, Waterloo, IA 50702, (319) 232-3499.

Busily want pbm for PB, Blitz, Wat. Returning to gaming after brief absence but isolated. Locals please contact as to what's happening. Jim Hawley, 2214 E. Country Hills Rd., Salina, KS 67401, 827-0287.

Opponent wanted. 15 yr. old gamer will ftf most wargames. Have BB, DD, Fr'40, Gett'77, LW, PL, RW, 1776, SL, 'Grad, 3R, Tob, WS&IM, others. Calls preferred. Michael Leach, 676 Mt. Vernon Dr., Lexington, KY 40502, 266-0169.

Need good ftf opponent. Will play any published game. Have ample room and desire for monster games also. I have been gaming for 9 years. Scott Jewett, 100 Chateau Rd., Apt. 1, Houma, LA 70360, (504) 868-6175.

New Orleans area gamers, we meet every Wednesday night. Richard Cuccia, 4725 Chastant St., Metairie, LA 70002, (504) 889-0206.

15 yr. old desires pbm for Pan or Krieg. You can pick scenario and side. Play for fun or AREA. Rated 600. Julio Perez, Rt. 3, Box 992, Raceland, LA 70394, (504) 537-6528.

Pan Situation 6. Either side or return match series. PBM any area. Jim Long, 3522 Red Bud Lane, Shreveport, LA 71108, (318) 687-8257.

PBM AK, BB, TRC. Anybody have a game system for WS&IM? Matt Ryan Schultz, 18 Co. Bancroft Hall, United States Naval Academy, Annapolis, MD 21412.

Wanted AREA pbm opponents rated 1500 or over for AK, DD, Grad, WAT and BB. Roger Grzezicki, P.O. Box 9910, Balto., MD 21222.

Am starting a pbm AREA Dip. campaign. Have qm. Need players. Send rating and country pref. Kevin Combs, 11225 Old Balto. Pike, Beltsville, MD 20705, (301) 937-4497.

Hagerstown Hist. Simulations Soc. every Wed. 6-10 p.m. c/o Ron Kehir, 2314 Dixie Dr. 797-3150. Peter W. Comings, Rt. 1, Box 148, Clear Spring, MD 21722, 582-2993.

Will pbm or ftf anyone in TRC, Fr'40, AIW, AK, Blitz, PB, PL, ALEX. Above average player. A. Treiker, Rt. 8, Eastview, Frederick, MD 20701, 473-5189.

24 yr. old wants opponents. Iowa Dip, Mid, Orig, PB, PL, SST, 3R, others. Prefer ftf. AREA or informal gaming. Edeard Wrobel, 1105 National Hwy., La Vale, MD 21502, (301) 729-2524 or 724-0970.

I'm looking for AREA opponents in my area. AREA rated 1660. Have SL, 3R, RW, WS&IM, KM, PL, PB, BB, LW, 1776. Ftf perfered. Tom Kusterer, 17608 Qu. Eliz. Dr., Olney, MD 20832, (301) 774-3877.

Will pbm TRC, DIP, ftf above or AIW, RW, 1776, SL, Tob, VITP, Was. Want to join local high school club? Call for details. Brad Balfour, 4820 Flower Valley Dr., Rockville, MD 20853, (301) 929-1276.

Adult player 28 wants average plus adult for ftf competition. Especially strategic level wargames. Have and will play 3R, or game of your choosing. Donald Errico, 1909 52nd St., B'klyn, NY 11204, (212) 252-5887.

Adult (31) wants adult VITP Allied opponent. I'll always try to meet you halfway, sometimes even more than halfway. That's called a surprise attack. Rich Shagrin, 85 Livingston St., Apt. 17-C, Brooklyn, NY 11201, (212) 875-2910.

Novice wants pbm in Blitz, Krieg, PB, PL, any others. Ftf in Buffalo area. Robert Snyder, 444 W. Ferry St., Buffalo, NY 14213, 884-0998.

Want to form small separate club (five to ten guys) in Levittown, Nassau County area. If interested write or call! Paul Dwyer, 3613 Condor Rd., Levittown, NY 11756, (516) 735-3049.

Seeking ftf opponents in Suffolk County Long Island. Will play any game. Favorites are Cae, Leg, and RW. Call mornings 369-1308. I can travel. Nick Galante, 171 Hot Water St., Manorville, NY 11949, (516) 369-1308.

Looking for an opp. for any AH game call after 6 pm. Bill Kulhanek, 45 Jackson St., New Rochelle, NY 10801, (914) 235-3925.

30+ Adult non-rated wants opponent in ftf 3R, 1776, DD, 'Grad, KM, Mid or any others. NYC area Alex Sheldon, 515 W. 122 nd #34, NY, NY 10027, (212) 666-7609.

Opponents wanted for Blitz, TRC, Fr'40, TAC, etc. For ftf play. Richard Strassberg, 66 Norton St., Patchogue, NY 11772, (516) 475-8798.

AREA 1500 would like pbm Pan, PanLd or Blitz. Would like to meet ftf players in my area. Patrick Smith, 7186 Rickmyer Rd., Rome, NY 13440, 337-4429.

Hey all you Rommels out there. I will PBM AK and destroy you. Bill Collins, 2625 Upper Mtn Rd., SanBorn, NY 14132, 731-9994.

Looking for reliable, competant, area rated opponents to play 3R, Grad, AOC, Gett '77, TRC, BB, DD, Wat. Will finish any game started and expect likewise. David E. Stephens, R.T. 1, Box 39A, East Bend, NC 27018, 699-8647.

Opponent who is ready to get creamed wanted. Have SL, Was, Alex, Tac, PL, Krieg, SST. Ftf play only. Khalil Abu-Saba, 2509 Sherwood St., Greensboro, NC 27403, 292-2897.

Pbm Pan, AK, Wat, Anz, Pbp ftf AIW, GET'T77, Mid, TRC, WAS, VITP and others. Would like to start club if interested please contact: Michael Sincavage, 105 Kingston Ave., Kernersville, NC 27284, 993-5650.

Opponents wanted to pbm or ftf LW, PL, SST, and TAC. Will play others. Want to know if any clubs in the area. Mark Ambs, 240 Brentwood Dr., Rocky Mt., NC 27801, 977-0184.

Unrated adult seeks pbm for AK, BB, Blitz, DD, 77, PB, 1776, Tac. Play for fun, not blood. All letters answered. Richard Royer, 905 W. Turkey Foot Lake Rd., Akron, OH 44319, (216) 644-0304.

Wanted: pbm for Blitz, LW, TRC, Krieg. AREA rated 600+. Will also ftf or pbp call or write. Dave Targosky, 14015 Kathleen Dr., Brookpark, OH 44142, (216) 676-9059.

64 experienced TRC, Blitz, LW, PB, PL, 3R and other AH games. Robert J. Beyma, 21 Sacramento Dr., Apt. 7-E, Hampton, VA 23666, 838-7197. Pbm AK opponent wanted. rated player only. I am rated at 900. Serious players apply only. Would like a rated player 900+ to 1100. Randy Taylor, P.O. Box 102, Lincoln, VA 22078, 338-6670.

Ftf, pbm or pbp wanted. I have ten wargames. Six other wargamers live near me. David Stevens, 5353 B Henneman Drive, Norfolk, VA 23513, (804) 855-6667.

Wargamers of Northern Virginia, the enemy, General Bordeolo is attacking. 15 yr. old wishes ftf, pbp, pbsb. Most AH games and others. Patrick Mazzola, 2506 Fauquier, Reston, VA 22091, 476-4784.

Tired of winning? I will defeat anyone brave enough to play me. Will ftf in AK, Mid, RW, 'Grad and others. Robert Wilson, P.O. Box 534, Richlands, VA 24641, (703) 963-8909.

Two 1300+ rated players in Tulsa area for AIW, PL, SST, 3R. Am 26 yr. old adult. Desperate for GLK wish pbm Grad and PB. Send its of sit. Ralph H. Hendrick, 3723 Troutland Ave. N.W., Roanoke, VA 24017, 981-1717.

Wanted! Combat in the Air in the West and on the ground in the East. Pbm in Luft and TRC. John Richards, Sweet Briar College, Sweet Briar, VA 24595, (804) 381-5671.

Ftf, average to good gamer, for RC, WSIM, 'Grad, PanLd, Chan, BB. Wayne Jones, 422 Harper Rd., Aliquippa, PA 15001, (412) 457-7303.

Untried AREA 1200 needs ftf, pbm opponents in AIW, AK, AOC, PB, PL, RW, SL, SST, TRC, TOB, WAS, WSIM. Any clubs in Albq. area? Jeff Giere, Box 299, New Manzano, NM 87038, (505) 362-6115.

AREA rated approx. 1275 seeks opponents in the following: Blitz, TRC, BB, AK, SL. SST only pbm considered. I prefer to play Axis Slaughter. Marc Sutter, 216-57 68th Ave. Bayside, NY 11364, (212) 855-1666.

Experienced wargamer (28) seeks adult opposition for ftf weekend wargaming in AH and other wargames. Willing to travel up to 2 hrs. to NYC, NJ. etc. Walt Kunz, 86 Sterling St., Beacon, NY 12508, (914) 831-2149.

WORLDS AT WAR — Big board, miniature and fantasy con. July 28, 29 and 30 in Phila., PA DON'T MISS IT!!! Players, dealers, clubs, etc. Goldman & Sons, 9223 Andover Rd., Phila., PA 19114.

Two gamers with access to private aircraft looking for additional passengers to share costs on a trip to ORIGINS '78. Larry Valencont, (302) 368-0506. Any SF gamers in and around Aiken area? Am an intermediate gamer. I will conquer all who get in my way. Bill Cunningham, 310 Bordeaux Pl., Aiken, SC 29801, 648-1752.

BCE 1500+ seeking rated pbm TRC. I choose options then you the sides. Foes must be 1400+. Use alphabet code (only) rather than stock market. J. C. Lawson, 1515 Gist St., CB-2, Columbia, SC 29202.

Adult player desires opponents for pbm, ftf. Will have kits for DD, TRC, SL. Have many AH games. Mark B. Wofford, 3208 S. Phillips, Sioux Falls, SD 57105, 334-1238.

Adult beginner wants opponents. Have Dip but will play any games. Would also like to join or start club. Don Lanza, 3917 Manor Rd., Chattanooga, TN 37411, 624-9576.

Krieg close Huss! Will ftf in PB, SL, PL, ANZ, BB, Blitz, DD, Fr'40, LW, Mid, RW, 1776, 'Grad, pbm for pb. Frank Arent, 31 Northwood, Jackson, TN 38301, (901) 424-0318.

Adult area 900 needs pbm AK. Anyone interested in to play non-rated pbm AK. Anyone interested in initiating a pbm beginner? Van Stewart, #52 Hills Chapel Rd., Manchester, TN 37355, 728-3411. AREA 1500 wants rated only PBM AK, 'Grad; also ftf most AH games. John E. Gardner, 5015 Shoal Creek Blvd., Austin, TX 78756, 459-7379. Just moved to the area. Need opponent to ftf, pbp or pbm PAN and PanLd. Richard J. Hartland, 1308 Brown Dr., Apt. B, Copperas Cove, TX 76522, 547-6503.

Average player wants ftf or pbp in Fr'40, 1776, and Russ. Camp, specialty is 3R. Any clubs in north Dallas area? Start W. Bomhof, 9657 Crest Edge, Dallas, TX 75238, 341-2184.

Avg. adult player wants ftf opponents. Henry Bowman, 807 Sul Ross Apt. 2, Houston, TX 77006, 522-4418.

Good 12 yr. old will play Alex, Blitz, DD, Get '64, PL, PB, SST, WSIM, TAC. ftf pbm also Richland College Club at Wed. at 8:00 p.m. Michael Crawford, 1205 Elmwood, Richardson, TX 75080, 231-2644.

I am looking for Ger. pbm opp. in 'Grad. Also ftf in my area. Andrew Clark, 2027 Forest Manor Dr., Ringwood, TX 77339, 358-6141.

New novice seeking other novices AREA 600, prefer non-area rated games (temp) pbm Wat, Krieg, ftf Wat, Krieg, Tac, VITP, Blitz and AIW. Jesse L. Cooper, 3703 Gorman Ave., Waco, TX 76710, 754-0560.

Will monitor for AK 'Grad, Jut; pbm AK, German GUAD Allis & Hidden movement; no problem. pbm same game. John Douglas Cox, P.O. Box 2063 Wichita Falls, TX 76301, 855-5297.

Opponents wanted for ftf AIW, CAE, DD, new rules, 1776, SL, 3R, Tob, Dip. Chris Simpson, 2503 Childs Lane, Alex, VA 22308, 360-6150.

Good player desires opponents for Krieg. Don't have kits but will pbm or ftf AK, Tac, Get'64 (north only). Will answer all replies. Scott Bazzarre, 3 Lakeforest Drive, Charlottesville, VA 22901, (804) 973-3636.

Want adult wargamers for ftf play in 3R, PL, and other AH games.

Bethlehem area wargamers unite! BACSA challenges Freedom, Saucon Valley groups. I will also pbm. Am AREA rated. Mike Hoffman, 133 Washington Ave., Bethlehem, PA 18018, (215) 867-6279.

Avg. college age player wants competition in TRC, AIW, SL, VITP, Get'77, SST, Tob, 3R, and any other games. Will play ftf or pbm. Scott Slaughter, 844 Sycamore Drive, Lansdale, PA 19446, (215) 855-1666.

Pbm opponent wanted for DD, AK, BB and LW. Inexperienced 15 yr. old player. J. Thomas Bailey, 1510 Juniper St., Norristown, PA 19401, (215) 272-6428.

Wanted: pbm Opponents for PB and TRC. Preferably in western Canada. Also would like ftf opponents in Medicine Hat Alberta, if they exist! C. Watson, 104-42 Campbell Cres. S.E., Medicine Hat, Alberta, CAN T1B-1L8., 526-3247.

Wanted pbm AK with anyone. I'll take either side. No area needed. Also any clubs or players in my area? I have many games. Ian Jordan, 26 Canboro Rd., Fonthill, Prov. Ont. Canada L0S-1E0 (416) 892-3814.

The Fourth Reich challenges opponents to pbm rated games of pb. All opponents played regardless of rating. My rating 1200. You pick sit. 1 side. Ron Suave, 311 Curry Ave., Windsor, Ontario, ONT. N9B2B6, 254-3171.

AREA opponents wanted for pbm Pan. sits. 7, 10, 21, 23, 25; and Russ. Camp. Am rated 1655. Any clubs in North York or Toronto? Bruce George, 251 Newton Drive., Willowdale, Prov. Ont. M2M2P5, 223-7080.

AREA rated 900 player will play ftf or pbm games of PB, PL, 3R, Nap, WS&IM, Get, Blitz. Brant Johnson, 108 Strathnaver, Selkirk, Manitoba, Canada, R1A 069, 482-6742.

TO BUY

Want to buy old C&O/ B&O name price. David L. Bloomfield, PSC Box 80299, Davis Monthan AFB, AZ 85707.

Mint Guad. Get'64 and Anzio '69 sell to best offer. Dean S. DeSoto, 127 NW 87th St., Miami, FL 33150, 305-759-5517.

For sale: Mint condition Guad (counters unpunched, etc.) $20. Parcel Post paid in Continental US. 47401-02, where (and who) are you? Gary Charbonneau, 317 Campus View Apts., Bloomington, IN 47401, (812) 339-4696.

Wanted: Vol. 8 No. 4 of the General. Good condition. Name price. Don Greenwood, 9601 Baron Place, Balto., MD 21237.

Wanted: General Back issues, originals or photostats, all Vol. 1 #1,5,6, Vol. 3 #1,2,3, Vol. 4# 3,4,5, Vol 5 # 1, Vol. 6 # 4, 5, Vol. 7 # 3 Vol. 8 # 4, 6. Will buy for fair price. Roger Evans, 7120 Hoskinson Rd., Poolesville, MD 20837, 972-7179.

For sale, many excellent condition AH collectors games. For complete price list send name and address to: Andrew Shayne, 42 Jaqui Ave., Morris Plains, NJ 07950, (201) 538-7982.

Wanted: Rules for the space game LENSMAN . . . Will pay. For sale: many books, magazines, some games. Send SASE for list. I must sell as am moving. SSG, Larry L. Bost, BHC 1, 33 Armor, APO, NY 09091.

Wanted desperately: Willing to pay $25 near mint copy General 9-4. $25 near mint 10-3 (with 1-2 value variant intact), $20 for both copies 10-1, 10-2. Sp. 4 Chris R. Carter, 548-08-3633 Box 26, Co. A, USASA FSB, APO, NY 09742.

Trade 1914 (ex. cond) for UB (org) or GET '64, have other recent war games to trade. Send SASE for listing. R. Swiontek, 500 Moon Ridge Drive., Freedom, PA 15042.

For Sale: LeMans, very good condition, complete, best offer above $15. I pay postage. Roland Rogers, 22 Wicks Road, E. Northport, NY 11731. For auction: Confrontation, original Battle of Britain, send bids over $25 each. (Reply only to SASE) 1st Lt. D.P. Chappell, MOQ 3248, Camp Lejeune, NC 28542, (919) 353-5661.

Offering $10 for mint General 1-1. Looking for many other gaming mags; what do you have? Need good copy of Mr. President. Please help out! David Anterak, P.O. Box 5411, Raleigh, NC 27650, 872-2051.

Sale: Over 30 games including many out of print, and General back issues from Vol. 5. Send SASE for list. Robert Moross, 2364 D Beulah Rd., Columbus, OH 43211, (614) 267-8469.

Wanted: Dispatcher, Nieuchess, Air Empire, LeMans, Civil War; Also 3M games; Bazaar, Jumpin. Quote cond. & price, incl. postage. Also '58 Getts rules must be copyright 1958, not 1960! Kevin Gallagher, 5035 Hibbs Dr. Columbus, OH 43220.

Wanted: Mint 1914 (unpunched counters) Also General back issues with 1914 and Anzio articles (good xerox ok) I'll pay reasonable price. Send letter with prices. Steven Blickens, 1421 Schlager St., Saginaw, MI 48604 (717) 342-5284.

For Sale: mint Get 64 (small hex), Get. 64; best offer send SASE for list of many others. I pay postage. Richard J. Hartland, 1308 Brown Drive., Apt. B, Copperas Cove, TX 76522 547-6503. Want for sale: DD 64 and Tac 64 $10 ea. Get 64 $15. 1914 (with pbm kit). $20 variant counters and maps from Gen. Vol. 12-14 send offer. Lytle Buckingham, P.O. Box 170, Ivor, VA 23866, (804) 859-6283.

Wanted: General back issues Vol. 13, no. 4, Vol. 12, No. 4, Vol. 11, Vol. 10, Vol. 9 No. 5, Vol. 8 No. 6. Willing to pay $80.00 for excellent condition. George A Graf 11805 26th S.W. Seattle, WA 98146, (206) 242-5091.

NAPOLEON

NAPOLEON is Avalon Hill's new game depicting the last great struggle of the Age of Napoleon—the Waterloo Campaign. Experienced wargamers should not let themselves be fooled by the deceptively simple appearance of this game—*NAPOLEON* is a *tough* game to win, with successful strategies invariably hinging on a careful application of the Napoleonic precepts of mass and maneuver.

The basic situation is this: the French army, with a combat value of 60 points (representing 120,000 men and over 350 guns), is poised along the Franco-Belgian border, ready to strike in an attempt to defeat the Prussian and Anglo-Dutch armies (who though individually weaker, have a combined strength far exceeding that of the French—78 points). The Allies are scattered, deployed to defend their three supply bases, while the French troops are concentrated.

In order to win, the French player must reduce *both* of the Allied armies to half or less of their initial strength. For the Allied player to win, he must do the same to the French, or avoid the French conditions of victory before time expires. Therefore, the burden of attack, as in the real campaign, is on the French.

One of the unique features of *NAPOLEON* is the ingenious way the game manages to combine the reduction of unit strengths with the "fog of war" that is usually absent in even the most sophisticated games. The colored wooden unit counters stand *on edge* (try doing *that* with cardboard!) with the unit type markings and strengths facing only the owning player. The only way his opponent knows exactly how many troops (and what type) are there is when they are revealed for battle.

Each unit begins play with its *maximum* Combat Value (ranging from 2-4) along the *top edge* of the unit. This initial CV remains constant until reduced in battle, which is recorded by turning the unit until the new lesser CV lies along the top edge. Thus it is difficult to ever be entirely certain as to either the composition or the strength of enemy forces.

During playtesting prior to releasing the Avalon Hill version of NAPOLEON (originally produced by GammaTwo, a highly regarded Canadian firm) a frequent comment often heard was how remarkable it was that such a simple game should not only provide such an accurate portrayal of the strategic problems of the Waterloo Campaign, but of the tactical situation as well. When battle is joined on the game map, it is transferred to a special Battle

Card, on which the various units are deployed in left, center, and right columns, with additional troops in reserve. After secret deployment, both players reveal their columns, with the ensuing battle then combining all the elements of Napoleonic warfare, including: artillery bombardment, cavalry charges, infantry squares, horse artillery, volley fire, and even cavalry acting to cover the retreat of a defeated army.

In addition, reinforcements can "march to the call of the guns" from nearby villages, routs can occur, and the victor's cavalry can pursue and cut to pieces any enemy forces that are unfortunate enough to be caught retreating without cavalry support (as the Prussians actually did pursue the beaten French after Waterloo).

If you're looking for a good, enjoyable game that tests your tactical and strategic abilities (*without* testing your ability to sit hunched over a gameboard for endless hours) to the utmost, then *NAPOLEON* is the ideal choice. Rated Introductory I on the Avalon Hill Complexity Scale—but "easy to play" is *not* the same as "easy to win." Find out for yourself. $12. Maryland residents please add 5% state sales tax.

FACTORY OUTLET

Whenever in the Baltimore area feel free to drop in at our Factory Outlet store located in our design offices at 900 St. Paul and 20 E. Read St. This store is the world's only retail outlet featuring a complete selection of Avalon Hill games, parts, magazines and accessories. Pay by cash or check or bring your credit card, and if visiting on Saturdays feel free to stay and attend a gaming session with Interest Group Baltimore and get involved with whatever playtesting happens to be going down. Or just drop by and play or talk the games of your choice on Saturday with any of the locals and enjoy the competition.

Hours: AH Factory Outlet—Tuesday thru Saturday; 9 A.M. to 5 P.M.
IGB Playtesting—Saturday; 10 A.M. to 5 P.M.

BINDERS

These binders are ruggedly constructed in attractive red leather finish vinyl, with gold embossed logos of the *THE GENERAL* and the Avalon Hill Game Company located on the front and spine. Each binder measures 9″ x 12″ x 1¼″ and holds twelve (12) copies of *THE GENERAL*. Spring-steel retaining wires hold the issues firmly in place, yet your magazines are not damaged in any way, and can easily be removed from the binder at your desire. The binders are available from Avalon Hill for $5 plus 75¢ postage. Maryland residents please add 5% state sales tax.

A.R.E.A. RATING SERVICE

As outlined in The General, Vol 11, No. 5, Avalon Hill offers a lifetime service whereby players are rated in relationship to other game players. Return coupon NOW, along with the $4.00 lifetime service fee for complete details on the Avalon Hill Reliability Experience & Ability Rating.

☐ I don't object to having my name and address printed in The General with the rating lists. I rate myself:
    ☐ A—an excellent player
    ☐ B—a good player
    ☐ C—an average player
    ☐ D—a novice in my first year of gaming
    ☐ E—a beginner

I realize that my rating may change according to how well I fare against others. For now, please send me complete details and membership card—here's my $4.00

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

WE WANT YOU . . .

to write for the GENERAL. If you can string words together into an interesting article format on any Avalon Hill wargame, there's a good chance you're just the person we're looking for. You can supplement our literary staff with articles of strategy, game analyses, Series Replays, commentaries, new scenarios, or variants.

All articles should be type-written, double-spaced and accompanied by a self-addressed envelope bearing first class postage. Otherwise, rejected articles will not be returned. Articles should be supplemented with illustrations and/or charts whenever possible.

Commencing with the January, 1977 issue the GENERAL will pay $5 per running 10" column of edited text. Letters to the Editor are not subject to remuneration. Alternatively, authors may elect to take their remuneration in the form of Avalon Hill products, paid at the rate of 150% of the cash remuneration. Note that illustrations and decorative type faces are not subject to remuneration except by prior agreement with the editor. It is generally expected that articles will be accompanied by sufficient illustrations as a requirement for acceptance.

At the end of each calendar year an EDITOR'S CHOICE article will be selected. The author of this article will receive a $100 bonus and a lifetime subscription to the GENERAL.
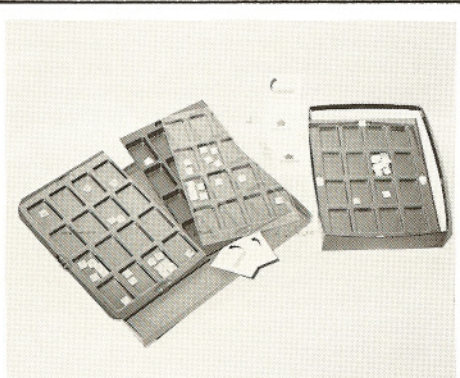
COMPARTMENT TRAYS

At last! The long suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snugly into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen 1½" x 2⅛" compartments ⅝" deep which will accommodate up to 400 unit counters and 4 dice.

The tray is also usable in the flat box games. By cutting off with a pair of ordinary scissors three of the four side panels of two trays another perfect fit is arranged for the flat box games—this time with 32 compartments and 5 dice depressions.

These trays are available by mail order only direct from Avalon Hill. They will *not* be included in new game releases in either the retail or mail order line. The trays are available only in sets of 3 and sell for $3.25 per set plus 75¢ postage charges. Postage coupons *cannot* be utilized to order compartment trays. Maryland residents please add 5% state sales tax

FOREIGN READERS

Due to contractual obligations with our exclusive distributors we cannot accept mail orders for games from Australia, Britain, Germany, Greece, Italy or Japan. Such orders must be placed with our exclusive distributors whose addresses you'll find listed on Page 2 of this magazine. Orders for parts and airmail subscriptions to the GENERAL are not subject to this ban. APO and FPO addresses of U.S. servicemen likewise are *not* subject to this ban. We also urge you to get in touch with the distributor for your country in regards to placing your GENERAL subscription through him which in most cases will result in considerable savings for you.

MAGNETIC GAMES

Now you can convert your favorite game for vertical display or secure in-play storage with magnetic tape, unmounted boards and just an hour of your time. All you'll need is a metal surface and an unmounted gameboard. We supply the magnetic strips with self sticking adhesive already applied. You just cut the ½" x 1' strips into half inch squares and apply them to the unit counters which came with your game. The result is a ⅛" thick counter which will stack six high even when the mapboard is mounted in a vertical position for display purposes. Never worry about that pbm move being jostled again between turns.

Naturally this magnetic treatment will be less valuable for counters with two-sided printing, but that still leaves them with a multitude of uses. NOTE: it will be necessary to be sure that the top portion of all unit counters are uniformly applied to the top half of the magnetic strips. Otherwise, the polarity may be reversed and the counters will actually repel each other rather than attract. Therefore, it is wise to mark the back of the magnetic strips uniformly across the top so as to be sure to apply the top half of the counter to the top half of the magnetic strip.

Magnetic strips are available from Avalon Hill for 90¢ a foot or $7.50 for ten feet. Unmounted mapboards are available upon request for $6.00 apiece. Usual postage charges apply, as does the 5% state sales tax for Maryland residents.

PBM EQUIPMENT

Tired of playing solitaire or humiliating the same opponent day after day? You may be good in *your* game room but what can you do against a good player from another part of the country? There's only one way to find out — play them by mail! PBM is an easy-to-learn and convenient-to-use system of playing fellow gamers across the nation. A special CRT and combat resolution system makes it impossible to cheat! PBM is an entirely different experience from face-to-face play. It has made better gamers of many who have tried it, and all those who have mastered it. PBM is the only way to participate in the many national tournaments held regularly for Avalon Hill games.

Each kit sells for $6.90 postpaid and includes enough materials (4 pads) to play virtually dozens of games, including addendum sheets which list grid-coordinates for those games not already possessing them. Half kits consisting of two pads and all the pertinent instructions sell for $3.50 postpaid.

Kits are available for the following games:

*AFRIKA KORPS	*KRIEGSPIEL
*ANZIO	*LUFTWAFFE
*BLITZKRIEG	*PANZERBLITZ
*BULGE	*STALINGRAD
*D-DAY	*RUSS CAMPAIGN
*GETTYSBURG '64	*WATERLOO

PANZERBLITZ BOOKLETS

After hundreds of requests for it, we've finally published the best of the GENERAL's many articles on PANZERBLITZ—conventional wargaming's all time best seller. Entitled "Wargamer's Guide to PANZERBLITZ", it initiates and may very well end the "Best of the GENERAL" series as no other game has been the target of a comparable volume of literary attention.

The 36 pp. manual resembles very much an issue of the GENERAL except that it is devoted 100% to PANZERBLITZ. The articles are taken almost exclusively from back issues, dating as far back as 1971. In addition, two never before published articles appear; Robert Harmon's "Commanders Notebook" which analyzes the original 12 scenarios, plus Phil Kosnett's "Chopperblitz"—a hypothetical variant utilizing helicopters with six new scenarios.

Reprints include Larry McAneny's "The Pieces of Panzerblitz"—voted the best article ever to appear in the GENERAL, "Beyond Situation 13"—twelve additional scenarios by Robert Harmon; "Parablitz"; "Panzernacht"; "Blind Panzerblitz"; "Situation 13"; "Championship Situations"; "Panzerblitz Concealment"; and "Incremental Panzerblitz." Topping it all off is a complete listing of all errata on the game published to date where the Opponents Wanted Page once ruled supreme.

The Wargamer's Guide to PANZERBLITZ sells for $3.00 plus 50¢ postage and handling charges from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents add 5% state sales tax.

TITLE SURVEY

UFO

Tired of invading Russia? Looking for a nice, simple game of strategy that can be played in an hour or so? Then why not take a shot at invading the Earth, with a diverting game of *UFO*, Avalon Hill's new game of Alien invasion.

UFO appears in both Basic and Advanced versions, with the Advanced game more likely to appeal to the experienced wargamer. In both versions, the players sit facing a highly attractive, colorful mapboard showing the Earth in the center of seven circular orbital paths, each containing twelve spaces.

The object of the game is for the Alien player to successfully invade the Earth by landing five of his eight flying saucers on the planet. The Earth player wins the game if he prevents the Alien from accomplishing this dastardly act, for which he is equipped with eight space rockets.

In both versions, all movement is based upon rolling the dice. But it is not chance alone that determines victory, for you must know exactly *how* to move your ships along the orbital paths. Combat is short and destructive if you manage to place your ship in the same space as an enemy ship, it is instantly vaporized.

In addition to dealing with the schemes and mechanisms of his opponent, each player must also beware of the vicissitudes of the unpredictable Moon, which moves in orbit from time to time with extremely unpleasant results for any ship caught in its path. On the other hand, a cunning player can land one of his ships on the Moon, and from there plot further actions against his opponent.

The Advanced Game enjoys the same simple victory conditions as the Basic version, but is quite a bit more complicated. For one thing, it takes all of the Earth player's powers of deduction just to figure out where the Alien ships are, as they now share the skies with a host of true UFOs, representing comets, geese, clouds, and errant weather balloons. To make matters worse, the Alien player controls them, and they often appear to maneuver *exactly* like Alien ships—and since all Alien counters are now placed face-down on the board, this makes things most confusing for the Earth player.

But the designers have not forgotten Mother Earth—there are now additional forces to defend

Terra Firma, including six space stations which can wreak havoc from their orbits.

Even with the addition of the Advanced Rules, *UFO* is still basically a pretty simple game, with about equal blending of skill and luck determining the victor. But for an "evening off" from the BIG games, or maybe as a subtle introductory game for friends or relatives into the complex world of Avalon Hill games, it is still an excellent choice.

Traditional wargame enthusiasts unhappy outside the realm of hexagons and complex rules should veer away from UFO, but those looking for short and simple entertainment with wife or non-gaming friends will enjoy UFO, another design of GAMMA TWO.

$6.00 plus usual postage charges. Maryland residents please add 5% sales tax.

1977 PRICES

This coupon entitles the bearer to purchase Avalon Hill games at the 1977 prices via mail order from Avalon Hill prior to June 30, 1978. The following $10 games will be available for $9 each: *D-DAY, WATERLOO, AFRIKA KORPS, MIDWAY, BULGE, ALEXANDER, WS&IM, VITP,* and *RUSSIAN CAMPAIGN*. The following $12 games will be available for $10 each: *AIW, DIPLOMACY, THIRD REICH, PANZER LEADER, PANZERBLITZ, WORD POWER, TUF, TUFABET,* and *OUTDOOR SURVIVAL*.
Offer is void July 1st, 1978.

ORIGINS BUS

Avalon Hill and IGB will again sponsor a bus to the national convention in Ann Arbor, MI July 14th-16th. The bus will probably leave the Baltimore area Thursday, July 13th so as to arrive in time for the start of the festivities and will leave Ann Arbor at 6 p.m. Sunday. Round trip fare based on full occupancy will be $39.00. Meals and lodging must be arranged separately by each individual with the convention authorities. Those interested in this transportation should send a stamped, self-addressed envelope to Avalon Hill marked to the attention of Don Greenwood/Origins bus.

Payment must accompany the SASE in the form of a personal check or money order made payable to INTEREST GROUP BALTIMORE. Reservations will be granted on a first come, first served basis. No reservations will be accepted after June 30th. Should the bus be cancelled due to insufficient interest or be already filled a full refund will be made. Full directions and tickets will be mailed to all paid registrants on July 1st. No cancellations accepted after June 30th.

Having completed Vol. 14 of *THE GENERAL*, it is time to make our first Editor's Choice selection for outstanding article of the year. Unable to completely make up his mind, however, the editor is asking for your help in selecting the winner of our $100 bonus and lifetime subscription. Having eliminated those articles written by paid staff members, we are left with the following nominations:

☐ Playing Your Hand in KINGMAKER   by Richard Berg
☐ BRP Warfare in THIRD REICH   by Jeff Nordlund
☐ SQUAD LEADER: First Impressions   by Bob Medrow
☐ D-DAY: Evolution of a Game   by Joel Davis

Please vote only if you have access to all of the nominated articles and select only one as your choice for Best of the Year.

CONTEST NUMBER 82

It is the beginning of turn 50 in an unusually hard-fought game of *D-DAY* (1977 edition of the rules). It looks like the Germans have won, but wait—the Allies still have a chance! If the Allies roll perfect dice, *and they make exactly the right attacks in the right order,* they can win! To win, you must specify all the Allied attacks in the exact order that they are to be made; for each attack you must specify the attacking units and hex(es) from which they are attacking, the German unit(s) being attacked, the odds *and the optimum die roll you want,* and the final dispositions of the attacking and defending units at the end of the Allied turn (you must specify the retreats and advances that result from each attack). In addition, you must specify the air missions of each of your six tactical air factors, writing ATT and the defender being attacked when the TAC is attacking or DEF and the unit being defended when the TAC is defending. Remember, we are assuming you have perfect luck, so you may choose the die roll for each attack—including any German counterattacks.

The Allies have all the units shown above, plus three infantry divisions, one armored division, one airborne division and a HQ in Britain—and of course their 6 TAC factors. The Germans have only the units shown and the Allies have captured all the German replacement centers, so neither side can get replacements this turn.

Attacking Unit	From Hex	Defending Unit(s)	Odds Die Roll	Attackers' Final Positions	Defenders' Final Positions

TAC MISSIONS

MISSION (ATT OR DEF)	DEFENDER

Origins '78

Official Avalon Hill Memorial Commemorative Souvenir Softball Program

AND NEW GAMES PREVIEW GUIDE
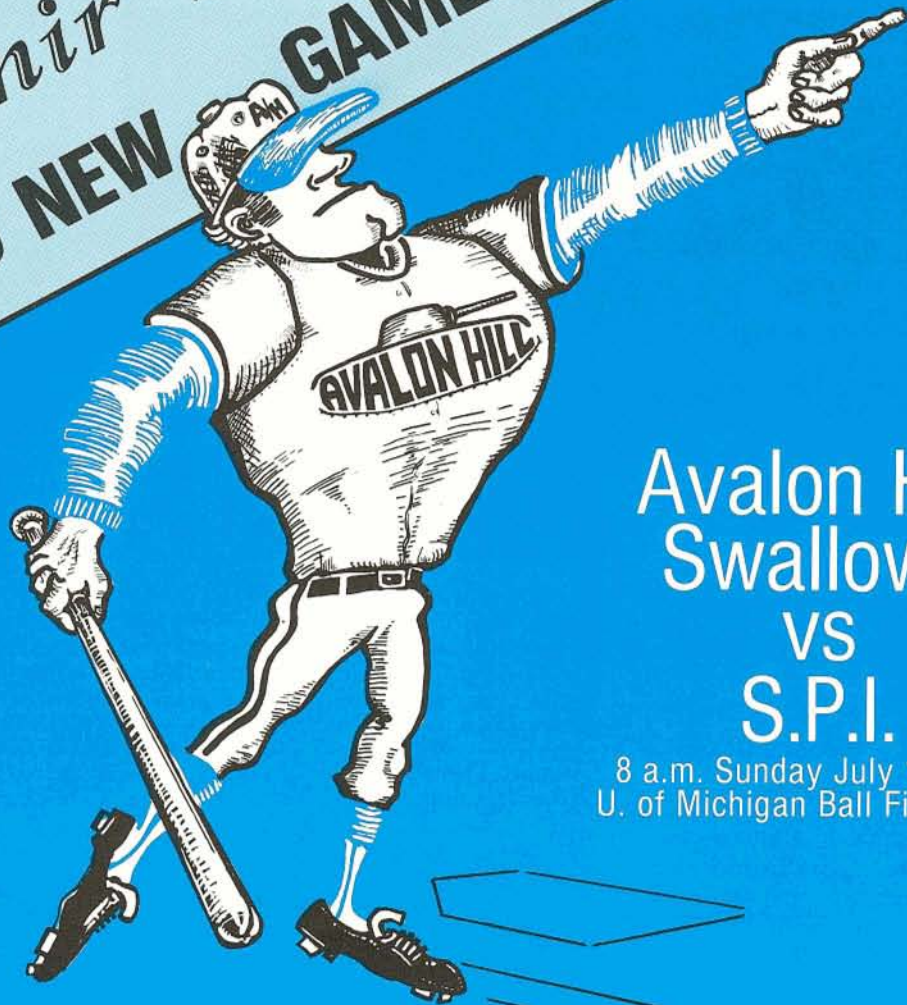
Avalon Hill Swallows vs S.P.I.

8 a.m. Sunday July 16, 1978
U. of Michigan Ball Field Place

The Avalon Hill Swallows
. . . and how they got that nickname!

For the answer, we turn back the pages of history—to a typical weekly Tuesday R & D meeting, held this particular day on Wednesday instead of the usual Friday as Wednesday happened to be March 4th. What better day than this for a wargame company to make such a momentous decision. The search for a nickname focused naturally on terms military in character.

"How 'bout The Avalon Hill Aggressors," came an initial response.

"Ah—no, that—ah—smacks of arrogance," was the quick put down.

"The Avalon Hill Tanks," offered another.

"No no no—when you go into the tank, like, man you're taking a dive, like it means you're throwing the game," came a hasty reply.

Sensing the session was getting out of hand, team manager Tom Shaw at this point injected a degree of dignity for which the beloved manager has long been known.

"I love birds," he opinioned. "Birds have grace! And dignity! All the great teams of the past had birds for nicknames. The Hawks! Orioles! Atlanta Falcons! The legendary St. Louis Cardinals! Philadelphia Eagles! Even the infamous Toronto Blue Jays! There must be a reason for this disproportionate use of birds for nicknames. It's because they conjure a very positive public image," continued Shaw waxing rhetorical while rising to the great challenge.

"Think hard, fellows! Think of a bird that will engender the image of Avalon Hill we want to project to the public. An image of professionalism. An image of service and loyalty to our beloved customers. Think of a bird that might remind you of unflinching dedication to authenticity in design . . . of selfless determination to advance the state of the art—in short, all these precepts we hold so near and dear at Avalon Hill . . ."

A muffled voice from the rear interrupts, "believe that, Jack, and you'll swallow anything."

"That's *it!*" cried the staff in unison.

Meet the Swallows
. . . and those responsible for designing, developing, and publishing the games!

BRUCE MILLIGAN
6'0" 183 lbs.

Bats Right
Throws Left

(Most recent photo available)

As editor of our sports magazine, **All Star Replay,** it would be assumed we have a natural leader on the field in Milligan. *"Not so,"* he cries while batting away fly balls in self defense. Though a 9-sport man at Colgate, baseball wasn't one of them. (Nor was football, basketball, track, wrestling, gymnastics, bowling, bridge or frisbee throwing.) *"No one plays baseball at college nowadays"*, he says, *"besides, my fencing coach claimed that baseball dulls the senses, an argument I couldn't dispute since I usually fell asleep myself in the outfield by the fourth inning."* A collegiate champion with the foil, Milligan brings yet another defensive innovation to the grand old game—what he can't get with the glove he'll be able to stab on the fly with his epee.

TOM SHAW
5'7" 160 lbs.

Bats Left
Throws With Great Pain

In the twilight of his career, Shaw can no longer perform in the field with customary grace and savoir faire. Grace is now his wife and doesn't let him out to play anymore. *"Besides,"* he commented recently, *"softball is a dumb game for sissies."* President Dott of parent company Monarch Services decried, *"You play or else."* Always the accommodating fellow, Shaw will be an inspiration to all those who follow him out onto the gridiron, or court, or whatever . . .
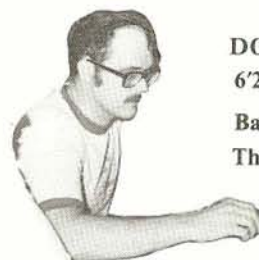
DON GREENWOOD
6'2" 215 lbs.

Bats Good
Throws Nice

In the event Marketing Coordinator Brooks Robinson is ruled ineligible, Greenwood is slated for the cleanup spot. In the Greater Sayre Industrial & Music Conservatory League, Greenwood once hit 63 homeruns. All but three were foul by inches. With a heavier bat, and even heavier tummy, Manager Shaw predicts Greenwood's pull-hitting proclivity to be a thing of the past. Equally at home in the infield, Greenwood will unveil his new adaptation that is expected to put all Japanese glove makers out of business. The invention, named for the city of its manufacturer in LaCrosse, Wisconsin, is to be kept a company secret until game time. If Greenwood's batting average is as high as his average for producing great board games, Avalon should win going away. His development credits now number: **Caesar Alesia, Squad Leader, Russian Campaign,** and **Third Reich**; the latter two games winners of the "Charles Roberts" award for best professional wargame of the year.

"JACK" McCAULEY
6' 290 lbs.

Bats Hard
Throws Correctly

A pro prospect who was never in the right spot at the right time, McCauley failed to hit under 280 only once in his illustrious semi-pro career. And then only when he went on a strict diet. Avalon's answer to Babe Ruth conditions himself year-round, curiously enough, by

changing tires on the Semi he drives for the company—without using a jack. That's how he got his nickname. His real first name is Shirley (named after the famous Washington Post sports columnist Shirley Povich). The last people to call him by this name were fun-loving mafia types, victims of the much storied and unsolved St. Valentine's Day massacre. Even in his advanced age, McCauley will challenge any fence with his long ball threat. For now, he will be Avalon's DH (Designated Hitter).

CHRISTY SHAW
42-24-34

The only player to get the ball out of the infield during the IGB picnic game, Ms. Shaw will be the Designated On-Deck Official Hitter, otherwise called the DODOH. To avoid the embarrassment of certain players who have no idea where the on-deck circle might be, Ms. Shaw will be a stand-in. In case our opponents don't know where the on-deck circle is either, you can spot Ms. Shaw adorned in our two-color team uniform (red on red). Ms. Shaw is better known to wargamers as the lady who handles their mail order needs at Avalon Hill. Rising rapidly up through the ranks, her recent appointment as **Director of all Mail Order** is testimony to improved service and her personal attention to detail and the customer's needs. She's also married to the executive vice president!

(Witness' sketch)

RICH HAMBLEN   Bats Right
5'11" 210 lbs.   Throws Right

Used sparingly since the manslaughter indictment, Hamblen feels he will be okay emotionally for the great game at ORIGINS. Understandably, Hamblen has been overwrought ever since a line drive off his lethal bat smashed in the face of a third baseman—and he was only bunting at the time. By channeling this sometimes uncontrollable strength in a more productive manner, Manager Shaw feels that Hamblen holds the key to Avalon's attack. Also to the men's room, which means he pretty much dictates what Avalon's new games will be. Hamblen has been a key figure in the design of many of Avalon's more successful games; he figured in the final development of **Arab-Israeli Wars. Gunslinger, Magic Realm,** and **Trireme** are his, as is the very popular **Victory in the Pacific,** designed, he says . . "almost as quickly as I get once around the bases."

MICK UHL
5'9" 170 lbs.

Bats Right
Throws Very Hi

Mick's preoccupation with the Civil War is no better exemplified than in Avalon's latest treatise on the subject—**Gettysburg '77.** It is a little known fact that this aesthetically pleasing game is really a digression from Mick's primary interest—the life and loves of General Abner Doubleday, the man most credited with the beginnings of baseball. At Seminary Ridge, Mick claims Doubleday hit upon the idea of converting his riflemen to shooting lefthanded. That way, they'd all be 2 steps closer to the enemy base thus increasing the percentage of hits. Being lefthanded himself, small wonder that Doubleday decided to set up bases in counter clockwise order instead of the traditional clockwise (which, of course, would have given the 2-step advantage to right-handed hitters.) It was also at Seminary Ridge where Doubleday invented the fungo hit. Having no way in which his riflemen could shoot the enemy on the reverse side of the slope, he took to batting cannon shot with the handle of the rifle much in the manner a coach hits outfield flies. It is this preoccupation for authenticity that stands designer Uhl apart from run of the mill wargame designers. Reason enough for the great acceptance by the wargaming world for his development of **Kingmaker, Wooden Ships,** and most recently, **Submarine.** Uhl steps into the breach as official fungo-hitter for the team, accepting the manager's conviction there's no way he'll ever hit it if it's pitched.

FRANK DAVIS
5'11" 140 lbs.

Bats Right
Throws Right

It is an axiom in many athletic circles that one new player can often turn a team around. Several of our players habitually face the wrong direction and Davis, our newest designer, might just be the one who can set them straight. Frank belittles his athletic prowess and points to an episode that almost ended his sporting will to go on. During a game in New York's Central Park, Frank made the unfortunate decision to stretch a base hit. Upon arriving at 2nd base, he got mugged. Mature enough to realize that such a thing could happen right at his desk, Frank says he is ready if we need him. We really need him more as developer of wargames, banking on expertise shown in former designs that include **Frederick the Great** and **Wellington's Victory,** just to name a few. In typically honorable fashion for which Avalon Hill has become known and respected worldwide, we have obtained from Frank a confidential

scouting report on the SPI team. We look forward to a long and mutually beneficial relationship with Frank, depending upon whether or not he can get us films of their practice sessions.

RANDY REED
5'10" 170 lbs.

Bats Left
Throws Left

Last, but not least, Reed completes the veteran core of the team. Reed parlayed speed of foot with the advantage lefthanders have in going to 1st base into a team-high batting average during his salad days of industrial league softball and flychaser for parent company, the Monarch Lions. Reed is fast. So fast, in fact he'd often complete a 9-inning game in just 5 innings. Thus leaving him more time to devote to the design of such innovative games as: **Panzer Leader, Richthofen's War, 1776, The Longest Day;** in addition to collaboration on **Tobruk, Arab-Israeli Wars,** and **Air Assault on Crete.** While perhaps not as fast cranking out new games as he is on the basepaths, he is very much a student of the importance of character in both endeavors. For instance, he is the only one to figure out how fellow-outfielder, now manager, Shaw was able to lead the league in fielding . . "Hell, he'd never get close enough to a ball to *make* an error." Against SPI in the ORIGINS contest, Reed may not be in the starting lineup with that kind of astuteness.

. . . the rest of the Avalon Hill Swallows!
Jim Skinner, A.R.E.A. technician who will blow up the ball; Jackson Dott, booth representative who will throw out the first ball; and A. Eric Dott, President, who will throw out the first bad umpire.

Filling out the roster will be assorted ringers such as WS&IM gamesmaster Wes Coates, who will throw out the first 6-pack. A defensive specialist, Coates has been known to prostrate himself prone on the ground if it will keep a ground ball from going through—often assuming this position even when there is no ground ball. Battleline's Stephen Peek and TSR's Mike Carr, of *Fight in the Skies* fame, have also cast their lot with the Swallows for which we are grateful.

Up to this point, you might have noticed we haven't been altogether serious. The truth of the matter is, we have a heckuva lot of fun around the R&D offices—it helps assuage the pressures of tedious design work. This ability not to take ourselves too seriously accounts for Avalon Hill's esprit de corps, and probably contributes immeasurably to the quality of the finished product . . . a statement you can judge for yourself when you visit our booth at the convention.

VISITOR	Pos	1	2	3	4	5	6	7	8	9	
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LINESCORE											

AVALON HILL PEP RALLY

SPONSORED BY THE

PROCRASTINATORS' CLUB

AUGUST 15, 1978

AT THE

AVALON HILL BOOTH,
UNIVERSITY OF MICHIGAN.

VISITEE	POS	1	2	3	4	5	6	7	8	9	
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LINESCORE											

"After the game, relax at the Harvey House Restaurant"

From Ann Arbor, simply take a direct flight to Baltimore-Washington Airport, an airline limousine to the Hilton Hotel, and the #3 bus to:

Harvey House
920 N. Charles Street
Baltimore

"Good Luck AH"

Look for these new games at the Avalon Hill booth

We're not saying you'll find them . . .

but if all goes well, here is what we'll have by convention time, or at least by Fall in the order in which they should appear:

Cross of Iron A Rising Crescendo

Cross of Iron is the first in a series of six planned expansion gamettes which will improve and expand the original, highly popular SQUAD LEADER game system. Each gamette will be attractively boxed and include new counters, mapboards, rules, charts, and scenarios. Each gamette will be sequentially based on the one that preceded it, so that the rules and scenarios continue to progress in building block fashion. Naturally, this makes ownership of the game and all preceding gamettes in the series a prerequisite.

Cross of Iron deals entirely with the Russo-German conflict in WWII, and is much more than just a **Squad Leader** variant. We have needed every bit of the year which has passed since **Squad Leader's** introduction to perfect the new armor rules. While still clinging to the playability of the mother system, the armor rules have been greatly expanded to increase realism. The counter information display system so popular in **Squad Leader** has been broadened to provide a wealth of information on each armor counter. And there will be hundreds of new counters! The vehicular counters & charts of the basic game will be scrapped entirely in favor of a revised armor system and more accurate data. Players will be able to command virtually the entire spectrum of AFVs which saw action on the Eastern Front; from the giant King Tiger or Jagdpanther to the diminutive Russian BT5 and obsolete T-35—the land battleship with an eleven man crew, three guns and five MGs.

Among the other new features will be cavalry, Romanians, SS units, armored cars, stukas, snipers and flak guns. Board #5 will add a heavily forested area to the **Squad Leader** battlefield. New terrain features will include the forest-road, marsh, and gully.

Easily the equal in game value of any complete game, we expect **Cross of Iron** to do for tactical armor wargaming every bit as much as **Squad Leader** did for tactical infantry combat simulation.

A Rising Crescendo: Blitzkrieg in the Early Years is the second gamette in the SQUAD LEADER series, and, as the title suggests, takes a step back from the massive armor and big gun emphasis of the Eastern Front to cover Germany's meteoric rise to early control of Europe. The British, French, Belgian, Polish, and Norwegians make their **Squad Leader** debut here. The Panthers and Wirblewinds of **Cross of Iron** give way to the PzKw II and

PzJg I as armor once again takes a back seat to the infantry.

Board #6 features a huge French chateau and introduces the orchard as a new terrain type. Booby traps, partisans, scouts, prisoners, multi-level buildings, and advanced movement rules add the last word in complexity and realism to an already detailed game system. Subsequent gamettes will add new counter types and terrain, but little in the way of additional complications. Those who can master all the Optionals of **A Rising Crescendo** can handle anything wargaming has yet offered.

The **Squad Leader** gamettes will not end here. Due to be published in 1979 are **Cassino** and **Airborne** which will fill out the American AFV ranks, introduce paratroops & gliders, and present our most varied terrain boards yet: mountains and rivers.

Design/Development Team:
John Hill, Don Greenwood

Statis-Pro Games

Now you can find this great series of statistical sports games at Avalon Hill. Acclaimed as the *best* solitaire games around, the **Statis-Pro** series of sports games are also extremely fast-moving and playable. At this time we are offering three of these great games: **Statis-Pro** Professional Basketball, 1977 Major League Baseball, and Great Pennant Races (with *all* of the players and teams from the 1950 American League, 1964 National League, and 1967 American League teams). And we'll soon be adding football, hockey, and boxing.

In **Statis-Pro** games, all of the action works around sets of *Fast Action Cards,* which take the place of both dice and "combat results tables" at the same time, while also serving as the timer for the basketball game. Each player is individually rated in all of the categories important in his sport, and to find the results of a play the players merely flip the *Fast Action Cards* and refer to the appropriate results. Playing time for these games varies from half an hour to 80 minutes, depending upon how detailed a boxscore the players wish to keep.

Since the players are rated individually, and the games themselves give you the systems for rating teams and players, draft leagues, mail play, and even rating your own favorites are easy. And because *all* **Statis-Pro** games were designed with the solitaire player in mind, you can play through an entire season by yourself and still have a terrific time.

For complete information about **Statis-Pro** games and the entire line of Sports Illustrated/Avalon Hill sports games, stop by our booth when you get a chance and we'll be happy to answer all of your questions.

Design/Development Team:
James Barnes, Bruce Milligan, Tom Shaw

Sink the Bismarck

After several years in drydock, **Bismarck** has finally been refloated. Similar in concept to the original classic design of the early sixties, **Bismarck** has been fitted out with new options and the improved historical accuracy that you've come to expect from us in the seventies.

Bismarck is played on two levels. The escape of the **Bismarck** from Norway and the subsequent search for her by the British fleet is conducted on the Search Board. The British have at their disposal the air units of coastal command and the aircraft carriers *Victorious* and *Ark Royal* to aid her cruisers and battleships in locating and cornering the *Bismarck* in the vast wastes of the North Atlantic. The *Bismarck* must evade the search to concentrate upon her objective—cutting the British convoy lifeline.

If by successful search, the British are able to catch the *Bismarck* with one or more of her battleships, actual combat is conducted on a tactical battleboard.

Special rules cover such important factors as weather, fuel consumption, destroyers and submarines, and a special troop convoy. The Advanced Game displaces the tactical combat from a board to any open surface utilizing the miniatures format introduced to wargaming in **Jutland**.

Design/Development Team:
Jack Greene, Mick Uhl

The Rising Sun

Before dawn, the aircraft carrier *Akagi* swung into the wind some 200 miles north of Pearl Harbor and began launching the infamous surprise attack of December 7, 1941. By the following spring, Japan's empire stretched from Burma to the distant islands of the Central Pacific. No previous military power had equalled the achievement symbolized by the red and white rising sun emblem carried by the Japanese throughout their onslaught across the Pacific and the Far East.

Avalon Hill's new game, **The Rising Sun,** recreates Japan's desperate conflict against the United States, China, and the British Commonwealth during the Second World War. Enormous in its strategic scope, **The Rising Sun** is also an intensely detailed depiction of the air, land and naval operations which characterized the Pacific War. The game features a unique sequence of play which portrays strategic land and naval operations in biweekly Game-Turns while the decisive air/naval engagements like Midway are

recreated in a special Tactical Sequence representing daily operations. Another major innovation uses special Display sheets for each Player to record the location and composition of his naval Task forces and permits the important concepts of concealed movement and strategic intelligence to be accurately depicted without any form of written record keeping.

The striking game components include a four color mapboard encompassing the entire Pacific Theater from Hawaii to Ceylon and from the Aleutians to New Zealand with each hex representing a distance of 150 nautical miles. Over 1,000 two-sided counters represent each battleship, carrier and cruiser as well as naval auxiliary ships, land and carrier-based aircraft, and division and regiment-sized land units which contested the Pacific campaigns of 1941-1945. Each major campaign is presented as an individual Scenario of approximately ten Game-Turns. Introductory battle Scenarios portraying engagements like the Battle of Cape Esperance require less than an hour to play. Of course, the ultimate challenge lies in the strategically oriented Campaign Scenarios which link to form a massive and unpredictable playing experience recreating the greatest naval conflict ever waged.

Design/Development Team;
Larry Pinsky, Frank Davis

Magic Realm

The Magic Realm is a strange world of magic and mighty warriors. The players play the parts of doughty warriors, skillful magicians and strange supernatural beings, all searching for adventure in a very strange land of magic, curses and monsters. Each player has his own particular skills and abilities to help him on his quest, from the strength and ferocity of a Viking Berserker to the delicate, subtle curses of a Druid priest. And as the players seek their desires, the magic realm slowly darkens and changes as different enchantments blossom and spread. Forest trails twist out of shape and mysterious caverns suddenly gape, and magic cities twinkle into existence behind the wayfarers. A unique game-system recaptures the feel of a magic world and of the strange and powerful folk and creatures that inhabit it.

The Magic Realm is a role-playing game for one, two or more players; it's a fun game for solitaire play or for a group to play. A unique game system creates some very strange personal characteristics for the players, and an even stranger mapboard for them to move along. You're going to have to see this game to believe it.

Designer/Developer: Richard Hamblen

The Longest Day

PROBLEM: Design A Truly Playable 'Monster' Game.
SOLUTION: The Longest Day . . .

Design a truly playable monster game? Impossible? Well, sir, we may have done just that in **The Longest Day.** The game is BIG— hundreds of counters and the largest map ever crammed into an Avalon Hill box, but it has been designed so cleverly that the rules *flow* and the action unfolds at a gallop. This game has not been thrown together to be played once and then shoved into a closet! This game has been painstakingly designed and exhaustively playtested to the highest Avalon Hill standards.

The Longest Day begins on 6 June, 1944 and runs through 21 August, 1944. It is a *battalion/company level* game re-creating the *entire* D-Day invasion and subsequent campaign in Normandy. The scale of the huge 44" x 39" mapboard is two kilometers per hex. The time scale is one day per turn. The game is organized into scenarios and a campaign game to give players the widest possible latitude in play choice. The rules are organized into Programmed Instruction modules. The combat system is deceptively straightforward yet highly dynamic. There are no real zones-of-control. The combat system uses a highly realistic attacker-attrition system coupled with a three-step reduction process. Two-sided counters yield full strength, half strength (inverted) units, and remnant units (substitute units). An unusual sequence of play allows for a highly dynamic game system that for the first time ever re-creates the mechanics of the massive breakouts so important to the campaign.

So, how is it made playable? Non-essential rules subsystems are abstractly represented while the main rules systems are elegantly and efficiently presented. Mature design expertise and years of professional design experience are used to remove all excess design garbage and extraneous verbiage with surgical precision. **The Longest Day** epitomizes the expertise and wealth of design-experience of a 7-year Avalon Hill design veteran.

Designer/Developer: Randall Reed

Trireme

Trireme is a game of ancient naval warfare on the tactical level. Individual ships are represented in detail, with special rules that simulate each ship's capabilities and each crew's skill, as the ancient rowing warships, the triremes, quadriremes and quinqueremes, maneuver to cripple each other, to board, or to ram. All the types of ancient marines are represented separately, from the armored spearmen of Greece to the marines and Legionary troops of Rome, and each type of weapon and marine has its own tactics that must be used skillfully to win in boarding actions. The emphasis is on detail, on the maneuvering of each ship and the tactics of each melee, but when large fleets collide suddenly the board is covered with one vast floating melee, with individual triremes circling the mass and looking for a safe opportunity to dart in and ram.

The twenty-four scenarios include parts of all the great naval battles of antiquity, from

the decisive triumph of the Greeks over the Persian Fleet at Salamis in 480 B.C. to the final battle for Empire, Roman versus Roman at Actium in 41 B.C.

Designer/Developer: Richard Hamblen

Regatta

You'll flip over this completely revamped revision of the old 3M game. All of the factors that are important in real sailboat racing can be found in **Regatta**—wind direction, tacking, blanketing, jibing, spinnaker tactics; even protests and flying jibes!

You'll thrill to the tension of maneuvering before the starting gun. Roar with laughter at the spectacle of your opponents engaging in a luffing contest that takes them off the course entirely. Howl with agony as you discover that your careful plotting of the lay line has left you ten boat lengths to leeward of the first mark.

The game is designed primarily for players with some sailing experience, but the simple and carefully written rules allow any landlubber or stinkpotter to enjoy the thrills and excitement of sailing without enduring the hours of misery sanding the hull or looking for a crew that can tell the difference between a spinnaker boom and a boom vang.

Each player in **Regatta** (up to six) has his own boat to race around the colorful 22" x 28" mapboard on a series of courses that are only limited by the players' imagination. Committee boat, course marks, and wind indicator can be placed about the map in various positions for common triangular courses, Cup-style courses, and others.

Regatta is the perfect game for family fun ashore, or for those absolutely *dead* days afloat; the kind where that orange peel you throw overboard drifts past you three hours later. Suitable for ages 10 and up.

Design/Development Team:
Frank Thibault, Bruce Milligan,
Sports Illustrated Magazine

...th-th-that's all, folks

These new games will not be sold *prior* to the **July 14-16** convention. In fact, don't even consider ordering them now from Avalon Hill direct. We reserve the right at the last minute to withdraw from publication, or delay the scheduled release of any above named game we do not feel is up to Avalon Hill standards at convention time.

And if you are hearing about it for the first time, and would like to attend in person (*which is about the only way you can attend*), don't call us. Instead, contact:

Origins Packet
Metro Detroit Gamers
19941 Joan
Detroit, MI 48205

Friday thru Sunday July 14-16, 1978
U. of Michigan, Ann Arbor

Avalon Hill's Origins '78 Tournaments and Seminars

We will be sponsoring a number of new and old events at Origins IV, which we hope will add to the enjoyment of all AH devotees present. With a few exceptions, AH tournaments will have a modest entry fee of $1.00 and standardized prizes of the traditional Origins plaque for 1st, any AH game for 2nd, and a subscription to *THE GENERAL* for 3rd. In all cases entrants should bring their own games.

THE AVALON HILL CLASSIC 500 will be back for the fourth consecutive year with the convention's biggest prize list. This year, entrants must be prepared to play two of the three tournament games: *AFRIKA KORPS, WATERLOO* and *STALINGRAD* during the course of the 7 round, single elimination event. Play for survivors will run throughout the three day event with early comers able to start their initial round on Friday evening but latecomers still able to enter as late as noon on Saturday. First and late round games will be timed and limited to 7 minutes per move. Dale Garbutt, last year's winner, heads a staff of four able judges. The prize list is as follows: 1st— $100; 2nd—$50; 3rd—$35; 4th—$25; 5th through 8th—$10 plus a game; 9th through 16th—any AH game; 17th through 32nd— subscription to *THE GENERAL*. Entry fee: $5.00. **Fri 3 pm**

RAIL BARON is new to our tournament list this year under the able guidance of Mich Uhl who developed the game for AH. Play will be decided in two rounds of single elimination competition of 4 hours each. Easy to learn . . . no prior experience necessary. $2.00. Maximum Field: 36. **Fri 5 pm**

RUSSIAN CAMPAIGN is also a new addition to our competitions under the direction of Richard Hamblen. Play will be in the form of 5 rounds of single elimination utilizing timed moves. Play will consist of the May 1941 situation to the end of the Kursk scenario with sudden death victory conditions in effect. $2.00. Maximum Field: 32. **Fri 3 pm**

WAR AT SEA will again be a popular event, judging from last year's 100+ entrants. This year, a special play balance rule will be used in which American ships are released into the game with rising frequency as the game progresses. On turn 5, American ships may enter with a die roll of 5 or 6; on turn 6, they may enter with a die roll of 4, 5, or 6; on turn 7 with a die roll of 3, 4, 5, or 6, etc. In addition, all drawn games will be awarded to the Allied player. This change is expected to correct the 2:1 victory advantage enjoyed by the Axis in last year's tournament. Don Greenwood, who developed the game for AH, is the gamesmaster. Single elimination in 90 minute rounds. $1.00. Maximum Field: 128. **Sat 2 pm**

SPEED CIRCUIT is being run for the second time in Origins competition after a brief absence in 1977. Players will be split into groups of 6 with the winner of each race advancing to a second round on a new track. Bruce Milligan, our sports game editor, is the gamesmaster. Easy to play and to learn, competitors need no prior experience. Qualifying heats will be scheduled at varying times so that as many as possible may enter, qualify and then return later for the finals. $1.00. Open Field. **Fri 5 pm**

KINGMAKER appears for the 3rd straight year in three rounds of 3 hours each. Winners of each game (3 to 5 players per game) advance to the next round. Tom Filmore, winner of the tournament at Origins '77, will preside over the event. $1.00. Maximum Field: 64. **Sat 9 am**

FOOTBALL STRATEGY is back for the 4th straight year in what AH recognizes as the National Championships. Don Greenwood and Tom Shaw will be back to defend the tournament they've won the last two years against what they expect to be stiff competition from midwest *FOOTBALL STRATEGY* league members. $1.00. Maximum field: 64. **Fri 6 pm**

WOODEN SHIPS & IRON MEN will be hosted by Wes Coates and crew for the third straight year. Each player will maneuver 2 to 6 ships in single elimination, 90 minute rounds. $1.00. Maximum Field: 64. **Sat 10 am**

DIPLOMACY is again expected to lead the boardgame competitions in participation. The two day tournament will again be conducted by members of the IDA with winners based on the Birsan/Rocamoro point system on the basis of both rounds. Additional plaques will be awarded for best performance with each country in either round. Proceeds benefit the Boardman Postal Diplomacy Number system. $2.00. Open Field. **Sat 3 pm**

The RICHTHOFEN'S WAR Demolition Derby is back for its 4th running under the aegis of designer Randy Reed. Entrants will be divided into teams of three and loosed on a board from which there is no escape against a similarly matched team. Only one team may survive and only those members of the team not shot down may move into the next round. Pilots will be given credit for kills gained along the way so as to be able to gain "ace" status. $1.00. Open Field. **Sun 11 am**

WIN, PLACE & SHOW is a new entry in our tournament sweepstakes. A simple, easy to learn game requiring no prior experience, each player is owner, jockey, and bettor. Object is to win the most play money by good riding and judicious betting in a series of 6 races. Players amassing the most money win. Three hours. Bruce Milligan calls the clubhouse turn. $2.00. Maximum Field: 36. **Sat 7 pm**

BEFORE THE RISING SUN will appear for the second year in a row. Last year, it drew 125 people just to hear about the plans for our upcoming monster Pacific game. This time, designer Larry Pinsky and developer Frank Davis will be on hand to autograph games, answer questions, and tell why and how the game turned out as it did. Admission is free. **Sat 7 pm**

"WHAT IDIOT PUT THAT RULE IN?" MICRO-SEMINARS, a showcase of Avalon Hill's falsely maligned designers, defending their respective new Origins '78 game releases. In separate rooms, Origins participants may collar Randall Reed on **"The Longest Day,"** Rich Hamblen on **"Trireme"** and **"Magic Realm,"** and Jack Greene and Mick Uhl on **"Sink the Bismarck."** Admission is free. **Sat 7 pm**

BEHIND A SQUAD LEADER is similar to its sister seminar *BEFORE THE RISING SUN* except that its subject, *SQUAD LEADER,* is still an on-going project. Our hit '77 release will be examined with a view from the past on the original game; the present on the two new gamettes released at the show (*CROSS OF IRON* and *A RISING CRESCENDO*); and the future prospects for the SL series. Designer John Hill and developer Don Greenwood will be on hand to answer questions, explain how the game has evolved, and how it will continue to evolve in the future. Audience feedback may even determine what future gamettes will include. Admission is $1.00. **Sat 12 noon**

SCIENCE FICTION GAMEFEST—Richard Hamblen plays host to anyone caring to playtest his collection of fantasy/science fiction games and discuss general design theory as it applies to this category. Admission is free. **Sat 1 pm**

Last and probably least is the Avalon Hill-SPI softball game scheduled for Sunday morning. Masochists who enjoy seeing a great sport despoiled by rank amateurs may get a charge out of this. (We're about as *rank* as they get) Even if Brooks Robinson doesn't show up, viewing the colossal ineptitude of Jim Dunnigan and Tom Shaw and their cohorts should be worth the price of admission (which, after all, is free). Come to think of it . . . maybe it's not worth it.