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**The AVALON HILL
GENERAL
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The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. The GENERAL is published by the Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

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Avalon Hill Philosophy Part 79

Those of you who pay any attention to the credits (at left) already realize that I have been given an "assistant" in the form of Alan R. Moon. Aside from his zany attempts at humor with the now institutionalized "ASYLUM" column and hosting the newer Staff Briefing Interviews, Alan has been responsible for a number of behind-the-scenes efforts in his few brief months here. As our repertoire of games increases, I find myself less and less capable of sitting in judgement of articles about all of them. Fortunately, Alan's tastes are somewhat different from my own and therefore we have been able to split game responsibilities to some degree—he editing articles on games I know little about and vice versa. Similarly, Alan will occasionally write the RBG commentary when he is closer to the reviewed game than I. Perhaps you've already noticed a change in style there occasionally. It, therefore, seems only right that he should get

his chance to write the Philosophy occasionally and what follows constitutes his maiden voyage.

This is the first AH Philosophy to be written by any AH employee other than Don Greenwood since Don took over in Vol. 9, No. 2 (Jul-Aug 72). It's about time. The previous editor of THE GENERAL, his majesty Tom Shaw (who can still be found lurking in the shadows around here), was the only other person to act as company spokesman. So I'm number three. What an honor! Sort of like being given a Purple Heart for getting wounded.

Before I came to work at AH in September, I was a member of the wargaming hobby. Though I am now a member of the AH staff, I have not left the hobby. While being a hobby member and being an AH staff member are two entirely different things, they are not mutually exclusive; a person

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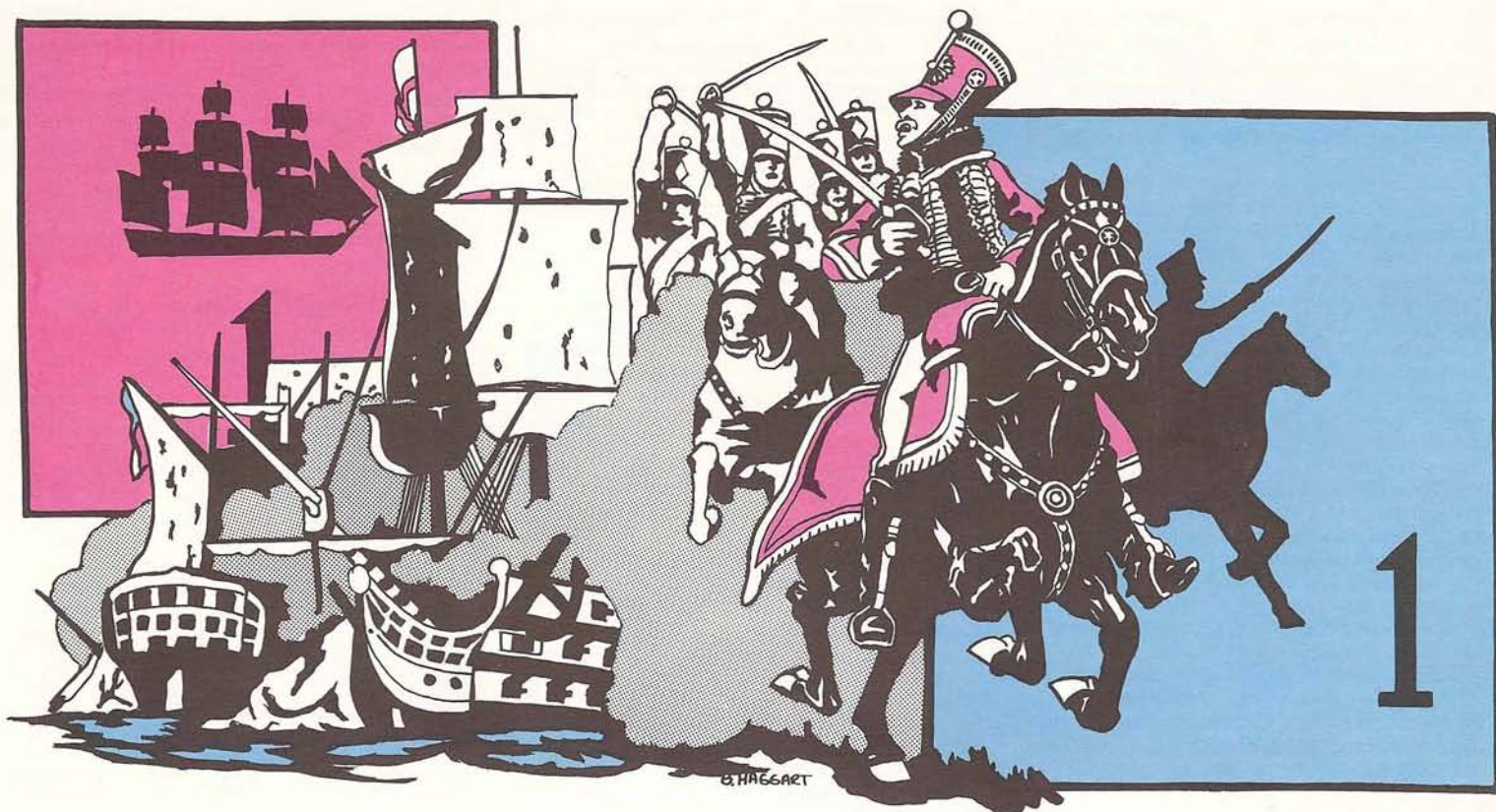
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NAPOLEON'S EMPIRE

A TOUR DE FORCE OF WAR AND PEACE by Mark G. McLaughlin

To many, war is the crashing sound of multi-engined Allied bombers devastating German cities, the noiseless prowling of U-Boats seeking heavily-laden North Atlantic tankers or the grinding might of the panzer armies crushing their way across the endless Russian steppes. There are some of us, however, who tire of these constant replays of the late night movie and prefer to recall the days when war at least seemed more glorious, more civilized and more manageable. To this group, war is more fondly fantasized as the martial beat of a thousand massed drums, the terrific thunder of brass cannon in battery, the staccato of regiments of gaily-tailed cavalry and the bright gleam reflected off raised sabers and brandished bayonets: For us, war is Napoleon.

WAR AND PEACE (with apologies to Mr. Tolstoy for borrowing his catchy title) is the first boardgame which presents this era of war not as an occasional remake of the battle of Waterloo or the slugfest at Borodino, but as a strategic enterprise for the mastery of Europe. The ten scenarios provided allow the players to meet on those above mentioned fields of glory but, more important, allow them to circumvent those overtraveled roads and shape their own paths to conquest or ruin.

The game can be played per campaign, from the bright sun of Austerlitz to the rainy morning of Waterloo, in short scenarios of ten or fewer turns, or in more ambitious undertakings such as the two Peninsular campaigns which deal with all or part of the six-year war in Spain. The entire scope of the Napoleonic Wars, from Lisbon to Moscow, from 1805 to 1815, can be played out in the grand campaign.

The difficulties in designing a game which lent itself both to the short and long term struggles for control of Europe were problems of exclusion, not inclusion. There are more books on Napoleon (c. 250,000 according to the Library of Congress) than on any other figure in history, with the possible exception of Jesus. There are several dozen board and miniatures games which deal with varying aspects of the period, and every gamer who has ever played one of those games or painted a battalion of figures has his own idea on how those wars should have, could have and were fought. With all of this wealth of information available, certain common denominators had to be found.

As with most games, the first requirement for *W&P* was a mapboard. AH's decree that it would have to fit the dimensions of a bookcase game box happily narrowed down the overblown "monster-game" options to a more workable proportion. A map of Europe was sectioned off to exclude those areas marginally affected by the Napoleonic Wars, reduced to a playable surface and then "tilted" to make maximum use of the gameable areas (the arrow which marks North on the mapboard is actually northwest). Borders, physical features, cities and some artwork completed the board. The superimposed grid set a diameter per hex of 40 miles.

Napoleonic armies maneuvered in large corps-sized formations. This formation, however, became too restrictive for the game, as armies tended to be massed in one or two huge stacks and all maneuver became incidental. To allow more flexibility and "feel" in the game, the scale for units was dropped from the cumbersome corps to the more maneuverable division. Each strength point

represents 5,000 men—roughly the size of a division or brigade, depending upon the army. Cavalry strength points resemble corps, since a cavalry division rarely exceeded 2,000 men.

This level of representation made research much easier—although on occasion a strength point has been rounded up or down, especially for special units and some satellite forces—but there were too many independent units of march around. The introduction of leaders (which, in effect, act as corps headquarters) solved that misrepresentation. Leaders move infantry units, which do not possess independent movement capabilities, and thus corps and armies can be formed and split up at will by the players, each force tailored for its own strategic purpose. Cavalry, already in corps-like formations, retains independent movement so it can screen, guard supply lines and race ahead to secure important positions, as did Napoleonic cavalry.

The rate of movement was based on the combination of three factors: (1) how far a unit could march in a month, (2) how many months it actually took a unit in a real Napoleonic campaign to go from one point depicted on the board to another and, (3) the road conditions in early 19th century Europe. The month-long turns were chosen to allow for several short scenarios as well as the multi-year campaigns, and because they seemed to fit well with the scale of hexes and units. The second factor was easily determined from historical performance and the third, road conditions, was a matter of record in first-hand accounts, both military and civilian. These were tempered with the necessity for units to stop, rest, forage and, to a lesser extent, with reasons of playability. As pointed out in the

game's Designer's Notes, no army can march at full speed for more than a few days without completely falling apart. The Force March Table allows players to attempt to force march their men into the ground, but constant use of this tactic rapidly reduces the overall number of strength points available for important battles.

Despite popular opinion, Napoleonic warfare was not just a series of one-battle campaigns. True, each campaign which Napoleon embarked upon had its decisive battle, but all of them had numerous smaller engagements—most of which did not include the Emperor himself—which set the stage for the climactic grand battle. These smaller fights ranged from the cavalry and rear guard skirmishes between small divisions to sieges and full set piece battles between corps of 25,000 men or more per side. The famous "battalion" square" order of march by which four or more corps moved within half-a-day's march of each other was designed to enable the corps to fight these types of combats with the security of knowing they could be rapidly reinforced by an adjacent corps. The corps itself was a combined arms unit set up to fight on its own for a day or more to gain time for the rest of the army to come to its aid.

The combat system in *W&P* reflects this type of maneuver. Corps travel in stacks of 5-10 strength points to cover strategic areas, to minimize attrition and to engage enemy forces, fortresses or other obstacles in their path. Combat is between adjacent stacks. After each round of combat (i.e., one roll of the dice) adjacent corps have an opportunity to reinforce each other and thus broaden the scale of the fighting: this chance is increased by the value of the corps commander who is attempting to join the battle. A combat can go on for several rounds and draw several stacks into the inferno, thus creating the meeting engagements and reinforcing battles so common to the era.

The combat resolution itself depends partially on numbers, but morale, terrain, leadership and other factors are equally important. The Combat Results Table is set up in a manner that one level of numerical superiority (i.e., 3:2, 2:1) is equivalent to a difference of one in morale, leadership or terrain factors. Combat results are set up to prevent one side from becoming completely annihilated in a single battle (demoralization eventually forces retreats) but allow for crushing victories in which one side takes far fewer casualties than the opposition. Even a victor loses men, however, and there are very few combat results that leave the winner unscathed.

Cavalry pursuit favors players who keep their cavalry as a reserve: superior cavalry allows a beaten player to freely retreat from a battle or grants the victor the bonus of riding down his enemy's stragglers. When the tactical matrix optional rule is used, the use of cavalry for covering withdrawals becomes even more pronounced, because a force outnumbered in cavalry can literally be eliminated as it is unable to escape from a victorious enemy (as were the Prussians in 1806).

The morale factor which separates the armies is based on several points: organization at the tactical level, performance in combat, motivation of the individual soldiers and the training and doctrine of the combat units of an army. There are four levels of morale: Poor (untrained militia, semitrained Landwehr and nearly anarchic Cossack units), Regular (average military units), Superior (troops of nations whose training, motivation, etc. clearly outmatched those of the average armies) and Elite (Guards). These levels of morale are represented on a scale of 0 to 3 (lowest to highest). Spanish, Prussian, Austrian and satellite armies are regulars (morale of 1) while the forces of Britain, Russia and France are considered superior (morale 2). French and Russian guards are morale grade 3. The tenacity displayed by the Russians in defense of their

homeland (mapboard "4") merited a special morale grade of 3 inside Russia.

The leadership value of the generals who are represented in the game is based on a similar scale. Napoleon and Wellington were unquestionably in a class by themselves and thus deserved a rating of 3. A number of French marshals and allied generals showed remarkable strategic or tactical talents and thus received a 2 rating. Other generals received this rating either on the merit of their outstanding organizational ability (such as Barclay) or for pure tenacity (Blucher). Many generals were granted a rating of 1 (albeit some received this rating as a playbalance gratuity). The unidentified leaders who have a 0 rating represent the constantly changing pool of corps-grade officers whose contribution to the armies they led was either minimal or unspectacular. Joseph Bonaparte, sometime king of Spain, and several of the Spanish generals (a term I apply to them loosely) were given a zero rating based on their incompetence. They were named and included in the game for color.

The other matters which affect a battle—terrain, entrenchments, supply and fortifications—are self explanatory.

Continual battles will, of course, leave an army too exhausted to fight the climactic battle of a campaign (unless the battles have all been victories up to that point) and players should choose their battles carefully, as did the soldiers of the era. Continual battles force players to keep massing their troops in large stacks which suffer horribly from attrition. Corps movement helps reduce losses from attrition.

Supply lines, which were extremely important to how an army lived and fought, are based on supply heads (i.e., major cities) and on local depots and routes of march, which are represented by "stringing" units behind an advancing army. This simple rule also takes care of representing supply columns, garrisons, stragglers, reserves which constantly flow up to the front and other facets of an army on the move. It also fits the maxim that the farther the army advances into hostile territory, the weaker it becomes. Armies which fight at home thus receive a tangible benefit from shortened supply lines. Harassing supply lines with roving partisans or cavalry is an art in itself, and the necessity of leaving strong detachments to guard these lines is thus represented in the game.

There are a few simple rules in *W&P* which were added for flavor and realism. The basic rationale behind these rules was to allow for the exigencies of Napoleonic warfare without cluttering up the rules—or the players' minds—with a lot of peripheral data. Whenever possible, rules have been generalized, shortened and simplified with that doctrine in mind.

One example of that doctrine of short, sweet elegance is the French Imperial Guard rule (which the developer, Frank Davis, deserves credit for). The French can add a force as small as a single strength point of Guard to a battle and dramatically change the die roll of the battle. This often assures a high chance for victory, but it also eliminates the Guard at a rapid rate. Napoleon rarely used his Guard in battle. Often, the mere sight of the Guard would terrify his enemies or inspire his own troops to prodigies of valor. The Guard's effect on the morale of both armies in battle was far greater than its numerical effect. For this reason Napoleon jealously hoarded his guard; it always stayed in the reserve and was committed only after the battle had passed its crucial stage or in dire circumstances. Napoleon's refusal to commit the Guard at Bordino cost him a victory in that battle, but allowed his army to escape the Russians later in the campaign. Had it been ruined at Borodino, no French would have escaped Russia. Players have the same choice as Napoleon: throw in the Guard to win a battle, or conserve it for the really crucial moment in the campaign. This choice becomes even more pronounced

in the grand campaign, when the presence of the Guard can affect not only a battle, but the war itself.

The Scenarios

Although the Napoleonic Wars covered a ten-year span and were fought over an entire continent, the war was not a continuous conflict. There were several separate campaigns between France and a few, rather than all, of the major powers, and there were occasional periods marred by an unexpected outbreak of peace.

These individual campaigns are reflected in a series of short scenarios which can be played on one or two boards with a fraction of the counters and can be completed within one to four hours, depending on the scenario, familiarity with the rules and individual gaming speed.

Chart A lists the seven scenarios which are used to cover the major European campaigns of Napoleon. The chart lists the strength points available to the French and non-French player at the start, middle and end of the game. This number does not reflect losses, but is a maximum of available forces. Additional forces which may enter or be removed from play are listed in the "Notes" column. All scenarios listed assume full replacements and reinforcements except the 1809 scenario, which assumes four Austrian cities from March-May, three from June-August and two in September and October. Starting forces do not include first turn reinforcements, which are usually minimal. "Assume" in the notes section means that these forces have already been included in the totals. The bias represents a rough estimate of the chances of that player winning the scenario (10%-90%). Victory conditions for all the scenarios are based on equalling or slightly improving on the performance of the coalition which won the actual campaign.

Austerlitz—1805

This scenario is a simple, clearcut introduction to the *W&P* game system. The French player has one, straightforward objective: take and hold Vienna. If he accomplishes his task he wins; if not, he loses.

The French player has the opportunity to smash the Austrian army around Ulm on the first move. Napoleon and most of the French units can enter into this battle and wipe out about half to two-thirds of the 14 strength points in the area, depending on how they are deployed, French forced marching and, of course, pure luck. The destruction of that army is essential to French victory. It must be beaten and then, in the second turn, completely erased. Once that mission is accomplished, the French must race for Vienna before the Russians get there. Strong forces have to be detached, along with the armies in Italy, to shadow the Austrians which start in Italy and to prevent them from massing with the incoming Russians. Judicious movement, blocking positions or a major battle may be needed to halt the Austrian southern forces. The French will have to protect an extended supply line down the Danube Valley (Munich to Vienna) or set up an alternate one through southern Austria to Milan.

The limitations on French strategy are based on the Austrian's first two turns. The non-French player has several options. First, he can delay the French on the Danube by contesting every hex along the way to Vienna. This will surely eliminate the Austrian army, but might cause enough battle and attrition (due to their constant need to concentrate) losses to save Vienna from anything more than a 1:1 battle. Entrenched Austrian reinforcements and the Russians combine to present a strong front to the tiring French. This strategy eliminates any possibility of Prussian involvement due to the number of victory points the French will achieve.

Second, the Austrians can race for Vienna. The Italian theater armies are set up close to Austria (Charles at LL20 northeast of Venice) as are the Bavarian army (Mack at LL14 southeast of Ulm). Everybody force marches at maximum speed, avoids combat and steals a march on the French. Unless the Russians have forced-marched successfully, the Austrians will either have to give up Vienna without a serious fight and then counterattack when the Russians arrive, or risk a battle, alone, for the city—a battle they will almost surely lose.

Both of these strategies base the Allied chance of victory on luck: the luck of forced march and last ditch battle die rolls. A third strategy is an indirect approach which, hopefully, reduces this dependence on luck. The basic idea is to leave the defense of Vienna to the Russians and the meager Austrian reinforcements while the main army heads for the Innsbruck mountain region. Charles and the cavalry from John's army lunge at Massena (whom they should defeat at 2:1 or 3:2, depending on the success of the Florence garrison in reaching Massena) and his satellite army and thus equal the victory point gained by the French at Ulm. Mack joins John's entrenched infantry at Innsbruck, which acts as a supply base.

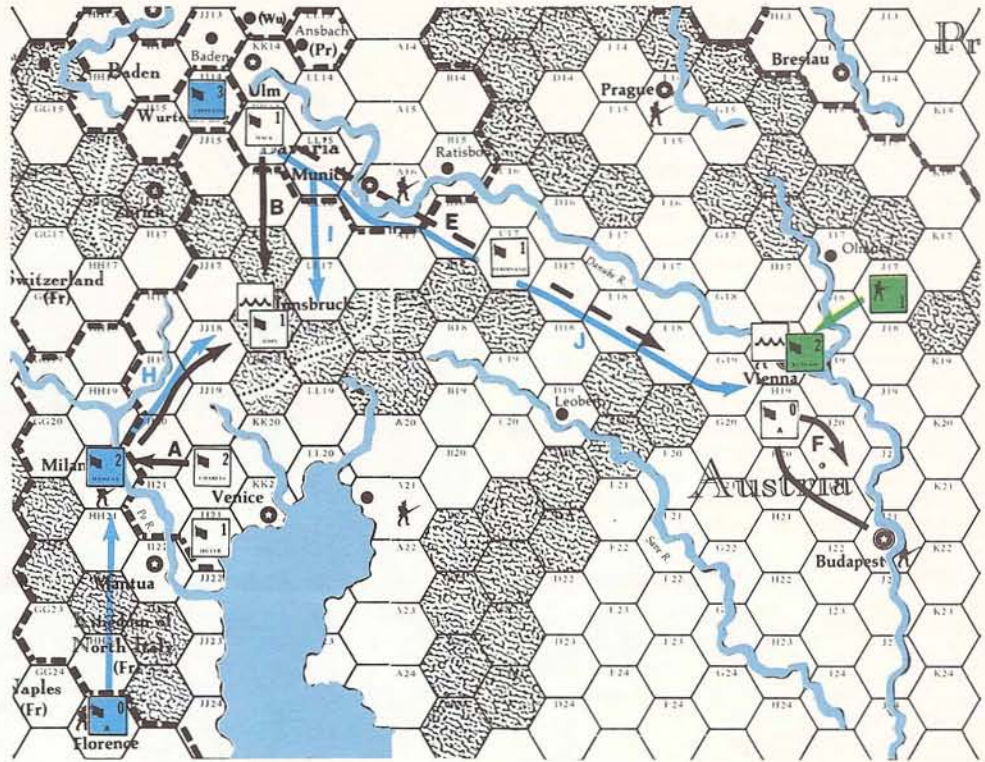
Part of Mack's force could move to the Bohemian mountains north of the Danube or reinforce Vienna, depending on the numbers which remain from the original army. A major Austrian army around Innsbruck (which can be joined by Charles on the next turn) threatens the French supply line at its source. If the French move toward Vienna, they can be cut off and thus are halved in combat and hurt in attrition and forced march situations (and they cannot overrun enemy units). The French, therefore, are forced to try and dig the Innsbruck army out of its mountain fastness. This costs the French two badly needed marches: one to go south to Innsbruck, another to return to the Danube Valley. If the French do not win an overwhelming victory (or, worse yet, if they lose) they will have to detach a sizeable force to keep hammering at the Austrians with the remainder of the army racing along a perilously unprotected supply line towards Vienna. A small Austrian cavalry force in the Bohemian mountains will not retard French movement, but might deflect it slightly.

The entrenched Russian army in Vienna, which is strengthened by the handful of replacements and reinforcements produced there and shuttled in by a "0" leader from Budapest, should be strong enough to hold the city against the one attack the French will have time to launch. The illustration at the upper right shows this "partisan" strategy, so-called because it concentrates on indirectly tackling the French via a threat to their supply lines. Even after the Innsbruck concentration is broken, there will still be a handful of Austrians and some decent generals who can be hurled against weak lines in the French supply chain or who can physically block it.

Jena to Friedland 1806-1807

The war against Prussia in 1806 should be fought like a blitzkrieg: the French must move as fast as possible, with as much force as possible, and literally destroy every single Prussian strength point west of the Vistula before they can be reinforced by the Russians. The French player must, however, know when to rein in his far-flung pursuing squadrons and regroup, lest the Russians crush these outlying units.

The French begin with a considerable numerical, qualitative and leadership advantage over the Prussians. The entry of the Russians in December and January erases the qualitative and leadership advantages of the French and, depending on how thorough the massacre of the Prussian army was, the original numerical edge might also



Austerlitz-1805: Austrian Partisan strategy. Austrian forces under Mack, John and Charles are set up as depicted. After initial French moves (Napoleon attacks Mack, Leader A marches Florentine garrison north) the Austrians react. Charles and Hiller attack Milan (Black arrow A) while John fortifies Innsbruck. Mack joins John while sending Ferdinand to organize the Vienna defenses. (B and E respectively). Leader A of Austria shuttles Budapest forces to Vienna, which entrench. (F). Kutuzov's Russians force march, leaving units behind for supply purposes, and join the Austrians at Vienna. The French must eliminate the threat to their supply lines by attacking Innsbruck (H and I) before marching in force down the Danube (J).



JENA TO FRIEDLAND 1806-07: Suggested non-French player positions at the end of the October, 1806 turn. The bulk of the army is concentrated in three stacks behind the Oder river, each led by a one-point leader. The "0" Leaders have been sent to pick up satellite forces and the Berlin reinforcements, while a Saxon holds Dresden's river crossing. The shaded blue area represents the French main armies under Napoleon. Prussian positions in November and December (shown by Prussians with Russians (green arrow). Swedish and Prussian garrisons are shown in their original positions.

vanish. The Baltic cities must be besieged, taken and garrisoned before the Russians can move by sea to reinforce them and threaten the French rear. The winter, as Napoleon found out, is a lousy time to wage a war, and the French should use that time to sit on the defensive west of the Vistula while reinforcements can be brought forward. The French can cluster stacks of five strength points in one or two groups around either Danzig or between Posen and Thorn to threaten Warsaw and Konigsberg.

The French should be able to take one of these two cities by default; the wooded zones between them make it difficult for the Russians to switch back and forth between the two. The French should seek a series of decisive spring battles to eliminate the Russian army. The French can afford to stay concentrated for battle in the spring (especially if they can take Warsaw and add those extra strength points to the army) and should plan on driving the Russians back toward their own border, so they can only threaten one of the two Polish cities.

The difficulty the French will have in this finely balanced scenario is dependent on the initial Prussian play. To put it mildly, a smart Prussian will have to swallow his pride and learn the value of survival. To do what the Prussians did—advance on the French—can just about hand the game over to them. October will probably start out poorly for the Prussians, with the French attacking the Leipzig and Weimar forces, and unless poorly coordinated, the French should win three battles, thus effectively negating any Austrian chances of entering the war. To continue to fight for western Prussian cities just makes it easier for the French player to completely destroy the Prussians.

When the three Prussian main stacks are forced to retreat, they should retreat to the Elbe river hexes and, in their own turn, force march across the Oder. By putting this river between themselves and the French, the Prussians will at least partially equalize the morale and leadership advantages their opponents enjoy. Since the Saxons would be destroyed once Dresden falls, the non-French player should try to use them to fulfill any battle or force march casualty requirements he might have. A single Saxon strength point in Dresden will deny that river crossing to the French.

The Berlin force should cross the Oder and make for I10. The Posen force should advance to I11 so that the entire Prussian army stands concentrated in one area, behind the river line and able to reinforce itself in case of a battle. The one-point leaders should be distributed one per stack.

The zero leaders should dash off to gather in the scattered garrisons at Cassel and Brunswick. A leader should go back to Berlin to pick up the reinforcements which appear there in November (probably the last the Prussians will ever get).

In November and December the Prussians should continue to fall back behind the Posen and Thorn river lines, and link up with the Russians. Once the Russians arrive, the Prussians should be split up into stacks with the Russians, so that each stack is at least half Russian (for combat purposes). Prussians can be used for half the battle and all attrition and forced march losses, since they are less valuable than the Russians.

The relatively short supply lines, winter attrition, sea movement and rapid reinforcements all work to the advantage of the Russian army, which only needs to dig in and defend one of the Polish cities: Konigsberg or Warsaw.

Wagram 1809

The non-French player should hit hard with the combined Austrian army in the March, 1809 turn. With proper positioning of the variable-location forces, he should take Munich, Warsaw, Dresden and Ratisbon that turn, as well as defeating at least one French army of five strength points or more for a victory point. Although the French will probably



WAGRAM: 1809: Situation in April, 1809, before the French attacks begin. Austrian forces are shown at the end of the March turn. French forces have moved to counterattack. Even if all the French attacks are victories, the non-French player should retain a +1 advantage on the Allegiance die roll.

retake Munich and Ratisbon, conquer Innsbruck and defeat one Austrian army, the allegiance die will still be in favor of the non-French player.

The non-French player should avoid attacking Napoleon directly, focusing instead on his other corps, especially if they cannot be reinforced by Napoleon. The mountains around Prague and Innsbruck make an excellent base for the Austrians to defy the French march on Vienna and to harass its supply lines. Smaller forces can contest the Saxon cities. If German, Russian and Prussian forces enter play against France, victory becomes very difficult for the French player.

The French player is in the unenviable position of being caught by surprise and facing a first turn as explained above. A quick counterattack can recoup much of the political aspects lost by the early Austrian victories, and a major portion of the enemy army can be eliminated. The French are, however, in a race to regain the lost allegiance points before variable forces start entering play. The French should use Poniatowski and some "0" Leaders to pick up the scattered garrisons in Prussia and use them to help defend Germany. A 2-point leader should go into north Germany to lead the defense of Cassel or Amsterdam, whichever is most threatened.

The main French effort must be directed against Austria. The French can either focus on first securing Saxony and Bohemia (Prague) and then driving on Vienna or vice versa. A thrust down the Danube is not advisable if a sizeable army is based in Prague. A Prague force can always slip north and, even unsupplied, cause difficulties for the French. The French must move rapidly and ruthlessly

before Landwehr and variable forces allow the non-French player to achieve parity in numbers.

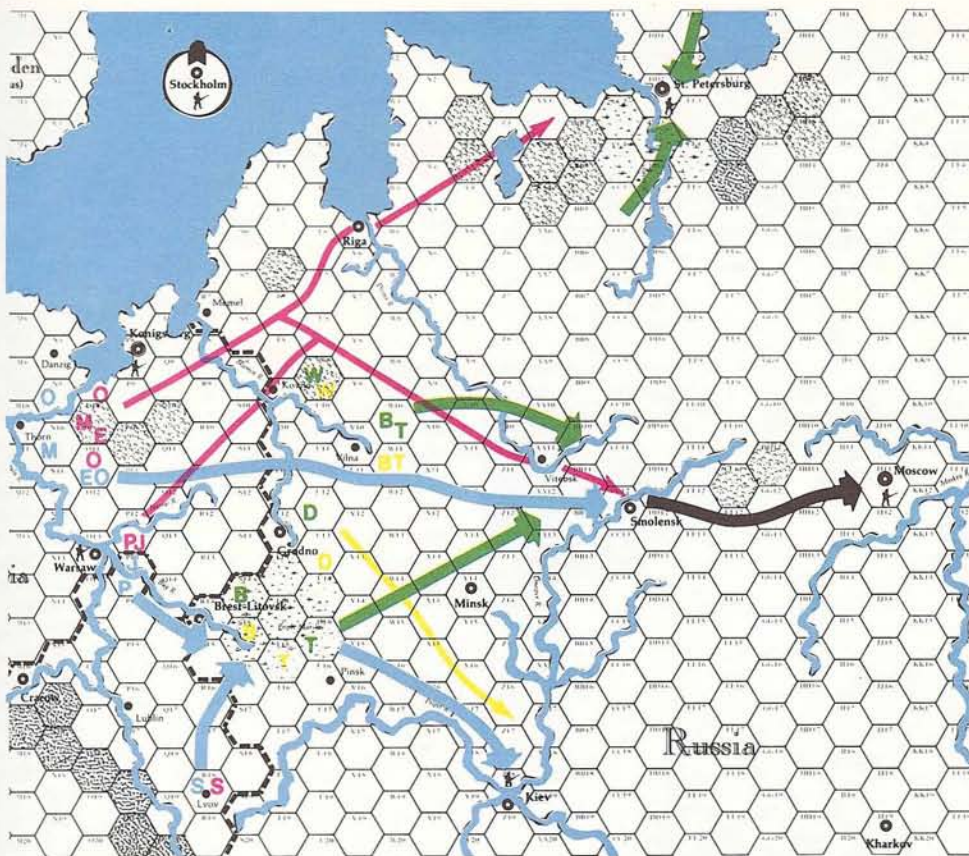
Russia 1812

The initial advantage of numbers rests with the French player, whose forces outnumber the Russians by 2:1. Attrition, long and vulnerable supply lines, winter and numerous little battles will rapidly wear down the French army and, as the Russian reinforcements roll in, the invaders might even find themselves outnumbered (sound familiar WWII lovers?).

The Russian army gains from all of the above and from an increase in its morale which reflects the incredible determination shown by the Russian soldiers in the defense of their homeland (map-board 4). The Russians will, however, need all of these pluses to defeat and then push the French out of Russia and prevent a draw.

A drawn game is an exceedingly easy thing for the French to gain. Historically, Napoleon could have advanced part way into Russia, consolidated his supply lines and struck out for conquest in 1813. Politically, he did not feel secure enough to do this and risked everything on one quick thrust. It is assumed that a French player would prefer to go for the kill rather than a mere crippling of the Russian bear. (For those who prefer this other ploy, use the 1812-1814 "linkage" scenario which appears elsewhere in this issue).

The French have several strategies which they can adopt. There is sufficient leeway in the set up to enable the French to adjust it to a northern or southern strategy.



RUSSIA 1812: Variable placement and strategies for 1812. French: Red letters indicate placement of forces whose initial hex may vary (i.e., "within one hex off" etc.). Red lines show axis of northern strategy's advance. Blue letters and lines indicate variable southern strategy placement and line of march. Black line shows combined central strategy. (O = leaders, PJ = Poniatowski-Jerome, M = Murat, E = Eugene, S = Schwarzenberg). Russians: Green letters and arrows depict a centralized strategy, yellow a southern approach. (BT = Barclay de Tolly, B = Bagration, D = Docturov, W = Wittgenstein, T = Tormazov).

The northern strategy concentrates the army for a crossing of the Nieman between Kovno and Memel, with the army then dividing into two very unequal columns: Davout and the Prussians with some other satellites head through Riga for St. Petersburg while Napoleon and everybody else (except Schwarzenberg who guards Warsaw) heads for Smolensk. Once that objective is reached, the main army digs in, acts as a flank guard for Davout and might be able to send him a few reinforcements.

The southern approach takes the main army, including Davout, across the Nieman between Grodno and Kovno, and then drives for Smolensk and Moscow. Schwarzenberg, with Poiniatowski and Jerome, attack toward Kiev where they engage Bagration, act as a flank guard and might reinforce the main army. The Prussians guard Poland.

Either before or during the game, the French might decide to switch from one of these strategies to a modified central strike: everybody up the middle to Moscow. Although this concentrates the army, it sacrifices its supply lines. Without flank guard forces, the French cannot prevent Russian raiding corps from interdicting their communications.

Regardless of which strategy the French player chooses, he must march as fast as possible to catch and destroy the Russians before winter sets in. Supply lines will have to be guarded, especially by cavalry who can stalk the bothersome cossacks.

The Russian player has fewer options than his opponent, and, at least in the early stages, must react to the French. If they adopt a northern strategy, the Russians should fall back above Vitebsk where they can concentrate on the supply lines of both French forces. A one-point leader, some infantry and a few cossacks should be sent to St. Petersburg to entrench the city so that when the September reinforcements appear there they will have a better chance of holding off Davout. The

main army should then be used to whittle away the main enemy army and eventually hope to confront it in a massive battle around Smolensk in October. The Bagration-Tormazov army can operate in the French rear and cut apart detachments which the French will have to send to protect their supplies.

If the French move south, Bagration and Tormazov can withdraw to Kiev, while the rest of the army digs in for a losing battle at Smolensk. They can then retreat to prepared positions in the Moscow woods. They should not fall back any farther since they have to farther west to push the French back. A French army should not be able to bypass a considerable force of entrenched Russians in the Moscow woods without sacrificing his supply line (in which case the French would have the Russians attacking their rear areas, thus rapidly clearing the French out of Russia while Napoleon sits in the Kremlin, temporarily).

The Russians, too, can fight for a draw just by fighting forever for Smolensk and hoping the French will never get much farther than that. A Smolensk meatgrinder, however, works to the French advantage and a draw could turn into a last minute French victory as the Imperial Guard cavalry races to Moscow.

The War of Liberation 1813

The 1813 scenario is an extremely hard one for the French. The lack of cavalry and the loss of the favorable attrition and forced march die rolls decidedly inhibits the French player's ability to overwhelm the smaller Russo-Prussian army he faces. The French must pick an objective and go after it with all of their forces if they wish to win. Although it is possible to drive deeply into Prussia and rescue the beleaguered garrisons, such a move exposes the French supply line and army to an Austrian blow from Bohemia, if they intervene. If the French have not crippled the initial Allied ar-

mies before Austria enters the war, the French will have to retreat and mass their troops at one major city. The French should always try to counterattack Prussian and Austrian armies even at 1:1 to wear them down. Higher odds are needed against the Russians to hurt them.

The French have several options which they can begin with. They can keep the army concentrated to win a few battles and prevent allied victories against them, or they can adopt a "shotgun" approach which will maximize casualties (for both sides) but will focus on gaining political and military points to delay Austrian entry into the game.

The shotgun approach tackles four allied armies on the first turn: Lubeck, Dresden, Leipzig and the Berlin forces. It attempts to gain four victories, deny two cities to the allies for points, secure a third, seize another for French points and gain the allegiance of Saxony. This approach requires a bit of a minute in which French leaders must move, "drop off" units and then go to other hexes to lead troops in battle or prepare for the next movement phase.

Eugene begins the move by going to F8 (adjacent to Berlin) and dropping off nine strength points (one of which is Guard). He then moves to command the Danes at Bremen. Victor takes two strength points to Hanover to secure it and then moves to Hamburg to lead the attack against Lubeck. Davout moves to Hamburg, drops his men off (so Victor can lead somebody) and then continues on to F8 to take charge of the Berlin attack.

In the center, Napoleon goes to B11 and force marches from there to C11 with Ney. Soult splits off at B11 with six strength points and force marches to D11. Each of these forces contain at least one Guard strength point. Marmont goes to command Hanover and Bessieres travels to Mainz to pick up the next turn's reinforcements.

In the south, a "0" in Bavaria brings his army to B11, leaves one strength point there for supplies and force marches the rest to join Soult. The leader then goes to Stuttgart. The other leader in the stack immediately moves to Wuzburg. Both leaders will pick up small satellite forces in May. The Milan army force marches to JJ18, where it is met by Murat; the "0" leading it returns to Milan. Poniatowski begins his move into the Bohemian mountains.

The result of this move is four battles: Victor at Lubeck (1:1 +3); Davout at Berlin (2:1 +2); Napoleon at Leipzig (2:1 +3) and Soult at Dresden (2:1 +1). The three later battles can all add +1 more if the Guard is committed. On an average die roll of seven (before modifiers) the losses would total four French and eight allies. The losses to both sides could increase through use of the Guard or if the allies were foolish enough to hang around for a second combat phase. Part of the French loss will be made good through the immediate addition of the Saxons. Allied forces could reduce the odds by going into fortress and probably double the French losses, but their entire army would be destroyed as the fortresses fell. Such a move would, of course, give the game away to the French.

After this initial onslaught, the French should keep trying to rack up victory points. The temptation to plunge into Prussia and rescue the eastern garrisons, as noble as it might seem, plays into the hands of the Austrians who, when they enter the war, can sweep across the French rear and knock the pedestal right out from beneath the emperor. The French will eventually need to pick a last stand area to hold onto to win the campaign. The twin Saxon cities are almost indefensible, especially with the sanctuary of the Bohemian mountains immediately adjacent. Austrian forces can be supplied directly out of Prague and even attack from the mountains, thus limiting French counterthrusts. The northern group of cities is preferable for the final defensive line, since they are adjacent to one another (and thus mutually supportive) and they



The War of Liberation—1813: French "shotgun" approach, April, 1813. French army is separated into four main attacking columns designed to wrest control of western Germany from the allies in one swoop and gain the French a +5 on the Allegiance Chart.

also allow occupation of Berlin for a few more turns.

The non-French player, initially outnumbered but possessing an incredible potential force, must run on the first turn to keep his army intact. The cavalry superiority they enjoy will benefit the Russo-Prussians as they can escape from unpromising situations. The incoming reinforcements and the original forces' remnants should mop up the French garrisons and then come forward to snipe at French supply lines. If the Russo-Prussians are in good shape when Austria enters, the combined armies should be concentrated to overwhelm French corps which are not led or adjacent to Napoleon. The French must be prevented from concentrating in depth in one area. If Napoleon can pull all his forces into one city for the last few turns, the allies must do the same. The resulting battle, needless to say, would not favor the allies unless the odds are heavily in their favor.

Napoleon at Bay—1814

The 1814 scenario requires the French player to literally dance around his enemies and defeat small forces in detail. This is a difficult task, even for an army with superior marching and combat skills, not to mention a large leavening of Guards and excellent leaders. The French player must decide, each

turn, which enemy army most threatens Paris and then go after it.

Soult and the other Spanish theater army can either delay the allies there or race north to take up the defense of Paris, forcing the Anglo-Spanish to waste about half of their force on a supply line and freeing up the Paris garrison for field service. At no time should Paris be without at least six strength points, a one-point leader and an entrenchment marker. Anything less will enable a flying column of allied cavalry to slip into the city.

The non-French player can either send everyone hurtling forward in an attempt to swamp the French, keep them off balance and sneak up the Seine, or he can pull back, reorganize his forces into one tight concentration and bludgeon his way to Paris. Both the broad and the narrow front options offer the allies a fairly good chance at victory. Although a major force is hard to defeat, a series of corps threatens Paris from several directions and forces the French to disperse as well.

Waterloo—1815

The French player is faced with an extremely brittle situation which is nearly impossible for him to win. (But what would a Napoleonic game be without a Waterloo scenario?) Napoleon must take enough men forward to crush the Anglo-Prussians

and still leave enough in Paris to foil an end run by the survivors of a "Waterloo". This first turn, however, is the only turn on which the French have an opportunity to take the offensive and put an Allied force out of commission for most of the campaign. If they lose this battle, they will surely lose the scenario; if they win it, they are at least still in the running. The scenario largely comes down to a two-turn (or less) gamble for the French player.

The non-French player's strategy (as if he needs one) depends on the results of the French player's first turn. If the French have lost, or won only marginally, the Allies can either force march on Paris and hope for a quick blow or regroup, let the Austrians move a little closer to Paris and then go back down from Belgium, thus catching Napoleon in a pincers (which also gives him the central position). The main choice is how close the Allied player wants to come to refighting the 1814 campaign in 1815.

The Spanish Scenarios

Both of the Spanish Peninsular War scenarios—VIII and IX—offer the French player an exciting challenge: to conquer two countries, completely, in the face of supply-cutting partisans, never-ending hordes of militia, ineffective but continually reincarnated regulars and a small but nearly unbeatable English army, led eventually by the Iron Duke of Wellington.

The French forces need to follow a few basic tactical rules to conquer this forbidding peninsula. First, the supply line must be guarded, almost hex by hex, to keep the means of war flowing to the forward troops. Second, stacks of five or less should be used, occasionally in tandem, to advance, take cities and fight field battles. Larger stacks offer insecure communications and take useless attrition losses. Third, cavalry should be jealously hoarded for its pursuit, retreat, speed and partisan-hunting capabilities. Neither player has very much cavalry in the Peninsula, and the occasional horse soldier can make a great difference in a turn. Fourth, the cities which are occupied need to be held by at least two strength points, because forlorn attacks by partisans or even unsupplied militia against single-strength point garrisons will cause both sides a casualty, thus leaving the city devoid of French troops and, therefore, in Spanish hands.

The last, major advice the French must heed is to advance deliberately. Where speed pays off in central Europe, it is a hindrance in Spain. Moving too fast, too soon, invites destruction, partisan activity and swift English counterattacks. The French need to consolidate, advance, consolidate and then advance again. The Spanish are easy to beat in a field battle, but fortresses are difficult to attack: it is rare that the French can afford to tie up a stack for several turns of siege and rarer still to remain in supply throughout it. Large forces are needed to storm cities, and the French cannot field too many such armies without stripping their garrisons or cheating other sectors of reinforcements.

The supply line back into France should go to Toulouse since Bayonne can be easily cut by an English naval expedition. The French should then establish themselves, early in 1808, in the "bastion" of northeast Spain. From there they can flood Andalusia (southern Spain) in 1809. Once that is secure, the French can push towards the Portuguese frontier in 1810. The British will undoubtedly fight for Ciudad Rodrigo and Badajoz, the "keys" to Spain (so named because they control the two main valleys into and out of Spain). The complete conquest of Spain should be completed in 1811, and the advance into Portugal should not begin until that conquest is complete.

The 1812 invasion into Portugal will surely run against the entrenched lines the British will construct outside and in Lisbon, but the French should keep hammering away. The English will probably

launch an amphibious raid into Spain to seize or open up a city or two and thus slowly pull Spain back into the game. Small corps should remain in Spain to prevent this.

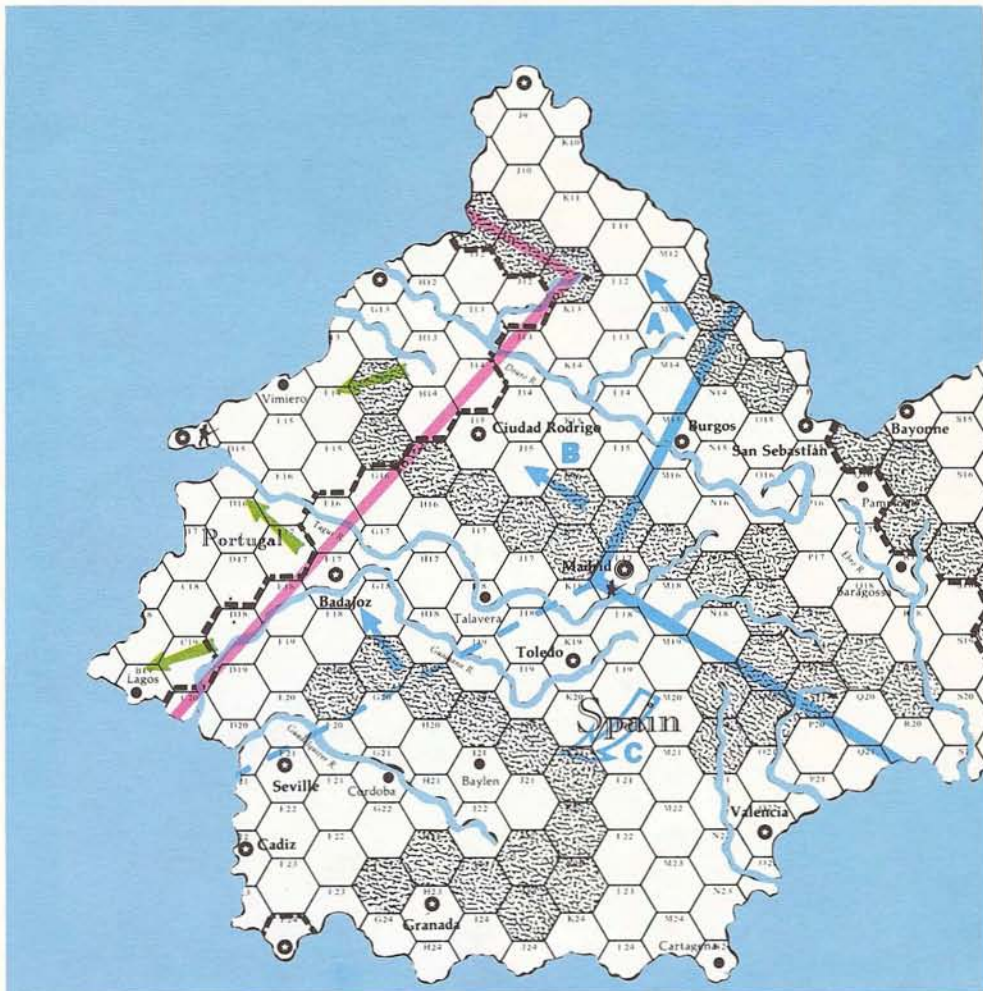
If the French see that victory is impossible by 1812, they can begin a gradual withdrawal back toward and into the bastion line. This line should not be abandoned before mid-1813 or it will be impossible to hold onto anything else, as the Spanish army will rapidly regain its numerical strength. By the end of 1813 the French may have to retreat to the last line of defense—the Pyrennes, but they must occupy at least one Spanish city to remain in the game.

The non-French player must play a waiting game, tempting the French to advance a little too deep into Spain and then cutting their advanced forces off. A seaborne invasion or several partisans in northeastern Spain can cutoff the French supplies at the source and make it extremely uncomfortable for the emperor's forces. The Spanish are basically worthless in a field battle, unless combined with a force which is about two-thirds British/Portuguese, but they are useful to cut supply lines and hold fortresses.

The small British army, with its two excellent leaders, Moore and Wellington, is well-served by steady reinforcements and can be easily supplied. The main function of this force is to form a strong counterpunch against one point of the farflung French Empire in Spain and punch it in. The French will need to keep relatively large forces wherever the English are and thus denude anti-Spanish campaigns of the forces needed to cover the numerous cities and supply line connections throughout Spain.

Chart A shows the balance of forces in the Peninsular campaigns, year by year. The discrepancies between the two scenarios, at least in the French forces, are accounted for by troops lost to withdrawal and the number of casualties which were never replaced due to the other campaigns waged by France at this time. The Spanish forces differ because of the collapse of the Royal army and the subsequent reduction in its maximum strength.

The French will rarely have more than two-thirds of the forces shown at any one time. The Allied totals will vary with the fortunes of the French.



The Peninsula: Gradual Conquest of Spain. Solid blue line is the "bastion" position which should be secured in 1808. A, B and C represent major force concentrations required to hold and advance in Spain. The open arrow represents the 1809 advance into Andalusia, with the dashed line the expected limit in the year of the advance. The solid arrows show the 1810-early 1811 mop-up of Spain towards the Portuguese border and the fortresses of Ciudad Rodrigo and Badajoz. Green lines show the 1811-1812 conquest of Portugal (if Spain is subjugated).

War and Peace—The Grand Campaign

The Grand Campaign should not be played by those who have not fought all or most of the individual scenarios, as it combines elements of play found in all of them, plus several new rules. The course of the game will be set by the mood of the French player and the number of people who participate. It can be a traditional recreation of the Napoleonic Wars, or a six-player free-for-all, more familiar to multiplayer games.

The solitaire and two-player games suffer from a handicap that was inadvertently developed into the Campaign Game victory conditions: by luck of battle and die, the French can win the game in 1806 or 1807 by forcing all the major states, except England to become pro-French or neutral. *Note:* The Campaign Game victory conditions are revised in the *War and Peace* errata printed in this issue.

The two player version should be played with the English player as the better of the opponents for purposes of balancing out this rule. The three and four player games offer no room for the above, and offer the most vivid recreation of the Napoleonic Wars, allowing France the opportunity to fight Austria without fear of Prussia, at least for a while, and offering the English the security of a non-variable Russian ally, regardless of the outcome of an Austerlitz campaign. The French, in this version, have to invade Russia to end the game before 1815.

Chart A Spanish Scenarios' Balance of Forces

Scenario VIII

	French	Non-French	(British-Portuguese)	(Spanish)	Bias
Start:	27	26	1	25	—
1808	69	59	16**	43*	—
1809	69	70	27***	43	50
1810	95	73	30	43	60
1811	105	73	30	43	70
1812	103	76	33	43	60
1813	94	76	33	43	50
1814	89	76	33	43	30

Scenario IX

	French	Non-French	(British-Portuguese)	(Spanish)	Bias
Start:	44	42	24**	18	—
1811	50	59	30***	29	60
1812	55	74	33	41*	50
1813	50#	74	33	41	40
1814	45	74	33	41	30

Bias refers to French chances of winning the game during that year. Forces listed are maximum available for that year; * = the Spanish 10M and 6P are included; ** = inclusion of Portuguese 6M and 3P; *** includes the 81 IC of the Portuguese army and # is the loss of French satellite forces. The inability to produce all militia, partisans and army units due to time limits in a year is reflected.

Chart B Scenario Balance of Forces

Scenario	Side	Start	Midgame	Final	Bias	Notes
I 1805	Fr	66	66 Oct	66	60%	Possible +26 Prussian for Non-French player.
	Non	63	67	70		
II 1806-7	Fr	74	92 Feb	102	50%	Possible +30 Austrian for Non-French player.
	Non	47	84	89		
III 1809	Fr	73	98 Jun	98	60%	Possible +6 Russian for French, +9-18 for Non-French (Russian, Prussian).
	Non	73	87	113		
IV 1812	Fr	106	111 Jun	116	60%	Possible +1 or -12 for French.
	Non	54	78	90		
V 1813	Fr	68	126 Aug	113	70%	Assume +15 Neutrals and then -23 Neutrals for French. Assume +47 Austrians and Swedes for Non-French.
	Non	57	151	196		
VI 1814	Fr	73	87 Mar	95	70%	Assume 2P for French.
	Non	138	163	181		
VII 1815	Fr	51	71 Sep	86	90%	Possible +6 Dutch, +2P for French, Possible -6 Dutch for Non-French.
	Non	112	169	187		

All scenarios assume full replacement except 1809. Losses are not calculated, totals are maximums only. *Assume* means already included in totals. *Start* does not include first turn reinforcements. Month in abbreviations in Midgame defines point of comparison. *Bias* refers to probability of victory based on playtest results.

Chart C Campaign Game Balance of Forces

Year	Fr		Non-Fr		Aus	Prus	Rus	Br	Sp
	Fr Sat	Total	Total	Total					
Start	63	16	79	143	41	29	39	14	20
1805	97	32	129	221	61	48	67	24	21
1806	97	37	134	243	72*	49	73	27	22
1807	98	45	143	266	79	54*	80	30	22
1808	99	52	151	296	85	57	80	41*	40*
1809	102	59	161	321	91	60	86	43	41
1810	105	64	169	332	96	63	86	43	42
1811	108	67	175	338	97	66	86	46	43
1812	112	69	181	345	98	69	87	47	44
1813	115	70	185	351	99	72	88	48	45
1814	118	71	189	363	100	81	88	49	46
1815	118	71	189	375	100	83	88	59**	46

All non-French totals do not include satellites (except for England which includes Portugal and when ** indicates also includes Holland). *Indicates Militia, Landwehr and Partisan forces. Sweden, Denmark, Saxony and the French Partisans are not included. (There are 8 Swedes, 6 Danes, 3 Saxons and 2 Partisans).

Satellites are included. Total is maximum available.

Chart D Campaign Game Leaders

	Fr	Fr Sat	Fr Total	Non-Fr	Aus	Prus	Rus	Br	Sp
Start	11	0	11	24	6	5	8	2	3
Max:	18	3	21	47	12	12	10	8	5

Chart F Production Cities

	Fr	Aus	Prus	Rus	Br	Sp	Neutral	Total
HOME	1	4	2	3	2	1	0	13
SAT	8	1	5	0	1	0	2	17
TOTAL	9	5	7	3	3	1	2	30
Minor Groups:		Germany	West	Baltic	Italy			
		7	3	3	4			

Home = begin in home country; Sat = begin scenario as Satellites either controlled by or uncreated in territory of that state. Neutral refers to Sweden and Denmark.

The five player game, and especially the six player version, force the French to play a diplomatic as well as a military game. The non-French players have an almost uncontrollable urge to gang up and pretend it's 1814 and not 1805. An injudicious or abrasive mannered Frenchmen will find himself out of a job very early in a multiplayer game. Players may wish to temper this and force the Spanish and Prussian players to remain pro-French and neutral, respectively, until the allegiance die rolls free them from their initial status. Once another status has been opened up for them, they can act freely and choose their own alliances for the rest of the game.

A six player free-for-all eventually develops if France is conquered early, as the players have to jockey for production centers. Wars eventually break out, which enable Napoleon to return to the game and can result in some amazing alliances (such as an Anglo-French-Prussian alliance against Spain, Russia and Austria, for example). The game is subtly designed so that the players themselves can decide how faithful to the Napoleonic Wars they wish to game.

Chart C shows the maximum available forces for each country in each year of the game. French satellites are listed separately and the non-French totals do not include satellites (except for the inclusion of Portugal into England's column and the noted inclusion of Holland at the expected date). The Swedes, Danes and variable Saxons (who change sides many times in the game) are not counted in any of the totals.

All Landwehr and Militia/Partisans are included in the table where indicated. As can be noted, the French and French satellites are outnumbered about 2:1 throughout the game. The variable alliances, conquest of states and other diplomatic maneuvers can lessen or even reverse these odds. In 1805, for example, the Spanish are pro-French and the Prussians neutral, which means the French outnumber the non-French, depending on the establishment of minor states.

Chart D reflects the comparison in number of leaders available to the armies. This shows how many corps, or stacks of maneuver, are available, since leaders must be used to move the foot soldiers. Chart E presents the naval balance. Britain might have a tough time of it early on, but will rapidly draw ahead to an unchallengeable naval position, unless the French are very crafty. Chart F lists the production cities' distribution among the major states and the minor groupings.

Chart E Naval Forces in Campaign Game

	Fr	Sp	Brit	Other
Start	F	9	4	12
	T	2	1	2
Max	F	9	4	15
	T	2	1	4

F = Fleet; T = Transport. Other includes Portugal (British Satellite), Russia, Sweden (Neutral) and Denmark (Neutral) with 1F and 1T each.

The French player begins the Grand Campaign in an 1805 scenario-type situation. A crushing attack on the Austrians at Ulm should be followed by as quick a victory as possible in Austria, before Prussia enters the war. Although the time constraints of the first scenario are lifted, the conquest is more difficult since Prague and Budapest must also fall. A two-point leader will have to be left, along with ten or so strength points in the north to

DESIGN ANALYSIS



WAR AND PEACE ERRATA AND CLARIFICATIONS

By Frank Davis

keep an eye on the small but mobilizing Prussian army. Paris should be held by a skeleton force which can be quickly built up by production. It should be dug in and a leader of at least one point in value should always be in marching distance of Paris. Concentrating the French fleet into one clump has its advantages, but the English will follow suit and thus increase the overall effect of Nelson and that should eliminate any French chance of a naval victory. The sea campaign is interesting, and the French first turn and its consequences can set the stage for an even war at sea.

The French, once Austria has been defeated, normally turn on Prussia to cripple her and bleed Russian manpower and English production points. New wars against other major states should not be conducted until the losses of the two above-mentioned wars are completely replaced. The French can then elect to sit it out until the game ends by holding down the Germans, or go for broke in Spain or Russia (or, if they are really meglomaniacal, both at once.)

The Austrian player has an excellent chance for victory: a large army, a lot of good defensive terrain and easy access to the production cities of Italy and southern Germany make for a strong contender to the crown of victory. The Austrians will need help to defeat a French invasion, but, even if conquered, the addition of Landwehr to the force pool helps make up for it.

Prussia, initially weak and indefensible, does have a lot of northern German production centers open to it and can negotiate with other players, especially Austria, for timely assistance and to establish spheres of influence.

Russia, although it has a large and tough army, is hemmed in by its two natural anti-French German partners. The Russians can deal with the French to carve them apart, blackmail the Germans for some of their own cities (I won't help you unless . . .) or trust to their allies sharing the German spoils with them.

England, although possessing a small army, has mobility, bribery (production points and naval expeditions) and quality on its side in the campaign. A lot of production cities are within one or two hexes of the coast and thus easy prey to a swoop from the ocean. As was its historical policy, however, a continental ally is needed to help it protect these conquests.

On the surface, Spain appears a mere afterthought as a player country. A weak army, few strength points and limited access to production areas seems to doom it to a continual sixth-place country. Like Italy in *THIRD REICH*, however, Spain has to base its strategy on threats, diplomacy, blackmail and pity. Although it can do little more than defend itself, it can stab France in the back in southern France or by refusing to work with France at sea, thus dooming the French navy to rot in port. With English cooperation, Spain can shuttle troops into Italy and thus dismember that portion of the French Empire. Portugal is a tool to get at the English: the English can't hold Lisbon against the whole Spanish army and still fight somewhere else effectively (a bargaining point which can be used to convince the French to be nice and give Spain something in Italy). Spain probably cannot win, but has one of the best chances for second place of any player.

Spain need not be defended with much of an army, since any invasion will result in a rapid build up of militia, partisans and leaders to control them, thus giving the main army time to return to defend Madrid.

All things considered, the more players there are, the more possibilities are opened up in the game.

Since its publication, *WAR AND PEACE* has been generously praised for its ease of play, and for its faithful recreation of the Napoleonic era. We are pleased with the initial response we have received, and have paid special attention to the letters generated by the game's release last February. As a result of these comments, we have assembled the following errata and clarifications. Most of the errata printed here applies only to the Campaign Game. Although these changes significantly affect play, the basic structure of the Campaign Game has not been altered. Players should find it easy to assimilate this errata without forfeiting the strategic lessons they have already learned from the game.

Note: The errata is presented in the same sequence as the subject matter to which it applies appears in the *WAR AND PEACE* rulebook.

Rules Sections:

C.6. The city of Prague on Mapboard 3 should contain a *black* (not red) infantry production symbol.

D.6. There are actually *three* different types of cavalry units, regular, guard, and Russian cossacks.

G.3e. (Change to read) (+1) if the hex is on Mapboard 1 or 4.

K.5d. (Change to read) (+1) if the moving strength points were on either Mapboard 1 or 4 at the start of the Movement Phase.

O.1d. (Add new rule) if the odds for *any* combat are determined to equal or exceed 4 to 1, the smaller force is automatically eliminated, with no loss to the larger force.

O.2b. (Clarification) If a force is composed of *equal* numbers of strength points of two or more different morale values, the morale value of the force is automatically the lowest morale value present in the force.

P.3. (Clarification) If there is a conflict as to which strength point must be eliminated, players should try to follow the priority sequence indicated in this rule. If there is still more than one alternative, the decision should be made at random by placing the units in a cup and picking one.

Q.1a. (Change to read) If a withdrawing force does not occupy a city hex, it must retreat one hex *in any direction*, providing it ends its withdrawal no further from a friendly supply source (in terms of Movement Points) than the hex it originally occupied. If a withdrawing force is currently *unsupplied*, the opposing player may determine where it may retreat, within the restrictions specified above.

X.G1 (Add new rule) During the Alliance Phase, if a major state which is *not* represented by a player becomes neutral (due to a die roll), all of the units of that state which are not inside the borders of that state must return to their home country by the most

direct route during the following Neutral Player(s) Movement Phase(s). Once inside their home country, the units may not leave as long as the state remains neutral. The movement of the neutral units should be executed by another neutral player if possible. If there is no neutral player, the English player executes the units' movement.

The Scenarios

I.C3. (Change to read) The scenario begins in September 1805 and ends in December 1805. *Note:* This change should be considered an optional rule which can be used to balance play.

I.E1a (Deletion) The French leader *Murat* should be deleted.

II.D1e. (Change to read) *Note:* In this scenario, and all subsequent scenarios except the Campaign Game, Austria does *not* control any territory on Mapboard 2.

III.D1b. (Clarification) Venice is a major city in the French satellite Kingdom of North Italy and is not part of Austria for Alliance or Supply purposes; it is part of the French satellite state for Alliance and supply purposes.

III.D1e. (Clarification) The Russian forces scheduled to arrive at Pinsk may be deployed in any hex on the east edge of Mapboard 3, within three hexes of Lvov.

VI.D5a. (Change to read) During the first turn in which a hex in France is occupied by an enemy unit . . .

VI.E2c. (Clarification) The Austrian force deployed within one hex of Geneva must be *inside* Switzerland.

VI.E2d. (Clarification) The two Prussian reinforcements deployed at Munster both appear at Munster (combine them into one stack).

VII.F6. (Add new rule) The blue Spanish satellite infantry unit is automatically added to the French Force Pool at the instant a French unit enters Madrid. The blue Portuguese satellite infantry unit is automatically added to the French Force Pool at the instant a French unit enters Lisbon. *Note:* This rule is considered in effect in Scenario IX and X, also.

Grand Campaign Game

X.C1a. (Change to read) If the French player conquers England, Spain *or* Russia, and controls at least *fifteen* production cities (anywhere on the map) at the instant of conquest.

X.D3f. (Add new rule) If the French player does not achieve an automatic victory, the Spanish player (only) receives *double* value for each production city he controls at the end of the game.



X.F3d. (Change to read) A transport may transport a maximum of five production or supply points, or *one* infantry or cavalry strength point.

X.F3g. (Change to read) Production points may only be disembarked in a *coastal hex* in a neutral or anti-French major state.

X.F6f. (Clarification) Nelson also affects the die roll for Naval Pursuit. The die roll is increased by one if Nelson is aboard any ship which is attempting to intercept or pursue an enemy force.

X.Gj. (Change to read) During this scenario, the anti-French faction receives three Victory Points if Napoleon is forced to withdraw as per Rule H4 (on page 5). The pro-French faction never receives Victory Points for any reason. All Victory Points are forfeited whenever a major state is conquered.

X.H1 (Clarification) These states may only be created when French (not French satellite) forces occupy the appropriate production cities. Note also that the minor states of Poland, Dalmatia and Westphalia may only produce French satellite units—no anti-French units may be produced in these states.

X.H3. (Add new rule) For ease of play, whenever Sweden is conquered, the controlling player may use Swedish units to represent Sweden. The controlling player assumes that Swedish units are the same color as his own units for purposes of Movement, Combat, and Supply; the Swedish units retain a morale value of one. *Note:* The optional rules presented in this issue include an explanation of how units may reach Stockholm via land movement.

X.H4. (Add new rule) For ease of play, Danish and Portuguese naval units remain in play regardless of which player controls these states; the units are automatically assumed to be the same color as the units of the controlling state.

X.I2a. (Change to read) The state immediately becomes a neutral power and may not join either the pro or anti-French faction until there are *not* land combat units left in its Force Pool, nor may either faction roll for the state during the Alliance Phase as long as any land combat units remain in the state's Force Pool. *Note:* This rule means that once

a state is conquered, it must remain neutral until all of its available land combat units are deployed on the mapboard!

X.J2f. (Change to read) When there are *no* land combat units left in the Force Pool of a previously conquered major state, it becomes subject to the normal Alliance Phase rules.

X.J2b. (Change to read) . . . If the result is *five* or less, the state receives one Production Point . . . If the result is *six* or greater, the state receives two Production Points . . .

X.J2i. (Add new rule) The English player controls the production of any neutral or anti-French state which is not represented by a participating player. The French player controls the production of any pro-French state which is not represented by a participating player.

X.J4e. (Add new rule) England may lend production points to either Spain or Portugal. Each English production point is equivalent to six "native" production points. England may lend each country a maximum of two English production points per turn. *Note:* English production points lent to Spain or Portugal should be kept track of on a sheet of paper, separately from the "native" production points recorded on the Production Track printed on the Campaign Game Card.

X.J5a. (Change to read) . . . to any major or minor state by transporting them to any port or *coastal hex* in the receiving state via naval transport.

X.J5d. (Change to read) The maximum number of Production Points which may be used to purchase units from the English Force Pool during a single Reinforcement Phase is *two* for land units, and *five* for naval units.

X.J6d. (Add new rule) Spanish and Portuguese production points may be used to purchase naval units from the state's Force Pool. The total cost to purchase such a naval unit is thirty "native" production points. This cost may be financed in six installments of five production points each as explained in Rule X.J6c.

X.K4b. (Add omitted sentence) . . . infantry strength points. If the die roll is seven or greater, the French player receives two cavalry, and the indicated number of infantry strength points. In addition, he receives one named leader which should be chosen in a random manner from a cup in which all of the available named leaders are mixed. The requisitioned force . . .

X.K4d. (Change to read) . . . If no player controls the state, the French player may *not* move any other units of that state unless it is invaded by anti-French forces. If the state is invaded, the French player may move all of the allied state's units . . .

X. (General Note) All rules governing partisans and cossacks in Scenarios IV, VI, and VIII, are considered in effect in the Campaign Game.

Terrain Effects Chart Notes

3. (Clarification) The important effect on Movement specified in this note is not mentioned in the body of the rules. It is assumed that players pay as much attention to these notes as any other portion of the rules.

7. (Add new rule) Army units may move across any all-sea hexside on Mapboard 3 (only), treating such hexsides as normal land hexsides for purposes of land movement. This rule allows land units to move onto the island on which Copenhagen is located via normal land movement.

The Campaign Game Card

All additions to the various states' Force Pools are subject to the limits of the counter sheets. If there is no available counter, no addition to the Force Pool is permitted.

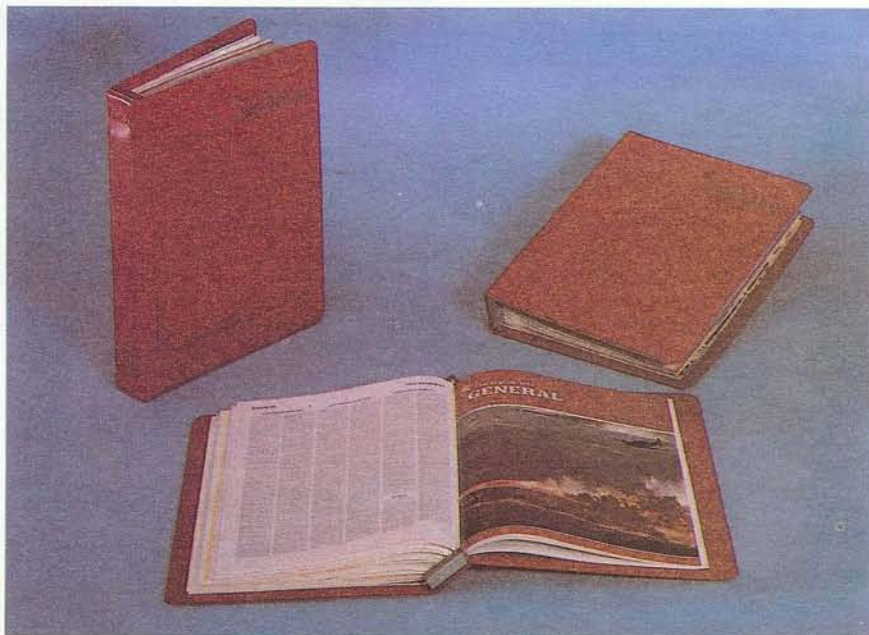
The Countersheets

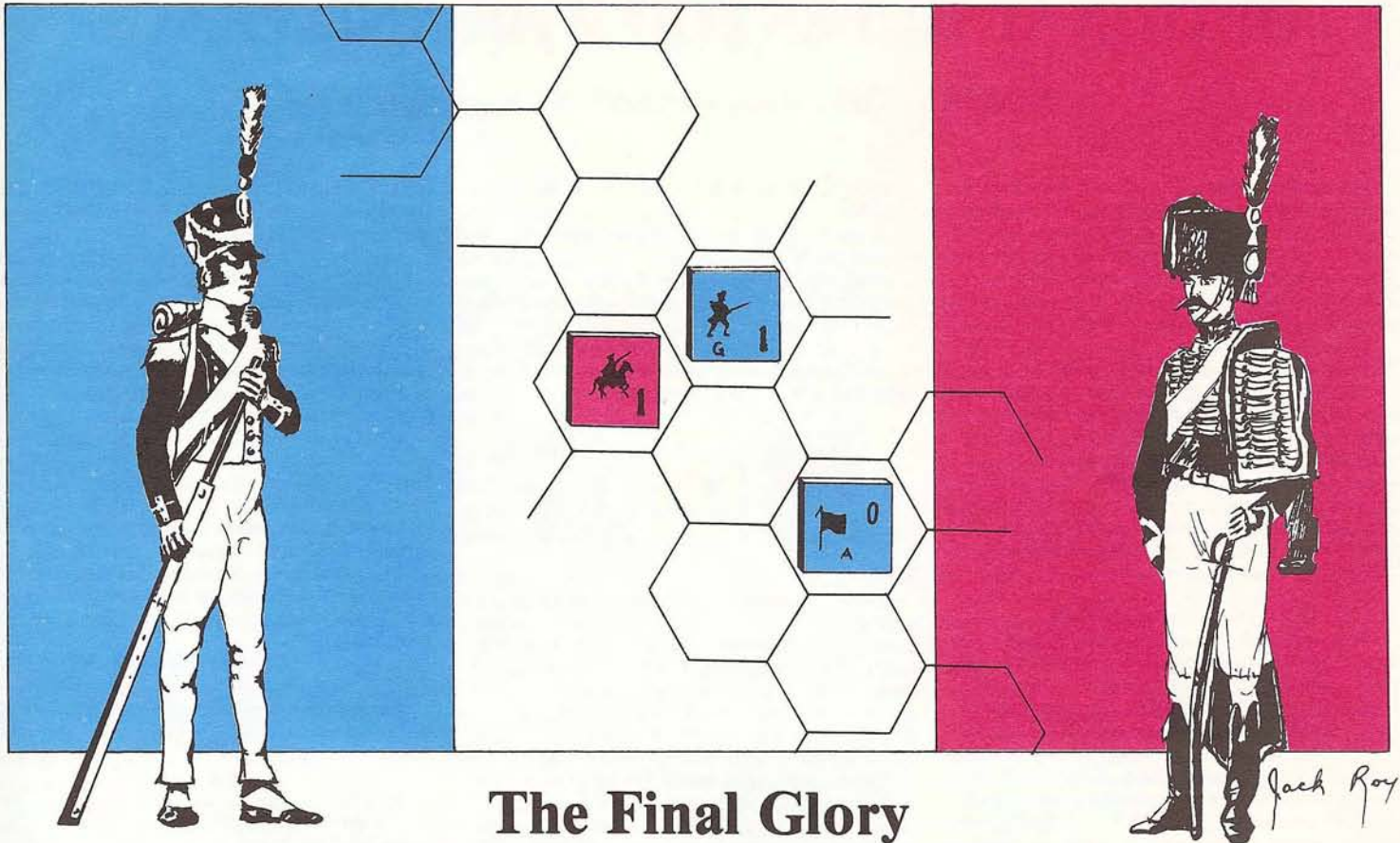
The English militia and partisan counters represent Portuguese (not English) forces, and should have borne yellow symbology. The English landwehr counters are used to represent the forces of the minor states which England controls.



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The Final Glory

Rules to Link the 1812, 1813 and 1814 Scenarios of WAR and PEACE

By Mark G. McLaughlin

A. INTRODUCTION

Napoleon's marshals were not overly in favor of his grand scheme to conquer Russia in one swift blow. Many of these old warriors argued for a halt at Smolensk, where the army could collect its far-flung detachments, repair the failing supply lines and comfortably spend the winter before pushing on to Moscow in early 1813. The emperor, fearful for his throne, 1,500 miles away in Paris and distrustful of his Prussian and Austrian "allies" overruled the marshalate and struck out for the Kremlin, only to meet disaster.

Abandoning his army shortly after it recrossed into Poland, Napoleon set about rebuilding an army to counterattack the growing Allied forces which had forced the remnants of the Grand Armee, now under Eugene, back through Poland, Prussia and to the banks of the Elbe. The disastrous 1813 and 1814 campaigns which followed resulted in the complete collapse of Napoleon's empire.

B. GAME EQUIPMENT

1. The scenario begins with boards 3 and 4, with mapboards 2 and 1 added at later intervals.

2. Initially, the scenario requires French, French satellite, Russian, Prussian and Austrian units, although British and Spanish units may be added later in the scenario.

C. VICTORY CONDITIONS

1. The players set up and complete the 1812 scenario (Scenario IV). If the French player wins, the game is over. If the Russians win or there is a draw, play continues through the addition of the special rules listed below.

2. At anytime in the game, the French player may win if, at the end of a turn, he has fulfilled the

1812 victory conditions, namely, he controls Warsaw, Smolensk and either Moscow or St. Petersburg. If these conditions are met on or after the end of the December, 1812 game turn, the game is over and is declared a French victory.

3. If the French player fails to gain a victory under the 1812 rules, the game continues through December, 1814. If the French control Paris, unbesieged, at the end of the December, 1814 game turn, they win. Otherwise, they lose and the non-French player wins the game.

D. SPECIAL RULES

1. Linking the Scenarios

a. The players set up and complete the 1812 scenario (Scenario IV). If the French have not achieved a victory, the rules for the scenario (including Russian and French reinforcements and replacements) are continued through the February, 1813 game turn.

b. In March, 1813, mapboard 2 is set up and all special rules from Scenario IV and Scenario V (1813), including allegiance rules are in effect, as modified by the Reinforcements and Replacements section of this linkage scenario.

c. In January, 1814, mapboard 1 is set up and all special rules from all three scenarios (IV, V and VI) are in effect except where contradictions are listed below, in which case these rules take effect.

2. Alliance Phase

a. All alliance phase rules for the 1812 scenario are in effect until January, 1813, after which the 1813 scenario alliance rules become effective instead of the 1812 rules. The French do receive one city point for each major city inside Russia and for Berlin and Warsaw, if occupied, unbesieged, by pro-French units. These city points are effective

from January, 1813 until the end of the game.

b. If, at any time, both Prussia and Austria are at war with France, the alliance phase is deleted for the remainder of the game.

3. Prussia

a. Prussia enters the war against France automatically on the turn in which non-French player forces occupy, unbesieged and in supply, Konigsberg or Berlin. The following Prussian forces are IMMEDIATELY placed in or adjacent to that city: Blucher, Bulow, Kliest, Yorck (unless already in play) Leader (0), 10I, 3C, 8L. Prussia is considered a non-French country and on the next non-French player turn they may be moved normally.

4. Sweden

a. Swedish forces listed in the 1813 Scenario as Russian Satellite Neutral forces arrive at or adjacent to Straslund in April, 1813 and remain neutral until activated in the Alliance Phase as per the 1813 scenario rules.

5. Supplies

a. Supply sources, after January, 1813, are major cities in the home country of a state and the major city of a minor state which is controlled by that major state.

b. English forces are supplied in any coastal hex and may trace supplies inland from any major port occupied by a red unit.

E. INITIAL DEPLOYMENT

1. Set up the 1812 (Scenario IV) forces as listed.

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements

Continued on Page 44, Column 3

OPTIONAL RULES FOR WAR AND PEACE

By Mark G. McLaughlin

A number of political and military events which occurred in Europe affected the outcome of the campaigns and the wars of Napoleon. Several scenarios are affected by these events and the following rules allow the players more leeway and variety in playing the game. As with all optional rules, all players should agree to them beforehand.

Scenario III—Optional British Invasion

The British army did not have to invade the marshy, disease-infested Walcherin island group, it chose to do so. The non-French player need not commit this blunder and may choose to land in any unoccupied coastal hex on the board. Units are supplied while in a coastal hex and may trace supplies inland from any major port city which is occupied by red units. (This rule slightly favors the non-French player's chance for victory).

Scenario VIII & IX—Napoleon in Spain

Napoleon's invasion of Russia in 1812 severely handicapped his marshals in Spain and doomed their campaign there to ultimate failure. The French player may assume that Napoleon has not committed his greatest blunder and use the following rules:

In March, 1812, Napoleon, 6 GI and 1 GC arrive at Bayonne. The French replacement rate is increased to four a turn and no units or leaders are withdrawn from the French player's forces, regardless of listings to that effect in the reinforcement schedule. All other units listed as reinforcements arrive as scheduled.

The presence of Napoleon in Spain greatly favors the French player and, politically, would have placed a great strain on the French to maintain themselves in the rest of Europe. Therefore, to balance the game and reflect this, the French player must gain an automatic victory through the conquest of Spain and Portugal by the end of his December, 1813 turn, or the non-French player wins the game. (Massive European uprisings and the introduction of Russian and other armies would force the French to retreat from most of the Peninsula and concentrate against these threats).

Scenario VIII & IX—No War of 1812

The War of 1812 with America strained the British effort in the Peninsula and robbed it of reinforcements and supplies. The non-French player may assume there is no such war and continues to receive two English replacement points a turn for the rest of the game. If this rule is used, however, the non-French must achieve an automatic victory by the end of their December, 1813 turn or lose the game (for play-balance reasons).

The two options listed above may be combined, in which case the French victory conditions listed in that option still apply for the French, the non-French conditions apply to the non-French; any result other than the automatic victories listed is considered a draw.

Scenario VII—1815 Southern Front

This option is listed purely for those who like to kick someone when he's already down. As if Napoleon didn't have it tough enough there was a royalist rebellion in the Vendee and threats of Spanish and Portuguese armies invading France.

To reflect the southern forces which might have been drawn into the scenario (all of which were present but never fought due to the brevity of the

campaign) the following forces are added to the scenario.

France: At Tours: 1I* At Bayonne: 1I* At Toulouse: 2I

England: Within one hex of Tours: 2P

English Satellite: At San Sebastian: Leader (0), 5I, 1C (Portuguese)

Spanish: At Saragossa: Blake, Cuesta, 6I, 2C

Replacements: Each turn 1I Portuguese at San Sebastian, 1I Spanish at Saragossa.

Allied Guards



Allied Guards

Britain, Prussia and Spain possessed guard regiments of excellent quality. These units, either due to their deployment in small groups or to their lack of effect on a campaign have been excluded from the force pool in *WAR AND PEACE*. The players may elect, for historical reasons, to introduce these guards into the game. A single strength point of each is provided in this article.

The British guards have a morale of three, the Prussian and Spanish a morale of two. They do not use the Imperial Guard rule. They are deployed in the capital city of their respective countries or with the largest field army deployed in the setup for the scenario being played, at the discretion of the owning player. A 1I of regular troops must then be withdrawn from the game in their place.

1805 Neutrals

The Swedes and Neopolitans, listed in the scenario as neutral and uncreated, respectively, were actually members of the anti-French Third Coalition. Sweden, under Gustaf The Mad, refused to fight unless Prussia entered the war, which Prussia refused to do until later on, and pulled out of the coalition. Naples, a Bourbon kingdom, was conquered without a fight as its army fled to Sicily. A British division did land and attempt to contest the kingdom later in the war but, otherwise, the country peaceably became a French satellite.

The players may wish to ignore the petty bickerings of history and place Naples and Sweden in the war as anti-French states. Sweden is treated as a Russian satellite.

Naples is an Austrian satellite and receives 1L in fortress, besieged, in Florence. Once conquered, it becomes the Kingdom of Naples and a French satellite is created.

Overland to Finland

The Russians and Swedes were prepared for and fought over Finland, which is off the map between St. Petersburg and Stockholm. Players who wish to do so may traverse Finland between these two points.

Units which begin the turn in St. Petersburg may be removed, temporarily, from play and placed off the map. They are considered in Finland. Units must remain in Finland for two turns, after which they can either reappear adjacent to St. Petersburg or in the Stockholm circle on board three.

Units which begin the turn in Stockholm may be removed, temporarily, from play and placed off the map. They are considered in Finland. Units must

remain in Finland for two turns, after which they can either reappear in the Stockholm circle or in a hex adjacent to St. Petersburg.

Units in Finland take supply as if they were on board four, although the Russians do not receive the benefit for being in a home country; Swedes receive the home country attrition benefit. Units which are in Finland can be considered as adjacent to each other for combat purposes; units which are forced to retreat in combat in Finland retreat to the point where they started their move into Finland.

Units which traverse Finland to Stockholm may enter the Stockholm box and fight either a field or fortress battle, depending on the mode of the units which are already in the circle. Units may not enter the Stockholm box if they are hostile to the occupying units without fighting a battle or a siege.

Units may be supplied when they leave Finland by leaving two units behind, in Finland, for a chain of supplies back to either Stockholm or St. Petersburg.

Holland

The Batavian Republic became the Kingdom of Holland and was given to Louis Bonaparte, the Emperor's brother, in 1806. It was formally annexed as part of France in 1810.

To simulate annexation, anytime in 1810 the French player may take off all Holland satellite troops from the board and force pool and replace them, in the force pool, with three regular French infantry strength points. France can consider Amsterdam as a regular French production city (instead of, but not in addition to, other French major cities) and doesn't have to fear for the desertion of Holland to a non-French player's conquest.

If Holland is completely conquered (Brussels and Amsterdam) the English player may form his Holland satellite force (1M, 2L, 5I and 2C) in the force pool. No French units are removed from play. The French Holland satellite units are never used again once Holland is annexed.



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POP QUIZ

A Short Quiz on Basic Strategy in THIRD REICH

By William Nightingale

So you think you know how to play *THIRD REICH*, eh? Well, we'll see about that. Close your rulebooks and take out a pencil and paper, because it's time for the dreaded "pop quiz"—the bane of every serious student of *THIRD REICH*. No, this isn't an open book test. Let's see what you've learned in the past four years of *THIRD REICH* 101. After you've handed in your papers and departed you can feel free to look up the answers on page 42 of your text.

In answering these questions assume that you are playing the campaign game with coalition victory conditions. You have no partner, so there is only yourself to blame for any mistakes. The rules are those of the Second Edition as modified and interpreted through the Question Box in the *GENERAL*.

1. AVOIDING A DISASTER

THE SITUATION: You are the Allied player and your Axis opponent is unknown to you. In making your initial setup, you decide to test his nerves and aggressiveness by deploying in Poland so that he will have to attack across the river in order to get a 2-1 on Warsaw even though he can do so without armor exploitation. Now this line of play isn't all that bad. Granted you allow a lot of armor and infantry to be available for duty elsewhere, but if you get lucky and your opponent rolls an attacker exchange, that costs him 30 BRPs. In addition, there is *THIRD REICH*'s version of an atomic blast if he rolls a 4 on the attack followed by a 6. At least, if he is a worrier, he may sweat a bit before tossing the die. On the Western Front, the French forces are deployed as shown in Diagram 1.

You don't have long to wait to find out about your opponent. He proceeds to deploy two 3-3s on the Polish border in preparation for the Warsaw attack, one 3-3 in Finland and the balance of his infantry and the armored units in the west. The fleets go to East Prussia and the 5-4 air units are placed at Kolberg, Berlin, Leipzig and Prague. He then takes a Western Front Offensive option and declares war on Luxembourg, Belgium and the Netherlands. Without a doubt this particular opponent is aggressive, some might even say stronger words than that. However, you are now faced with the problem of deploying the minor country forces. The Dutch units are easy, they must go on The Hague, but what about the infantry units in Belgium? Your opponent is apparently trying on the first turn to take not only Poland, but the Low Countries as well. Is it conceivable that he can get 2-1s on all three Capitals?

THE QUESTION: How should the Allied player deploy the four Belgian infantry units? In answering this, state the hex on which each unit should be placed.

2. THE UNWANTED INITIATIVE

THE SITUATION: This time you are the Axis player and the Winter, 1940 turn is about to commence. Your play to this point has been above reproach and the die rolls have been cooperative. Germany has 53 BRPs remaining with Poland, Norway, Denmark, Netherlands, Belgium, Luxembourg and France under control. Italy has 15 BRPs and occupies Yugoslavia jointly with the Germans. The German army is a little thin in armor and air,

but has the airborne unit available and plenty of infantry. The western defenses have been setup and the remainder of your forces are in position to attack Russia. You have to decide whether to wait one turn to launch Barbarossa and use your remaining BRPs to build additional units, or if you should have a go at it now. Great Britain has 18 BRPs and a few units off the board, however Russia has the 116 it started the year with (no turkey dinner), and of course all units in place to resist your invasion.

THE QUESTION:

- What is the order of movement for the Winter, 1940 turn?
- What would your answer be if this were a multi-player (Alliance) game?

3. AIRPOWER—THE KEY TO VICTORY

THE SITUATION: One option available to the Axis player is to make a first turn attack into France and defer the fall of Poland. Even if this option is taken, there is still the problem of providing for the Eastern Front garrison. One way of meeting this requirement is to place a 3-3 infantry in Finland plus four 3-3s and two 5-4s adjacent to the Polish border. The two air units can stage to western bases to participate in the attacks there. This leaves three infantry units, four armored units, two 5-4 air units and both fleets available for setup in the west. The fleets can be positioned on K29, the port beach hex next to Bremen, preventing any

Allied invasion attempt and threatening to intercept British transport missions to France. If you don't like this German deployment and apparent strategy, then assume you are the Allied player and this is what that character across the table has done. The Axis player has Germany take a Western Front Offensive option and declares war on Luxembourg and Belgium. Italy declares war on the Allies and takes a Mediterranean Attrition option. In answering this question, assume the following:

Germany: Stages to western bases the two 5-4s that started in the east; loses a 5-4 air unit in the attack on France; builds units worth 40 BRPs, including five air factors.

Italy: Loses no units during the Fall turn; builds two replacement counters; retains control of its air force and redeploys it to Libya to threaten Suez.

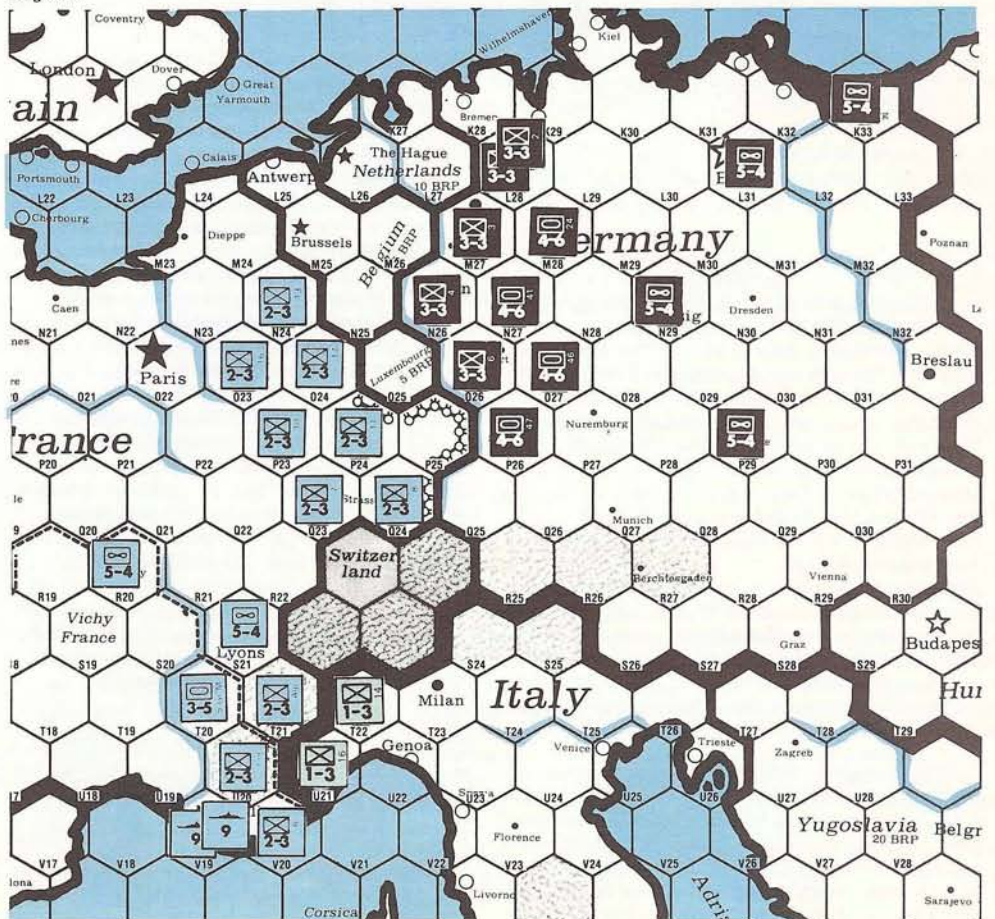
France: Loses one 5-4 air units and two 2-3 infantry units in the German attack; takes only Attrition or Pass options and makes no declarations of war; builds all of its Force Pool except for one replacement counter.

Great Britain: Loses no units during the Fall turn; takes only Attrition or Pass options and makes no declarations of war; builds all of its ground and air units, but no fleets.

THE QUESTION:

Including the builds indicated above and any units moved during the Strategic Redeployment phase, how many air factors is it possible for the Axis and Allied players to have available on the Western Front for the Allied player's Winter, 1940 turn?

Diagram 1



4. PRESSURE TACTICS

THE SITUATION: As the Axis player, you are now in the unit construction phase of the Fall, 1939 turn. The Polish 'problem' has been taken care of by attacking through Brest-Litovsk and then exploiting into Warsaw. For this attack you had to use four armored units and 18 air factors, sustaining a loss of only two air factors during the battle for Brest. In the west you have invaded Luxembourg and taken an Attrition option, but nothing exciting happened there. The German builds are two air factors, four armored units, three replacement counters, five infantry units and the airborne. You have Italy declare war on the Allies and intend to place under German control the ten Italian air factors. Your strategy is to mass in the west every available unit except for those required to be on garrison duty in the east. Because of the Allied deployment in the Mediterranean, there is no possibility of a first turn attack on any of the Italian beach hexes. Diagram 2 shows the location of units in the west at the end of the combat phase. You are now ready to position the new units and make redeployments.



Diagram 2

THE QUESTION:

Where do you want to have the airborne unit by the end of your Strategic Redeployment phase?

5. A DIFFICULT DECISION

THE SITUATION: The time is Spring, 1940 and you, the Allied player, must determine what action to take during your portion of the turn. The outlook in the west is grim, with the Germans now having five 4-6s on a Bridgehead counter occupying Paris. The Axis player's luck has been exceptional as he went through Poland without loss and in the following turn, with the help of his airborne unit, broke through a screen of units in the Low Countries to defeat the British forces defending behind the Belgian border. German losses during the Winter turn were a pair of 3-3s and 15 intercepting air factors, including 10 borrowed from Italy. This turn the Germans defeated French forces at N23 and O23 and then made an exploitation attack on your two 3-5s defending Paris. Both French 5-4s were intercepted, by the borrowed Italian air force again, when they attempted to intervene in the battles.

The situation in France at this time is shown in Diagram 3. In England you have three fleets and a 4-5 at Portsmouth, two 3-4s together with a replacement counter in London and five replacement counters scattered around to discourage any airborne attempt to grab a port. All of your other units are either out of action or deployed in the Mediter-

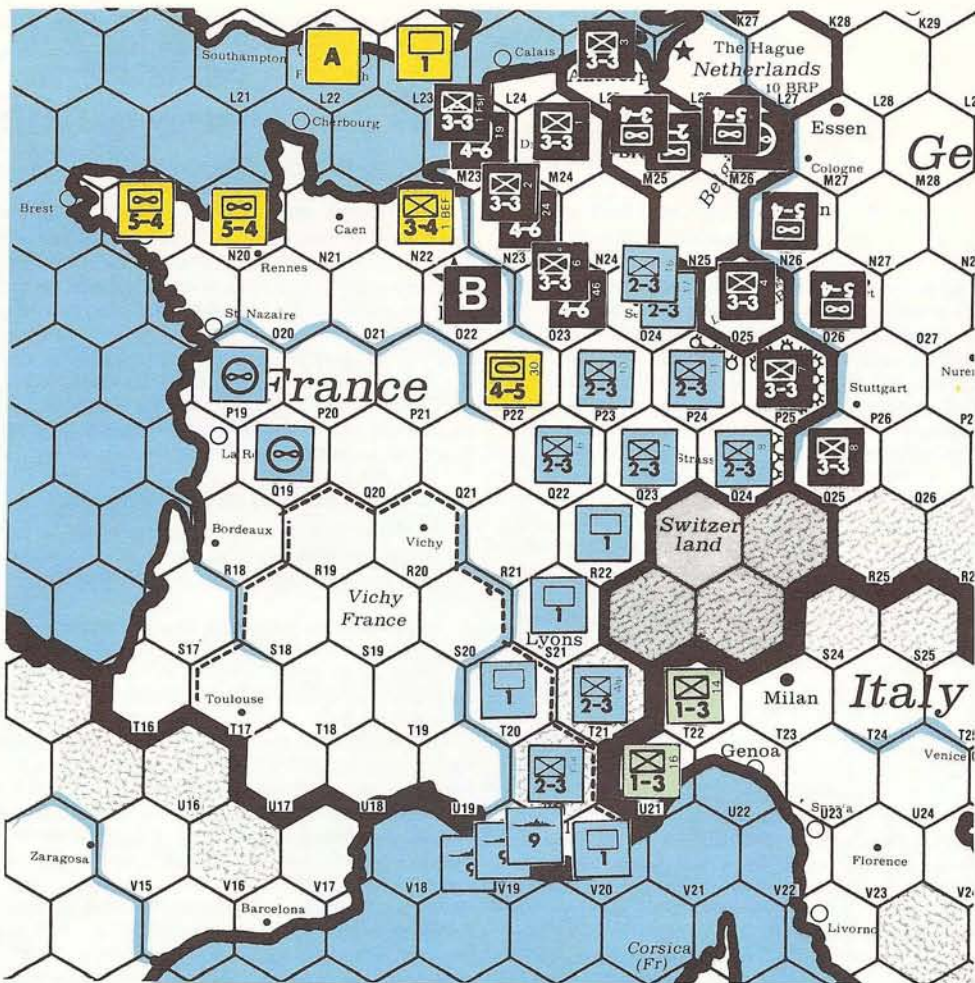


Diagram 3: The air units displayed upside down have already been used this turn. The "A" counter represents three 9 factor fleets, one 5-4 air unit and one 4-5 armored unit. The "B" counter is five 4-6 armor units on a bridgehead counter.

anean area. You have not yet been able to activate two British fleets because of the need to replace air units lost during the Winter turn Axis attacks. The situation in the Mediterranean up until now has been stable, with Italy occupying Tunis, but otherwise neither side has been able to advance. However, the Axis player has concentrated sizable forces on the Yugoslavia border and in Libya. The BRP situation is Britain with 113, France with 91, Germany with 134 and Italy with 40.

Even though you cannot get better than 1-2 odds, you intend to have Britain join with France in taking Offensive options on the Western Front. In addition to the ground units in France that can move into position for the attack on Paris, you intend to transport over the two 3-4s from London and then add an appropriate number of British air factors as combat air support. You would like to beef up the forces in Egypt by sending at least one unit there during the SR phase. There is a British 3-4 off the board as a result of being out of supply at the end of the Winter turn. (So you don't like how the British and French forces have been handled up to this point, well most of us humans make a mistake now and then. If you are immune to such faults, assume that the Allied player was called away and you were asked to sit in until he returned.)

THE QUESTION:

Do you agree that Britain should take an Offensive option and, if your answer is yes, how many air factors should be added to the attack on Paris?

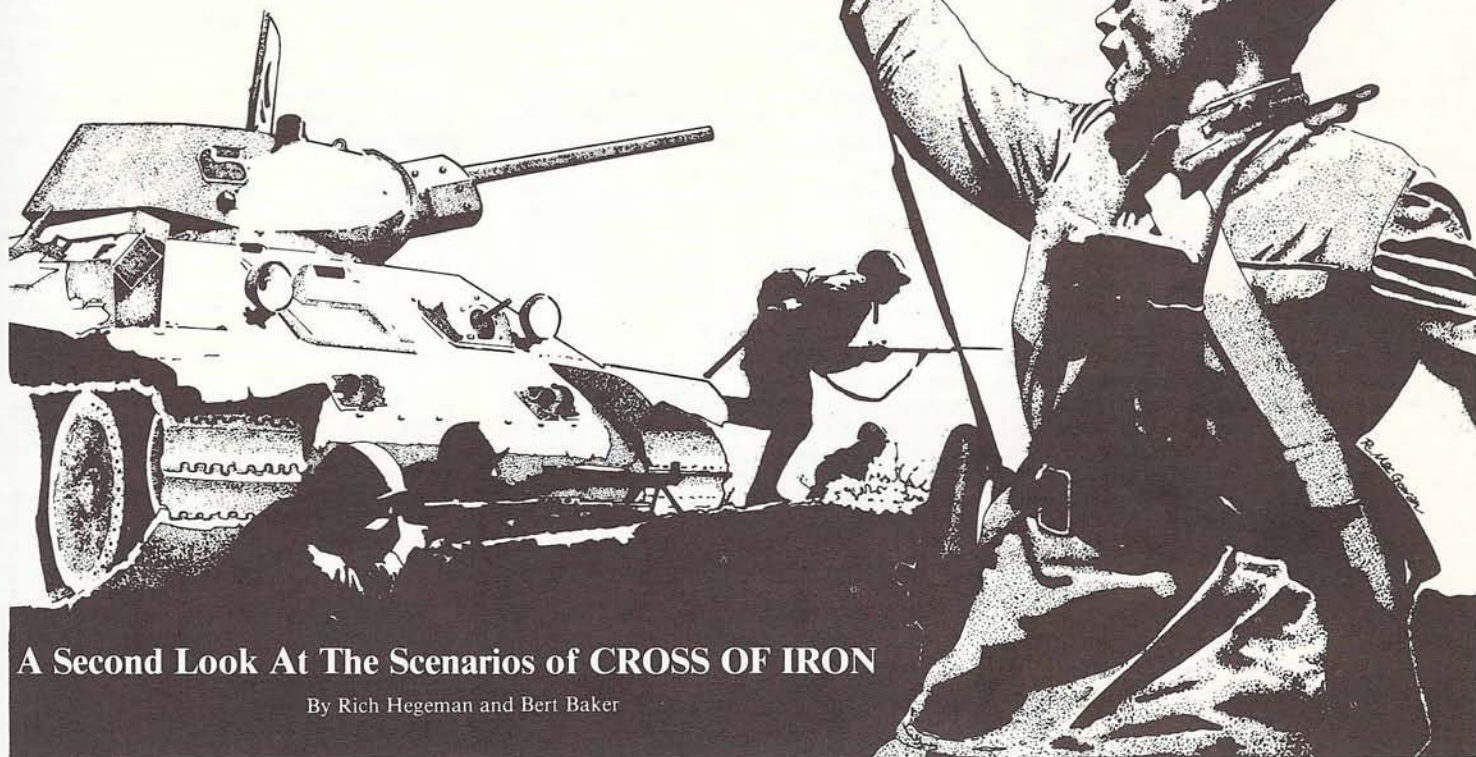
Leave your papers at the front of the room on your way out. You'll find the answers on page 42 of your text.



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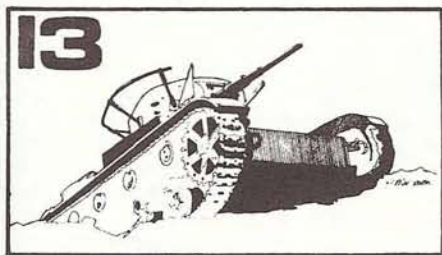
RECOUNTING



A Second Look At The Scenarios of CROSS OF IRON

By Rich Hegeman and Bert Baker

Although we enjoyed Bob Medrow's *COI* scenario review "Counting Down", which appeared in Vol. 15, No. 6 we felt that there were cases where the play analysis was skewed from results observed in numerous games. In other cases we felt that a number of conclusions were not drawn and pursued. In all cases we have attempted to offer an alternative. These may not be better, but they will serve to stimulate new alternatives and conclusions.



SCENARIO 13

There are a number of problems with the illustrated set-up. First, the stone building is too isolated to justify the commitment of the Russians' most powerful pieces (the 9-1 leader, the radio, and the HMG), especially when rapid rallying is of recognized importance. The set-up restrictions prevent the Russians from using the building effectively at the start, and a good German player will have the best entrance and exit routes cut by the second turn, notably by occupying the wooden building directly across the street (in M5). The set-up restrictions do not allow for a sufficient garrison, and the only readily available squad for reinforcement is the one from hex 3P2. This is still inadequate to face

the advancing Germans. The roadblock can be used as an LOS block, but the only readily available squads are needed for defense of the critical village center. Further, the disadvantages of starting at the higher elevation probably outweigh the advantages. The Germans will only suffer from a real lack of cover on their first move. After crossing the wheat field there will be so few open hexes remaining between the bulk of the German pieces and their objectives that smoke can easily be counted on to make up the difference. The unit on the second level of the building will probably be the only target for German turn one defensive fire which, if effective, can be followed up with a smoke round from the STG in turn one prep fire. Thus, the HMG would be of use only for its own defense. Assuming the Germans successfully negotiate this first obstacle, they may advance against the only remaining shots of eight each (adjacent) from the two 4-4-7's. From this point on, the Russians would get only deeper into trouble. The AT gun could be quickly forced back (allowing greater freedom of movement to the STG) and the village center would be critically short on infantry support weapons and good leaders.

I must admit that I tried to base my defense on the two-story building the first time I played the scenario, and it did work. However, an all-out effort is required. By all-out, I mean two leaders, at least two MG's and all the infantry that can doubletime over there on the first two moves. Of course, the town must still be fortified to prevent the Germans from ignoring the strong point and walking around it. In addition, the mortar should be in hex 302 with a spotter (8-0) in the second-story adjacent hex taking advantage of the new artillery spotter rules. The mortar can then be used to break up the Axis advance on board four. Using this

general plan resulted in the Rumanians and German reinforcements being kept out of play until turn 9 (with respect to the objective hexes that is) and a bloodbath in and around the building. The Germans lost but only by virtue of the time restrictions as almost nothing remained of the Russians. Since then, I have placed only nuisance pieces in the building and have concentrated on a give-and-take defense of the village center.

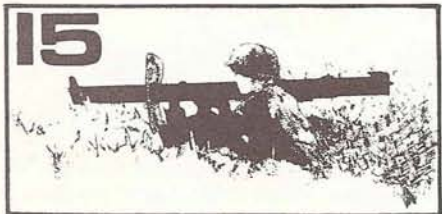
On the other board, the single Russian squad should be shifted over toward hex AA4. The given set-up would allow easy Rumanian passage toward the sole defender located in hex N5. This single squad would probably be gone by the time the engineer reinforcements arrive. The Axis infantry would not then be allowed unimpeded passage in the center and the more dangerous western entry area would be strengthened.

One way of dealing with the engineers and their equipment is to set up one or two "killer stacks" which sit behind a screen of single 4-4-7's. If the German is content to break these with fire attacks, they can be routed back and rallied (use of the 9-1 leader is important here), while others move up to take their place. If the German takes these hexes in close combat (or advance phase) the Russian should still unleash the 36+ attack as the German will have much more to lose. Note that this requires the use of 6 squads, a heavy, a medium and a light to establish two 18 factor stacks, the 9-1 leader to rally the constant flow of screen units, plus another 5 or 6 squads to man the screen. The radio should be kept out of German LOS until the 100mm module is available. This artillery battery is potentially the most powerful weapon in the game and to risk it before it is effective is not the way to maximize the possibility of its use.



SCENARIO 14

Here, the general tone of Mr. Medrow's analysis is correct. However, the German side can be played even more defensively, planning somewhat more deliberately for the end game. That is, keep the Tigers on level three hexes, ready to drop back and stall for time when the Russians get close. With a stack of entrenched infantry in hex F7 and the AT Gun in hex I3 or thereabouts a Tiger in hex E5 would be well supported. Another possible location for an end game redoubt is the gap in the ridge (hexes L4-L5), with the AT gun in hex M7. In either case, the Russians would have to regroup in order to press the attack, thus buying more time for the Germans. If some artillery rounds were saved for the end game also, the German could smoke some attackers while concentrating his fire on the most threatening units. Even 150mm barrages are not all that effective in eliminating armor (unless there are several targets in the blast area or someone drives through an FFE set off in defensive fire, either way yielding multiple rolls) but they have excellent harassment value as an LOS block.



SCENARIO 15

In playing Hube's Pocket, I have seen a pattern developing which is different from that proposed in the "Counting Down" article. The key to the scenario is the proper use of hill 621. When in possession of the hill, the German has the height advantage to aid in doing away with Russian tanks, as well as improved fields of fire. From the hilltop he also presents a hull down target which aids survivability. To this end, a Panther should occupy hex H3 on turn one. The 9-1 armor leader should be in one of these vehicles. This positioning gives the Germans a first shot in defensive fire and puts them in good position to move to hex 2N5 or thereabout on turn two. To avoid being flanked, the third Panther should make its way around board 5 to the rear of hill 538 and the two Pz IV's should take up screening positions on the other flank.

Proper use must be made of the SS infantry in order to guard weak points while the tanks assume dominating positions. The three critical points are: either end of the hill (where Russian armor could slip through) and the center (where enemy tanks could climb the hill at least to level two before the position is secured, thus negating the hull down and kill advantages). Remembering that the Panthers need two moves to fully deploy, the SS infantry must work closely with the tanks and provide cover against both infantry and tank swarms. The squads

should be within a couple of hexes of the tanks they are screening, and should have enough AT equipment to discourage the Russians from sending a group of several tanks after a single German AFV. They should be positioned so as to maximize the chances of side and rear shots in the event of such an attempt. By way of example, the protection of Panthers in hexes O5 and N5 would require squads with panzerfausts in hexes Q4 and N3. These latter squads should receive support from at least one MG on the hill. In any case, the Germans must avoid isolating their fields of fire which would encourage a Russian charge.

In the suggested set-up, the German tank in the center is too exposed. A good Russian player would rush such a target, not being discouraged by the presence of one panzerfaust in the adjacent hex. Panzerfausts need 7's to hit most adjacent, moving targets and further, need 6's to kill the T-34's. Given enough shots, one can expect a kill now and then with such odds but should not count on a solitary panzerfaust to come through. Even assuming that the infantry could knock out one tank (either with the panzerfaust or through immobilization or with an ATM during the next move) and the Panther another, the final result would be a fairly normal two for one trade with the Germans losing one of their best tanks. As some Russian infantry would certainly get through on the tanks, the Germans would find the entire center badly disorganized, and his convoy route cut.



SCENARIO 16

In reading the commentary on Sowchos, I had the strange experience of agreeing with many of the details of analysis yet disagreeing with the overall picture. This scenario presents both players with a somewhat desperate situation at the start. The Russian is asked to hold a village which is surrounded by excellent fire positions (the two-story stone building, hill 547 and hill 522). Unfortunately, each of these positions can be easily isolated from the village center and the Russian does not have the necessary pieces (either men or material) to hold every one independently. To divide the pieces three or four ways and try to defend each is the formula for a quick defeat.

On the other hand, the German cannot sit back and fail to take advantage of his opponent's predicament because he has problems of his own: inferior numbers of men and, later, armor inferiority. In such a situation, the German board 5 starting force can in no way be seen as weak and cannot adopt a defensive stance. It must be prepared to isolate and reduce a Russian position either in or outside the village, then fill the vacuum and continue the assault. Remember that at the outset the German has at least one fire mission of artillery and four 75mm shots per turn available for support. He also has the usual leadership superiority. Thus, just as in Balta the elevated terrain, if occupied, can become the target of several heavy attacks and perhaps a barrage as well. Also be aware that the

presence of the Marder on hill 547 (which is difficult to prevent) makes routs and/or movement out of the building quite tricky.

A good strategy for the Russian would be to develop the center of the village as fully as possible while gracefully surrendering the surrounding hills and buildings, perhaps sacrificing a few squads along the way if it seems worthwhile. The order of the day should be "Dig in!" and fortify the village center. This will provide the Russian with a viable hedgehog until the armor arrives. At that time the hedgehog can be expanded to recover lost ground. However, the Russian should not be too eager to attack as over-enthusiasm will generally result in excessive armor losses. The turn four assault must be played carefully to prevent exposure to too many shots.

The German should move both 75mm weapons up onto hill 547 while the 9-2 leader, MMG and radio dominate the village from the two-story house. He should hope to have armor on hill 522 and a foothold in the village by the time the enemy tanks arrive. The Russian armor can regain wooden houses later in the game merely by driving into them, so they must be kept in check.



SCENARIO 17

There are several problems with the suggested set-up for Korosten. The most serious however is what appears to be an over-all lack of direction on the part of the German defenders. The only forces which are permitted some degree of freedom in initial placement have been deployed in scattered positions with restricted fields of fire. Such placement does not reflect the objectives which are of primary importance to the German. The key to the scenario is the preservation of the depot's morale and position. If the reinforcements arrive to find only a few units still unbroken with morale ratings of six, all busy hiding from the Russian cavalry, the game will likely go to the Cossacks. If, on the other hand, the armored column finds the depot in relatively good order (morale still normal) and in possession of some semblance of a position, it could well be the German's turn to mop-up. In the face of being badly outnumbered, casualty reduction must be the primary consideration.

To this end, pieces must be placed in such a way as to be capable of supporting each other, and some provision must be made for the protection of vulnerable units such as weak leaders and broken infantry. The problem is where is this to be accomplished? The village center can be quickly and decisively assaulted, as can most of the outlying areas. One of the few positions which can be adequately defended against immediate attack is the two-story stone building which also happens to be the place where the armored car must sit for two Russian moves. Other motivations for developing a strong point around this building are its excellent fields of fire, its +3 DRM and the fact that 40% of the crew counters start in or near it. Furthermore, consider that the German has a total of 17 shots (four weapons, three squads, and ten crews) available on the first turn. If these are deployed along both flanks of the village the Russian would be wise to rush the side with fewer shots. The actual

number of shots will vary, depending on Russian movement and German firing patterns, but odds are that at least nine Russian squads will make it through in good order. This number is sufficient to result in several close combats and a consequent deterioration of the depot's position.

By establishing a strong point, the German can get enough shots in one place to truly discourage the Russian from trying to overwhelm that one location. Of course, it is not easy to discourage a saber-wielding Cossack, but then again 13 rolls on the two and up tables with a minimum of a -3 DRM is something to be feared. The only way to establish such a threat is to concentrate all available resources in and around the strong point (four crews will have to be left out due to set-up restrictions—17 less 4 is the 13 referred to above).

If this is done, the Russian will be left on the horns of a dilemma. He can either risk early demoralization through a direct attack on the strong point (which will shorten the game in any event), or he can stow the sabers and prepare a deliberate assault, risking the intervention of the motorized column on an incomplete maneuver. Given the problems associated with each alternative, the choice becomes less a tactical decision than a reflection of one's wargaming personality. I prefer the latter choice because it leaves the Russian with more options. If he succeeds in capturing the four or five most exposed crews, a lucky roll and/or a German mistake later in the game would make victory impossible, and if the German is unfortunate in rolling for his reinforcements, the steamroller approach could come off.



SCENARIO 18

In this scenario, the German player finds himself short-suited in many ways. First, he is desperately outclassed in mobility. Second, his AT guns are not really up to the task of dealing with the better Russian armor frontally. And third, he has insufficient infantry to defend the area involved (especially considering set-up restrictions). Once discovered, a German position can be overcome quickly. The Russian tanks with zero and above armor modifiers can get into position and finish off an AT gun with fire or, if Russian losses have been light and the dice comply, the gun can be overrun by the lighter tanks. If the AT Gun is unsupported by infantry, the Russian can use the MMG's to work over the crew(s). All the above argues for two things: the German must never deploy an AT gun without support from both other AT guns (or AA guns) and infantry. This requires some discipline because there is a strong temptation to think: "Here is a beautiful, obscure, little woods hex where Ivan won't bother to look (at least for a while). I'll just set a 37 gun right in here and when the first (or second) tank rolls by . . . zap! In order to avoid this kind of thinking, one need only play against a good Russian opponent once. Time is on the German side *but* there is enough of it for the Russian to recon-

noiter the majority of potential hiding places on his line of advance. Therefore, German faith in sneaky, isolated positions is not warranted. Anyway, just think how embarrassing it will be when one of your AT guns is captured by a human wave of Russian conscripts.

A more reasonable German approach to the problem is to accept the advantages of HIP without making a crutch of it. He should consider what his deployment would be like without HIP and *then* make adjustments as appropriate. This would result in one of two strategies. Either a defense of one particular area with all the resources at hand (which, due to set-up restrictions would have to be around the intersection of the four boards) or, a defense in hedgehog style of two (or at most three) areas along the line of advance. In the latter case, a careful balance must be maintained between the amount of infantry and the amount of weapons deployed on a given board. Placing two guns (and attendant crews) on a board leaves only eight counters to play. Two leaders, three to four squads and two to three MGs would seem to be a reasonable mix. Addition of a third gun would leave one with only six pieces to play (probably one leader, three squads, and two MG's) and this is getting a little light on infantry support, especially if their positions are not closely linked with positions on another board. By using bore sighting on a MG and having a leader to direct its fire, likely paths of infantry advance can be covered nicely. Careful study should be made of the terrain when deploying guns. One should attempt to maximize the likelihood of getting a side or rear shot attempt while simultaneously limiting the number of potential LOS's to the gun. When the guns finally are revealed the Russian should be forced to maneuver in order to silence them.

In the suggested set-up, a defense in depth has been achieved by scattering pieces around the boards and hoping that uncertainty on the part of the opposing player will fill the gaps. The 37mm AT gun on board 4 is isolated and unprotected. The 50mm gun on board 1 has some covering fire, but is not screened by penetration to prevent a charge by Russian infantry. Mutually supporting fields of AT fire are minimal, and do not appear to be keyed in on coaxing side and rear shots out of the enemy. The desire to keep the Russian guessing appears to have overshadowed the need for a closely-knit, mutually supporting defensive belt, resulting in the scattering effect found in the published set-up.



SCENARIO 19

When one first looks at this scenario from the German point of view there is likely to be a sense of awe at the number and strength of enemy pieces. However, when the total situation is reviewed, the German may find that his prospects are not all that gloomy.

In the first place, there is a 75% chance that the airborne assault will not arrive on the first turn. Assuming this is the case, the German will have the opportunity to concentrate his efforts against the

Russian cavalry. In doing so, the Russian horse should be deflected from the most critical points as well as being forced to show their hand. Fear of German counterattack may lead them to dismount, thus further reducing their threat value.

Secondly, special rule 19.2 virtually prohibits the partisans from developing a serious assault. Given the usefulness of the snipers and the partisans' ability to aid the parachutists later, it is probably to the Russians' advantage to avoid overcommitment of these pieces early in the game. The case for holding them back grows stronger when one further considers that they can accomplish part of their mission (distraction of the enemy) without exposing themselves to too much fire.

Thirdly, the sniper threat can be greatly reduced through effective German set-up. If the area in and around the village and two-story building is saturated with pieces so as to prevent the deployment of snipers therein, the Russian will probably never get better than a roll for craps against German leaders (-4 sniper, +2 DRM, 1 to kill = 3). Since the Germans move first, the inconveniences associated with this kind of set-up can be easily made up. To shrink from engineering such a set-up based on one's first turn plans is to ignore the fact that leadership superiority is a potent weapon and one of the few advantages the Germans are given, at least initially.

Lastly, the German begins with the superior position. As in Korosten the two story building can be readily exploited as a strongpoint. With two MMG's, two squads and a 9-2 leader stationed there, Russian dispositions would have to be well dispersed, and open terrain movement minimal.

All that has been said so far can be translated into a set-up and first move for the German. Beyond saturating the village and manning the two-story building as already noted, the German must keep a strong mobile force (the three halftracks, two squads, two LMG's and a leader—minimum) ready to take up position on turn one between the board edge and the large building. This deployment allows for 11 shots against a frontal attack by the cavalry and provides for a potent mobile force counterattack.

While the German is thus establishing himself, the Russian must keep a few things in mind. The enemy force is small and, although it begins with a well defended perimeter, it is highly vulnerable once the boundary is pierced. A few good units, once in the village could successfully absorb most of the German fire allowing others to move on more easily, reducing the scenario to a close combat which the German must lose. The real problem is getting those first few in. One solution to this problem is to present the German with more targets than he can hit. Remembering that he has (at most) 18 shots available, the placement of the airdrop right on the town would seem to do the trick. Given the required parachute drift rolls, such a plan may seem a bit risky. However, the odds would still favor the Russian if he has had the foresight to preserve a part of his cavalry force mounted and within one move of the village, along with a few of the partisans similarly positioned. If he has, these additional units should provide a safety factor in getting at least a few units into selected village hexes.

The difficult part is the maintenance of the cavalry threat. As noted it is important for the Russian to maximize the number of mounted units available on the turn of the drop. Since he will not know which turn will bring the drop, the Russian must leave the units allocated to the supporting rush in a continual state of readiness, *i.e.*, mounted. Unfortunately cavalry is highly vulnerable in this condition (a -1 DRM for being mounted and a maximum of a +1 DRM for cover). If attacked by well led squads (-1 or -2 leader) they can expect to take heavy casualties.

The Germans have the firepower, mobility, and leadership to build such attacks. He must put his efforts into a series of counter-attacks using his mobile force in order to prevent the Russian from launching a concentrated effort. Yet, the same uncertainty about the drop which plagues the Russian also limits German action against him. Should the German send his mobile force out too far to disperse a knot of ready cavalry units, he risks the disastrous consequence of a direct vertical assault on a lightly held village. Ignoring the cavalry, though perhaps safer, will ultimately add to the overall strain on his 18 available shots when the landing comes. The important point for the German is to create a situation in which the Russian, has trouble deciding if he is the attacker or the defender, but not endangering his strongpoint. Conversely, the mobile group must not stray outside the protective fire of the strongpoint so that it is not needlessly endangered.



SCENARIO 20

Borisov has, perhaps, the most potential of all the original *COI* scenarios. Both sides have sufficient units to pursue tactical objectives without being overly concerned about the fate of any single piece, and the large number of boards provide enough objectives to prevent any one line of development from being immediately obvious. The expanded playing area leaves the numerous mobile pieces (12 Russian vehicles plus six cavalry squads and 20 German vehicles) with more opportunities for maneuver, and the victory conditions require both sides to attack. As if all that were not enough to create a sort of *COI* utopia, the designer of Borisov threw a mind-boggling assortment of equipment. However, the two forces remain basically true to form for the time period represented. The Russians have superior numbers, both in infantry (54 to 24) and tanks (11 to 5), superior mounted weapons (a 152 and four 76 guns) and the benefit of a few "super-heavy" AFV's. The Germans field a combined arms operation with better leaders, more mobility, engineering equipment, an AT arm, artillery and perhaps air support.

With 12 of the Germans' 20 vehicles falling into the transport category, it is obvious that mobility must make up for their deficiency in gun size and armor thickness. However, a force geared for maneuvers is impotent if deprived of room in which to exercise its specialty, and considering the board arrangement and the extent of the Russian armor holdings, this is a very real possibility. The German must make the breakout from board 1 his first priority, for it will only take the Russians a few moves to seal it off.

Having recognized the need to exit the city board, one must next decide where to attempt this. Assuming the main Russian effort is directed across board 4 and into the village, there will remain the two basic choices of going northwest or south. Each course has advantages and disadvantages. A southerly breakout is faster and establishes the potential for dominance of hill 621 with all the benefits that implies. Due to the presence of the road, such a thrust could be well on its way in 1½ moves and even vehicles towing guns could keep up fairly well. On the other hand, the corner that was turned leaving board 1 would remain a problem. Though out of the city, the armored group could still become somewhat tied up and would certainly be separated from the bulk of the infantry. This separation, in addition to being dangerous, would require that more infantry accompany the mobile group than would otherwise be necessary (it would be hard to reinforce). Another prerequisite for such a move would be the deployment of the 50L gun with the infantry left behind in order to keep them from being overrun while the armor is away.

A breakout to the north would be slower as there are two hills in the way. Because it is slower, the Russian would have more time to react. However, it would have the advantage of being nearer the main force and thus better able to support it (and vice versa). The potential for circling behind the two-story building would be established, and the Russian would be forced to react. Given the balance of armored forces, it is essential that the German either force the enemy to come to him (strained through 18.1) or that he maximize his chances for top, side, or rear shots on pieces that refuse to engage (as he would by holding hill 621).

Naturally, the German choice of direction will be affected by the actions of his opponent, but it would be a mistake to give away one's intentions on the first move, assuming the Germans move first. For this reason, it is probably best to keep the armor either centralized, or divided in such a way as to be non-committal on that half move. Note that the four Russian fast tanks mount guns every bit as good as any the Germans have and will be able to respond quickly to German movements.

A last consideration in forming the breakout is which pieces to include. Although the three MkIII's and the MkIV are obvious candidates for the core of the group, their rate of fire coupled with their unimpressive kill numbers makes support mandatory. Support for these tanks should include some faster firing weapons in order to deal with the potential wave of BT's and T26's. A 28LL and the armed halftrack suit this need without adding excessively to the problems of traffic control and deployment. Two infantry squads with a leader, radio and MG's would also be necessary (one or two additional squads if using the southerly move).

Once the issue of maneuver is settled, one may turn to a consideration of the infantry struggle. Assuming the main Russian effort is aimed at board 1, the village becomes a natural choice for a defensive stand. It is far enough forward that it becomes impossible to reinforce. It contains some of the best cover available and can be readily supported by MG positions in the city. However, these advantages will be nullified if Russian armor is permitted to drive through the infantry positions while they are busy defending themselves from their numerically superior counterparts. Since a single failed morale check could be fatal under these circumstances, overruns and adjacent attacks from heavy ordnance must be prevented. To do so requires more than infantry anti-tank devices—the 50L is a necessity. Firing at short range, it has an excellent chance at stopping all but the KVIIA with a single shot. Because the 50L must concentrate on protecting the infantry, something further is needed to prevent Russian movement around the flank of the gun and/or the outskirts of the village. The StGIII

would do well in this role, being basically a defensive weapon.

This deployment leaves a 28LL, the Pz38t and the PSW222 unaccounted for. They may be put to good use in defensive positions at the entrances to the city. As the rest of the German pieces become heavily engaged, it would not be surprising to find the Russian player mounting a brief rear area attack. The two weakest pieces, though vulnerable in the assault might be just what it takes to discourage such thoughts. The 28LL would certainly be well played if used at the corner of board 1 after the armor has swept past in a southerly breakout.

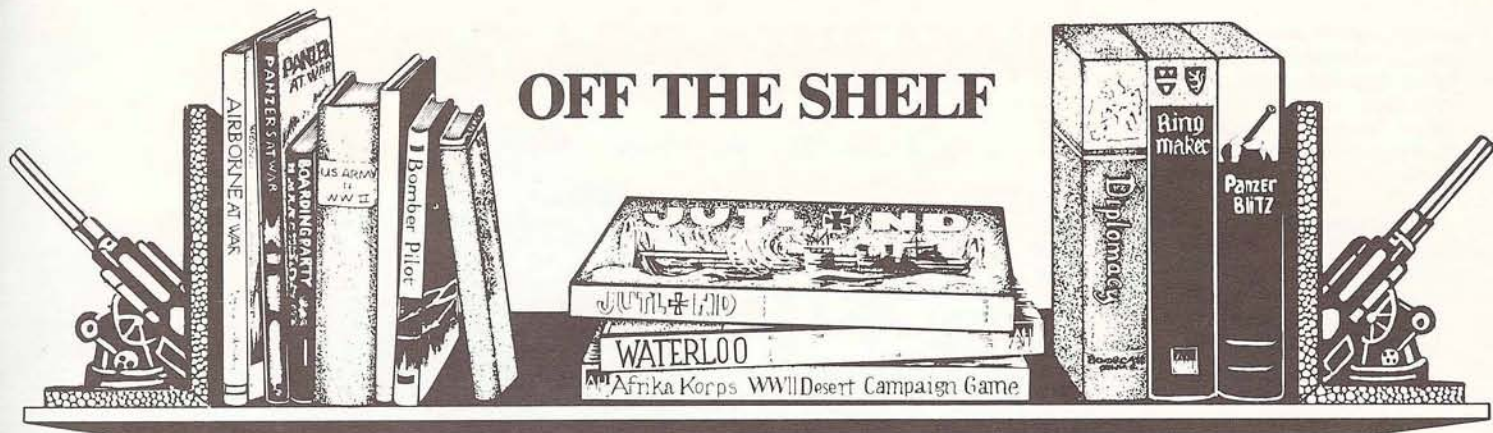
Three final recommendations for infantry deployment are:

1. Use the engineers and their equipment in the village for close action.
2. Establish at least two powerful MG/radio positions in the city.
3. If using the smoke/satchel charge combination, beware of a Russian counter-attack through your own smoke.

A word about the authors' recommended AT/MG emplacement at 3J6: Given the unloading and movement limitations of the 50mm gun, it would be necessary to spend two turns on the hill getting the gun into position. The infantry could get there sooner, but would be subjected to numerous small arms attacks from the plethora of Russian squads pressing on the village. It would be possible for the German to expend some of his precious fire missions to smoke screen the development of such a position, but this could be used in turn by the Russian to counter-attack the unsolidified AT/MG nest. The fact that such a position could have a telling effect on the game would provoke maximum Russian reaction. If the Russian armor becomes involved in the effort to prevent the formation of the subject strongpoint, the Germans have a good chance of losing the gun and a poor chance of setting up the position. Considering the expenditure of men, vehicles, weapons and fire missions required for the attempt, plus the risk (losing your best gun) a German player carefully considers the desirability of such an operation.

For better or for worse, the Russian's position is extremely straight forward. Given the starting force distribution and make-up, a thrust across board 4 followed by an attack on the village is the only logical choice. If successful to any degree, such a move would absorb the bulk of the German force through its threat to board 1 and would thus enable the Russian to dominate the other boards with only token forces. A thrust at any other point surrenders the important two-story building from board 3, the village itself, and (almost by definition) the rest of the board sooner or later. Without the village, board 4 is indefensible and since the Germans are given the city, the game would be decided. The only real decision the Russian need make regarding infantry is how many to start in the south. Here, the six conscripts (unfit for assault), a guard, two rifle squads, a leader and some equipment (including an ATR) would seem to be a reasonable commitment. To double this contingent would require more than a third of the German force, and its absence would painfully be felt by the German in dealing with the main assault. The cavalry should probably be used for the quick occupation of the two-story building which they can reach without excessive exposure to German fire. They should bring two MG's and two ATR's.

The real Russian work is in the proper use of the armor, with which an attempt must be made to satisfy two divergent needs. First, to support the infantry attack on the village and second, to inhibit German maneuverability. Although several principles of war argue against the resulting division of strength, there is simply insufficient time to settle



OFF THE SHELF

OFF THE SHELF is a semi-regular column devoted to the review of the latest military history books which might offer background information of interest to our wargaming readers. In the process we add to our own humble research facilities by incorporating these review copies into our library. Publishers of military books are invited to send releases of interest to the attention of Frank Davis c/o Avalon Hill. Not all books received will be reviewed but each one will be listed in a section of the column entitled: "Books Received". Inclusion in this section does not preclude the possibility of a more extensive review at a later time.

Attacks. By Field Marshal Erwin Rommel. P.O. Box 776, Vienna, Virginia 22180, Athena Press Inc., 1979. 325 pages, \$14.95.

First published in 1937 under the title *Infanterie Greift An*, this book became "Patton's bible," the classic account of Rommel's early career in World War I. Translated from the original German text, this edition, which includes numerous redrawn maps and sketches, is the first complete and unabridged version published in the United States. The book is an exciting, autobiographic account of Rommel's experience in The Great War, from his first patrol to the heroic actions for which he received Germany's highest military honor. Unlike many German officers, Rommel's experience was not limited to the static Western Front; his unit also saw action in the Carpathian mountains, and took part in operations against the Italians during Germany's Tolmein offensive in late 1917. Thus, throughout the book, Rommel provides first hand, vivid accounts of platoon and company actions on all the major fronts of the 1914-1918 War. Remarks and observations, written directly after combat, are appended throughout the text, allowing the reader to trace Rommel's development from an inexperienced lieutenant into a master tactician. Long considered a classic in military literature, *Attacks* is highly recommended to those with a special interest in World War I as well as to readers who enjoy studying the art of command in the complex warfare of the Twentieth Century.

Dale Sheaffer

CASSINO TO THE ALPS. By Ernest F. Fisher, Jr. Center of Military History, 584pp, maps, photographs, 1977. \$17.00. Available from Superintendent of Documents, Washington, DC.

It has taken over 31 years but now the job is complete. This is the final volume of the official U.S. Army's four-volume history of the Mediterranean Theater of Operations in WWII. More precisely, it is a well-researched, authoritative chronicle of the operations of General Mark Clark's 5th Army in Italy from May, 1944 to May 2, 1945.

The action picks up in the spring of 1944 when Adolph Hitler was supremely confident that

Generalfeldmarschall Albert Kesselring would have little trouble carrying out his order to keep the Allied armies south of Rome. Der Fuehrer had provided "Smiling Al" with 23 divisions of well-equipped, first-rate parachute, panzer, grenadier and infantry troops to defend a 150-mile wide front that contained some of the most precipitous mountains and convoluted terrain in the world.

In the book's comprehensive index there are 112 mountains listed which immediately says this is not going to be a fast moving history of an Allied version of the blitzkrieg. Rather, it is the story of a cruel and bitter campaign that starts with the breakthrough of the formidable Gustav Line that is anchored at Cassino and moves along "almost always at a foot-slogger's pace" to the Alps where Army Group "C" finally capitulates.

Fortunately, the reading of this book does not move along at a foot-slogger's pace. Colonel Fisher, who was a paratrooper in Europe during WWII, has a lucid manner of working the dry, sparse facts and figures of military operations into a narrative style of writing that makes for interesting reading for both the military expert and the layman.

He presents the results of his in-depth research to provide answers to two basic questions that deeply concerned those who fought the prolonged fight in a campaign that all too often seemed to be going nowhere:

- Was the longest sustained Allied campaign of WWII, which lasted 570 days, worth the cost?
- Was meeting the objective of tying down two German armies so they could not be used on other fronts all that could have been accomplished in Italy?

The text has many examples where the author has revealed the human, personal side of the costly, tedious battles for rivers, ridges, and towns in the face of determined resistance from a resourceful foe. The primary emphasis is centered around the actions and events that make up the combat life of the U.S. Army's single armored and ten infantry divisions. There are numerous accounts of platoon, company and battalion level actions that include examples of mutinous troops, outstanding leadership by junior and field grade officers, acts of individual heroism meriting the Medal of Honor, one of the few verified incidents of a bayonet charge by American infantry in WWII and the pathos surrounding the aftermath of the unintentional strafing of U.S. infantrymen by U.S. fighter-bombers that resulted in hundreds of dead and wounded.

Here also are the conflicts of personalities and cases of outright insubordination that afflicted both sides at the highest command levels. Mark Clark battled with Field Marshal Harold Alexander, The Allied commander, over the relative importance of trying to trap and destroy the German 10th Army or releasing the U.S. 5th Army to race northward to take Rome before the D-Day landings

in France. Clark did not want the British 8th Army stealing any of his glory by sharing in the capture of the Italian capital and he threatened to open fire on 8th Army troops who tried to interfere with the progress of his army.

The German 14th Army faced Clark's forces along the Tyrrhenian Sea and its commander, Generaloberst E. von Mackensen, was at odds with Kesselring about what tactics to use to contain the beachhead at Anzio. Their feud ultimately led to an open breach between these two skillful and dedicated soldiers and Mackensen resigned.

There is no question this history book is ideally suited for the library of history students, military professionals and wargamers. You do not have to be a military professional to enjoy the story of awesome tenacity and courage of the "Queen of Battle", the infantry—both American and German—who fought harsh weather and rugged terrain in a backwater of the war to carry out their mission: find, fix and destroy the enemy.

George J. O'Neill

The Napoleonic Wars—An Illustrated History, 1792-1815. By Michael Glover. 171 Madison Avenue, New York, N.Y. 10016, Hippocrene Books Inc., 1978. 240 pages, 100 illustrations, \$22.50.

In this concise account of the European wars of 1792-1815, Michael Glover has woven together the military, naval, economic and diplomatic strands which fashioned the greatest conflict prior to the Twentieth Century. Unlike David Chandler's *Campaigns of Napoleon*, this volume is not a detailed military account but rather an informative and highly readable overview of the events, and especially the statesmen and soldiers, who shaped the course of the Napoleonic Wars. The narrative provides relatively few statistics, but is laced throughout with interesting and often humorous anecdotes which breathe life into the fascinating story of Napoleon's rise and fall. Readers who are mainly concerned with tactical minutiae may gain new insights into the equally complex but far more important considerations of grand strategy, as well as into the true nature of "the men of destiny" who fought for or against the French Revolution and Empire.

Arnold Blumberg

Born in Battle Magazine—Issue 7, November 1979. Edited by Lt. Col. David Eshel, IDA (Ret.), Eshel-Dramit Ltd., P.O. Box 115, Hod Hasharon, Israel. Bi-monthly publication, 64 pages. Six issue subscription (surface mail) for \$22.00.

This publication caters to the reader who is interested in modern weaponry, organization and uniforms for both land and naval forces. The issue reviewed contained an article on the combat effec-

tiveness and contemporary equipment of the Israeli Airforce; an article on the uniforms and insignia of the Israeli Armored Corps; details of the Soviet BRDM-2 Sagger missile launcher; an article on the American nuclear aircraft carrier, U.S.S. *Eisenhower*, which included a four page color pull-out of the ship and its aircraft complement. The feature article, accompanied by several tactical situation maps and numerous photographs, concentrated on the decisive armor engagement in the Sinai on October 14, 1973. The authors are generally American or Israeli military officers, either active or retired. The magazine also includes a question and answer column on current military topics and will interest many gamers who are chiefly concerned with modern military history and hardware.

Arnold Blumberg

BOOKS RECEIVED:

A-20 Havoc at War by William N. Hess, 597 Fifth Avenue, New York, N.Y. 10017, Charles Scribner's Sons, 1980. 128 pages, \$17.50.

Avenger at War by Barrett Tillman, 597 Fifth Avenue, New York, N.Y. 10017, Charles Scribner's Sons, 1980. 128 pages, \$17.50.

Lancaster at War-2 by Mike Garbett and Brian Goulding, 597 Fifth Avenue, New York, N.Y. 10017, Charles Scribner's Sons, 1980. 160 pages, \$17.50.

P-40 Hawks at War by Joe Christy and Jeff Ethell, 597 Fifth Avenue, New York, N.Y. 10017, Charles Scribner's Sons, 1980, 128 pages, \$15.95.

Thunderbolt—A Documentary History of the Republic P-47 by Roger Freeman, 597 Fifth Avenue, New York, N.Y. 10017, Charles Scribner's Sons, 1980. 152 pages, \$14.95.

Air Forces of the World by Barry C. Wheeler, 597 Fifth Avenue, New York, N.Y. 10017, Charles Scribner's Sons, 1980. 112 pages, \$11.95.

World Military Aircraft Since 1945 by Robert Jackson, 597 Fifth Avenue, New York, N.Y. 10017, Charles Scribner's Sons, 1980. 160 pages, \$10.95.

World Civil Aircraft Since 1945 by Michael Hardy, 597 Fifth Avenue, New York, N.Y. 10017, Charles Scribner's Sons, 1980. 128 pages, \$10.95.

Modern Combat Vehicles: 1—Chieftain by George Forty, 597 Fifth Avenue, New York, N.Y. 10017, Charles Scribner's Sons, 1980. 128 pages, \$14.95.

Mounted Combat in Vietnam by General Donn A. Starry, Available from Superintendent of Documents, Washington, D.C. 250 pages, softbound, \$4.25.

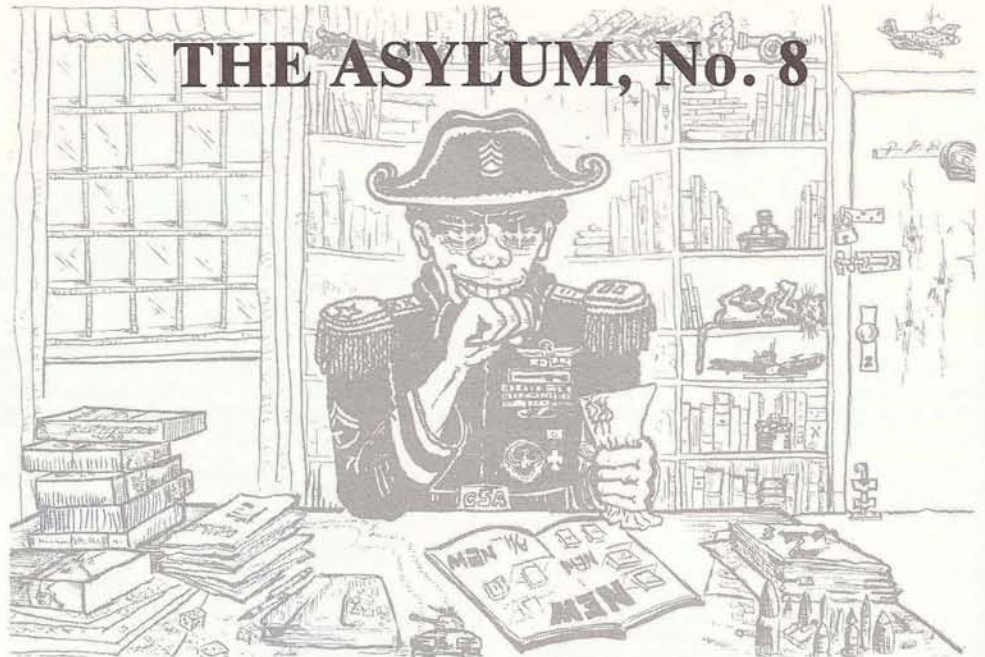
The Bunker by James P. O'Donnell, 666 Fifth Avenue, New York, N.Y. 10019, Bantam Books, 1979. 400 pages, softbound, \$2.95.



RUSSIAN CAMPAIGN PBM KIT

Each kit comes with full instructions for both pbm in general and *RUSSIAN CAMPAIGN* in particular. A kit includes 4 pads—two each for Russian and German moves, and includes everything necessary to record movement, combat, and retreats plus special functions like rail movement, sea movement, weather and replacements. A complete kit sells for \$6.00 plus postage. A half kit with only two pads costs \$3.00 plus postage. Maryland residents please add 5% sales tax.

THE ASYLUM, No. 8



WHITE WIND, BLUE MOON, NOOK AND CRANNY*

*(Patton Pending)

By Alan R. Moon

WWBMNAC is a fantasy, role-playing game, presented here as a bonus for *ASYLUM* readers.

Set-Up

Players may sit around, under, or on top of the table, though the latter will make play extremely difficult.

Place Nook in the Palace of the Evil Mountains. His mother the witch known as Nan Nook of the North, may be placed anywhere within the Evil Mountain Kingdom, since she spends her time roaming around aimlessly. Though young, Nook has recently inherited the throne because his mother's spells have become impotent.

Place Cranny and the pumas in the cravices. Dorothy should be placed in the balloon-shaped area marked Kansas. She's just dust in the wind anyway.

Distribute the goblins and the food counters randomly about the map. The food counters represent packets of high-protein nourishment, including stuff like bologna, egg rolls, rye bread, and chicken noodle soup (which can also be used as a remedy for certain ailments).

Each player selects his character. A player may be any character listed on the character chart, himself, or Richard Hamblen. Of course, the second two choices are the same thing if you are already Richard Hamblen. EXCEPTION: Only one player may be Richard Hamblen in any one game, and Richard himself, if playing, has first dibs.

Each player receives one survival kit (consisting of one plastic knife for eating purposes only, one small jar of mayonnaise, water, and a pack of Wash and Dries), three magical spell cards, and a mule.

All players begin the game at the Gates of Paradise.

Movement

The ugliest player goes first. If no one claims the honor or disputes arise, the matter can be settled by majority vote. Players should note how other

players vote during this procedure and begin to hold grudges where applicable. Revenge should be under constant consideration.

Players may crawl, walk, jog, run, hop, skip, and jump. No gum chewing or littering is allowed.

Fate Spaces

When a player lands on a fate space, he must throw two dice and consult the Fate Table.

Fate Table

Die Result

- 2 Nook (You are captured by Nook's evil munchkins and taken to the Palace of the Evil Mountains)
- 3 Divine Wind (You must attack yourself)
- 4 White Wind (You may wear the Good Witch's halo for the rest of the turn)
- 5 Breaking Wind (Fill out an Environmental Protection Agency report)
- 6 NitPick (You may change any game rule for the rest of the turn)
- 7 Lie, Cheat, and Steal (Normal play proceeds)
- 8 Dark Moon (Lose one turn while your eyes adjust)
- 9 Blue Moon (You must sing two lines of the song before moving on)
- 10 Full Moon (If you are Lon Chaney, you must turn in to a wolf and attack the nearest other player)
- 11 No Moon (No romantic missions allowed)
- 12 Cranny (You are captured by Cranny's flying pumas and taken to the nearest cravice)

Supply

Since it is ill-advised to drink the water in a foreign land, players do so at their own risk. If you run out of water and are forced to drink from a lake, river, or mud puddle, you must roll one die each turn beginning the turn after drinking the water. If you roll a 4, 5, or 6, you have diarrhea and must proceed immediately to the nearest woods. If you have diarrhea for three turns in a row, you

Continued on Page 29, Column 1

STAFF BRIEFING

An Interview with Mick Uhl

By Alan R. Moon

Next on the list of victims, err staff members, is Mick Uhl who suffers occasionally from arthritis which is why Alan was able to corner him so fast. Feel free to send in any questions you'd like asked of particular individuals on our staff to Alan's attention. He is setting his sights on bigger game in future issues so we need all the help we can get in prepping for his incursions.

ARM: What did you do before coming to work for AH?

MU: I was a teacher in Baltimore City, teaching math. But after putting up with a lot of eighth grade, self-proclaimed adults for a year, I decided I needed a more leisurely line of work so when the opportunity arose to work for AH, I grabbed it. Before becoming a teacher, I had spent three years at the University of Maryland getting my degree in Biology. Before that, I had spent two less than enjoyable years in the US Army touring the US.

ARM: By the information on your "bubble gum card", we can see that you've done a lot more developing than designing. Is this in keeping with what you would like to be doing?

MU: I'm primarily a developer because AH is a company that primarily publishes outside designs. There is simply more need for developers than designers. I'd like to do a little more design work, but I wouldn't want to go all one way or the other.

ARM: Which do you think is harder, designing or developing?

MU: It depends on the game itself. A lot of games that are polished and basically finished games are a joy to work on because they are easy to finish and put out. A lot of other developments take a long time to finish because there's a lot more work involved. There is really no way to decide which is easier or faster, except game by game.

ARM: Do you still play games you've worked on?

MU: It takes at least a year for me to get over a project, so I can look at a game in the face, but basically no. Not because I don't want to, but because I am always looking forward. Once I finish a project, I'm into something else and most people just play games that are currently new on the market. I play very few games more than two or three times.

ARM: Then, are your favorite games ones you've worked on or games you only play two or three times?

MU: Games I like to play mostly have no connection with AH or games I've worked on. My favorite games are *CLUE*, *VICTORY IN THE PACIFIC*, *RUSSIAN CAMPAIGN*, and card games like Hearts. I like games you can play in one evening. I'm not one to sit around and play a game that takes over four hours, and that's why I've never gotten into monster games.

ARM: So are you saying you like non-wargames better than wargames?

MU: I got into the hobby because I like challenging games and at the time wargames provided the most challenge. There weren't that many adult games on the market then. I never limited myself to wargames and I still don't.

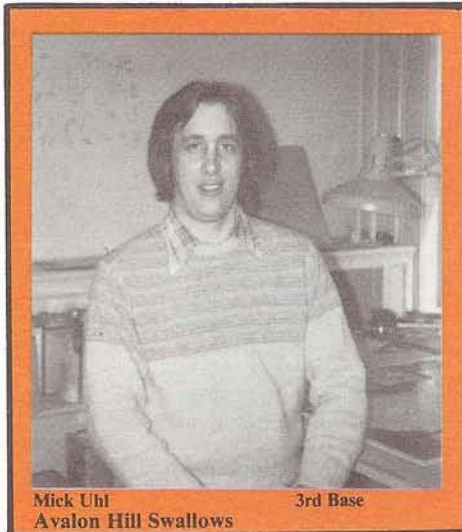
ARM: I know you like detective games. Why?

MU: I like detective games because I've always liked *CLUE*, ever since I was six or seven years old as a kid back in New York. I like detective novels.

I've read all of Sherlock Holmes and most of Agatha Christie. I like the milieu and the deductive reasoning.

ARM: I also know you are somewhat of a sports nut. Do you like sports games?

MU: I like sports games with the emphasis on games. I do not care for statistical games that much. Games like *SPEED CIRCUIT*, *WIN*, *PLACE &*



Mick Uhl
Born: 11/14/47, New York, NY
Started Wargaming: 1961
PBM Experience: No
First Wargame: Chancellorsville
Favorite Wargame: '61 Gettysburg (hex)
Favorite Non-Wargame: Clue
Outside Interests: magic, biology, rock & roll, American Civil War & baseball history
Employed by AH: 1975
AH Designs: Gettysburg '77
AH Developments: WS&IM, Kingmaker, Submarine, Bismarck, Dune, Wizard's Quest
Awards: 1975 CR Best Game—Kingmaker
1976 Best Game Campaign Magazine—Kingmaker
1977 SC Creativity in Gaming—Kingmaker
1978 Silver Hexagon—Gettysburg '77

SHOW, *BASEBALL STRATEGY*, *FOOTBALL STRATEGY*, and *BASKETBALL STRATEGY*. I don't care about replaying a season; I just want the game to be fun.

ARM: How about solitaire games and multi-player games?

MU: I can't play games by myself. I've never been able to go more than two turns playing a game by myself. That's not why I'm into games. I like a lot of multi-player games, in fact I like multi-player games more than two player games. I like *MACHIAVELLI* and *JUNTA* in particular.

ARM: How much interest do you have in science fiction and fantasy games?

MU: Zero, but that doesn't mean I would not play one if it was an enjoyable system. I really got into *COSMIC ENCOUNTERS* when that first came out.

ARM: Do you see science fiction and fantasy games as a threat to wargames? Do you think they will begin to influence wargames more?

MU: I don't care. I'm not interested in fantasy or science fiction and I don't spend time considering what that part of the hobby does. I don't read their magazines or get into their games. As long as we have an audience for wargames, and I think we always will, we'll never be in trouble in regard to fantasy and science fiction.

ARM: Getting back to wargames, do you have a favorite historical period?

MU: The Civil War. I grew up in Kansas City, Missouri where a lot of people have an interest in the Civil War. The city got its start around that time. My first exposure to wargaming came when a friend showed me his books on military history. The first game I played was *GETTYSBURG*, which my friend's aunt who lived in Baltimore sent to him for Christmas.

ARM: Is the Civil War also your favorite historical period in games?

MU: Not really. The reason being that the Civil War is a very hard period to recreate in a game. If you know something about a certain period you become much more involved in the historical accuracy of the game and less interested in the game as a game, which never works because the game has to be a game first and a historical recreation second.

ARM: Do you have a basic design philosophy or do you treat every game separately?

MU: I'm beginning to formulate one. One of the problems early in my illustrious career, when I got my first design project, was trying to create the ultimate Civil War game. I went a little overboard and forgot about making the game fun. I think I've changed my attitude since then. I prefer games with clean game systems. The history and accuracy should take a back seat.

ARM: Since we're talking about *GETTYSBURG* already, do you feel the game is a success?

MU: It is a success in what I wanted it to be. The Advanced Game is probably the most accurate simulation of the battle of Gettysburg to date. On the other hand, the Advanced Game is not a success as a game. Compounding the problem is the fact that people who buy games invariably go directly to the most complicated version and skip the easier ones. The Basic and Intermediate versions of *GETTYSBURG* are much more playable and enjoyable than the Advanced Game, which takes so much time to play.

ARM: What would you do differently if you had it to do over?

MU: Well, I would do what I wanted to do in the first place, which was make the mapboard larger. I wouldn't have changed the style though because I think it has a lot of information on it. The main problem though was that I did not have the time to iron out all the weaknesses of the game. I was trying to say too much in too short a period of time.

ARM: Do you think *GETTYSBURG* has influenced your work on other games?

MU: Definitely. I try to swear off any game that will take more than a year to develop. I also would prefer not to work on a game whose concept is so complicated that I can't keep it up front in my mind at all times. With a lot of games you can get buried in the detail and forget the major direction you are trying to follow. With a simple game, you can keep it in front of you and never get too far astray.

ARM: Do you feel you would have done other games differently as well now?

MU: *SUBMARINE*, no. *KINGMAKER*, yes. There is an inherent weakness in the *KINGMAKER* game system which I tried to correct. However, I think my first attempt was not totally successful. The variant cards improve the game, but it still tends to be too defensive oriented. In *BISMARCK*, I followed my urge to make the game more historically accurate than it needed to be. Although I feel the game mirrors history well, this was done at the expense of the playability of the game. Many games are very boring, because the *BISMARCK* should escape about half the time and this makes for a poor game. Still, I think there is a lot going for *BISMARCK* and it has been well received. *DUNE* was a simple, straight forward game that was very polished upon submission and I had to do only a small amount of work on it. I only wish more people would try the game because it has a lot going for it. *WIZARD'S QUEST* is another game which worked well from the beginning. I rewrote the rules, but most of the work was done by Richard Hamblen. The game has received a lot of praise and I am quite pleased with it. I also worked as the silent partner on the development of *RAIL BARON* which is, in my opinion, as close to perfect as a game can be.

ARM: Your style seems to be sort of the basic game, advanced game, optional rules type format. Is there any reason for this?

MU: When I first started working on games, I tried to design a game in which players could choose how much difficulty or detail they wanted to put into the game. If a player wanted a simple game, he could have that. If he wanted an historical simulation with lots of detail, he could have that too. He could choose. Since then, I've changed my mind about this. From experience, I have come to feel the audience does not want to make these decisions. They prefer to be told how to play the game. I don't mean to say that they want to be led, but they prefer to have official versions. Still, I prefer not to have to say you must use this rule and not this one, and so forth. It's like somebody telling you to read a certain chapter of a book or skip a certain chapter. That means the work is not organized. Now I try to organize my games more and make the choices for the players in the presentation of the rules.

ARM: When you include optional rules, do you think they add something significant to the game, or are they something you take out of the original game and make optional?

MU: A lot of significant events in a battle or campaign are hard to fit into the game system, for one reason or another. They just dirty up the basic system. But I want the game to teach something about the event; what went into the event, what kind of planning preceded the event, etc. So, in many cases, optional rules show significant factors that should be considered, but aren't or were factored out to keep the game system clean. Every developer has to decide where he's going to draw the line between playability and realism so as to satisfy what he perceives as the majority of his audience.

ARM: What are you working on now?

MU: I am currently involved in three projects, which are in various stages of completion. *SOURCE OF THE NILE* is the main project, and as of today, it should be ready for Origins. Everything is done except for the rules. I've been working for the past year on the remake of *BATTLE OF THE BULGE*, but that has low priority right now. I have the mapboard finished and the rules are almost set. The third project I picked up when we bought the Battleline games; that being

SAMURAI. I really haven't done much with it yet other than play it several times to get an idea of what it is like.

ARM: Who designed the new *BATTLE OF THE BULGE*?

MU: Bruno Sinigaglio, who many of the readers may know. He has established a reputation as an excellent Classic game player. Back in the middle seventies when Don (Greenwood) and AH were looking to update the Classics, they looked for people like Bruno. Bruno lived close by and seemed like the ideal choice. He helped with the revision of *WATERLOO*, and did a fine job with that. He is a very thorough person and does a top-notch job.

ARM: I know the main emphasis with the new *BATTLE OF THE BULGE* has been to make it more historically accurate. How has this been accomplished?

MU: First, let me say that although *BATTLE OF THE BULGE* is more historically accurate, it is still primarily an enjoyable, Classic style game. It is more accurate in terms of the mapboard and the Order of Battle. Bruno spent almost three years pouring over government records and field reports of every regiment involved in the battle. He did the most thorough research possible, because he was doing it at his leisure and because he had access to information because he works for the government. Most people would find it difficult or impossible to uncover some of the information Bruno found. The game has been expanded to include artillery units, and more detailed rules. The mapboard is similar to the old mapboard except that the new mapboard has cleaned up the discrepancies and errors of the original. However, it is still somewhat abstract. Don't expect to see woods all over the map because this is handled abstractly. Rest assured though that the terrain of the battlefield has been analyzed and included or excluded for a reason. The CRT is basically the same, though the probabilities have been changed. New rules include the 15th Army offensive, the Von de Heydt paradrop, the 150 SS Skorzeny Brigade infiltration, and Commando jeeps running around behind the Allied lines. All the nice little things that everybody romanticizes but didn't actually play a big role in the campaign.

ARM: How much has *SOURCE OF THE NILE* changed?

MU: *SOURCE OF THE NILE* is an adventure game, designed by people who got their start through *DUNGEONS AND DRAGONS*. It is more of an adventure than a game. Therefore, when I first got it I tried to make it more like a game. I felt the AH audience expected it to be a game. I ran into a lot of problems trying to make this changeover, because I didn't want to make any in-depth changes. I wanted to add more definite objectives, but after four or five months of trial and error, I decided I couldn't do it. The end result is the game will remain an adventure game. It will have a more game oriented approach, but people who want a competitive game should look elsewhere. It will be something to play on an afternoon when you have nothing else to do and you just want to enjoy yourself on a nice afternoon in Africa.

ARM: Who do you think the game will appeal to?

MU: *SOURCE OF THE NILE* falls into a category of games I believe are good games but appeal to no one specific group. They are too simple for the wargame fanatic, yet they are not simple enough for the social gamer. It lies in sort of a never-never land with games like *RAIL BARON* and *WIZARD'S QUEST*.

ARM: Is it role-playing and/or solitaire?

MU: To an extent it is role-playing. Each player is an explorer who sets up his expedition and journeys to Africa where he must find contentment with nature. He is playing against the environment and

not against the other players. There is very little player interaction and the game is more like a race to see which player can gain more points for discoveries and get back to civilization alive.

ARM: I know one of the complaints about the game was that it never ended. Has this been corrected?

MU: This was really the major problem I confronted in the game. The game could be played until the whole map had been explored and this would take ten to twenty hours. What I've done is take the emphasis away from exploring Africa and put it into making discoveries, so that players have certain objectives depending upon the specialty of their explorer. A journalist, for example, will want to discover Dr. Livingston. The player who gets the most discovery points and gets back to port is the winner. So, the game can now be played in a reasonable length of time.

ARM: I've heard *SAMURAI* called *KINGMAKER* in Japan. Do you feel this way about it?

MU: It's definitely based on the *KINGMAKER* system. I'm sure the designer played *KINGMAKER* and enjoyed it and decided to do a game like it on another period. It does have its own unique rules which add the Japanese flavor of feudal warfare.

ARM: How much will it change under your development?

MU: Probably not at all. It works as well as *KINGMAKER* already.

ARM: These three projects we've talked about; are they things you wanted to work on?

MU: You are never really told to do anything around here, or at least I haven't been. It is always "Would you like to do this game?" I enjoy working on *BATTLE OF THE BULGE* because most of the work was done when I received it. *SOURCE OF THE NILE* I am sort of ambivalent about. I had played the game on my own, but since I'm not into fantasy, the game was not especially attractive to me. I prefer the more competitive type of games. *SAMURAI* naturally evolved to me because I had worked on *KINGMAKER*.

ARM: Do you have any special moments at AH you would like to tell us about?

MU: Though there are many interesting things that have happened here, I don't want to get involved in any law suits, so I will have to duck this question. I'm sure someone like yourself would be better to bare the naked truth anyway.

ARM: What does the future hold for Mick Uh?

MU: In the immediate future, and if you concur please send the cards and letters in, I would like to design a detective game. I think it is certainly a subject that can be done well by AH and it could be a popular subject. I would also like to see a strategic Civil War game, as would some of the other staff members.



BISMARCK VARIANT SEARCHBOARDS

Readers wishing to play the Battle of the River Plate variation may order additional searchboards for the modest sum of \$1.00 each. Merely send us your request for the "BISMARCK VARIANT SEARCHBOARD" and your check for \$1.00 per board plus 10¢ postage and handling. Maryland residents please add 5% state sales tax. NOTE: This variant offer does not include diecut counters.

Where Did He Come From!

Deep-Sixing Step Seventeen in MIDWAY

By L. 'Dooner' Ross with Scott Tyrer and Kennedy Self

Dooner Ross and his fellow Canadian sidekicks have been enjoying a wide range of AH games from CAESAR'S LEGIONS to WIN, PLACE & SHOW for years, but their main interest lies in the realm of naval games. Like many gaming enthusiasts, they cite the tension and excitement inherent in multi-player games of WS&IM and the surprise attacks inherent in MIDWAY's hidden movement system to stand naval games a bit above and beyond conventional land battle games. Unlike other variant rules proponents, they deplore complexity and feel that their variant adds even more suspense to the game without bogging it down in a sea of details. For that reason, we'll forgive them for their suggestion that we rename WS&IM Ships of Wood and Iron Men just so the acronym would read SWIM.

Step 17 of Midway's Battle Board procedures requires that right after you've come over your enemy's fleet and delivered a withering blow from out of nowhere, you've got to fill him in not only on where you came from but also the Zone to which your aircraft are returning.

You've maneuvered all day.

You've dodged his Searches.

Your planes are ready on deck.

And you're in range.

If you're playing Step 17, you'd better hit him hard when you go in 'cause you're going to throw all that hard won surprise away as soon as your aircraft head for home.

And now we take you to Latitude 30° North, Longitude 179°.

The time is 10:30, June 4th 1942.

American dive bomber and torpedo aircraft are returning from a deadly strike at the Japanese First Carrier Striking Force.

Three Fleet Carriers are burning and dead in the water.

Vice Admiral Chuichi Nagumo is preparing to leave the bridge of his stricken flagship *Akagi* for the safety of the destroyer *Nowaki* when Captain Aoki calls him to the radio room.

The airwaves crackle with static, mimicking the flames licking the bridge. Unfamiliar frequencies are active. Between the detonations occurring on the hangar deck fifty feet below Nagumo gaps at the strange American voice calling: 'Fletcher to Nagumo . . . Fletcher to Nagumo . . . how'd ya like them apples, Admiral . . . we got more where they come from . . . and, oh yeah, Step 17 obliges me to tell you we have CV *Yorktown* bearing 70°, distance 120 miles and CV's *Enterprise* and *Hornet* bearing 80°, distance . . . let me see . . . about 110 miles . . . Fletcher to Nagumo . . . over and out!'

Come on, guys.

There's only one way to put the full spirit and thrill of carrier combat into this great game. When you come in over the guy's fleet with everything you've got, just tell him to set 'em up on the old Battle Board and let the die fall where it may.

Stick that Step 17 in an old Brewster Buffalo and let it fend for itself.

He can count your aircraft. He should be able to tell how many carriers are sending planes. He knows

they're within seven Zones. Some of his Searches should have ruled out a couple of possible points of origin. If your attack makes him desperate enough to send out a few isolated ship searches next turn he's got as much chance as any WWII Admiral ever had.

Just for the record, plot the moves of your ships on a piece of graph paper as the game progresses. Record successful searches by putting the time in the proper Zone. Color the Japanese red and the USN blue. Color in your own locations when they're discovered by enemy searches. Use a new sheet for each day, and you've got a detailed record should questions arise when its all over. The data's all there at a glance whenever you can take five to prepare an intelligence estimate of enemy locations. No more questions about 'Where was that I.J.N. Fleet six turns ago?' If you haven't found him since then, you can at least tell where he COULD be by now.

Abandoning Step 17 also opens up some new tactical possibilities. Playing the automatic disclosure procedure means you hand your opponent a golden opportunity to return your sneak attack hit for hit on the next turn if you leave him any serviceable carriers. (Unless you're good enough to launch every attack at 17:00!)

So you've got to keep your ships together for their AA strength on defense. There's no other way to ward off his return engagement except with lots of CA and BB screening power.

I guess no one told Yamamoto that when he sent Nagumo off to Pearl with all six Fleet Carriers and only the *Tone* and *Chikuma* for protection. He didn't play by Step 17. The record of '42 and '43 speaks continually of carriers going out with much less surface escort than any half-sane Midway player would attach to his precious CV's today.

When you ditch the automatic disclosure rule you have a much more viable option of dividing your fleet into smaller units. No one's saying you have to, or even that you should. It's hard to beat the protection of massed surface vessels if the enemy breaks through your search screen for an attack. But the option to detach single vessels for surface searching, or to gamble on sending off small detachments should be given better odds of staying afloat if they do get to strike the first blow.

Playing without Step 17 also negates the 'stalking horse' tactic which is particularly to the Japanese player's advantage. A previous *GENERAL* article already spelled out that the only real utility to the I.J.N. Commander of the tiny CL's *Nagara*, *Yura* and *Sendai* is for isolated scouting. Their '1' AA value means they're just floating liabilities if attacked. So why not gain something both by using them as scouts, and if attacked, by forcing the American commander to reveal his location. Perfect stalking horses if backed up by Japanese carriers in position to counter-attack. (Reduce the value of Japanese CL's to 1 when you play without the automatic disclosure rule: there's no way these little guys are equal to the *Atlanta* with its AA value of 6.)

Give it a try. There's no way to simulate carrier battles better than to hear that classic question: 'Where did that @#&*** come from!'

AREA TOP 50

Rank	Name	Times on List	Rating	Previous Rank
1.	W. Dobson	17	2511RJP	1
2.	K. Combs	15	2496SJK	2
3.	R. Chiang	23	2178GHN	3
4.	D. Cornell	17	2175OHK	4
5.	T. Oleson	24	2104RSZ	6
6.	D.S. Burdick	15	2083EDJ	5
7.	D. Garbutt	13	2060DFJ	8
8.	P. Kemp	8	2034EEJ	9
9.	F.R. Freeman	8	2018DEE	7
10.	P. Siragusa	8	2012CEF	10
11.	J.L. Kreuz	11	2001FFK	11
12.	P.D. Huffman	18	1978EEG	12
13.	M. Sincavage	4	1972CCH	13
14.	L.J. Kelly	8	1967UZZ	17
15.	L. Newbury	17	1964EGK	14
16.	J.C. Beard	5	1962CEI	16
17.	D. Barker	22	1962GGM	15
18.	R. Leach, Jr.	17	1933GJN	18
19.	J. Angiolillo, Jr.	17	1906EGI	20
20.	F. Preissle	12	1891JKT	19
21.	J. Zajicek	18	1865GJP	21
22.	C. Combs	5	1843MFD	22
23.	N. Markevich	7	1827CEE	23
24.	G. Charbonneau	2	1820CEG	26
25.	W. Knapp	9	1795JKR	24
26.	B. Downing	4	1791CEG	25
27.	C.J. Olson	4	1771CEH	27
28.	F.J. Sebastian	10	1753FHM	28
29.	D. Greenwood	16	1748EEH	29
30.	W.E. Letzin	11	1720DDG	31
31.	P. Dobson	13	1718DEF	32
32.	K.A. Blanch	17	1705FGK	34
33.	D.R. Munsel	10	1698FDH	35
34.	D.R. Wilcox	4	1697HJQ	37
35.	E. Miller	1	1696EHM	—
36.	R. Zajac	4	1682DFG	42
37.	T. Slafka	10	1681EFK	33
38.	W.B. Scott, Jr.	11	1673GFM	39
39.	S.D. Martin	8	1668DFH	38
40.	P. Carson	8	1650ECE	40
41.	J.M. Rarick	5	1647CFI	44
42.	D.L. McCarthy	1	1647CEG	—
43.	B. Hayden	8	1624HIN	43
44.	R. Phelps	1	1611CDH	—
45.	J.E. Gardner	5	1607DGK	41
46.	J.R. Uram	1	1607FFJ	—
47.	J.R. Kenower	3	1605CEF	46
48.	I.A. LeBouef, Jr.	3	1605FHM	45
49.	R. Hoffman	1	1605DFJ	—
50.	R. Rowley	2	1600DFJ	47

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ARMS AND ARMOR

A REVIEW OF THE CRESCENDO OF DOOM UNITS

by Lorrin Bird



While *CRESCENDO OF DOOM* adds quite a few "finishing touches" to the *SQUAD LEADER* system that really spice up the game (and make one wonder what innovations the next gamette can possibly offer), it is the units themselves that are the "meat" of the gamette and form the real attraction. As one of the playtesters, I spent considerable time prior to receiving the game thinking about the way the French, British and others would be treated and what their major shortcomings would be. I am happy to report that *CRESCENDO OF DOOM* has captured the flavor of the units to a "T" (and satisfied my curiosity).

The British

When one usually thinks about the "poor chaps" who fought for the Commonwealth, one sees a bunch of soldiers who stood up to the Germans with unusual pluck and fortitude despite the handicaps placed on them due to the idiosyncrasies of the British Government, and the bungling officers who commanded them.

In *COD*, the Anglo's are represented for the most part by 4-5-7 counters, which one might assume formed the larger part of the armed forces (they are listed as "line" troops in the gamette, and there are no conscript types). Just from the numbers on the counters one sees that the Englanders knew how to shoot (not as well as the Germans, but not as poorly as their Russian allies), were reasonably resilient (they rally with the same unbroken morale number as is printed on the face of the counter) and were able to stand up to most German infantry units they faced. Since the English were fighting for their survival as a people throughout the early part of the war but were better educated than the Russians, and were known for their "stiff upper lips" (especially after a night at the pub), the *COD* counters are pretty much in line with what we'd expect to see.

The 4-5-8's, which represent the Elite types, are fairly easy to explain in view of the forces which made up the Commonwealth. Throughout the war, Commonwealth forces were made up of "foreign" units such as the Australians, Polish "survivors" and Jewish Brigades which fought

with a special vengeance against whoever they happened to come up against. At Tobruk, in 1941, the Aussies refused to let Rommel's forces unnerve them, and they fought many vicious close quarters battles with the Afrika Korps where the knife and the bayonet were the principal weapons. Included here, of course, would be soldiers from England who showed exceptional fortitude and drive in battle.

The problem with the British and Commonwealth infantry was not so much that their character or skill was inferior to the enemies' as that their weapons were severely limited. One may have noticed that the Elite and Line infantry carried rifles, and used them with an effective range of 10 hexes. Since the British Military Establishment viewed submachine guns as "gangsters" guns, which were proper for American criminals but quite unsightly for soldiers of the Crown, the men had to make due with their bolt action rifles.

In terms of *SQUAD LEADER* games, the implications are easy to appreciate, and especially when the Tommies come up against SS or Parachute infantry. Comparing the 4-5-7's with the Leibstandarte or Das Reich 6-5-8 troopers, one is faced with a multitude of differences:

1. SS men fire their assortment of machine pistols, rifles and assault rifles with the same range characteristics but with more effectiveness.

2. Hitler's Elite rallies with an even better number than their normal unbroken morale, and Desperation Morale hardly affects them.

3. In close combat with 6-5-8 or 8-3-8 infantry (the latter make excellent counters for representing Parachute Infantry), the English are at a major disadvantage due to their low firepower factors.

Perhaps even more of a handicap to the forces which fought with the Commonwealth was the long time that it took the Military Command to appreciate the value and importance of the light machine gun. The LMG, while forming the basis of German infantry tactics, was sadly lacking as a squad support weapon for the Tommies early in the war.

As has been previously described, the English insistence on rifles put them at a disadvantage

when coming up against troops armed with SMG's, especially during close quarters fighting where the time spent playing with a bolt or maneuvering a bayonet wielding rifle gives the opponent an opportunity to fire off a clip with his machine pistol. Light machine guns during close quarters engagements not only added to the advantages of SMG squads, but gave rifle troops a little extra on the attack.

Most importantly, the LMG gives the infantry squad the ability to sweep a large area, which in *SQUAD LEADER* translates into not only a two hex long firelane for the light machine gun (with a 17% probability of KIAing any moving targets without cover) but the ability of a squad to fire in two or more (depending on how many LMG's there are) directions simultaneously. In effect, a squad with a LMG becomes about three to four times more effective on the defense (as the Tommies discovered at Dieppe) and considerably more potent on the attack.

Without light machine guns, the Commonwealth had to depend on the heavy machine gun, which could put out fire and form a solid base for tactics, but is relatively immobile and once knocked out leaves the infantry with just rifles.

Rounding out the English forces in *COD* are the Gurkhas and Airborne commandos, represented by 4-4-7's and 6-3-8's. The Gurkhas are not especially keen with the rifle, but used a short sword with great effectiveness and their way of life was based on skill in battle. During the Tobruk battles in North Africa, the Germans often found themselves engaged in streetfighting with the defenders. Probably due to their jungle training, and the silence of the sword, the Gurkhas were able to wipe out many DAK strongholds and escape before their presence was noticed which no doubt made the remaining DAKers very uneasy. In *CRESCENDO OF DOOM*, the Gurkhas fight in close combat with an attack factor of 8' (their swords are obviously as good as a SMG, if not for the skill of the users than for one's innate fear of being carved up—the ultimate citydweller fear). Against the Italians, the Gurkha guys attack with 12 factors since the common knowledge that

Gurkhas didn't take prisoners froze the Brownshirts (who normally didn't mind surrendering as long as they were sent to camps in America).

Since commandos normally participated in "dirty tricks" sort of activities anyway (like throat cutting and using pistols with silencers, "dirty pool" by English standards of fair play), they were allowed the use of machine pistols which makes them somewhat superior to the Germans they came up against during their midnight raids.

While *COD* scenarios are basically concerned with 1939-40 happenings, there are several infantry support weapons that were used beyond that period but are fairly interesting and do deserve a few words.

Mortars are generally used for their high trajectory fire, which allows one to fire from cover and over some obstacles that would normally block the line of fire. The British used two mortars, the 29mm Bombard and the 2" light mortar, for direct fire (in the literal sense, since the minimum range is one hex).

The Bombard fired a 20 pound bomb, and weighed 405 pounds, which kind of limits its use by infantry squads as a tactical weapon. Surprisingly enough, it was used by the Home Guard for anti-tank defense (one uses the 100mm column on the IFT), which makes one think of those American Civil War mortar monstrosities being fired at moving targets with a rush of activity (but no hits).

Not to be outdone in terms of practicality (an often claimed but seldom observed trait of the English during the war), the 2" mortar can be fired horizontally, which allows it to be fired directly at targets from one to eight hexes away. While this is supposed to be great for streetfighting purposes, it does bring to mind the PIAT anti-tank device where the projectile often slid out of the tube when the thing was aimed down at targets.

Since the British Tommy fought under a variety of unhappy circumstances that tended to reduce his effectiveness (British shortages caused inferior metals to be used in grenades and HE shells, with a lowering of lethality), it is very fitting that the drawings on the counters show English soldiers in a fairly casual posture that suggests the resigned attitude of the men towards a difficult war.

While the gamette scenarios only call for the use of 1940 British armor, it is very interesting to study the evolution of English armor throughout the war with regard to the panzers they would battle against.

In 1941, in the desert battles, the major Allied AFVs were the Matilda, Valentine, Crusader and the close support versions of each tank (main armament replaced by a 95mm howitzer). Against these the DAK used the PzKw IIIE and the PzKw IVD, and a tank-by-tank comparison is presented below for analysis purposes:

Vehicle	Speed	Armor	Gun	Kill No.
Valentine	9	0	40L	4
Matilda	8	+1	40L	4
Crusader II	14	0/-2	40L	4
PzKw IIIE	14	-1	50	4
PzKw IVD	14	-1/-2	75*	4

NOTE: Dice score needed for a kill is the Kill Number of the gun minus the appropriate frontal armor rating at 6 hex range.

Despite the great claims that have been made with regard to the speed of the Crusader tanks, they were matched by the panzers. In addition, the Crusader tanks were produced in a great hurry due to the need for better tanks, and were prone to a variety of mechanical malfunctions causing the high breakdown tendencies in the *SQUAD LEADER* system characteristics.

German tanks were generally faster than their adversaries in the desert which meant a lot in the battles of maneuver over the often featureless

North African wastes (many Crusaders broke down while moving to the front, which at least saved the crews from the many disasters that bad leadership brought on).

Weaponwise, in 1941 the British 40L was still one of the superior guns in action, and Valentines and Matildas represented very strong opponents to the PzKw III's which made up Rommels DAK. Fortunately for Rommel, the inferiority of his tanks was made up for by the intelligent use of the anti-tank guns along with the panzers, and the weaknesses of British armor. Even though the Valentine and Matilda were 'infantry' tanks, they couldn't fire high explosive shells, and, even more surprising, didn't carry a bow machine gun (which is more effective than the coaxial machine gun). Against anti-tank guns the infantry tanks were reduced to charges, either to overrun the position or get within range where they could hit the often dug-in guns with an AP shell (German tanks normally carried two machine guns, bow and coaxial, and together with their HE capability they were able to deal with British guns without having to resort to costly charges).

Late in 1942, prior to El Alamein, the PzKw III's were uprated with heavier armor and better guns, which put them on an equal footing with the Matildas and Valentines:

Vehicle	Speed	Armor	Gun	Kill No.
PzKw IIIJ	13	0/-1	50L	5
PzKw IIIh	13	-0/-1	50	4
Crusader III	14	0/-2	57L	5
Valentine VIII	9	0	57L	5

Despite the British upgunning to the 57L in place of the 40L, the Mark III's of the Afrika Korps still held a slight advantage due to their greater mobility on a tank-versus-tank basis.

After El Alamein, the Sherman with its 75 gun and "+1" armor made it the predominant tank, with the Churchill and its "+2" armor/57L gun a distant second (in view of the 9 speed). Although British armor had started out with the 40L gun, which was "hot stuff" in 1940-41 battles, the 57L which was used to upgun was hardly better than the German 50L which had been in use for awhile, and the 57L didn't fire HE. By the time the tanks with 57L's were becoming predominant the German 75 (more lethal and with a bigger HE shell than the 50L) was on the scene in the PzKw IV's, and British armor never did seem to catch up.

In Italy, the Churchills with 57L and 75 guns ("+2" armor in front which was impressive in 1942) and Valentines would encounter Tigers (88L and "+2" armor) and Panthers (75LL and "+3" frontal rating), as well as the PzKw IVh (75L and "+1"). By the middle of 1944, the English had developed the Cromwell (an undependable 75 and "+1" armor) as their most advanced AFV, a vehicle that was hardly any better than a PzKw IV (the 75 was a 1942 gun for the Germans but the most ambitious tank gun on an English type in '44). While there was an English 76LL gun which was equal to the Panthers' weapon, it had to be fitted to the Sherman when no suitable tanks to carry it could be designed.

In 1944, the tank lineups looked like Chart A.

Cromwells offered speed and fair armor (by 1944 standards), as well as a small target aspect, but the 75 gun only had 28% frontal kill percentage against +1 armor after a hit, and 17% versus +2 ratings. In comparison, the 75L gun carried by the Mark IV could KO a Cromwell IV on 43% of the hits at 12 hexes, with the Panthers' 75LL doing the job 72% of its ontarget shots.

The "best" all around British tank (in terms of armor and gun, as well as size) has got to be the Churchill VII, which can defeat 75LL hits with its +3 armor 57% of the time, and despite its slow speed makes an excellent assault tank, hard to knockout and capable of drawing out the enemies best armor (like the Sherman Jumbo) and anti-tank guns.

The use of 75 guns in 1944-45 hurt the British very badly in terms of their ability to take on Tigers (which are reduced to kittens against the mighty Churchill VII's armor) and Panthers, and numbers had to take the place of an effective gun when dealing with the panzer toughies. Since the German tanks all had flank armor that was within the 75 guns' ability to penetrate, a few Cromwells or Shermans would be thrown into the duel, attempting to work their way around the flank for a shot at the weaker armor or the suspension (at 6 hexes, a 75 gun has a 43% chance for a knockout after a hit against the Tigers' side armor). While the Tiger has a BPV of 178 and a Cromwell IV one of 168, in tank-to-tank duels the Tiger has almost twice the killing power, a fact that should be kept in mind when Cromwells are thrown into the fray.

In fact, while the scenarios provided with *CRESCENDO OF DOOM* are quite interesting and deal with many of the battles that one usually is totally unfamiliar with, the British counters can be used to set up many fascinating design-your-own games dealing with Arnhem, the Battle of the Bulge, Normandy or the Rhine River crossings (the river board in *COD* comes in handy here).

In addition, one can always base a game on an imaginary but well defined battle, such as a British assault on a bunker complex, bridge or town, with the defenders made up of SS men instructed to fight to the death. A fast way to set up the DYO scenario is to assume a size for the attackers (battalion level infantry group with six tanks supporting, roughly 2000 points worth of units) and then allow the defenders half of that according to a rough outline (so many tanks and mines/wire since there is some recon assumed, with the infantry type clearly spelled out-volksgrenadiers require different planning than the Hermann Goring Division).

DYO scenarios are especially instructive since they penalize very heavily the wrong choice of support weapons when approaching a certain tank (tanks with 57L guns are not recommended for bunker work), and develop a feel for tactical planning (too much emphasis on support weapons can cripple the assault troops who have to drag them along). But the most fun of all comes when the Cromwells and Churchills lead an infantry assault against a German strongpoint guarded by a King Tiger and men of the SS Leibstandarte Adolf Hitler who are copiously supplied with

Chart A Tank Comparisons

Vehicle	Speed	Gun	Kill No.	Front Armor	Kill % Against +2 Armor
Cromwell IV	16	75	6	1	17%
Cromwell VII	16	75	6	2	17%
Churchill VII	8	75	6	3	17%
Churchill IV	9	57L	5	2	8%
Tiger	13	88L	8	2	43%
Panther	15	75LL	9	3	57%
King Tiger	12	88LL	11	4	83%
PzKw IVh	13	75L	7	1	28%

Panzerschrecks, panzerfausts and a willingness to defend every inch of German soil to the last. Now, that's a game!

Before leaving the British, one other tank deserves mention, the Comet. Due to the inability of the Crown's armor designers to find a satisfactory vehicle for the 17 pounder (76LL) and the ensuing embarrassment when it had to be carried by an American tank, something had to be done before the war ended to improve on the Cromwell (which not only was mediocre, but was the ugliest thing this side of the M13/40). The result was the Comet, which had good speed (15, or comparable to a Panther), inferior armor (+1 across the front, with a better turret rating), but most importantly carried the 77L gun, a scaled down 76LL which could fire APDS (armor piercing discarding sabot, high velocity shot, which will be covered in the third gamette, *G.I.: Anvil of Victory*). Many sources, including the Matchbox model kit, seem to believe that the Comet was the premier British tank of WWII, despite the shoddy armor, a speed below what was attained by the Cromwell VII (a more heavily armored vehicle) and the following comparison to German armor:

Vehicle	Gun	Enemy Target	Kill Prob. at 6 hexes (Frontal Armor)
Comet	77L	Panther	17%
Cromwell	75	Panther	8%
Panther	75LL	Comet	72%
Panther	75LL	Cromwell VII	57%

While the addition of APDS to the Comets' ammo supply will put it on better terms against the Panther, it is a D5 affair (roll 5 or more on APDS attempts, and the cupboard is bare) and nothing is assured in the game. It may have been the best English tank of the war, but by German or Soviet "standards" (judged by the performance of the AFV's in the *SQUAD LEADER* game system) it was rather inadequate.

The French

When it comes to the 1940 French units, one does not really know what to expect before the game is opened (many of us fantasized of counters done in a different shade of yellow than the Italians, with the infantry figures on the unbroken side in either running or sitting positions—Italian counters in our imaginings would have broken men on the unbroken side and orderly and smiling prisoner types on the reverse of the counter).

The fact is, the French counters show the poilus at attention, as if they were just about to be dismissed to attend breakfast, in stark contrast to the Russians and Germans in *COI* who were shown walking vigorously into battle and the Tommies who seem to be receiving some absurd order with amused resignation.

In terms of *COD* characteristics, the French have some of the same problems as the British except that they rally with a number one less than their printed morale. Like their Anglo-allies, the defenders of European culture (and democratic political instability, in an era of stable dictatorships) were limited to using rifles, a fact which left them vulnerable to machine pistol toting German soldiers during city fighting. However, the French did have a light machine gun, so their troops weren't in as bad a situation when they came up against the Wehrmacht.

Support wise, the old French "75" field gun, despite its ancient roots, was the most potent weapon in France next to the German "88", and an excellent tankbuster.

French armor was not simple, and consisted of many strengths and weaknesses that play havoc with one's attempts to manage it in a game. The larger tanks, the S-35 and Char B bis, carried a 47

gun in their turrets that was considerably better than the German 37L, and their armor was equal to or better than the PzKw III's. In addition, the Char B lugged around a 75mm howitzer (with an extremely limited field of fire), which made it highly effective against infantry and tanks (if only they would stop moving so a decent shot could be made).

On the other hand, French armor suffered because of many peculiarities that seemed to have caught the fancy of the designers (who seem to have had an eye for Picasso monstrosities).

All of the tanks had one man turrets, where the commander issued orders, loaded, aimed and fired the gun, moved the turret, and all of the other 101 tasks that usually are allotted to a two or three man crew. Due to these obvious handicaps, French tanks with turrets fire using the red numbers for accuracy, have to be buttoned up when shooting (earning another penalty to the accuracy) and act like self propelled guns, with large penalties for out-of-arc fire (and no advance fire).

To add to the previous difficulties (and the really odd shapes of French tanks, which make Salvatore Dali's creations look classical) the tanks either lacked bow machine guns (the ones that disrupt the artistic symmetry, an important French consideration, and can really mow down infantry) or made do with puny two factor MG's. On the other hand, most modern tanks also are missing bow MG's, so maybe the French were ahead of their time and greatly misunderstood.

The Finns

It seems that as the *SQUAD LEADER* system rolls on and expands with each gamette, that the level of detail and the subject matter covered approaches topics which were previously forgotten in tactical wargames or miniature rules.

While one has usually heard something about the heroic defense of the Finns when the big Russian Bear tried to add Finland to its roster of captive nations, not too much was made of the individual Finnish soldiers who turned the miracle. In *CRESCENDO OF DOOM*, one meets these characters and they make the SS look like grade-school toughs in comparison.

Due to the Finnish philosophy of "sisu", a sort of rugged individualism that doesn't shy away from threats, their soldiers can do something that the SS, the Red Guards, even the bloodthirsty Gurkhas can't do, they can self rally (on a roll of "4", and without leaders, yet!). To add to their truly ubermensch qualities, once broken they ignore ineffective fire against them and avoid the effects of desperation morale.

As if that wasn't enough, the Sissi are expert ski troops, and all Finn infantry have firefactors in excess of four, which puts the Soviet rifleman at a distinct disadvantage in close combat situations.

In the scenario, *Silent Death*, the Sissi 8-3-8's come skiing down into a quiet Soviet town and quickly overpower the perimeter guard positions. In a vicious streetfight between Soviet rifle squads and the awesome 8-3-8's of the ski troops, the battles eventually turn into slaughters as three stacked Finn squads pump out 24 factors, which even wood buildings cannot provide decent cover against. When the Ivans and Finns close for hand-to-hand fighting amidst the buildings it is at a 2:1 Finnish advantage owing to the superiority of SMG's over rifles at close range. While the self-rallying talent mostly comes in handy in allowing the Sissi to escape after they've ravaged the town/Russian invaders, all of the abilities of the Finnish elite combine in the scenario to create one of the most powerful assault machines visible in any *SL* game. Too bad these guys weren't around in Stalingrad in divisional strength, but if they

were the rules pertaining to their use would not have been so generous. The Finns, valiant to a fault in defense, were never too enthused about moving into Russia itself.



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THE WARGAMER'S GUIDE TO MIDWAY

Containing thirty-six pages of the best of *THE GENERAL* articles on the game plus previously unpublished material as well, this guide is a must for every fan of the game. Several official rules changes update the game and erase its few minor flaws. A tribute to one of the hobby's eldest citizens that has never needed a major revision. A game which has grown old gracefully, maturing by getting better.

Almost all of the reprinted articles are from unavailable issues of *THE GENERAL*, many from volume 9 or earlier. Included is the first major variant, "Leyte Gulf", and the most in-depth article on the game to date "The MIDWAY Thesis" by two of the game's experts, Harold Totten and Donald Greenwood. "The Pacific Theatre Via MIDWAY", the other major variant that spawned the MIDWAY Variant Kit, has been expanded to include many more optional rules (some applicable to the MIDWAY game as well) and an additional scenario. "The Battle For Australia", a previously unpublished article adds the ultimate with a hypothetical monster scenario using the components of both the game and the variant kit. Other articles deal with strategy, analysis, variants, and other hypothetical situations. The best of three Series Replays that have appeared in *THE GENERAL* is also reprinted, useful in itself as a fine example of the subtle strategies involved when experienced players meet.

THE WARGAMER'S GUIDE TO MIDWAY sells for \$4.00 plus 10% postage and handling charges, and is available from our mail order dept. Maryland residents please add 5% sales tax.

THE ASYLUM . . . Continued from Page 22

become too weak to move. Three turns after becoming too weak to move, you die, delirious.

Death

Any player who dies at any time during the game can select another character and begin again. Three deaths and you're out.

Lying, Cheating, and Stealing

Are allowed.

Combat

By tooth and nail, claw and fang, sticks and stones, and the old pie in the face bit.

Romance

Players may go on romantic missions with their heart in hand (yuck!), foot in mouth, or ear to the grindstone. Players with overactive libidos (see the character specification chart) must undertake one romantic mission each day the temperature is above freezing.

Transformations

There are two types of transformations; Religious and Physical. A player may make a religious transformation at any time, including a name change. Physical transformations are only possible with the aid of certain potions (drugs). Flying may also be possible at this time.

A Sample Game

There are four players. They have chosen as their characters; Wilma Witch, Milgrim the Pilgrim, Captain Video, and Pip.

No one claims the honor of going first so a vote is necessary. Wilma Witch receives three votes, Milgrim the Pilgrim one. Wilma looks angrily at the other players.

Milgrim the Pilgrim goes next and opts for a romantic mission. (It has been so long). He decides to go foot in mouth, fancying himself a charming clown. He heads toward the Pit of Passion.

Captain Video's desire is for fame and recognition. He heads straight for the Green Wood, the home of many sour-faced monsters. Once inside, he is attacked by a giant yellow parakeet. With only seconds to react, he draws his Space Ranger Ray Gun and blasts away. The parakeet chirps once, turns green, and dies. Captain Video smiles. He is glad he ate all those breakfasts and saved his box-tops.

Pip decides to eat lunch before starting out. Such great expectations.



RECOUNTING . . . Continued from Page 20

each issue in turn (especially considering the vagaries of special rule 18.1). Further, the infantry attack is too critical to be left unsupported, even if this condition is meant to be temporary. The composition of the two task forces should follow logically from the duties assigned them. The T28B's and the KVIA should constitute the core of the assault on the village while the T26S's provide escort. The KVI, the T34 and the BT's should concentrate on the enemy armor. Individual tanks within these groups must stick together even though this may mean forfeiting an entire move, i.e., if the movement roll is particularly bad. Though the superior German mobility, engineer assaults (with flamethrowers, satchel charges and close combats), potential smoke barrages and air support will probably neutralize the Russian armor in the end, it will have served well if it results in success for the infantry.



Merlin's Used Horse Lot?

A Dwellings Variant for MAGIC REALM

By Bruce Degi

Now that Magic Realm has enchanted the pages of the *General* (Vol. 16, #4), it will just be a matter of time before loyal magic trippers flood the shire of Baltimore, with all sorts of fantastic variants for this gem. The possibilities are endless; the resulting complexities may be staggering. Before any TREMENDOUS variants wind up in the CHARGE box, I'd like to take a SWING at a NEGLIGIBLE variant; if it's not a SMASH, feel free to DUCK.

THE DWELLINGS VARIANT

All of the Dwelling counters provided with the game have a Brown and a Grey side, but the original rules make nothing of it. Using these rules, the players will find more uses for the dwellings and hopefully, for the varied nature of these dwellings.

1. All Dwelling counters are set up at the beginning of the game BROWN side up. Dwellings that are Brown side up function exactly as stated in the original rules.

2. Dwellings can be ENCHANTED using the same procedure to enchant a tile (section 48). Enchanted dwellings are turned Grey side up.

2.1 The character doing the enchanting must be in the same clearing as the dwelling.

2.2 Only the dwelling is enchanted; the Tile is not enchanted due to this action.

2.3 All "normal" functions of the affected dwelling CEASE. Natives, weapons etc., (but not other characters) "disappear" into another world. They are "out of play" but will return intact when the dwelling is enchanted again.

2.31 Enchanted dwellings can be "turned back over" by another enchanting attempt, just like enchanted tiles.

2.32 The dwellings can be enchanted any number of times during the game.

3. Enchanted Dwellings have the following new characteristics:

3.1 The INN, when Grey side up, becomes a BLACKSMITH SHOP.

3.11 Any character can attempt to repair his DAMAGED ARMOR at the Blacksmith's. Characters have two choices:

3.12 They can pay the local smithy to repair the armor. Repairs cost one half of the armor's list price (rounded down). Each "R" phase spent at the Blacksmith's will repair one piece of armor. Subtract the price paid from your recorded Gold.

3.13 They can attempt to repair the armor themselves. The smithy will provide an instruction book free of charge but will not help beyond that. If you select this option, pay no gold for each attempt but roll two dice. A "6" on either die means you've botched the repair attempt beyond hope—the piece of armor is now Destroyed. One can attempt one self repair for each "R" phase spent at the Blacksmith.

3.2 The HOUSE, when Grey side up, becomes JACQUE'S FUR TRADERS.

3.21 When playing this variant, monsters that are killed are not merely set aside until the next month. Whenever any one of the monsters listed below is slain, the character can spend one "Alert" phase during the next turn to "skin" one monster.

3.22 A character with "pelts" can sell them to Jacque by spending one "R" phase at the FUR TRADERS. The character can sell one pelt per phase. Pelts are carried just like inactivated counters/treasures.

3.23 Characters who have pelts when the lunar month changes loose them to the Treasure set-up

card—they get nothing for them as they've rotted. 3.24 Jacque will pay the following, in Gold:

MONSTER	PRICE (each)
Wolf's Fur	2
Viper's Skin	2
Giant Bat's Wings	6
Serpent's Skin	6
Spider's Legs	6
Flying Dragon's Wings	6
Dragon's Hide	6
T. Serpent's Skin	10
T. Spider's Legs	10
Octopus' Tentacle	10
T. Dragon's Hide	10
T. Flying Dragon's Wings	10

3.3 The GUARD HOUSE, when Grey side up, becomes MERLIN'S USED HORSE LOT.

3.31 Any character who spends a "R" phase at the CAR LOT can trade in his Horse counter for a better one. Characters have two choices:

3.32 They can trade-in a horse at one-third of its value and then buy any other horse at list value. Merlin will conjure the desired horse from any available spot on the treasure set-up card, and exchange it for yours. The advantages here are that you do not have to find the proper natives, and you will pay only the list price.

3.33 You can do some old-fashioned "horse trading" with Merlin if you desire (instead of 3.32). Merlin gets your horse. It is placed on the treasure set-up card on the spot that has the most horses of that type already. Merlin will conjure any other horse that you desire from the treasure set-up card, BUT you must roll two dice. If the high die is a "5" the horse is Lame—its carrying capacity is reduced one level and all MOVE times are increased one level. If the high die is a "6" the horse is a real lemon and dies the first phase that you move out of that clearing.

3.4 The CHAPEL, when Grey side up, becomes OUR LADY OF THE SHIRE HOSPITAL.

3.41 One "R" phase spent at the hospital returns all Fatigued AND Wounded counters of that character to play. It will also remove any Curse.

3.42 One full turn spent at the hospital will grant the character one roll on the WISH table. (Limit: one per month).

3.5 The L and S CAMPFIRES are not turned Grey side up when enchanted. Instead, the campfires are EXTINGUISHED.

3.51 Whenever any one of the campfires is extinguished, both are removed from the board (if both are on the board). Characters in the Campfire's clearing are not affected, but any natives which are not hired are returned to the treasure set-up card.

3.52 Remove all of the "W" warning counters from the WOODS Tiles. Mix them (upside down) and replace them on the WOODS Tiles. The campfires have probably changed locations now and must be found all over again. When found, they are Brown side up and function normally.

3.53 The campfires can be extinguished any number of times during the game.

There you have it. As I warned, this is not the ultimate MAGIC REALM variant, but it does add some more possibilities and, I hope, some more fun. If MAGIC REALM isn't a "wargame" it really doesn't matter. MAGIC REALM is fun. Enjoy.



Operation Adler

Luftwaffe Strategy and Tactics Against Operation Custer

By Michael Matson

While recently preparing as the German player for an Operation Custer PBM game of *LUFTWAFFE*, I decided to search through my past issues of the *GENERAL* and look for optimum American and German plans for the game. The search was half successful in that an American plan was found entitled "PBM Luftwaffe-Operation Custer by Mail on the American Plan" by Dean Miller (Vol. 14, No. 1, p. 18). Mr. Miller's plan, outlined later in this article, presents a real challenge to the German player. I assumed my opponent would have access to Mr. Miller's plan and since I could not find any defensive plans for the German in Operation Custer, I concluded that an in-depth analysis of Mr. Miller's plan and a German strategy against it were in order.

Operation Custer and Mr. Miller's Bombing Offensive

In Operation Custer it is March, 1945 and the American mission is to seriously cripple the German oil industry. The American player wins by destroying at least 14 of the 17 German oil targets and keeping his losses at less than double the German (computed by combat factors). The German player wins if 13 or less oil targets are destroyed and American losses are at least double those of the Germans. Anything else is a draw. To accomplish his task the American has the following air groups at

his disposal: B-17(9), B-24(12), B-25(1), A-26(2), B-26(5), P-38(1), P-47(10), and P-51(11). For the German defense: JU-88(5), ME-109(11), ME-110(1), ME-163(1), FW-190(7), HE-219(1), and ME-262(2).

Mr. Miller's plan involves a multi-pronged attack on the Reich shown in red below. Force components, targets, and entry times are given in Table 1. The rather ominous threat of Mr. Miller's plan is the destruction of 16 oil targets, two more than required. The Luftwaffe commander, however, should not despair. In spite of the well-coordinated American plan there is a strategy whereby, even in the dark days of March, 1945, the Luftwaffe can, at the least, obtain a draw and possibly a win. Although the German plan that follows is specifically meant to be effective against Mr. Miller's bombing offensive, it can also blunt the variations of Mr. Miller's plan.

Operation Adler-The Defense of the Reich

The aim of Operation Adler is to limit the American to the destruction of 13 or less of the oil targets, thereby obtaining at least a draw. The initial German setup leading to this goal is shown in blue below. The key to the defense is the Baltic forces (three ME-109's, two ME-262's, and one ME-110). Note that the ME-262's are stationed in

this area for two reasons. First, they can inflict damage on the sneak force and soften it up for further attacks by the 109's and 110. Second, their bases are deep enough within Germany to lessen the chance of ground attacks and yet close enough to contribute to the defense of the oil targets in central Germany. The ME-262's will have two passes on the B-24 bomber force before refueling and should account for the loss (on a statistical average) of four factors. The ME-109's attack in conjunction with the second ME-262 pass and should account for two more bomber factors, losing two factors themselves. Finally over Berlin the two ME-262's, refueled, join the remaining four ME-109's and one ME-110 to eliminate the remaining four American bomber factors, losing one fighter factor in the process. The net result is the saving of the Berlin and Ruhland oil refinery complexes.

The defense now shifts to the Italian front. Only one more oil target needs to be saved to obtain the draw. The defense of this front consists of five JU-88's and one HE-219 and can take two forms depending on what happens on the Baltic front. If both Berlin and Ruhland are saved then all of the JU-88's are concentrated on the A-26's (Force 6) heading for Budapest. After two attacks the A-26 force will be eliminated, Budapest saved, and a draw assured. If by some chance the Americans destroy either Berlin or Ruhland (they should never

Operation Adler: Mr. Miller's bombing offensive for Operation Custer is shown in red below. Numbers represent American forces as given in Table 1. "P" and "M" represent P-47's and P-51's, respectively. Red dots indicate oil targets. Matson's initial basing for Luftwaffe forces is printed in blue. F = FW190; M = ME109; J = JU88; H = HE219; M1 = ME110; J1 = ME163, J2 = ME262.



be able to get both unless your luck is atrocious!) then the Luftwaffe will have to concentrate on saving the Mistelbach-Bratislava-Vienna oil complex. Five B-26's and one P-47 close escort (Force 5) are targeted for this area and have three turns to reach it. As soon as this force crosses the R-line the HE-219 should attack the P-47, thereby eliminating one factor. The process is repeated on the second movement stage for Force 5 and the five JU-88's also join in. Assuming the P-47 is eliminated on this turn, the JU-88's should knock down three to four of the bomber factors, losing one themselves. The remaining B-26 groups will now separate over the oil targets and the Luftwaffe will have to split their forces to insure the saving of at least two of the three refineries. Of course Budapest is lost to the A-26's of Force 6 but they will be eliminated on the return trip to the R-line. Remember that this defense is predicated on the loss of Berlin or Ruhland, an unlikely possibility.

While all of the action on the Baltic and Italian fronts is occurring the main American forces 2 and 3, and the P-47's and P-51's are moving deep into Germany. You are assured of a draw by the successful defense of the Baltic and Italian fronts. Now you must decide if you want to win by destroying twice as many American air combat factors as your own. Air losses from the Baltic and Italian fronts already give the Luftwaffe a substantial lead (three German factors maximum versus fourteen American factors minimum, on average and based on saving Berlin, Ruhland, and Budapest). This, however, will only hold up if the Luftwaffe avoids crippling attacks by the eight P-47's and nine P-51's. If possible the seven FW-190's and eight ME-109's should attempt first strikes on these groups. Such attacks should take place near the jet bases so that the jets can be used as support along with the rest of the Baltic group. By luring the fighters deep into Germany the Americans will be forced to retain their fuel tanks, thus diminishing their E-rating. A battle of attrition must continually take place with the American fighters. The bombers of forces 2, 3, and 4 must be ignored until the American fighters are neutralized. Always keep in mind that for the win you want to keep the American losses twice those of the Luftwaffe. Even if you fail to accomplish this your successful defense of the Baltic and Italian fronts has assured you a draw!

Operation Adler and American Alternatives

The above Luftwaffe strategy can be modified for variations of Mr. Miller's plan. There are really no alternatives for major American improvement in the Baltic area. The American may attempt to forego a sneak raid and try to use the extra B-24's to bull his way to Berlin and Ruhland from England and Italy. Distance and German fighter attacks, however, will probably combine to weaken the attack to the point where the American survivors are easy prey for the German jets. If the German suspects that the American is using this strategy (usually evidenced by the fact that the American has not announced a sneak raid and larger-than-needed bomber forces are moving from England and Italy), he should begin to base his Baltic force so as to immediately attack any bombers which move northeast of the Braunschweig-Leipzig line. With this American strategy, German fighters based in northwestern and western Germany will have to be committed to attacking Allied fighters earlier than usual so as to prevent them from protecting the bombers designated for Berlin and Ruhland.

A promising American alternative in the Baltic area is to designate three sneak B-24's to arrive northeast of Anklam on turn 7 and targeted for Berlin, the other two B-24's being included with Force 2 and targeted for Ruhland. Force 2 arrives

Table 1
American Bombing Offensive

Force	Components	Targets	Entry Time
1	B-24 (5)	Berlin (1 group) Ruhland (2 groups) Merseburg (1 group) Leipzig (1 group)	Sneak force, enters on the square northeast of Anklam on turn 3.
2	B-24 (7) Close escort P-38 (1) P-51 (1)	Brux (2 groups) Bohlen (2 groups) Leipzig (2 groups) Merseburg (1 group)	Crosses Italian R-line on turn 3.
3	B-17 (9) Close escort P-47 (1) P-51 (1)	Gelsenkirchen (1 group) Dulmen (2 groups) Hamburg (2 groups) Hannover (2 groups) Braunschweig (2 groups)	Crosses English R-line on turn 3.
4	B-25 (1)	Mannheim (1 group)	Crosses English R-line on turn 7.
5	B-26 (5) Close escort P-47 (1)	Bratislava (2 groups) Mistelbach (2 groups) Vienna (1 group)	Crosses Italian R-line on turn 7.
6	A-26 (2)	Budapest (2 groups)	Crosses Italian R-line on turn 7.

over the Leipzig-Bohlen-Merseburg oil complex on turn 8, thereby forcing the German Baltic force to (a) concentrate on either the sneak force or Force 2, or (b) split the Baltic force and try to defend Berlin with one group and Ruhland with the other. At the most, however, the American will destroy Berlin or Ruhland but not both. If this happens the German defends the Italian front as outlined earlier when either Berlin or Ruhland is destroyed.

The American commander has three options for improvement on the Italian front: provide more close escorts, provide more bombers, or provide more of both. Providing more close escorts can ensure that the American bombers of Force 5 and Force 6 reach their targets. Any additional bombers will be of the slower type, will not be able to maintain pace with the faster B-26's and A-26's, and will be susceptible to an extra turn or two of enemy fighter attacks. All three options have the drawback of weakening one or both of the other two fronts. In balance, providing more close escorts offers the most gain at the least cost, the cost being about two additional close escort fighter groups. When confronted by this option the German commander must concentrate all of his available Italian front forces for saving Budapest. If this can be accomplished and Berlin and Ruhland are saved a draw can be obtained. In order to save Budapest against this American option it may be necessary to put an additional two ME-109 groups in the area. Of course such action is predicated on anticipating the employment of the option by the Americans! However, if the American does not employ the option and you as the German commander have deployed the extra 109's on the Italian front you are still in the pilot's seat, so to speak. The Germans can either keep the 109's on the Italian front, thereby guaranteeing that Budapest is saved, or they can restage them back to central Germany in preparation for the inevitable attrition battle with the American fighters being drawn into the area by the English front FW-190's and ME-109's.

Mr. Miller's plan for the English front and the bomber thrust deep into Germany really leaves little room for improvement. The forces for this thrust can increase or decrease slightly depending on American variations on the Baltic and Italian fronts. The battle over this area will, however, still remain one of attrition.

Summary

Operation Adler is designed to give the Luftwaffe a better than even chance of preventing an American victory in Operation Custer. The key to

the defense is the Baltic front and the saving of Berlin and Ruhland. By preventing the destruction of these two oil refineries the Luftwaffe should be able to also save Budapest and obtain at least a draw. A successful battle of attrition by Luftwaffe fighters against American fighters over central Germany will lead to a win. The success of this eleventh hour attempt to preserve what remains of the Reich's oil refining capacity may mean fuel for tanks needed to delay the Russians headed for Berlin. At least a long enough delay to negotiate a separate peace on the Western Front. Unless, perhaps, Mr. Miller comes up with some new offensive wrinkles.



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WAR AT SEA

Axis: Alan R. Moon
Allies: Richard Hamblen
Commentary: Don Greenwood



Whenever the Series Replay coffers are bare, an all too commonplace occurrence, I have to cast about the immediate vicinity for bodies to fill the void. People then start to disappear faster than Mandrake the magician, and excuses fall like autumn leaves. You'd be amazed how busy our staff can become when it's time to do another Series Replay—or how few games they "know how to play." The "I'm a designer—not a player" line is one that particularly turns my stomach. Be that as it may, this is just the first of a series of staff generated replays you'll be seeing in upcoming issues.

In all fairness though, you really can't blame them. The prospect of having your every move put under a microscope for the whole world to see and being declared a chowderhead by some self-proclaimed expert with the advantage of hindsight is not very appealing. Taking the role of the neutral commentator and pretending to be the final authority on what constitutes good play ain't what it's cracked up to be either, unless you happen to be an ego maniac.

Nevertheless, the readers want Series Replays. They don't want to write them—but they do want to read them so here we are. Why WAR AT SEA? All our volunteers were quite familiar with it and it is a short game suitable for illustration. Besides encompassing the two major needs of a Series Replay, brevity and clarity, no available back issue contains one. More importantly, we believe we can sway the majority opinion of the WAR AT SEA playing public to the fact that a Med strategy is not only a viable course of action but indeed is the best Allied strategy.

Unfortunately, the Med strategy increases the luck factor in a game which is already occasionally referred to as "Yahzee at Sea" by its detractors. Because the Med strategy forces the Axis into major battles early in the game, hot dice on one side or the other could blow the game wide open before the die rolls get a chance to even out over the course of a full game. In short, if the Axis get decidedly the better of the die rolls on the first turn, our little exhibition will prove nothing and may indeed set the Med strategy back a few years. But all three participants are agreed that the Med strategy offers the best chances of an Allied win and so, reinforced in our belief, by the use of a play balance rule used at the last four ORIGINS tournaments and soon to be incorporated into the rules (i.e., add a +1 DRM to the American reinforcement roll for every turn after turn four), we set out to challenge Murphy's Law.

I might add that I was originally scheduled to direct the Allies in this affair with Richard Hamblen handling the neutral commentary. He indicated that he would rather play, however, and after watching Alan practice salvos from a cup into an empty box I quickly acquiesced.

BRITISH PREFACE

In this game I will be using my version of the 'Mediterranean Strategy', which is based on the idea that the British can greatly increase their chances of victory by maintaining a strong presence

in the Mediterranean from the first turn on. Since this strategy leads the game into new situations that will be unfamiliar to players used to the more commonplace non-Mediterranean strategies, I will preface my turn-by-turn commentary with an explanation of the whys and wherefores of fighting in the Mediterranean.

The key idea behind the Mediterranean strategy is that the British can adopt a conservative approach against the Germans in the Atlantic and use the forces conserved to deny the Mediterranean to the Italians, with the net result that the British gain more POC in the Med than they lose in the Atlantic. Several traditional strategies involve invading the Mediterranean later in the game but the 'Mediterranean Strategy' emphasizes fighting for the Mediterranean from the very first turn in order to gain three benefits. First, the British can place units in the Med without speed rolls on turn one, so they can use their slow ships there and increase the efficiency of their fleet. Second, a British fleet in the Med early in the game gains unexpected POC and cuts into the initial Axis POC gains. Third, the continual British presence in the Mediterranean wears down Italian strength and makes it easier for the British to gain control later in the game, which increases the speed with which the British regain POC and makes the safe and chancy arrival of the convoys less vital. The strategy also involves subsidiary benefits (which in fact are what makes the strategy feasible at all). First, control of the Med blocks the Italian raiders from leaving and thereby reduces the force that needs to be committed to the South Atlantic. Equally important, the British player gets the maximum flexibility in redeploying his force to meet developments, since from the Med he can return directly to England without speed rolls.

The big question with the Mediterranean strategy is choosing how much force to commit to the Mediterranean at the start of the game, and there are (at least) two schools of thought on the subject. Many players choose to clearly outnumber the Italian fleet, which means that the Italians usually do not sortie and the British, with extra forces tied up in the Mediterranean, are forced to be even more passive in the Atlantic. Consequently, in my application of this strategy I prefer to offer the Italians an even battle, at the start, relying on attrition (which is advantageous to the British) and the British capacity for reinforcement to lead to eventual control of the situation. I then use the additional British forces to pursue a slightly more adventurous policy in the Atlantic. That's the theory, anyway.

My WAS game is very rusty, so I will have to rely on notes and calculations I made a long time ago, particularly the 'Fuzzy Wuzzy' factors I introduced and explained in Volume 13, Number 3 of *THE GENERAL*. Necessarily I will be referring to these factors in my commentary, so I will explain them briefly for those of you who do not have that out-of-print issue. Basically, each ship is assigned a number of battle points which defines its effect on winning a battle, and a killing factor which defines its ability to sink enemy ships and withstand being sunk. Some typical values are 7 battle points and 2 killing points for British/Italian cruisers and 14 bat-

tle points and 14 killing points for British 4-4 battle-ships. Air factors and U-Boats subtract 4 from enemy totals. These values are meant to be directly comparable, so the side with more battle points in a battle should win the battle while the side with more killing points should inflict more damage.

AXIS PRE-GAME COMMENTARY

One of the things I had to get used to about Don Greenwood is that he mumbles a lot, both when you're talking to him and when he's by himself. Having been a radio operator in the service though, and being used to a lot of static during transmissions, it only took me several months to decipher most of his more unusual sounds. One of his repetitive mumbblings is that he never has any good Series Replays for *THE GENERAL*. Well, in the last few weeks, numerous suggestions have been made by me that we, the staff, do some. I mean who better to do Series Replays? Every chicken has to stick his neck out sometime.

Finally, the light broke through and Don agreed.

Lots of talk followed. Eventually it took a big todo to get words into action even then. I proclaimed myself a good, if not the best player at *VICTORY IN THE PACIFIC*, *WAR AT SEA*, and *NAPOLEON*, clearly challenging Don and Richard Hamblen to a contest to dispute me. Their interest suddenly grew. Counter claims were aired. I put my money up and told them to do the same. And so the AH grudge match was arranged.

Actually, while I do consider myself to be a good player in all three games I mentioned, *WAR AT SEA* ranks third among the three. So what do I end up playing? Of course, of course. But, for those of you who take anything and everything seriously, PLEASE DON'T! Don, Richard and I are friends. I'm not crazy about my mother, but that's another story.

The psychological warfare began a few days ago, when it was decided Richard and I would compete in *WAR AT SEA*. I said I'd like to bet \$100. Richard said he'd prefer to make it more like \$20. I agreed, having won the first battle. You see, I didn't want to bet \$100. I'm looney, but I'm not crazy. I just gave Rich an inflated figure so he's settle at a slightly higher figure than he would have if I'd said \$10. And that's the psychology of it. I want the highest figure I can get to make Richard nervous. I also wanted to make Richard believe I wanted to bet an amount like \$100 to show confidence and to let him know that I am serious about my claims. That's what it's all about. Confidence without arrogance, friendly intimidation, and surface humor with inner concentration are the ingredients of a winning psychological warfare strategy. I also grin a lot and act like I'm taking the game lightly while inside I've got all the wheels turning. Now, isn't gaming fun?

Don and Rich both wanted to be the Allies and showcase the Mediterranean Strategy. They feel this is the best way to win as the Allies. As a matter of fact, so do I. It certainly makes for a more interesting game, and the Axis still have an even chance, at least.

I should mention that Don offered me a way out at the last minute. He said I could be the neutral commentator and he'd play the Axis. What a nice guy. That didn't appeal to me though. After all, Don always gets the last word in *THE GENERAL*, and if I was the neutral commentator he'd just edit out any last words I had about him. So, tis better to play. The play's the thing anyway. Besides, I need the twenty bucks.

Of course, win or lose I'll have a good time. That's the major difference between gamers. Some take their games too seriously. I take fun seriously and fake the rest. However, there is respect to be gained here for both Rich and I in the eyes of you, the readers, and in this we can both be winners. The \$20 is small potatoes compared to that. I'll still take the money if I win though, just to show Rich he shouldn't gamble.

This game will be my attempt to prove the fallacy of the Fuzzy Wuzzy method of playing *WAR AT SEA* (See Vol. 13, No. 3). The formula will be destroyed forever. It's Fuzzy Wuzzy against Fuzie Bear. This game will exemplify the difference between Richard's style of exact odds calculations and my gaming odds. I feel most players go by their hunches and the feel of the game. They don't figure out anything exactly. I assume I will be lucky and I take chances because of it. When there is a chance, I'll go for it!

BRITISH TURN ONE COMMENTARY

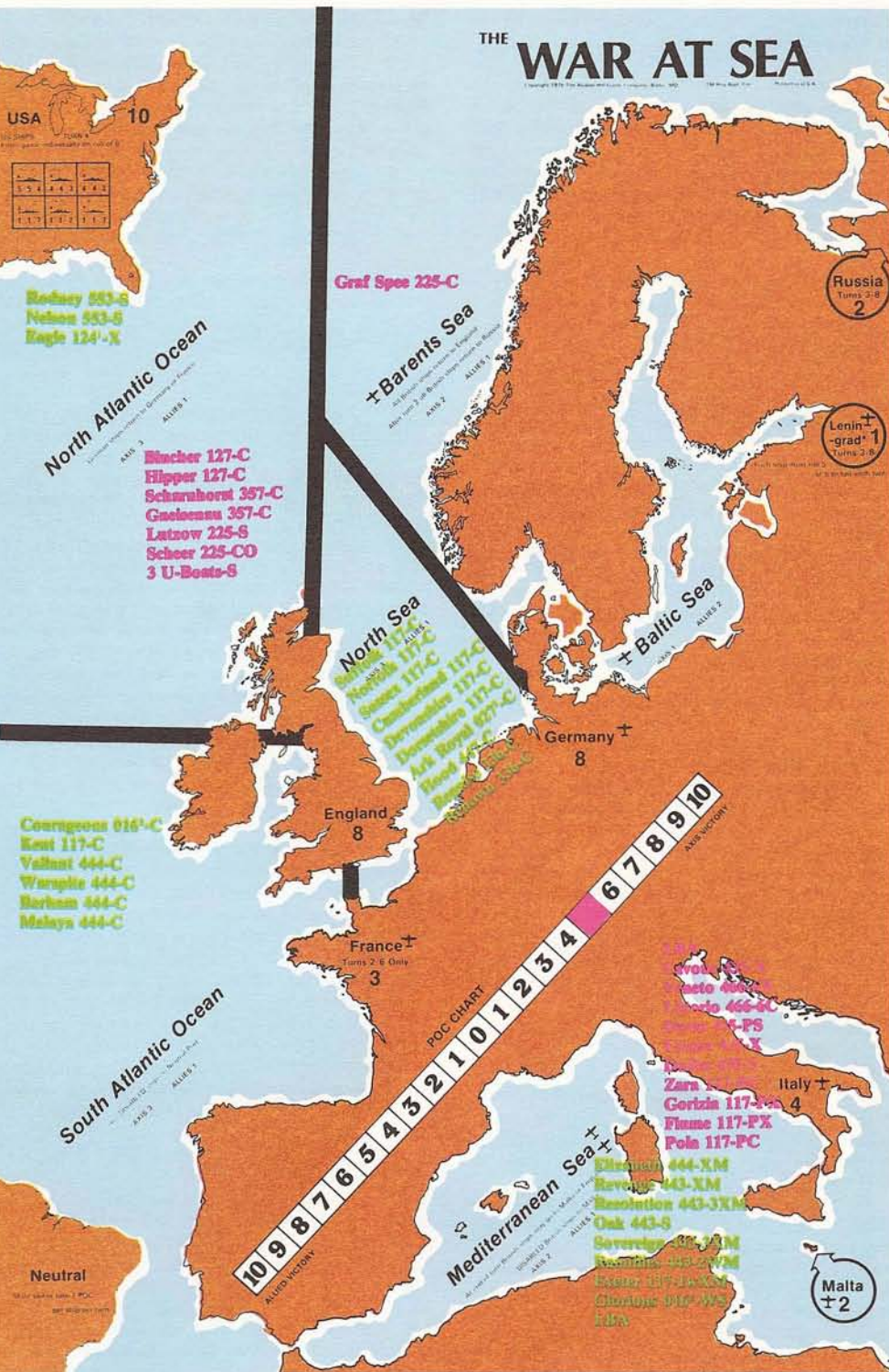
I have four objectives on the first turn: control the North Sea, contest the Mediterranean, control the South Atlantic (to trap any intruders in the Neutral Country) and do something to penalize any Axis move into the North Atlantic (to deter oiling). Committing units to four areas is a little tricky with only a 30% advantage in overall strength, since the Axis can concentrate against all four to varying degrees, so my initial placement is necessarily a little thin and technically subtle. In practice, I will set up three types of occupation fleets. First, the control fleet that is designed to win a battle and control the sea area but which may be low in killing power. Secondly, the killing fleet which may be weak in battle-winning ability but which can inflict disproportionate casualties—this is a particularly devastating threat because the British fleet is unusually strong in killing punch. Finally, a balanced fleet that is meant to hold its own in battles and in kill ratio. Now for the deployment in detail:

MEDITERRANEAN

The key to the strategy. Slow ships can start here free and can return to England at will at the end of a turn; a great improvement over their normal movement limitations. As a result I will start the bulk of the slow units here and withdraw them to England as needed or allowed by the course of the game. The strength is calculated carefully and is less than some Mediterranean strategists prefer. I calculate that with normal airstrike luck on both sides I should have a slight advantage in killing power and be at a slight disadvantage in battlewinning capability when the battle is joined. On this first turn I am not necessarily aiming at control of the area; I am willing for the Italians to win, as long as ship losses are even or in my favor.

NORTH SEA

This is the area that the British must control, so naturally I put a control group, weak in killing points, here. My good control/poor kill ships are all light and fast, which gives me a few more advantages here: the ships' speed means that the Axis might not be able to get away if he fights here and has to withdraw, and since the Axis will probably not go up against superior battle strength and speed then the fast ships will not fight and will take no losses on the first turn.



Each vessel is listed by name and gunnery, armor, speed and aircraft (exponential) factors as constituted at the beginning of the turn. Following each listing is a code digit showing how it fared. Code digits are as follows: S = sunk, X = disabled, C = control, Z = speed roll failed, O = oiled, R = repairing, W = withdrew, P = pursue, # = number of damage points received, M, N, F, R, U, = port returned to if other than England, Germany, Italy or Leningrad; Malta, Neutral, France, Russia, USA. Land based air is signified by LBA.

SOUTH ATLANTIC

The British really want to control this area to trap any intruders or failed oilers in the Neutral port, but they lack the strength to ensure control superiority. Consequently, I put enough killing strength here to make the intrusion unpalatable. The Axis can come here with battle and killing superiority, but they risk being irreparably crippled even if they win.

NORTH ATLANTIC

You might call this the North Atlantic Gambit. The Axis is almost forced to strike here, but the two

heavy battleships are extremely powerful in killing power. The Axis will probably win the battle, but they are likely to take major losses. As a result the Axis usually feels obliged to send a few pocket battleships in (risking the die roll), since that's the only way he can gain killing superiority, which stretches him thin. The *Eagle* affects all this by adding an imponderable—the British can actually win here with a lucky airstrike at the start—and by penalizing the U-Boats should they appear in support of a major Axis sortie. Statistically, I expect one of the British ships to come limping home and I expect the Axis to lose one ship and to have one

damaged. Even attrition is not to be feared by the growing British fleet.

SUMMARY

I am offering attrition battles in the North Atlantic, Mediterranean and South Atlantic, relying on each group's killing strength to ensure even attrition. In addition, the South Atlantic and Mediterranean forces have a reasonable chance of maintaining control. The North Sea I have guaranteed with a control group.

BRITISH COMMENTARY ON COMBAT

A 5-5-3 averages nearly three damage points per broadside, so the natural choice of targets is to fire each at a pocket BB or to mass them on a battlecruiser. Since the German fared well on his speed roll I have two pocket BB's to fire at, which are preferable targets due to their weaker defense and stronger net gunnery. They are also sinkable individually, which is helpful in case my luck is below par—which it is.

MEDITERRANEAN

Since I am seeking an attrition battle in hopes of ultimate victory, I will concentrate on his killing-power ships with airstrikes and gunnery. After the peculiar results of the first round my losses are not too bad but the ships that remain in the battle are in deep trouble. I must save what I can for next turn. Consequently I run in two groups, forcing him to win two battles to wipe me out—and my luck turns a bit.

AXIS TURN ONE COMMENTARY—

I was surprised by Richard's setup. I expected to see either more or less ships in the Mediterranean. I was especially surprised the *Glorious* was there instead of the *Ark Royal*. I was intrigued by his use of the fast ship force (*Hood*, *Repulse*, *Renown*, and the cruisers) in the North Sea which is something I hadn't seen before.

I must fight in the Mediterranean. It's a better than even battle. His extra two air factors are more than balanced by my extra three cruisers. If I don't fight now, he'll just put more ships in there next turn and I'll be cornered till I do fight. My best odds are this turn.

The decision of where to put the German fleet is easy. In fact, it is no decision at all. The North Atlantic is too inviting. With a different setup I might have considered attacking in the North Sea or South Atlantic or not attacking at all, but my strategy here is obvious.

The odds are heavily in my favor in the North Atlantic. The U-Boats join in to get a shot at the *Eagle*; they are not there just to break control because I will win the battle anyway. With five ASW rolls against my three U-Boats, they have a better than even chance of surviving. Getting rid of the *Eagle* will prevent Rich from sending one of my big ships home with a disabled result from the air factor. I want all my ships so I can sink both his battleships.

I left the *Graf Spee* in the Barents to pick up the easy two points. I considered leaving another 2-2-5 in the Baltic, but decided the extra ship in the North Atlantic was more important than one more POC. Now, two 2-2-5s can try for the North Atlantic and at least one should make the speed roll. Both actually do, and that's a big bonus. The 2-2-5s are the ships left behind because the 1-2-7s are assured of making it to the battle. While two gunnery factors are better than one, one is better than none and the one is a sure thing.

I know the Mediterranean Strategy is a trap to get both the German fleet and the Italian fleet into battle, but I think the trap has some flaws here and I will test it. I will probably leave one or more ships in the North Atlantic to oil at sea at the end of the turn.

TURN ONE NEUTRAL COMMENTARY—

I have already stated my approval of the overall British strategy. It is only in the fine details of implementing the strategy that I can find fault with Richard's opening setup. I disagree with him in allowing the Italians the potential upperhand to control the Med. I feel that attrition should be used vs. the Germans—not the Italians. The British Med force should be able to expect to control the Med on the first turn. The superiority edge they can enjoy will be slight, but nonetheless, it should be theirs. Control of the Med's POC and closure of the S. Atlantic to Italian cruisers is necessary to justify this type of effort against the Italians. If the British are to fight the Italians they must win—they cannot afford half measures. Otherwise, they would be better off ignoring the Med altogether and concentrating on the Germans.

*The British edge must be slight. They cannot afford any more and still be able to extract reasonable attrition from the Germans. This edge can be gained by replacing the *Glorious* with the *Ark Royal* and adding two more cruisers to the British screen. The *Ark Royal* simply must be stationed in the Med. There are six major Italian targets to deal with and the *Ark Royal's* three airstrike factors coupled with land based air from Malta will give the British the maximum efficient use of airpower. This three airstrike edge is all that stands between the British and an Italian advantage. On the average, it should dispatch or damage one more vessel than the *Luftwaffe* and leave the British with one additional capital ship and hopefully an even number of vessels to screen the *Ark Royal* from an Italian battleship. Should the Italians refuse battle altogether nothing is lost yet. The South Atlantic will be free of Italian cruisers on turn 2 and the British will still be able to contest three areas with the Germans on turn 2. Any British move into the Barents before turn 3 is premature anyway. It is a battleground of the German's choosing—an area where the *Luftwaffe* gets "free" potshots at the most vulnerable British ships who must also struggle with speed rolls until turn 4 allows them to base in Murmansk. Therefore, the Mediterranean squadron can stay put on turn 2 and await developments in the Atlantic. Oiler failures or battle results might ultimately dictate leaving the Med but this decision need not be made on turn 1 just because the Italians fail to sortie. Depending on the German success, control of the Barents can be delayed till turn 4 and never should be attempted before turn 3.*

*But what of the North Sea which I've just weakened? Richard's setup here is unusual and clever. He seeks to protect his most vulnerable and valuable fast ships by grouping them together into his strongest control group. The Germans could do great damage to these valuable ships but stand to lose the battle due to the sheer number of British targets. Richard is banking, and cleverly I might add, that the German will be reluctant to throw all his eggs in one basket with a less than even pitched battle here and take a chance on coming up POC-less when there are easier fish elsewhere with almost guaranteed POC. My gripe is that Richard has made this choice too easy for the German to make. His control force is obviously superior to anything the German can muster. I would lighten the North Sea force by an additional two cruisers (besides the force already sent to the Med) and replace them with the *Valiant*. If the *Glorious* can disable a battlecruiser the British will still have the superior force—albeit by a razor's edge.*

*The South Atlantic gains ASW strength in the swap which is the immediate British concern. Control of the South Atlantic is essential to discourage over-zealous oiling attempts at the end of the turn. The *Courageous* also gains additional screening protection should the entire German fleet come that way and her chances of escape are enhanced. Not*

that such a battle is expected. Richard's setup is designed to make the South Atlantic unpalatable. Not only does it represent a major attrition opportunity, but the battle is nearly even and should it result in Allied control, the result would be catastrophic for the Axis. My changes are only for the sake of what I believe to be slightly better overall balance between the areas.

*The North Atlantic setup is identical to my own. It is designed to invite battle. To hit the "easiest" target the German must chance speed rolls and/or leave uncontested POC behind. The German fire will come against the strongest British ships—ships that will survive one hit 83% of the time and two hits 28% of the time. These survivors have a 16.7% chance of limping home with every die cast against them. In the meantime they get 11 shots of their own which should yield an average of 6.5 damage points—enough to sink two of the lesser German vessels. The loss of a 5-5-3 and the *Eagle* for a pair of 2-2-5's is cause for celebration on the opening turn and happens more often than not. On those occasions when the Baltic & Barents are garrisoned, a speed roll is missed, an airstrike delivered on the *Scharnhorst*, and the British salvos are falling accurately an actual victory is within the realm of possibility.*

The Axis response to the British setup is beyond criticism. Abandoning the POC for the Baltic to ensure a more favorable ratio in battle is the correct decision at this stage of the game as is leaving the 2-2-5 behind in the Barents instead of using a 1-2-7 and chancing a speed roll. Against Richard's defense, the decision to sortie with the Italians is easy—they have the superior force—although only by the slightest of margins.

*The first die rolls belong to Alan as the *Lutzow* and *Scheer* pass their speed rolls and join the action in the North Atlantic. Surprisingly though, the two U-boats which manage shots both attack the *Eagle*! Alan seems to be placing great emphasis on avoiding the *Eagle's* single airstrike before the surface battle is joined. Moreover, he doesn't want to let the British battleships escape with a U-boat-induced disabled result. To my way of thinking this is entirely the wrong logic. The British battleships are to be feared—even though they stand to lose the battle, they could and should each take down a German pocket battleship. The U-boats should each have fired at a 5-5-3, leaving the less dangerous *Eagle* as the outnumbered prize of battle to the massed guns of the German fleet. The smile on Hamblen's face as the *Eagle* limped back to England before the surface battle spoke well of his feelings on the matter.*

*In the Med, the *Luftwaffe's* three airstrikes managed a near standoff with the Royal Navy's fire—both removing two capital ships from the fray. This leaves the Axis with the advantage of three extra cruisers. For that reason, I find fault with the British choice of targets. The *Exeter* should be firing on a cruiser with an eye towards improving the eventual escape chances of the *Glorious*. Clearly the battle is now in the Italian's favor. Thought should be given to the problems posed by withdrawal. If the *Exeter* had rolled an unneeded hit or disabled on an already dispatched *Andrea Doria* it would have had great cause to regret it.*

*As it is the British withdraw in two groups after the opening round and *Ramillies*, licking her wounds, is able to sink the pursuing *Andrea Doria* with more of those excellent British damage dice so much in evidence in the opening round. One wonders why she didn't then return to England for repairs considering the hard hit fleet already in Malta. The *Exeter* and *Glorious* are not so fortunate and are set upon and sunk by concentrated fire from the Italian cruisers in three rounds of pursuit. Despite the *Exeter's* heroics in disabling two of the Italian cruisers, one doubts the wisdom of this combined withdrawal. The Italians enjoyed a 4-1*

gunfire superiority and in the vast majority of cases should have sunk the *Exeter* long before she could have removed one of their number. The Italians would then be free to turn their combined guns on the *Glorious* and add her to the booty. The correct move here would have been to withdraw separately forcing the Italian to split his force if he were to bag them both. Alan would have probably ignored the *Exeter* to increase his odds of getting the *Glorious* but it would still have been a superior move. Richard was extremely fortunate to escape with the *Exeter*—heroics notwithstanding. Although the *Glorious* is far more important, the chances of *Exeter* saving her by close escort at that point were extremely slim.

It has been an interesting turn. The Allies control only the North Sea and South Atlantic and are five POC down. Aside from the loss of the *Glorious* to the pursuing Italian cruisers the British might have won the Mediterranean "war" while losing the "battle." They sank two Italian battleships to one of their own while putting two others hors de combat for at least a turn with maximum firepower and thus can be used in a pinch. The German wisely kept his oiling to a minimum due to the British control in the South Atlantic. It is still anybody's game although the Axis has got the best of the first round. One wonders what would have transpired with the *Ark Royal* and two more cruisers in the Med.

Checking for the impact of the luck factor on all this we find that fortune smiled on Alan with 13 hits and 8 disabled results where he should only have had 10.33 and 6.67 respectively. He also got away with three out of three speed rolls. On the negative side the hits he did achieve should have racked up 36.85 damage points but actually netted only 30. A check of the British ledger shows nearly a mirror image of this with Richard having below average hit results but scoring far more heavily than he should have on the hits he did get. An examination of the luck factor shows that Lady Luck was indeed active this turn but very fickle. She favored both sides about equally with Richard doing slightly better at 1.24 to Alan's 1.22. As an overall influence we can dismiss luck as being a major factor this turn.

BRITISH TURN 2

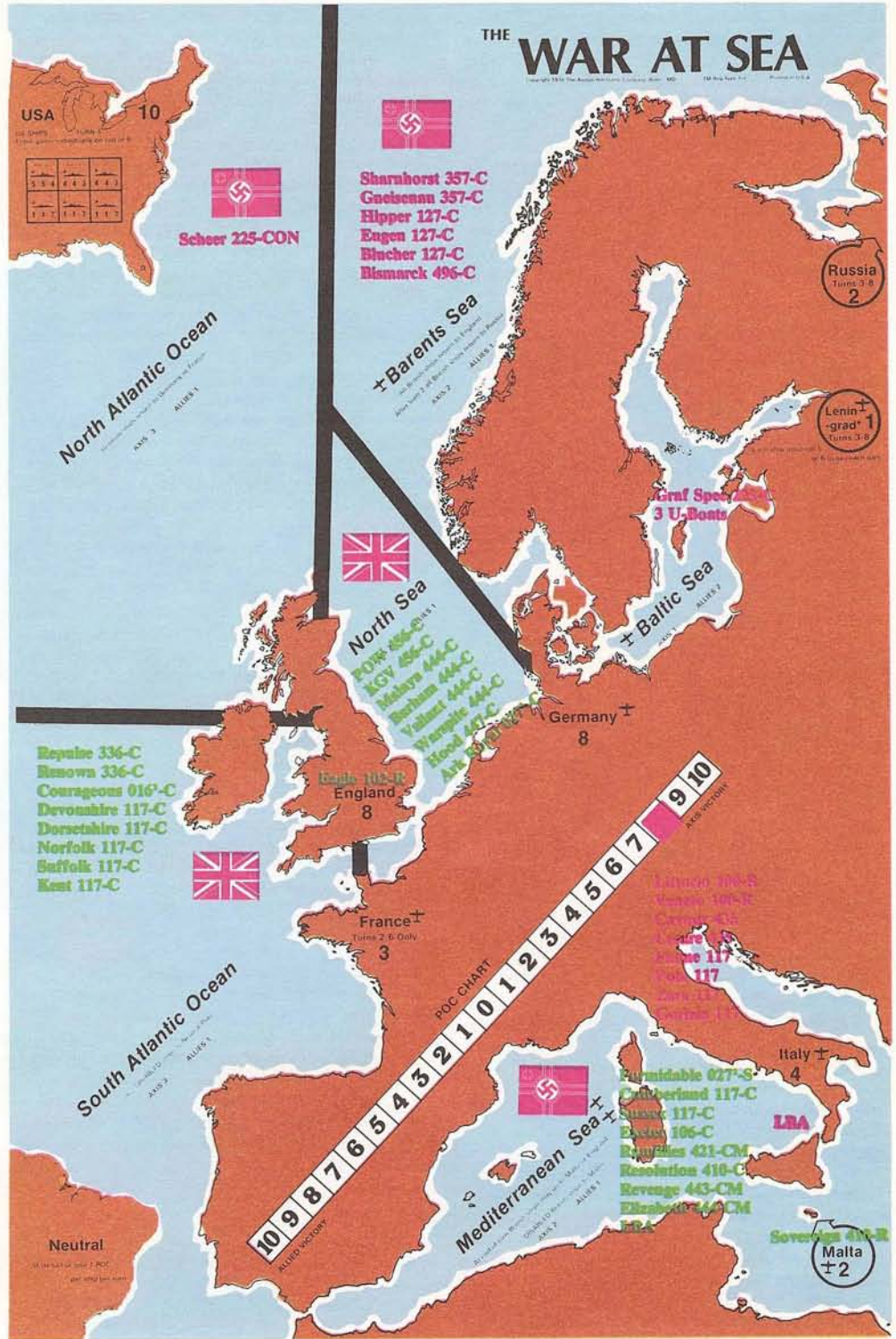
Well, notwithstanding his hot dice I am not much worse off than I expected. I myself was particularly lucky to get out of the Mediterranean with a (reasonably) whole skin after the way the battle there started.

I am facing a position that is a little peculiar. The effective loss of three ships in the Atlantic while the Axis lost only one means that I am stretched badly in the Atlantic; on the other hand, I have a killing point superiority in the Mediterranean even though I lost the battle there. This calls for a slight change in policy, so I will attempt to clamp down on the Italians while they are weakened while pulling in my horns in the Atlantic. I cannot hold two areas against the massed Kriegsmarine, so I will mass in the North Sea and forfeit the North Atlantic to limit unfavorable attrition. I will also clamp down on the South Atlantic to trap intruders and unsuccessful oilers.

This gives him more POC than I like, but I feel I am just a little too weak to contest the North Atlantic with the area control situation out of hand; the *Scheer* can go anywhere and the Italians can sortie in the South Atlantic this turn. Hopefully this turn will restore the tactical situation so I can redeploy a ship or two from the Med and use my reinforcements to be more aggressive next turn. With the Axis gaining extra POC now, I will have to rely on the Mediterranean control to regain points in the middle and late game. Details:

MEDITERRANEAN

I have killing superiority, but I need a few extra cruisers and a carrier to give me the battle superiori-



ty and U-Boat protection I need—I want to control this area this time. The carrier also allows me to airstrike both a sortying fleet and repairing battleships with land based air if the circumstance arises. I definitely want to keep his heavies hurting even if he sorties with the rest of his fleet.

SOUTH ATLANTIC

Once more I want to ensure control, including U-Boat protection.

NORTH ATLANTIC

Again to ensure control, even against U-Boat incursions.

BRITISH COMMENT ON COMBAT

Pfui. My carrier, no less. This cheap attrition is getting me in deeper and deeper.

AXIS TURN TWO COMMENTARY

Things went pretty well in turn one. My only regrets are that the *Eagle* and *Exeter* got away, but I can't complain too much about the dice. The big blow was losing the *Andrea Doria* in the retreat.

The situation in the Mediterranean is now very interesting. Though Rich has more firepower, his ships are damaged and won't take much to sink. My problem is my two 4-6-6s which must both repair to get their full firepower back.

I only oiled one ship at sea in the North Atlantic because I figure that's all I need, and I didn't like the possibility of being trapped in the Neutral Port. I picked the *Admiral Scheer* because it was the slowest ship and the others can all make two areas without speed rolls. One little trick I have up my sleeve will be to put the *Scheer* in the Mediterranean if the battle is close. It could make the difference.

Things look rosey for the German fleet and I hope to do a lot of damage this turn, while the Italians just hang on so Rich will have to use more ships in the Mediterranean for a couple of more turns. One more +5 POC turn, and the game will be mine no matter what.

Richard surprises me again! And again leaves me no decision. I can pick up +3 POC for the turn by just sitting in port, and I have more to gain by repairing my Italian battleships than fighting. His battleships can't repair and they will still be easy to sink next turn. I will again attempt to oil at sea with the *Scheer* for the same reasons as I did on turn one.

TURN TWO NEUTRAL COMMENTARY—

The difference between Richard's approach to the Med strategy and my own has become very pronounced. I try to defeat the Italians and attrition the Germans. Early attrition, even slightly unfavorable, is in the British best interests. Richard is not putting any pressure at all on the Germans while suddenly putting too much strength in the Med. Alan's non-move is beyond reproach. To do anything else against this development would be pure folly. I don't believe the British can win this way. The stronger the German fleet becomes the harder it is for the British to garrison all necessary areas. The Germans must be whittled down. The importance of gaining POC in the Med is to force the Germans to offer battle more readily. I must condemn this as a poor move—not up to the norm of Richard's usually excellently thought out play.

The British are strong enough to contest four areas and blood the axis! True, they'll have to take chances but that's nothing new and now is the time to do so—before they get even stronger!

Let's start with the Med which is a poor move even if you disagree that the Allies can contest four areas. It is far too strong—the Italian would have to be crazy to come out against it—and now, while he is weakest with maximum damage on his battleships is the time to tempt him. Send those reinforcements back. Get the Sovereign out of port and let her sail with three damage points. She will still have a salvo of 4 on the opening round. The Med is still too strong though and although Richard is correct in not chancing speed rolls to return parts of his Mediterranean squadron to England, the Ramillies could have gone there free at the end of last turn. This would leave the Med defended by five ships with an initial gunnery count of 17. Assuming the Italian will refuse to budge his maximum damage battleships (a very good assumption) the Italians can only counter with six ships with 12 firepower—and that would require all the Italian cruisers—thus guaranteeing the safety of the South Atlantic. After the turn when the Italians don't come out (and they probably won't), the British could choose which ships to move to England for free repairs rather than fooling with partial efforts in Malta. Under no circumstances should a carrier be in the Med this turn. There are not enough strong targets there to warrant additional air support above the three already available from land based air. The presence of a carrier only gives the Luftwaffe a highly vulnerable and valuable target to shoot at in an area which represents their only potential attack anyway. That's like waving a red flag in front of a bull. Fate seems to agree if one credits the supernatural with the rapid dispatch of the Formidable.

The North Sea is also overdefended. A 4-4-4 can be spared for the North Atlantic and possibly two. This would leave the North Sea vulnerable to possible German control but it would have to come against a British kill group and should exact real attrition. The Ark Royal is the key. If she can disable one or more of the German heavies the British should win the battle and the game! Just to make sure we'll throw in the two cruisers from the Med

giving the British seven ships with 22 shots plus the Ark Royal against seven Germans with 16 bonus shots. And this counts on the Scheer being present and the Baltic unclaimed!

The North Atlantic can now be manned by the Ramillies, Barham, and Malaya plus the Renown and Repluse and a cruiser from the South Atlantic plus Courageous and Formidable for a total of six ships and 19 shots plus the four airstrike factors of the carriers. Against this the Germans would probably mass seven ships with 15 bonus shots before the airstrike. Again, the carriers are all important and actually make the British force slightly superior.

This leaves only four cruisers to defend the S. Atlantic, but, so what? If the Scheer ventures here that probably means the North Sea and North Atlantic are safe. And if the Italians sortie then the Med is safe. This is the only area where the Axis has a clear cut advantage and it is slim—one 2-2-5 pocket battleship and the U-boat threat are all that keeps this from being an even battle. An eight cruiser melee is a tossup which is to the British advantage when you consider how valuable the Italian cruisers are. A single lucky '5' or '6' against the Scheer can put the British into a virtual standoff with the Italians and if things do go badly the British can run away from the Scheer. The cruisers are also the least valuable targets to expose to the U-boats. To top it all off a sortie here should ensure Allied controls in the three surrounding seas and prevent further S. Atlantic ventures.

The Axis can still concentrate and possibly win any one battle but not two. This means that Richard's defense gives up as much POC as I would make the Axis fight for, and, hopefully, extract a price. Richard's move gains neither attrition nor POC while both are possible. Sooner or later the British must offer an even battle. Why postpone the inevitable when later "inevitable" will include the Tirpitz? The Allies now find themselves 8 POC behind and unable to make a major mistake or lose a major battle. They've used all the "rope" the game allows. This is not the Richard Hamblen I know.

The failure of the Scheer's oiling attempt gives small manner of solace to the British. Considering the British control of the S. Atlantic and the decreased chances of oiling success, Alan should have left well enough alone but he's probably drunk on visions of victory by now. Nevertheless, Alan pulled ahead in the luck department with a cumulative figure of 1.3 compared to Richard's 1.28. The real damage done this turn, however, had nothing to do with luck.

BRITISH TURN 3

The tide is going against me but we are still within the Mediterranean strategy's tolerance for disaster. My loss of two carriers means that the tactical stability I enjoy this turn is ephemeral; he'll be poking holes in my control freely around the perimeter from now on.

Future plans have a big effect on my play this turn. Next turn I need to clamp down on the Barents, which means that I will need the ASW capabilities of the convoy—since I am now operating two carriers light. Thus, I must hold the North Atlantic and North Sea in strength. I am beginning to remember how this game is played, so I am willing to go a little thin here in hopes of drawing the Germans out—I can stand to lose an occasional battle as long as I can inflict significant losses on the Germans. In the south the threat of U-Boats and the slow recovery of the Italian Navy portends that things are going to get worse here in the future, so I want to draw a battle this turn while things are (comparatively) under control. Once more I can stand to lose a battle in the Med, but only if I gain favorable attrition on him—my dice cannot be cold, nor his hot, forever!

NORTH ATLANTIC

I need a major fleet to protect the convoy. He can get killing and battle superiority, but can he stand the attrition?

NORTH SEA

Here he can get battle superiority, but he definitely should not be able to stand the attrition.

SOUTH ATLANTIC

Unfortunately, I cannot spare much strength to deal with the *Scheer*, so I must maximize the force's efficiency, particularly against the appearance of his U-Boats. Using cruisers as my surface strength maximizes my ASW and also reduces the surface strength that can be sent home by a lucky torpedo. Whether the *Eagle* will use her airstrike and how she will behave in the battle depends on whether the U-Boats come here and how much damage they inflict. Hopefully I can pass up the air strike in order to sink the *Eagle* with 'massed' gunnery. I just wish that I could afford more gunnery here. I will almost certainly win the battle, but the *Scheer* may well get away.

MEDITERRANEAN

His position is improving while mine is not. Therefore, I will tempt him to sortie by allowing him superior strength. Apart from the attrition I wish to inflict, this should prevent his wounded battleships from affecting repairs.

THE U-BOAT WAR

He should not be able to break the North Sea, and the North Atlantic should take care of any U-Boats sent there. He can break either the Mediterranean or the South Atlantic, but not both. Moreover, he should take some U-Boat losses in the action. In committing his U-Boats to either of these areas he will gain some tactical flexibility, but he will still be limited to concentrating in only one area—which I should be able to deal with.

BRITISH COMMENTARY ON COMBAT

Oops. So he breaks control in the South Atlantic with U-Boats, and breaks control in the Mediterranean by winning a battle. Things are going from bad to worse; I am going to have to rely on regaining large amounts of POC on the last 4 turns if I am going to pull this one out of the fire—and that will require luck.

AXIS TURN THREE COMMENTARY

The *Scheer* doesn't find the oiler in the vast North Atlantic, but that was a calculated risk. I hope I can salvage something by taking a ship down with her in the South Atlantic this turn. Actually, turn two went my way as another carrier went down and I picked up 3 POC without a fight, giving me a total of 8 POC. If I can pick up 2 POC this turn, I'll be at maximum and Richard will have to average +2 POC each turn for the remaining five turns. No easy task!

Richard again surprises me with his setup. He is giving me the advantage in the Mediterranean battle. Even more surprising though is his weak force in the South Atlantic. My U-Boats should get another shot at the *Eagle*. I debated leaving the *Scheer* in the Neutral Port because I can afford the -1 POC, but I think the *Scheer* can justify her loss by sinking one cruiser. Richard will need his fast ships next turn for the Murmansk run so if I can take out an extra one it will hurt him. With any luck, I can get rid of the *Eagle* with the U-Boats and sink a cruiser, and maybe get away with a disabled result. If the *Scheer* does survive, the South Atlantic will be open (the U-Boats breaking control) and I can attempt to put her in the Mediterranean or any other area except the Barents in turn four.

The main German fleet will stay home as a battle in either the North Sea or the North Atlantic does not look good. Turn four should be tough for Rich. He will have to decide where to put his fast ships, probably splitting them between the Mediterranean and the Barents. He will almost certainly have to chance some speed rolls to get ships to one or both areas.

TURN THREE NEUTRAL COMMENTARY—

This is a good setup but it's a turn too late! The Axis has grown too strong. The Allies need some breaks like an appearance from the Russians which is not forthcoming. Given the situation my only suggestion for improvement would be to trade the Norfolk for the Hood. This would give the British a slight edge in the Med and not hamper the North Sea enough to make a sortie there advisable as the North Atlantic is still a better risk for the German if he wants to face an attrition battle.

Alan's response is excellent and reveals the restraint and ability to pace oneself which is found only in better players. He knows that the Allies must move into the Barents next turn and when they do the Luftwaffe and newly arrived Graf Zeppelin will reverse the air cover situation which is the only thing saving the British now. He also knows that their ranks are likely to be thinned the first time up north due to speed roll failures. Waiting is the correct decision even though the Russians may not be so cooperative next time.

Similarly, the sortie in the Med is well advised. Not only does he have the advantage here but this is probably the last turn that the Luftwaffe can be lent to the Med, what with the anticipated goings-on in the Barents. Some might argue that the U-boats might have been more valuable in the Med where there are more important targets, a closer battle to influence and Italian cruisers to break into the S. Atlantic, but their placement is reasonable and does give the Scheer hope for continued adventures on turn four by removing British control in the S. Atlantic.

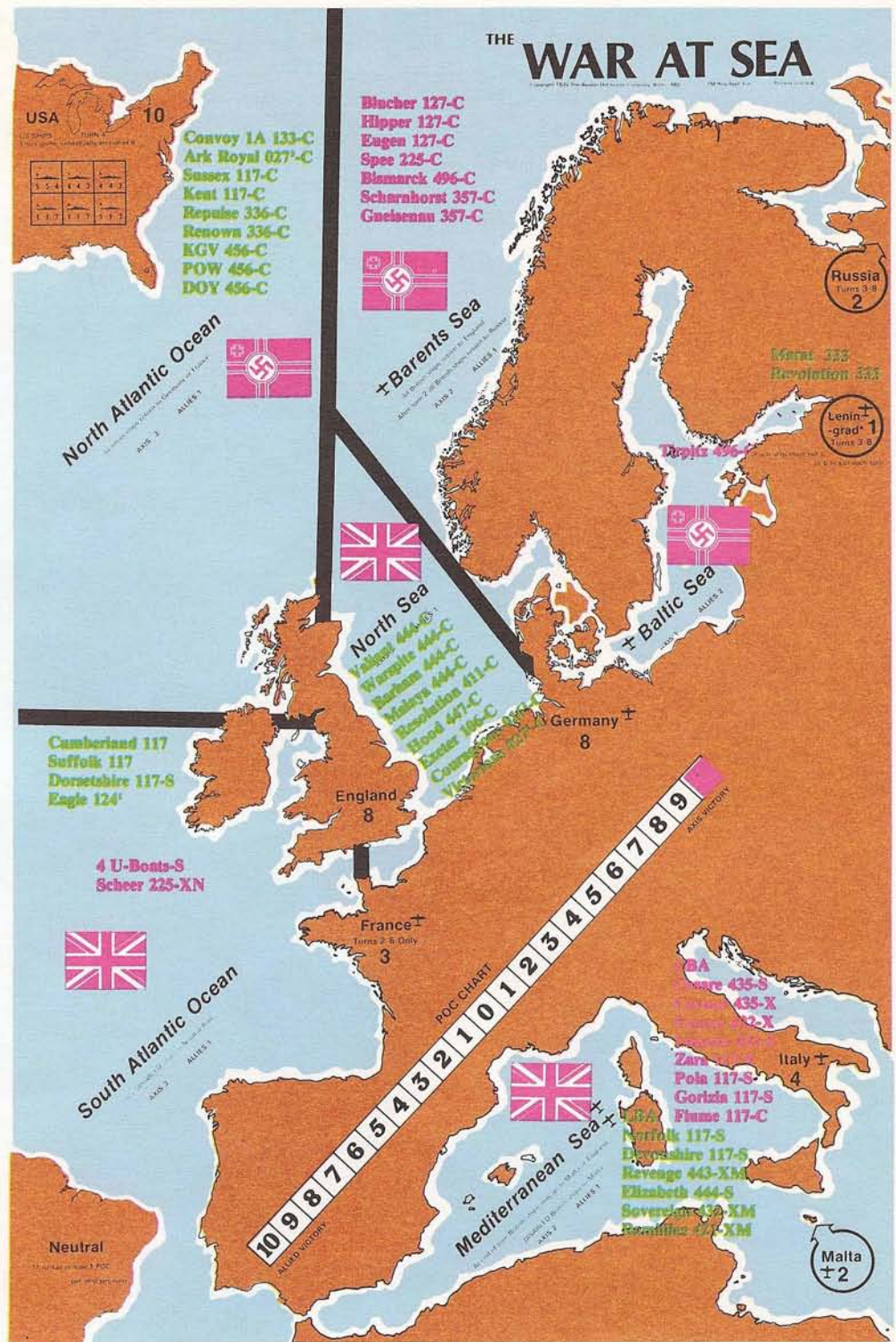
Tactically, however, these fellows are doing strange things. The German again takes all three U-boat shots on the Eagle. This time the Eagle is the most important target all right, but I would still split my shots to take in two cruisers and improve the chances for survival of the Scheer. Far more questionable, however, is the British decision not to use the Eagle's airstrike. Granted, you don't want to let the Scheer off the hook with a 'S', but on the other hand those three cruisers aren't exactly an execution squad! The Scheer is likely to take at least one of them down with her and they are hardly guaranteed to send the Scheer to her maker! The British losses have been too heavy to afford the luxury of passing up a free shot. He can't afford to chance the loss of a cruiser or two if there is an alternative. The loss of the Dorsetshire illustrates the point nicely.

In the Med the British came about as close to pulling it out as is possible, but it needn't have been that close. Alan's poor habit of concentrating fire on one ship almost cost him dearly when the two cruisers rolled a '5' and a '6' vs. The Devonshire. Had they been on different targets he wouldn't have had to sweat out the 3rd and 4th rounds.

Richard reclaimed a slim margin in the luck factor with a 1.32 rating over Alan's 1.22. It is interesting that the "disabled luck" is exactly even while Alan owes his success to hit superiority and Richard's to good damage dice, but the +10 POC for the Axis is the only important figure now.

BRITISH TURN 4

With two of my carriers gone and his U-Boat fleet approaching maximum strength, I am going to



have to inflict some U-Boat losses and then—at some point—threaten to control the whole board. Thus, this turn I will threaten to lock him in and regain some tactical control. His U-Boats must either sortie or allow me the board control next turn. I do not anticipate a German surface sortie, so the Russian will stay at home this turn. The Russians will sail on the turn I attempt the mass control (I hope), in order to add more pressure to his deployment. Similarly the Yanks will stay home against the turn(s) of decision; I will let him keep his maximum POC lead this turn. After all, there are four more turns and the convoys. If I can gain mass control for a couple of turns I can still pull this one out.

MEDITERRANEAN

The tactical control in the Barents and North Sea is the key point of the turn, so I avoid splitting my effort. After all he (sob!) can't gain any more POC this turn.

BARENTS

He can break this area with U-Boats, but he should take some losses, which is what I want.

NORTH SEA

Here I want control, so I maintain ASW superiority and a powerful fleet.

ALLIED BATTLE LOG

WHEN IS A 6 NOT A 6?

Attacker	Target	Expected Hits	Actual Hits	Expected Damage	Actual Damage	Expected Disabled	Actual Disabled
TURN 1 NORTH ATLANTIC							
5 ASW	3 U-Boats	.83	1	—	—	.83	0
Rodney	Scheer	.83	0	—	—	.83	1
Nelson	Lutzow	.83	1	2.5	3(sunk)	—	—
MEDITERRANEAN							
LBA	Littorio	.16	0	—	—	.16	0
LBA	Doria	.16	0	—	—	.16	0
LBA	Cesare	.16	0	—	—	.16	0
Glorious	Cavour	.16	0	—	—	.16	1
Glorious	Duilio	.16	1	3.0	4(sunk)	—	—
Resolution	Doria	.67	0	—	—	.67	0
Exeter	Doria	.16	0	—	—	.16	0
Sovereign	Cesare	.67	0	—	—	.67	1
Oak	Littorio	.67	1	3.5	6	.67	0
Ramillies	Veneto	.67	1	3.5	6	.67	1
SECOND ROUND WITHDRAWAL							
Ramillies	Doria	.67	1	3.0	4(sunk)	—	—
SECOND ROUND WITHDRAWAL							
Exeter	Gorizia	.16	0	—	—	.16	1
THIRD ROUND WITHDRAWAL							
Exeter	Fiume	.16	0	—	—	.16	1
FIRST TURN TOTALS		7.17	6	15.5	23	5.5 6.*	6 6
TURN 2 MEDITERRANEAN							
LBA	Littorio	.16	0	—	—	—	—
LBA	Veneto	.16	0	—	—	—	—
LBA	Cesare	.16	0	—	—	—	—
TURN TWO TOTALS		.50	0	—	—	.33*	1*
TURN 3 SOUTH ATLANTIC							
6 ASW	4 U-Boats	1.00	1	—	—	1.00	0
Suffolk	Scheer	.16	0	—	—	.16	0
Cumberland	Scheer	.16	0	—	—	.16	0
Dorsetshire	Scheer	.16	0	—	—	.16	1
MEDITERRANEAN							
LBA	Cavour	.16	0	—	—	.16	0
LBA	Cesare	.16	1	3.0	4(sunk)	—	—
LBA	Veneto	.16	0	—	—	.16	1
Ramillies	Cavour	.67	0	—	—	.67	1
Sovereign	Littorio	.67	1	2.5	3(sunk)	—	—
Revenge	Zara	.67	0	—	—	.67	1
Norfolk	Pola	.16	1	1.83	2(sunk)	—	—
Devonshire	Gorizia	.16	0	—	—	.16	—
SECOND ROUND							
Norfolk	Gorizia	.16	1	1.83	2(sunk)	—	—
Devonshire	Fiume	.16	0	—	—	.16	—
THIRD ROUND							
Norfolk	Fiume	.16	0	—	—	.16	—
FOURTH ROUND							
Norfolk	Fiume	.16	0	—	—	.16	—
TURN THREE TOTALS		5	5	9.16	11	3.67	4
TURN 4 ITALY							
LBA	Cavour	.16	0	—	—	—	—
LBA	Veneto	.16	0	—	—	—	—
BARENTS							
Ark Royal	Tirpitz	.16	0	—	—	.16	1
Ark Royal	Bismarck	.16	0	—	—	.16	0
Ark Royal	Gneisenau	.16	0	—	—	.16	0
POW	Gneisenau	.67	1	3.5	5	.67	0
DOY	Scharnhorst	.67	0	—	—	.67	0
KGV	Graf Spee	.67	0	—	—	.67	0
Anson	Bismarck	.67	1	3.5	4	.67	0
Convoy	Eugen	.16	1	2.5	3(sunk)	—	—
ROUND 2							
Convoy	Graf Spee	.16	0	—	—	.16	0
TOUR FOUR TOTAL		3.83	3	9.5	12	3.33	1
GAME TOTAL		15.5	14	34.17	46	13.33*	12*

*adjusted for speed rolls

"All dice rolls are not created equal," is an oft overused axiom of mine but it remains a truism when analyzing games. Disregarding old CRTs which were not constructed with results improving in ascending or descending order of the die roll, you can still make a strong case for the importance of a good result in one particular situation, far outweighing the importance of that same beneficial die roll in a number of other, less crucial, matters. For example, a 2-1 attack involving 20 factors is usually obviously far more important than one involving three factors. The same principle is eminently true in *WAR AT SEA*. Who would argue that a hit or disabled result against a German battleship is not far more important in the air attack phase than in the following surface engagement? A "5" or "6" which removes or cripples the mighty *BISMARCK*'s guns far outweighs the significance of the same result after the *BISMARCK* has unleashed a salvo. Indeed, the "5" die roll can be the most sought after result by both sides—depending on the situation and which side of the gun you're on. Obviously, in the above example a "5" is preferred to even a "6". The aircraft want to turn the *BISMARCK* back before she can affect the impending surface battle. An undefended carrier being pursued by a pack of cruisers, however, must have that same "5" rolled against her to survive.

Obviously then, there is a matter of luck within luck and a straightforward accounting of hits per shot does not tell the whole story. In an attempt to analyze the luck factor more precisely and put it into perspective in regards to its effect on this particular game I have devised a formula for measuring our participants' luck.

$$\text{Luck Factor} = \frac{\text{AH}}{\text{EH}} \times \frac{\text{AD}}{\text{ED}} \times \frac{\text{AX}}{\text{EX}}$$

AH is the number of actual hits obtained. EH is the average number of hits which can be expected given the number and type (bonus) of shots. Note that this EH is based on a percentage of .16 for every non-bonus shot and .33 for every bonus shot. While this is not mathematically precise (five non-bonus shots actually have only a .59 chance of scoring a hit—not .83—the difference can be dismissed by the possibility of multiple hits) it serves our purpose as an *average* expectation. AD is the damage die roll minus any average above and beyond that necessary to sink the target. ED is the *average* number of damage points expected based on the number of hits actually achieved. The average die roll is, of course, 3.5 (1 + 2 + 3 + 4 + 5 + 6 = 21 ÷ 6 = 3.5) but if a target does not require six damage points to sink the average will decrease. For example, the *Andrea Doria* only requires four damage points to sink. Therefore, the *average* damage die roll against her would be 3.0 (1 + 2 + 3 + 4 + 4 = 18 ÷ 6 = 3). AX is the actual number of disabled results thrown after discounting any duplicates or those thrown against an already sunk ship which have no effect. In cases where a disabled result can have absolutely no positive effect for the firer (such as cruisers on a fleeing, defenseless carrier) they are not calculated at all. EX is the expected number of disabled results based on number of shots fired and again disregarding already sunk vessels. Finally, EX and AX figures of the *opposing* player are affected by adding the probability of failure and actual failures of any speed rolls (including oilers).

While far from perfect, the formula does attempt to weigh evenly the affects of luck on the three aspects of the game affected by the dice; hits, damage, and disabled results. Within each category, the importance of each die roll can still vary greatly but this appears to be a good measuring stick for overall dice distribution as it pertains to the game. A perfectly "normal" game would measure "1" on our luck factor formula.

AXIS TURN FOUR COMMENTARY

Incredibly, my hypothetical scenario in the South Atlantic wasn't far from reality. I just didn't sink the *Eagle*. Richard cringed when the *Scheer* got away!

The battle in the Mediterranean could have been better, but I still can't complain much. I lost two battleships and two cruisers to Rich's one battleship and two cruisers. But, as I stated last turn, Rich will need all the fast ships available this turn.

With control of the Mediterranean and the South Atlantic open, I have some interesting possibilities this turn. I can use the *Scheer* in the Mediterranean with the Italians, or I can use the three Italian cruisers with the *Scheer* in the South Atlantic. Rich may forget about the second possibility in the midst of all his other decisions. The *Scheer* could also go to the North Sea or North Atlantic if necessary. Fighting in the South Atlantic looks particularly good because it will allow me to use my land-based air in the Barents where I expect the big battle to be this turn. If I fight in the Mediterranean instead of the South Atlantic, I will have to choose where to put my land-based air.

Like I said, I expect the big battle to be in the Barents this turn. If Rich doesn't move in this turn, his convoys will be backed up. If I can get an even or better result, the game should be over. The ships he'll be losing will be his fast ships which will finally have to be committed and there are no replacements for these.

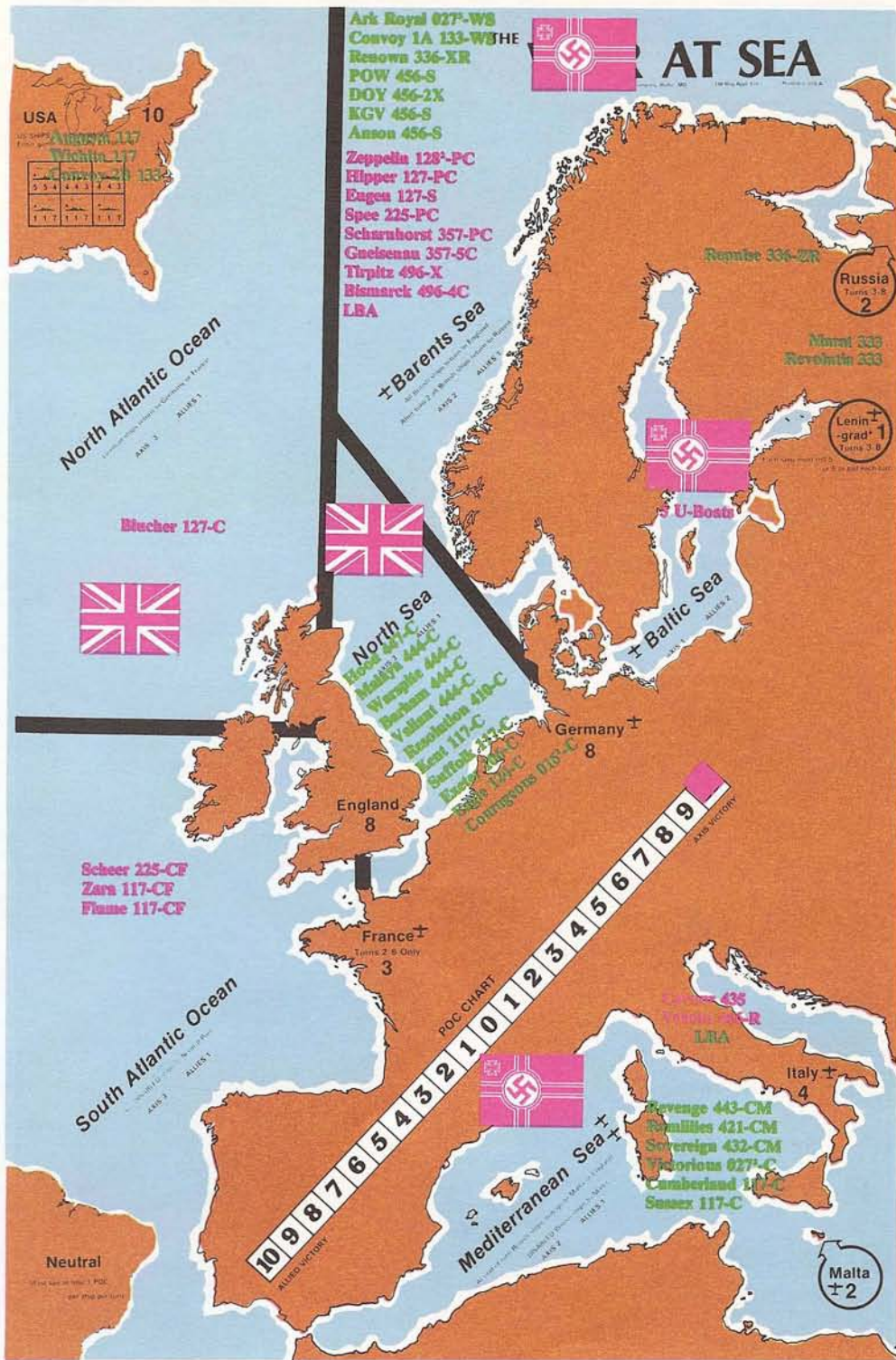
Having the Russian ship sail this turn is really the first bad break I've gotten. My usual strategy in cases where there is a big battle and a ship can't be spared for the Baltic is to put U-Boats there to deny control and/or sink the Russian ship. But I will have to wait for Rich's setup. The U-Boats might be more useful in the Mediterranean or South Atlantic. If POC doesn't matter, I will give up the Baltic altogether.

I hate to keep repeating myself, but Richard does it again. I can't believe this setup. Richard can't pick up any POC this turn even if he wins the battle in the Barents and gets the convoy to Russia (and the convoy will be wasted), although the method to Richard's madness may be to leave it there in the Barents. Still, I'll be up +10 POC with four turns to go.

Since my land-based air is needed in the Barents, where it gives me a five to three advantage in airpower, I will not fight in the Mediterranean. I don't need the two POC there anyway. I put the Italian cruisers in the South Atlantic to avoid the airstrike in Italy and so they can base at France at the end of the turn with the *Scheer*. On turn five, the cruisers and the *Scheer* will threaten the North Atlantic as well as the South Atlantic and Mediterranean. Allied control of the Mediterranean will in no way hinder my movement in turn five. In addition, I may return the *Blucher* to France to make the raiding force there a little stronger.

In other situations I might have had a hard time stripping off the *Blucher* from the main German fleet to take the North Atlantic, but I didn't even think twice here. I have both more airpower and more surface ships in the Barents without the extra ship. Realistically, this should end the game, unless Richard is incredibly lucky, which he hasn't been up till now. The *Repulse*, failing its speed roll, isn't a good omen (though it is statistically probable for one of six ships not to make it).

My U-Boats are in the Baltic for no reason at all, but I am surprised Richard didn't sail the *Marat* to try and draw off one or more of my ships from the Barents battle. Though I am tempted to put the U-Boats in the Mediterranean where they have a good chance of surviving (and getting a shot at the *Victorious*), I will resist temptation. I don't need to break control there for POC purposes and I'd rather have seven U-Boats next turn.



My Italian battleships will take an airstrike in Italy, but Richard will only get two shots instead of three and the *Vittorio* will repair before the airstrike making him unsinkable.

TURN FOUR NEUTRAL COMMENTARY—

Richard is reduced to wild gambles now so it is hard to be critical. His only hope is to entice the Axis into battles which he can win with hot dice. He cannot afford the carrier and cruisers in the Med. They are there only in the forlorn hope of crippling the U-Boats which he hopes will venture forth. Alan is too smart for this, however, and he should realize it. Those three ships belong in the Barents along with another cruiser from the North Sea.

The strategy of holding back the Americans, Russians, and second convoy is viable and downright clever given the circumstances. POC is immaterial now unless he can gain it in big batches. By using Convoy 1A as a combat vessel he increases his meager strength in the Barents and can leave it there to cash in on turn five once the blockade is complete.

Alan's response is flawless. He has the advantage in number of ships, gunnery, and airpower. Now is the time to strike while he is at the zenith of his strength and before the British can reinforce. Almost regardless of the outcome, he is still in control with a maximum POC lead and U-Boat force entering turn 5.

AXIS BATTLE LOG

Attacker	Target	Expected Hits	Actual Hits	Expected Damage	Actual Damage	Expected Disabled	Actual Disabled
TURN 1 NORTH ATLANTIC							
2 U-Boats	Eagle	.33	1	2.50	2.0	.33	1
Scharnhorst	Rodney	1.00	0	—	—	.5	1
Scheer	Rodney	.67	2	6+	4	—	—
Blucher	Rodney	.33	1	1.87	2(sunk)	—	—
Lutzow	Nelson	.67	0	—	—	.16	—
Gneisenau	Nelson	1.00	1	3.5	2	.5	1
Hipper	Nelson	.33	1	3.0	4(sunk)	—	—
MEDITERRANEAN							
LBA	Elizabeth	.16	0	—	—	.16	1
LBA	Revenge	.16	0	—	—	.16	1
LBA	Ramillies	.16	0	—	—	.16	0
Doria	Resolution	.67	0	—	—	.16	1
Zara	Resolution	.16	1	3.33	3	—	—
Cesare	Oak	.67	1	3.33	1	.67	0
Fiume	Oak	.16	1	3.00	4(sunk)	—	—
Littorio	Sovereign	.67	0	—	—	.67	1
Pola	Sovereign	.16	1	3.33	3	—	—
Veneto	Ramillies	.67	1	3.33	2	.67	0
Gorizia	Ramillies	.16	0	—	—	.16	—
SECOND ROUND PURSUIT							
Doria	Ramillies	.67	0	—	—	.67	0
SECOND ROUND PURSUIT							
4 Cruisers	Exeter	.67	1	1.83	1	.67	0
THIRD ROUND PURSUIT							
3 Cruisers	Exeter	.50	0	—	—	.5	1
FOURTH ROUND PURSUIT							
2 Cruisers	Glorious	.33	1	1.83	2(sunk)	—	—
FIRST TURN TOTALS		10.33	13.00	36.85	30	6.67	8
TURN 2 MEDITERRANEAN							
		.50	1	2.5	3	—	—
TURN 3 SOUTH ATLANTIC							
3 U-Boats	Eagle	.50	0	—	—	.50	0
Scheer	Dorsetshire	.67	1	1.83	2(sunk)	—	—
MEDITERRANEAN							
LBA	Ramillies	.16	0	—	—	.16	0
LBA	Sovereign	.16	0	—	—	.16	0
LBA	Elizabeth	.16	1	3.33	5(sunk)	—	—
Cavour	Ramillies	.67	0	—	—	.67	1
Littorio	Sovereign	.67	0	—	—	.67	1
4 Cruisers	Revenge	.67	0	—	—	.67	1
SECOND ROUND							
2 Cruisers	Devonshire	.33	1	1.83	2(sunk)	—	—
THIRD ROUND							
Fiume	Norfolk	.16	1	1.83	1	.16	—
FOURTH ROUND							
Fiume	Norfolk	.16	1	1.00	1(sunk)	—	—
TURN THREE TOTAL		4.33	5	9.82	11	3	3
						3.33*	
TURN 4 BARENTS							
LBA	KGV	.16	0	—	—	.16	0
LBA	DOY	.16	0	—	—	.16	0
LBA	POW	.16	0	—	—	.16	0
Zeppelin	Anson	.16	0	—	—	.16	0
Zeppelin	Renown	.16	0	—	—	.16	1
Bismarck	Anson	1.33	2	6	6(sunk)	—	—
Gneisenau	POW	1.00	1	3.5	3	.50	0
Hipper	POW	.33	1	2.5	3(sunk)	—	—
Scharnhorst	DOY	1.00	1	3.5	2	.50	1
Graf Spee	KGV	.67	0	—	—	.33	1
Eugen	KGV	.33	1	3.5	6(sunk)	—	—
ROUND 2							
Scharnhorst	Ark Royal	1.00	0	—	—	—	—
Hipper	Ark Royal	.33	1	2.5	3(sunk)	—	—
Graf Spee	Convoy	.67	1	3.0	4(sunk)	—	—
TOUR FOUR TOTAL		7.5	8	24.5	27	2.16	3
						8.50*	6*
GAME TOTAL		22.67	27	73.67	71	18.5	17

*adjusted for speed rolls

The dice fell in Alan's favor though and Richard needed to be overwhelmingly lucky to stay in the game. Such was not the case and Alan's gaffe of not including the Zeppelin in the chase of the Ark Royal can be excused in light of his obvious win at this point.

AXIS POST GAME COMMENTARY

There was incredible luck, but it was all mine. The game is obviously over as Richard will have trouble garrisoning three, let alone four, areas next turn. There isn't much else to say as the dice speak for themselves and Richard's groans can be heard from coast to coast. If we do another replay in the future though, I think I'll have the psychological edge!

SUMMARY—

And so the Mediterranean strategy sinks beneath the waves for another year. Actually, I hope my commentary showed how the Med strategy might have succeeded on another day. I don't believe luck was all that crucial in this game. The final Luck factor was 1.09 for Richard and 1.05 for Alan thanks in part to three Allied ships, which Richard did not use, making "entry rolls". While this might well prove to be an excellent case for being able to lie with statistics it is not too far off base. Although Alan rolled nearly double Richard's hits (27 to 14), probability tells us that the expected difference was only 23 to 16. Richard made up for this deficiency to some extent with a high damage count (46 out of an expected 34) while Alan rolled slightly less than average (71 out of 74). While it may well be argued that hits are more important than the damage resulting from them, the point remains that luck did not decide this game. The participants did and the better player, at least this time around, walked off the winner.



RICHTHOFEN'S MANEUVER CARDS



Vol. 14, No. 4 of the *GENERAL* printed a variant for *RICHTHOFEN'S WAR* which featured the use of a deck of 27 maneuver cards to augment the mechanical movement system and add a degree of uncertainty and excitement to the game. Not just a random luck element, use of the maneuver cards is dependent upon such factors as turning ability, attack position, and pilot skill. Using the maneuver cards one can more vividly execute the classic maneuvers of the day: Barrel Roll, Falling Leaf, Flat Spin, Immelmann, Loop, Nose Dive, Side-Slip, Tight Circle, and Vertical Spin in an attempt (not always successful) to get on the enemy's tail, rather than just trade shots. This 27 card deck is professionally illustrated and printed and available from Avalon Hill with instruction sheet for \$4.00 plus usual postage and handling charges. Maryland residents please add 5% sales tax.

A.H. Philosophy . . . Continued from Pg. 2, Col. 3

can be a member of both at the same time. I realize anything I say will be seen as biased, but I hope my words will ring true for many of you because you have had similar thoughts.

In 1978 I bought over one hundred wargames, mostly sight unseen through the mail. In my career as a wargame consumer, I have owned over two hundred games. Of those two hundred plus, I have sold or traded more than I currently own.

I estimate that I have read the rules to over ninety percent of the wargames ever published. Of this ninety percent, I have played less than thirty percent. There are several reasons for this. One, there just isn't time to play every game. Fortunately, reason number two alleviates the problem reason number one presents because I don't want to play every game. Reading the rules is more than enough in many cases. I don't think I'm throwing my money away. I buy games knowing that most will not make it past the rules. Buying games and reading rules is my way of constantly searching for good games. I can usually tell if I'll like a game just from reading the rules. Sometimes a game with good rules plays poorly and sometimes a game with mediocre rules plays well, but these are the exceptions. I'm not suggesting you adopt the same buying approach. Far from it. Ralph Nader would hardly consider me a smart consumer.

At present, there are twenty-seven wargames I have played over five times. Two are by minor companies, one by Metagaming, two by GDW, three by SPI, four by Battleline, and fifteen by AH. Of these twenty-seven, I have played twelve over ten times; one by a minor company, one by SPI, one by Battleline, and nine by AH. There may be a few games I've played between three and five times, but this is sort of a grey area. I either get to five or don't get past the second game. The rest of the games I've played lie in the two or less category.

Since Battleline is now part of AH, over two thirds of my major gaming time has been spent on AH games. The significance of this seems obvious. Each of you will have your own lists, but in my perception the average gamer spends somewhere between fifty and ninety percent of his playing time on AH games.

The AH Philosophy is your insurance that every AH game has a better than even chance of being a good game. There are three parts to this philosophy; 1) game development, 2) game quality, and 3) game maintenance.

We don't put out games with known flaws. When our games are released to the public, the developer has done everything possible to make the game what he wants it to be and what he thinks you want it to be.

Sure, we miss a lot of deadlines. But we don't purposely build up your expectations and then keep you on the edge of your seat for months (or years). We certainly don't enjoy spending our time answering phone calls each day about where a game is and why it isn't ready.

Development encompasses rules rewriting, organization, and clarification; playtesting in search of play-balance, rules problems, and excitement level; analysis of the game system; and consolidation or expansion of the game's scope. It can be an extensive project. Indeed, a development can sometimes become a redesign.

There are many problems that can occur along the way. Playtesting can be going smoothly, then ZAP. A major flaw pops up. The problem can snowball when changing one rule upsets other rules. Each rule is an integral part of the game system, and their interaction is a delicate thing. Sometimes there are production problems. A minor oversight can mean doing something completely over. One person in the production chain can misunderstand or misinterpret or just plain miss

something. And if that isn't enough, there are always the machines to ruin the best laid plans.

None of this is an excuse. It is an explanation, meant to help you understand the AH method. Excuses aren't necessary because your feedback has told us you approve of this method. You'd rather have a good game later than a fair (or worse) game immediately.

One more thing. Even before we publish a game, we've gotten some feedback on it. Our playtesters, both local and by-mail, are some of the hobby's best gamers. When they like a game, we feel confident that the general public will too.

AH quality speaks for itself. One has only to compare one of our games with one of someone else's for the same price. You can't hide a lack of quality with a fancy package. People look inside the box!

AH game maintenance is sort of an informal warranty on your games. We don't forget about our products once released. We update them when necessary. We revise them when necessary. We even put out a whole new game when necessary. In addition, we put out accessories and extra parts to many games. The more we do to help you enjoy a game, the more likely you are to buy another one. Once in awhile a game is dropped from the AH line, but it is like someone who has been sick for a long time. We have done everything possible to cure it or prolong its life. We won't ever treat a game's death lightly.

Some people have said that AH pays little or no attention to historical accuracy. While this may have been true to a certain degree in the sixties and early seventies, it has been less so each year since and is no longer a valid statement. Our products will tend to be games first and simulations second, but we have listened to our critics and modified our style. Adaptability and changing with the times is the secret to success. This is the hallmark of the AH Philosophy.

My interviews (like the one with Mick Uhl in this issue) should begin to reveal the diversity of the AH staff. Kevin Zucker and Frank Davis are interested in games as history. They believe games should teach the players something. Their goal is to design games that force the players to think and act as the actual commanders did, thus recreating what happened and why. Don Greenwood and myself don't stress history. We take an historical situation and try to make it a fun game. We're not trying to teach anybody anything. In between these two poles lie Richard Hamblen and Mick Uhl.

Kevin and Frank do try to make their games enjoyable and Don and I do try to make our games realistic. It's more a matter of degree. While taking more of a middle road may seem the most logical approach and the most likely to please the most people, it is also the hardest path to follow. Realism and playability mix, but not easily and never completely. And amazingly, most people are extremists when it comes to games. Designing, then, can be a hopeless task because while you're pleasing some of the people, you're displeasing others. Still, gaming has expanded tremendously in the last few years, becoming more sophisticated and specialized. We're trying to touch base with each market.

By now some of you may be wondering what this AH Philosophy is about. As much as anything, this has been my way of introducing myself. I'll probably be writing this column again, unless there is a public uprising.

I'm a company man in that I believe in AH products. In this sense I was a company man long before I moved to Baltimore. Games are a part of my life. Gaming is a passion and though sex is still first, gaming is a close second. Consistently, it certainly lasts longer. Gaming has become a natural

function like eating and sleeping. It will always be so. I wouldn't have it any other way.

ARM

And that, minus some quick editing on my part of some less than kind words about some of our competitors, is it for the maiden voyage. You didn't really think I'd let them phase me out that easily, did you? Having had to delete a few of Alan's more vociferous paragraphs, we'll settle back into my drier style for some concluding news.

No doubt many of you have seen some of the Battleline games in your local stores bearing an Avalon Hill logo. Do not be misled. The only thing altered on these games is the AH name and logo. We have not published any revised edition of any Battleline game as of yet. That is not to say that the Battleline editions are bad games and that you shouldn't purchase them. We merely mention this so that those of you who would rather wait for a revised AH edition do not buy the wrong version. We will advertise each Battleline game which undergoes AH redevelopment individually in the magazine as they become available. The first such titles to be released will be *AIR FORCE* and *CIRCUS MAXIMUS*. Watch for their new packaging and a special advertising blurb about them in these pages.

By the way, the Battleline games are now full fledged residents of the AH line and as such are eligible for article coverage. We are interested in the submission of well executed manuscripts on Battleline games—be they the original versions or the AH revised editions.

ORIGINS '80 is two months distant at this writing, but will probably be history by the time you read this. Nevertheless, there are sure to be a number of new game companies making their appearance there. One of them will be a division of Avalon Hill. MicroComputer Games, Inc. is run by Avalon Hill although our normal R&D people have nothing to do with the operation. Computer experts from National Micro-Computer Associates are the creative people who have designed a new line of cassette games to be played on home computers. The cassettes will be usable on the TRS-80, Apple, and Pet computers and will sell for approximately \$15. Packaged in gamette style boxes similar to the *COI & COD* series, the initial offering will be limited to solitary play versions of the following titles: *B1 BOMBER*, *NUKE WAR*, *MIDWAY CAMPAIGN* and *NORTH ATLANTIC CONVOY RAIDER*. More details will be forthcoming as they are made available to us.

DJG



FOREIGN READERS

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ANSWERS TO THE POP QUIZ QUESTIONS

1. AVOIDING A DISASTER

ANSWER: The four Belgian infantry units should be deployed by placing the 2-3 on Brussels and 1-3s on Antwerp and each of the clear hexes (N25 and M26.)

DISCUSSION: The Germans cannot be prevented from making 2-1 attacks on Warsaw, Brussels and The Hague, unless you are willing to lose France on the first turn of the game. If you do not deploy as indicated, instead adding a 1-3 to the 2-3 in Brussels, the Germans will be able to make a breakthrough and then exploit into and through Paris, blocking any attempt by the French to recapture it. For example, move the 1-3 from M26 to Brussels (best choice of the three), the Axis player will then stage all of his air units to western bases and attack Brussels at 2-1 using one 3-3 infantry, one 4-6 armored unit and five air factors. The other three armored units will exploit, one to N23, the second to P22 and the third to P21. The armored units at N23 and P22, joined by four air factors, attack the French unit on O23 at 3-1. The remaining eleven German air factors are used to counterair and intercept the Belgian and French air forces. The French will be unable to get a unit into Paris, resulting in the fall of France. If this occurs, the Axis player is probably not going to be upset because his infantry attack in Poland fails to take Warsaw. The major cause of the dilemma for the Allied player is his inept defensive setup in Poland which allows the German to attack Warsaw using only infantry and air. The setup used may have some economic advantages, but from a military standpoint it is a disaster. Of course, if you had started the French 3-5 on N24, this Axis ploy will not succeed, but that would create other problems, and a different question.

2. THE UNWANTED INITIATIVE

ANSWER: (a) The Axis player takes his turn followed by the Allied player, both for Britain and Russia even if Russia is neutral.

(b) Russia moves first (or passes) with its 116 BRPs, followed by the Axis with 68, and Britain with 18. After the German declaration of war, however, the Russian and British BRPs will be added together to determine order of move for their joint turn.

DISCUSSION: (a) There are only two player turns in the Coalition game, so the Allied player performs the various functions for all of his forces, including those of a neutral Russia, as part of one joint turn. The order of movement is determined by the total BRPs available to each side at the beginning of the turn, however the BRPs of a neutral Russia are excluded from the Allied player's total.

(b) Rule 3.3 specifically provides that in a multi-player game there is a separate turn for a neutral Russian player. When this turn occurs is dependent on BRP levels so until the Russians join the western alliance there are three separate turn orders to be decided. Note that this logic does not apply to the Axis totals with a neutral Italy present. German and Italian BRP totals are always summed to determine turn initiative whether actively allied or not.

3. AIRPOWER—THE KEY TO VICTORY

ANSWER: The maximum number of air factors that each side could have available on the Western Front for the Allied player's turn is 10 for the Axis and 30 for the Allies.

DISCUSSION: The Axis used their full allowance of BRPs during the Fall turn and therefore have a total of 113 remaining, while the Allies have 119 after Great Britain spent 49 out of a possible 62 BRPs and France used its full 42. This means that there is an initiative conversion and the

Allied player moves first. In 1939 the Allied player will have an almost certain option to convert the initiative, but this will not be to his advantage unless the Axis player is careless or takes some abnormal line of play. One obvious example of when to make the conversion is if Italy is poorly defended and Rome can be taken and held. Another is this German first turn attack into France. Granted that by converting the initiative, the Germans get two turns in a row, but if the Winter turn Allied attack is properly executed, the first of these two turns can be relatively harmless. The 30 air factor total for the Allies is easy to achieve providing the two 1-4s in Egypt are converted to a 2-4 before the build phase and then the three air units from the Mediterranean are redeployed into England to join with a newly constructed 1-4 to form a full 5-4 air unit. This gives the British a total of 20 air factors and the French have 10 after losing a unit and rebuilding it. Less obvious is why the Germans will have only 10 air factors. The reason is that two 5-4s started the game as part of the Eastern Front garrison and must be returned there by the end of the Fall turn. Rule 6.1 requires that naval and air units used to satisfy the 25 factor Eastern Front garrison must begin and end their turn on an Eastern Front base, although they are allowed to conduct missions elsewhere. Note that a unit lost during such a mission must be immediately reconstructed and returned to the Eastern Front or be in default of the rules and thus forfeit the game. This leaves only 10 German air factors for the Western Front.

NOTE: The last two questions are of a type where a case can be made for more than one answer. The best way to deal with questions of this nature is to have them presented to a panel of experts who respond with their answers and any comments they may want to make. The panel of 'experts' used for these questions is of course simulated, but in order to give a little reality to the following comments and discussion, assume that questions 4 and 5 appeared as part of a regular feature article in the quarterly Bulletin of the Emerald City Simulation Game and Card Club. In each issue, five questions concerning the strategy and tactics of a currently popular wargame are submitted to a panel composed of the better players in the club who know that particular game. The panel members respond with their answers and comments, and these, along with some added discussion by a moderator, are published in the next issue of the Bulletin. The moderator must give the top score of 100 to any answer that gets a majority of the panel's vote, but otherwise he has considerable latitude in determining the scores. Club members may submit their answers and anyone who gets a perfect score is invited to be on a future panel. In the following discussion, all remarks not in quotes are those of the panel moderator. It is always more fun to be the moderator because he gets in the last word, that is barring some future confrontation with an irate panel member who may not have appreciated the moderator's depth of understanding of the game involved.

4. PRESSURE TACTICS

ANSWER	SCORE	VOTES
Essen or Cologne	100	4
R25 on an airbase counter	80	2
Stuttgart	70	1
Aachen or Frankfurt	40	1
Bremen	20	1

DISCUSSION AND PANEL COMMENTS

Expert opinion varies on what the Axis, and in particular the German, strategy should be in 1939. There is general agreement that Poland should be

taken in the Fall and Belgium, Holland, Luxembourg and Denmark by the end of the year. The Axis player will also usually have Italy declare war on the Allies in 1939, which turn being in part dependent upon the Allied initial deployment in the Mediterranean. Beyond this however there is little consensus, with some starting out with an Attrition attack on Yugoslavia and others invading Denmark so that Norway can be assaulted in the Winter turn. Another possibility is represented in this problem, with the Germans taking a Western Front Attrition option and invading Luxembourg. This has the advantage of bringing pressure to bear on the Allies at an early date and an important part of that pressure is the threat of the airborne unit. The panel had a lot of different ideas on where the paratroopers should be deployed, but the top goes to Essen/Cologne because it is a reasonable choice and it received the most votes. Our first panelist states the case for the winner and also puts in a plug for his own favorite strategy to open the game as the Axis player.

WIZARD: "Essen. I have no worries about the Allied player attempting to attack and advance his French 3-5 adjacent to the airborne, which would be a problem if I put the airborne on any hex south of Essen. From this location, the para unit can threaten Paris and open up any double line of Allied units except in the south of France. The inability of the airborne unit to reach beyond Lyons is no big loss since an armored unit on S20 can effectively contain any breakthrough in the direction of Paris. One of the advantages of this or nearby hexes is the ability of the airborne to attack London in the Winter turn, but this threat is practically nonexistent because of the lack of bases from which to provide combat air support to the attack. Actually, I don't like this opening for the Axis player. My preference is to have Germany declare war on Yugoslavia and together with Italy, make a 21-30 Attrition attack in the Mediterranean. This gives me a 50% chance of gaining the hex I will need to attack Belgrade without the tripling effect of the river. If this is not successful, then the airborne can assist in making the Winter turn attack to acquire Yugoslavia and 20 BRPs for 1940. Having failed to do that, my choice for this turn should be to put some infantry and air in position to attack Belgrade and the airborne on Brindisi from where it can threaten Malta or jump on the Yugoslavian Capital, however the conditions of the problem prevent this."

To each his own, but there are some far out ways that you can give yourself a 100% chance of gaining that hex in Yugoslavia, such as by having the Attrition attack made by German infantry only with Italy passing, or by pulling the Italians off the Egyptian border so that there are no Axis units in contact with Allied units. Even if you don't gain a hex, the Allied player will then have to remove one or more of Yugoslavia's counters. In my opinion, the problem with going after Yugoslavia in 1939 is that you have to take two Offensive options in the Winter turn and the cost of these plus the declarations of war that have to be made will leave very few BRPs with which to construct units for the 1940 attack on France. The best strategy for the Axis player is to concentrate his forces on the west and try to knock off France as soon as possible.

SCARECROW: "Essen, or Cologne if you prefer. This choice allows me considerable flexibility on where to attack during the Winter turn, yet insulates the airborne unit from being grounded by an enemy ZOC. In his turn, the Allied player will need to have France spend some BRPs in addition to just building units, or be faced with an unattractive initiative conversion. There is not much to be said for making a declaration of war on some insignificant minor, so he probably will have the French take an Offensive option with Luxembourg being an in-

viting target. If I were to place the airborne in Aachen, the 3-5 could be moved up and join the attack in order to keep the paratroopers from flying. An attrition option would have no chance of capturing Luxembourg since I would pick up my 3-3 there even if the airborne wasn't involved."

There are other possibilities besides Aachen that offer better defense and as good or better offensive opportunities, such as Stuttgart and R25. The panelist who voted for Aachen apparently intends to challenge the Allied player to make an attack.

LION: "Aachen. I expect that most of the panel will select Essen because of the safety of that hex, their reason being that the French will have a double incentive to take Luxembourg if they can get the French armored unit adjacent to the airborne. I will have no problem against an Attrition option, so the only real concern is if the Allied player takes the offensive. I intend to redeploy the two Italian air units and the unused German 2-4 to bases where they can provide defensive air support to my infantry unit in Luxembourg, yet be out of counterair range. If only the French make the attack, they cannot prevent me from getting two air factors through to assist the 3-3, making the attack a 50-50 proposition. With the cost of taking an Offensive option and having to replace expensive air factors, the Allied player is going to be short of units when I make my attack in the Winter. I really doubt whether the Allied player will risk an attack at this point in the game, and expect that the only action will be French attrition."

I am not as sure as you appear to be that the Allies will not attack in this situation. Even a normally conservative player is going to be very tempted considering the prize you are offering him. A passive defense during the early period of *THIRD REICH* is usually the best Allied strategy, but an occasional spoiling attack to damage the Axis and upset their timing can be very effective. If the French 3-5 is able to advance adjacent to the airborne, your flexibility during the next turn will be seriously curtailed. Three 2-3s and the armored unit can be moved into position to make an assault and if the ten air factors are added as combat air support, instead of standing by to intercept, the attack will be going at 19-6. Now the shoe is on the other foot and you must make the critical decision. If you commit the 12 air factors in defense, there is still a 50% possibility that you will be successful, although in 2 out of 3 of those cases both sides will lose everything. It is the other 50% that you will need to be concerned about, for then the attack succeeds with a strong probability that the French will lose nary a factor. If you commit less air support, your opponent's chances of winning the hex increase and if you do not add any, he has a guaranteed win at 3-1. Adding seven factors will lower the odds as far as possible, and the extra five factors are needed to eliminate the entire French ground force in a full exchange.

A lone vote for Stuttgart was tendered by Witch East whose only comment was a terse "What's the problem?". Well there must be some problem since she was the only one submitting that answer, however, this location for the airborne is very nearly as good as the second ranked answer and has been promoted in the scoring. I like the answer put forth by the next panelist, it combines an aggressive attack position with excellent defensive potential.

WITCH WEST: "R25 on an airbase counter. With my airborne unit on this hex, the Allied player will need to defend in depth along his entire front. The triple line required to prevent a damaging German breakthrough will limit my opponent's ability to stack units even with optimum use of armored ZOCs. Since an airbase counter has to be used in the attack on Poland, it can be brought over by SR for the airborne to operate out of. My strategy for the Winter turn is to take the three minor countries and, with the help of the airborne, attack into northern France hoping to gain two or three hexes as a base for a Spring attack on Paris. However, I can change this if there is a faulty Allied defense in the south allowing for a deep penetration towards Paris and the possibility of encircling a major portion of the French army. There are other tactics that can be employed such as attacking through Sedan with paratroopers landing on P23 and armored units making exploitation attacks on O23 and P22. This attack has some disadvantages including the narrow base at Sedan and the exposed armored units, particularly if they take some lessons. No other choice for placing the airborne will give me the same degree of flexibility when I attack in the winter"

Apparently this panelist is not concerned about the French getting an 11-20 Attrition attack together and attempting to advance the French 3-5 into Q25, or of the Allies taking Offensive options with the same goal in mind. Such an attack will be difficult to mount because Q25 can be assaulted from only one hex and the attack would go against a tripled defender. With the two Italian air units at Milan and Venice, the French will not be able to get better than 1-2 odds, and if Britain joins in these odds can only be increased to 1-1. Any contestant who answers this question with R25, but does not specify the airbase counter, will get no score. In order to make a drop, the airborne unit must be on a supplied airbase at the beginning of the turn.

TINMAN: "Bremen! From this location, I can threaten both London and Paris, and if they are adequately garrisoned by the Allied player, make a drop on Copenhagen, untripling the defender there. The airborne unit will then be in position to attack Norway in the Spring."

Why waste the power of the airborne on Copenhagen? Assuming that you counterair the Danish air unit, an exchange will eliminate one 3-3 whether the defender is doubled or tripled. Wouldn't it be better to place your paratroopers in Essen since you could still cover all three of your objectives and also be able to reach more deeply into France?

5. A DIFFICULT DECISION

ANSWER	SCORE	VOTES
Yes and add 8 air factors	100	5
Yes and add 7 air factors	70	1
Yes and add 5 air factors	60	0
No	50	2
Yes and add 4 air factors	40	0
Yes and add 3 air factors	30	1

DISCUSSION AND PANEL COMMENTS

The conditions of this problem are somewhat contrived, what with the rapid German advance and the less than optimum placement of Allied units at the beginning of the turn. It was presented to the panel in an effort to see how far players would go to recapture Paris at the expense of British economic strength. If the vote of the panel is any indication, they will not only put up the 15 BRPs for an Offensive option, but risk a considerable amount more at

unfavorable odds. In part, this large vote for taking action may be a result of the conditions, with the Allied player knowing that he is behind, resorting to desperate measures in an effort to catch up. Except for the top score, ranking this problem was not easy. Since the overall thrust of the panel was to attack, any reasonable action such as adding 5 or 7 air factors should get a higher score than simply giving up on France. Now let us hear from the panel, starting with a strong objection to the conditions.

WITCH EAST: "Yes and add 8 air factors. I should abstain from voting rather than agree to be saddled with the conditions as stated in the Situation. How can any player, knowing what is about to happen, position the Allied units so that the French get tangled up with their only Ally when moving in to make the counterattack on Paris? At least two of the 2-3s on the Italian border should have been placed on O21 and P21 rather than be in the south defending against nothing. Since I have agreed to take over, I must attack and attempt to pull ahead of the Axis player even though the odds are against me. With 17 ground factors available for the attack, I will need to add 7 air factors so that two French units can advance into Paris on a die roll of 3 and an exchange on the German counterattack. In the more likely event of an attacker exchange, these 24 factors will eliminate three of the doubled German 4-6s, and by adding one more air factor, I will be able to eliminate a fourth."

We cannot all be perfect, however once you get beyond the rhetoric, the logic is sound. Adding that extra air factor will eliminate a German unit worth 8 BRPs one out of three times, while risking 3 BRPs in the event that you lose. The next panelist also feels trapped by the Allied set-up, but arrives at a different conclusion.

WITCH WEST: "No. My choice is to bow out gracefully and accept the elimination of France. Arguments can be made on both sides of this issue, but to me the compelling one is that Britain's economic strength will be sorely taxed over the next two years even without throwing away 50 or so BRPs in this low odds attack on Paris. I will need to construct those two fleets so that the British navy can be strengthened in the Mediterranean and reinforcements can be deployed there as required. I also will need to start shipping BRPs to Russia in 1941 and maintain in Britain some ability to attack the mainland in order to siphon off from the Eastern Front as many German units as possible. I would not give up on France this easily perhaps, if more French units could make the attack, thereby reducing the need for British air factors. I am not sure that I could make this decision at the game table where the desire to retake Paris or at least eliminate some German armor may allow emotions to overcome logic."

East is one thing and west is something else, or whatever Kipling said. This answer is hard to figure out coming from a normally aggressive player, but the point is well made regarding the difference in how the problem arises. If you are sitting in the calm of your home with only minor distractions such as your wife hollering at you to get the chores done or the kids wanting help with their homework, it is easier to arrive at a logically correct answer in figuring out a problem or even in preparing a move for PBM, than it is in the heat of battle at the game table. I think that there would be very few, if any, players who, in practice, could resist the urge to attack. Both of these panelists agree on one thing, if you are going to attack, you should do so to the

fullest extent possible. Attempting to have the best of both worlds by making the attack, yet keeping to a minimum, the potential loss for the British is:

TINMAN: "Yes and add 3 air factors. I am caught in a dilemma, if I do not have the British take an Offensive option, France will fall without having been able to do much in the way of attritioning the Axis economic strength, and if I do, the most likely result is that Britain's BRPs will be seriously impaired. Even though there are a lot of things that the British need to do and the chances of retaking Paris are remote, I don't think any red blooded player in this situation would refuse to attack. By adding three air factors I will be able to make the 1-2 attack and at least hope to eliminate three German armored units. In order to eliminate another one, I would have to add five more factors and that would be going too far."

Won't you be a mite unhappy if you are lucky enough to roll a 3 and then find that the German counterattack will come at 1-1, giving you only one chance out of six to reoccupy Paris? By adding just one more air factor, the counterattack would be at 1-2 and your chances improve considerably, and if you really want to go out on the limb, try adding two more so that a French 2-3 can advance into Paris even if there is a counterattack exchange. Even though no panelist voted for adding 4 or 5 air factors, they are certainly better alternatives than this answer and so an appropriate score has been added for each of them. The other panelist who decided to attack but used less than the optimum number of air factors added an interesting observation as to why the attack should be made.

LION: "Yes and add 7 air factors. If I get the luck I need, two French units will be able to advance into Paris forcing the Axis player to attack again. Then I will use the remaining 30 BRPs that the French have available for this turn to rebuild their airforce and place these units out of counterair range but in position to provide defensive air support to the units in Paris. The total cost to the German economy is not just the value of the five armored units, but also the cost of another Offensive option and the air factors that will be required to intercept the French, plus any losses sustained in the attack on Paris. I figure that by making this attack the expected cost to the British will be about 40 BRPs and for the Axis it will be about 20. The French BRPs do not count since they are lost anyway. I could cut my potential losses slightly by adding only five factors, allowing one French 2-3 to advance into Paris on a counterattack exchange. This will accomplish both of the objectives I am hoping for, retaking Paris and attritioning Axis BRPs, but will let the Germans get better odds when they attack next turn."

You could damage the Axis player's economic strength even more by adding another air factor, but you are correct in stating the potential cost to the Germans is more than just the loss of five armored units. I will wind up the discussion on this problem by quoting from two panelists who seem to be more preoccupied with what went on in 1939 than they are with the current state of events.

DOROTHY: "Yes and add 8 air factors. This is not an easy decision to make, but I'm sure that at the table I would attack even though the probable cost is going to be high. This turn's problem is to a great extent the result of tactics employed in 1939. When the Axis player concentrates his armed forces, including the airborne unit, in the west at the end of

the Fall turn and is obviously intending to not only occupy the Low Countries but to advance into France as well, French units should be used to back up the Belgian and Dutch armies. If possible they should be stacked, but even when this cannot be done, the temptation to use the larger British units must be resisted. This allows French air units to be used for defensive air support and conserves British BRPs so the two fleets can be activated in 1939. In addition, the Allied player will be able to move British units into N23 and O23 without having to take an Offensive option and forces the Germans to attack through them in the Spring before taking on the French in Paris. Because of the Anglo-French cooperation rule, Allied air strength is at a disadvantage when in defense, but by making the Axis player attack ground units of one country before those of the other, some of this can be overcome. Of course on those occasions when the Allies attack, this cooperation rule is not as much of a problem since each country's air units can perform different missions."

WIZARD: "No. I cannot agree that the Allied player should have the British take an offensive option that risks almost 50 BRPs on a 15% chance of success. I will use them instead to construct the two fleets so that Britain will have greater ability to move units around, particularly for sending reinforcements to the Mediterranean. This problem is created by the Allied player's inept positioning of his forces at the end of the Fall turn and his use of British air units in defensive air support. In preparing for the German Winter turn attack, I would put French units in the 24 column, including two at Sedan, and the three British units redeployed into France at N23, O23 and P22. This will require the Axis player to breakthrough the French before being able to take on the British, significantly reducing the possibility that they will even be attacked. The British units will then be in position to screen Paris when the Germans attack the following turn and make them take on both countries' air forces."

I am not too sure many players would agree with these two panelists that the French should be used in the 24 column in this situation. If only one unit can be in a hex because of the breakthrough threat, wouldn't it be better to use the larger British units in order to make the German task more difficult? Perhaps this would be a good question for the panel when *THIRD REICH* is again being featured. Incidentally, when the Wizard is the Axis player, his opponents would not have this problem, since he would be using significant forces, possibly including the airborne unit, to play around in Yugoslavia.



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. Reed 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.

FINAL GLORY . . . Continued from Page 13

- a. Each turn, May, 1812 through February, 1813—At Dresden: 11
- b. October, 1812—At Danzig—2C
- c. April, 1813—At Mainz: 18I, 2GI, 1GC (only if not already in play), Marmont, Sout and Napoleon (unless already in play).
- d. May, 1813—At Mainz: 2I
- e. June, 1813—At Mainz: 8I
- f. July, 1813—At Mainz: 10I, 6GI, 6C
- g. August, 1813—At Mainz: Leader (0), 2I, 1C
- h. September, 1813—At Mainz: 4I
- i. October, November and December, 1813—Each month at Mainz: 2I
- j. January, 1814—At Paris: 8I, Joseph* At Bayone: Sout (if not in play) 11I, 2C* Within one hex of Barcelona: 7I, 1C
- h. January-August, 1814—Each turn: At Paris: 3I* At Lyon: 1I
2. French Replacements
 - a. January-August, 1814, each turn—At Paris: 1GI
 3. French Satellite Reinforcements:
 - a. December, 1812—Withdraw: All Saxon, Naples, Swiss and Bavarian satellite units.
 - b. January, 1813—At Milan: 2I (I)* At Stuttgart: 2I (Wu)* Frankfurt: 1I (R)* At Cassel: 1I (W)* Initially Neutral French Satellities (deploy face down): At Munich: 4I, 1C (B)* At Florence: 4I (N)* At Dresden: 2I (S)* At Geneva: 4I (Sz)
 - c. May, 1813—At Hanover: 2I (W)* At Milan: 1I (I)* At Stuttgart: 1I (Wu)
 - d. June, 1813—At Milan: 3I (I)* At Stuttgart: 1I (Wu)
 4. French Satellite Replacements
 - a. May-December, 1812—The French player may replace one strength point of satellite infantry each turn. Polish replacements appear at Warsaw, all other satellite nationalities appear at Dresden.
 - b. January, 1813-August, 1814—The French player may replace one strength point of satellite infantry each turn. Units are placed at the production city of their minor state. Units may not be built in production cities which are occupied by non-French player units.
 5. Non-French Player Reinforcements
 - a. Russian player uses forces listed in Scenario IV up through December, 1812.
 - b. March, 1813: Place all Austrian forces listed in Scenario V face down (Initially Neutral). (If Schwarzenberg and any Austrians have remained in play as French allied units they remain loyal to France and remain so until Austria declares war, at which time they become non-French units.)
- All Swedish units listed in the 1813 Scenario are deployed as listed, as neutral forces.
 - c. April-December, 1813—Each turn—At Prague: 2I, 2L (Austrian)* At Berlin: 2I, 2L (Prussian)
 - d. May, 1813—At Prague: 1C (Austrian)* At Berlin: 1C (Prussian)
 - e. June, 1813—At Prague: 1C (Austrian)* At Berlin: 1C (Prussian)
 - f. January-August, 1814—Each turn—At Prague: 1I, 1L (Austrian)*, At Berlin: 1I, 1L (Prussian)* At London: 2I (English)* At San Sebastian: 1I (Pt), 1I (Spanish)*
 - g. February, 1814—At Prague: Bellegarde (Austrian)
6. Non-French Player Replacements
 - a. Each turn January, 1813-August, 1814: At Brest-Litovsk: 2I, 1C, 1CC (Russian).
7. All non-French player forces scheduled to arrive at a city which is occupied by French player forces may arrive at the nearest major city in that country's home state. French player forces scheduled to arrive at a city which is occupied by non-French player forces are eliminated instead.



Letters to the Editor . . .

Dear Sir:

The January/February *GENERAL* (Vol. 16, #5) and attendant Philosophy 77 demand some sort of comment. The fact that I received it in April is worth a word or two. Personally, if my bimonthly magazine is going to come quarterly I'd rather you kept the extra size. I would think it is about time Lt. Greenwood got a squad of his own to help him carry around the *GENERAL* counter (its got to be at least 4 portage points).

I found it rather ironic that in the very issue you expanded the size of the *GENERAL*, you also awarded AH the title of our 'less is best' company. I thought that several articles in this *GENERAL* were clearly below your normal high standards. While this is clearly a matter of personal taste I do hope you will never resort to 'filling' space with substandard material.

Of course you may say: 'Well that's why we would like to see more of you out there writing articles for us. After all each issue has this little box that says 'We want you'. That brings me to the other topic you touched on: the near glut of games on the market.

With so many titles, and the fact that Joe gamer buys many more titles than he can play well, it would also seem that there are a correspondingly fewer number who can write with authority on a subject. I have no particular ax to grind on this subject. I just hope that you took the possible lack of material into account when you decided to expand your size.

I am a believer of 'less is best'. The glut of games on the market (and out in my garage) is something of a concern. That's why I plead with you not to release games that are not finished. In this time of ever increasing inflation and tight money I think it is certainly cheaper for you (and less bothersome to me) not to have to release 'revised' rulebooks and errata by the ream. This I think you have done on the whole. However, there have been some notable exceptions. *MAGIC REALM* probably received more hype than any game for a long time. Yet, no sooner was it released than you announced plans for a revised rulebook. While AH has been very good about providing updated and second editions at no cost, one must realize the excitement of a new game is lost when incomplete rules are issued. I would rather have to deal with the larger price tag and get it right the first time.

An example is *AIR FORCE/DAUNTLESS*. It looks like you got the titles, put your logo on them and re-released them as they were. If I'm not mistaken you are now cleaning them up and are going to release a second time. This second version (your second) will be the final product. If this is indeed the case, I just shelled out good money for a version of the game that is to be replaced soon. To this I can only say . . . AAAARRRRGGGGHHHH! To the unlearned it would seem I've been had.

All that said and done, here's my point. I find it much easier to deal with the high prices of a few good and complete games than to deal with shoddy material.

Avalon Hill is best because it listens to what the gamers say and usually releases complete products. I hope that you continue. Don't release a new Battle of the Bulge game every year and crack little jokes about it. I think you hit on the right formula when you released *GETTYSBURG '77*. Release the Intro, Intermediate, and advanced versions in the same box. As far as AH is concerned the subject of Gettysburg has been covered completely at all levels of play. Well done.

Michael Kennedy
Azusa, CA

improve on this game and will be reissuing a new rulebook, mapboard and scenario cards in the near future. While some gamers may think we've ripped them off by bringing out an updated edition for them to purchase to keep their games current, we feel that the vast majority will be delighted with the improvements made. This commitment to long-term excellence is in the best interests of the consumer in my opinion.

As to your experience with AIRFORCE, we are admittedly on the horns of a dilemma. On the one hand we have gamers telling us that AIRFORCE is an excellent game as it stands and they want the game now. On the other hand, others—such as yourself—will condemn us for putting these games out without any changes other than replacing the Battline logo with that of AH's. Dealers are requesting these titles now. They don't want to wait for us to "improve" them. So, management has tried to please both groups by reprinting the Battline game as is while assigning the R&D people to update them as quick as they can before they go into new AH packaging. For the time being, you can assume any old Battline game is still the Battline edition—despite our logo on the box. When we rerelease these games the packaging will be entirely different and they will be advertised as such in the magazine. So, if you want to wait for our revised editions of the Battline series wait until you see them advertised as such in THE GENERAL.

★★★★★

Gentlemen,

I enjoyed "Blood and Guts Starship Troopers" in Vol. 16, #5 very much. I would like to add a few ideas and a correction.

In the section "Guaranteed Bug Safety", Mr. Paxon says that if the Terrans pile into the safe hex, fight and stay the next turn they can perform a one man carry on the disabled trooper. This won't work since it takes a whole turn to load a man for a one man carry (you are getting him out of his suit). Thus your troops must survive two attacks by the Bugs (and the man making the pickup can't fight back) or use a two man carry (which I prefer).

A two man carry gets your WIA (or even stunned) unit out the next movement phase so the Bugs will get blasted by HE, nuke, or anything else that can be brought to bear, after getting only one whack at the rescuers. There are two problems with using a two man carry. The first is that the Bugs must not be able to stun or immobilize more than one third of the rescue force or one of these immobile units will not be recoverable, and will thus start the whole rescue cycle all over again. The other is that if the terrain is city or rough, the pickup team won't get more than one hex from the Bugs, so a nuke missile will have four chances to blast someone (the three men in the carry and the nuke launcher man).

Furthermore, since the blast zones of mines are additive, it is possible to set up mines to form 6-1 kill zones. A scale 3 mine four hexes from a scale 6 will create five hexes with 36 blast pts. and two extra 24 pt. hexes. If a scale 6 and two or three scale 3's are used it is possible to cover quite a bit of ground with 6-1 and 4-1 attacks, to say nothing of the 2-1's (2 scale 3-9 A.E., 10 6-1, 15 4-1 3 scale 3-10 A.E., 15 6-1, 21 4-1). If the Terran can be suckered into the center of the area (by use of Mr. Paxon's Guaranteed Bug Safety attacks, for instance) 10-15 troopers might get blasted at once. Or key pieces of terrain might be rigged. The area where the road crosses the rough in scenario four and the narrow part of the rough in any scenario (since crossing the narrows is the quickest way to switch troops between the barren and savannah) are good places for these traps. If the Terrans drop a good number of men into a blast zone on their Initial Drop, set off the trap. It really hurts morale to see nine or ten men get blasted before they even get a chance to move.

Another use for protected breaches would be to set off the mine during the Terran movement or extended jump phase after a stack of units has moved into the hex. Even if the mine is only next to the stack the chance to stun a whole stack so that a beam weapon can fry it the next turn should not be passed up.

These two tricks may give Mr. Paxon new uses for scale 3 mines. The 24 pt. blast from a scale 3 is guaranteed to at least stun every unit in a stack next to the mine and the extra blast hexes (compared to a scale 1) are very helpful in setting up the large area attacks.

To help the Terrans here is another use for HNG. If the bugs send up a four unit stack that you know is warriors and/or beam, drop a HNG into their breach. If the terrain is anything but savannah, the warriors will never move and the beam will inch along at one hex per turn. If these four units are killed the cell will be pretty well crippled. So it is Tunnel Expedition Time, especially if the four units were all warriors. Since HNG can get scarce (if a couple of your carriers get hit in the general melee, you are down to a total of 6 at best) when in tunnels let one man lead and keep the HNG in a 4 to 6 marauder group two hexes away. The Bugs will only be able to take out the leader, and then you send up the HNG and move on. This is cheaper in many ways than dropping gas after every turn. The troopers seal off the tunnels as well as gas does (you must stop and fight enemy units if in tunnels). By keeping the HNG in the main group it won't go up a two hex side tunnel and be out of play a turn (or worse, be dropped in the first hex of a two hex side tunnel). Every time you use one of these scarce munitions warrior bugs will die, and finally if the Bugs manage to ambush your main battle group, they will have to guess who is carrying the gas.

Robert Blake
Baltimore, MD

★★★★★

Dear Don:

I have just purchased *CRESCENDO OF DOOM* and am quite pleased with this extension gamette. The quality of the mapboards and counters are excellent, the rules well-written and quite complete. It will be a while yet before I get around to actually playing the scenarios and utilizing all the rules, which brings me to why I am writing: may I strongly suggest that you release the Italian and American counters as soon as they are ready, as I and all of my SL friends want to pit the G.I. against the Third Reich! And suggesting that the SL counters are sufficient is no suggestion at all! You have done it with the maps already, and though the artist has obviously changed and it is rather difficult to ignore the day-glow colors, and even though we have no idea what the special rules are concerning special terrain, we have had no difficulty making up our own. Since my group of gamers has been engaged in design-your-own COI for the last year, we have also designed many of our own rules to handle unusual circumstances and details not outlined in COI. The release of COD has confirmed our grasp of the rules system, as some of our own additional rules have coincidentally appeared in COD. I bring this up to point out the fact that we gamers can handle the American counters without the rules particular to them, with the full understanding that the rules we make up may differ drastically from your later, official ones. We have been on the Eastern Front long enough! Yes, I know that COD is the Western Front, but it just won't be enough to satisfy our particular, native interest in WWII. ANVIL will be how long in the developing process? You must have to design the counters first before you can playtest them; the formula for deciding the counters must be down to a fine science by now; we would accept any errata you might make for them. We would even buy the counters again after their corrected issuance, but give us the Americans, please! In purchasing COD, I was primarily interested in the counters, as I already had bought the boards, and quite frankly, I'm sure it will be a long time before we will play the scenarios, yet we have already utilized the counters. We had scenarios just waiting to be filled in with Matildas, Grants, Brens and the like. American armor would enable us to go back and really play the early American scenarios, and see if the armor could really hold its own.

In closing, I'll add that the SL series is a hobby unto itself, and that you have forever altered the perspective of wargaming and set a standard for the industry that will stand for decades. For reward for including such a complimentary (but nevertheless completely true) letter I urge you, I beg you, I plead with you to LET OUR ARMOR GO!

Wayne Rice,
Rutland, MA

We've gotten a lot of letters like yours. Unfortunately, there are some very good reasons why we can't do as you wish. Counters are not the first thing completed in a game. Far from it. They are usually the last thing to be finalized as playtesting results may affect the information on

the counters and composition of the counter mix itself right down to the last playtest report. There is no way we can produce such counters before the game is available. Besides, your wishes to the contrary, we receive many letters of complaint from people who dislike the amount of changes to existing systems and counter mixes which occur in the gamettes after a year of development. Think how these people would react to a counter sheet which underwent major changes even before the corresponding rule booklet was available! Not all the news is bad, however. We've recommissioned the original artist to do more SL mapboards. The current boards 9, 10 and 11 will not be included in any upcoming gamettes, and will be available only as extra terrain from our parts mail order dept. Boards 12 through 15 will depict entirely new terrain configurations leaving the SL enthusiasts with a multitude of possible scenario situations.

★★★★★

Dear Sir:

I have just finished reading the *RUSSIAN CAMPAIGN* replay in Vol. 16, No. 4 of *THE GENERAL*. While I agree with commentator Richard Hamblen's view that "... it is easier to point out flaws in another's hypothesis than formulate one yourself", I am one of those gamers who like to do things the hard way. My own defense is presented here district by district with necessary commentary.

Baltic Military District—

G19—8th Inf., G18—7th Arm., I19—1st Arm., and I20—11th Inf. to protect the Western District flank.

Western Military District—

J21—10th Inf., K20—6th Cav., K21—4th Inf., L23—3rd Inf., M21—8th Arm., N22—5th Arm., O23—3rd Cav.

The only difference from the Viipuri defense is the placement of 4th Inf. which is moved from J22. This prevents the AVing of hexes J22, J21, and K20 by AGC and stukas leading to a panzer breakthrough to hexes G15, I13, P15 (supply from J20 is necessary) blocking rail reinforcement as well as possible encirclement of the Baltic District and blocking evacuation of the Minsk garrison and remaining Western District units.

Kiev Military District—

Q24—4th Arm., R24—5th Inf., R27—5th Cav., S25—12th Inf., U27—3rd Arm., V26—11th Arm., W24—6th Inf., W25—26th Inf.

These last three units protect the flank of the Odessa District and set up their own withdrawal.

Odessa Military District—

X25—4th Cav., Z24—12th Arm., AA25—9th Inf.

This defense prevents a first impulse breakthrough which I believe is the greatest danger to the Russian player. By no means is this a "perfect defense", it is a compromise that fits my own defensive preferences and may be a "viable alternative" for others also. At least the critics may now take aim at someone else. Constructive criticism, comrades, is always welcome.

Don Pierron
Lawrence, Kansas

★★★★★

Dear Don:

I enjoyed the new expanded *GENERAL* (16:5) immensely and got a big kick out of the article by Early Thomas on propaganda. It brought back great memories of when I played PBM Stalingrad in high school. My most enjoyable contests were those where my adversary would reply to my typed up propaganda releases in kind. I can't tell you how much more I would look forward to my opponents return moves just to rip into one of those juicy scandle sheets!

However, there's an extremely practical side to all this sabre rattling and bellicosity which Thomas ignored all together, that being deception. His Red and Blue merely describe the events of the day through their appropriately tinted glasses. They never mention things that aren't going on or might.

The point of this is simple, in FTF play you can put on a poker face, mull over one section of the map when you intend to attack another, leave the room while your opponent moves, or any other psychological ploys. In PBM this is all lost, unless of course you sit down and zip off a little propaganda. Spread rumors, use it to portray your iron backbone in the face of disaster, even if you don't have one and think you're losing, just be subtle.

Stephen P. Herchak
Pine Bluff, NC

WAR AND PEACE

Q. For Attrition purposes, if a hex contains both supplied and unsupplied units, are the units in the hex considered unsupplied?

A. Yes, if there is one unsupplied strength point in a hex, all of the units in that hex are considered unsupplied for Attrition purposes.

Q. For Attrition purposes, if a hex contains some units which are inside their home country and some which are not, is the home country die roll modifier used?

A. No, the modifier is only used if all of the units in the hex are inside their home country.

Q. During the Movement Phase, if the active player wishes to attempt to force march the unit(s) he is moving, must he announce this at the start of the movement of those units?

A. No, anytime while moving a particular unit, or group of units, the active player may announce that he wishes to attempt to force march the unit(s) in order to increase the distance the unit(s) may be moved. Note, however, that once this announcement is made, he must immediately indicate the path of movement the unit(s) will follow during the remainder of the Movement Phase.

Q. If the active player is attempting to force march a force containing some French Guard units, some French units, and some French satellite units, which modifiers are applied to the die roll?

A. The answer to this question is contained in the example on Page 6, and is clarified as follows:

THE QUESTION BOX

Basically, the player has two options. If he wishes to keep the entire force intact, he may ignore the modifiers which the regular French units and the French Guard units are entitled to. If he is willing to divide the force, he may utilize these same modifiers to maximize the distance which the corresponding units may be moved (as illustrated in the example). Note, however, that he must designate which units are attempting to force march before rolling the die—if he attempts to move the entire force simultaneously, he may only roll once to determine the result.

Q. For Supply purposes, may a supply line be traced through a series of supplied units which are the same color as the unit(s) requiring supply?

A. Yes, if a unit is within three Movement Points of a city supply source, that unit itself is considered a supply source and a supply line may be traced through that unit to a more distant unit of the same color. There is no limit to the number of units which may serve as intermediate supply sources between an original city supply source and a unit requiring supply.

Q. Are Terrain Effects taken into account when determining the length of a supply line?

A. Yes, including the provision that requires the expenditure of an extra Movement Point to trace a supply line across a river. Note: Players should be especially mindful of the explanatory notes

printed on the Terrain Effects Chart which affect both Movement and Supply.

Q. Please outline the sequence followed during the Combat Phase.

A. The Combat Phase consists of an unlimited number of rounds of Combat. Each round should be resolved in the following sequence:

1. The active player indicates all of the attacks he wishes to initiate. Note: This step is omitted after the first round of combat.

2. The active player indicates all of the attacks he wishes to resolve during the current round of combat. For each attack, the dice are rolled once and a result is obtained from the Combat Results Table. For each attack, any required loss is immediately eliminated from the appropriate force(s).

3. After all of the indicated attacks have been resolved, first the active and then the inactive player may withdraw any force which participated in combat voluntarily. Anytime a hex is completely vacated by a withdrawing force, the opposing force which participated in combat against the hex may immediately advance into that hex.

4. After all voluntary withdrawals have been executed, first the active and then the inactive player may attempt to reinforce any force which participated in combat during the current round.

5. After all attempts to reinforce have been executed, all forces which possess a current morale value of zero must withdraw according to the restrictions of Rule Section Q. Note: In accordance with the errata presented in this issue Rule Q1a is amended as follows: If a withdrawing force does not occupy a city hex, it must retreat

one hex in any direction providing it ends its withdrawal no further from a friendly supply source (in terms of Movement Points) than the hex it originally occupied.

Q. If all of the combat units accompanying a leader are eliminated, what happens to that leader?

A. The owning player immediately rolls the dice to determine if the leader is wounded or killed. If the leader is unharmed, and his force was eliminated in a field battle, the leader is automatically moved to the nearest hex containing an unbesieged unit of the same color. If the leader's force was eliminated inside a city, the leader is captured by the opposing player. Captured leaders may be exchanged for other captured leaders, or by any agreement which is not expressly forbidden in the rules. Note: If a leader is moved to another hex, he may not be used to influence combat for the remainder of the Combat Phase.

Q. During the Movement Phase, if all of the inactive player's units are inside a city, may the active player move his unit(s) into the hex to conduct a siege?

A. No. The units of the active player may move adjacent to the hex during the Movement Phase. If the active player initiates combat against the hex during the Combat Phase, and the inactive player's units remain inside the city, the active player may now move his units into the hex to resolve either an assault or to initiate a siege.

Q. What do I do if there are not enough counters to meet the indicated Force Pool additions?

A. All additions to the Force Pool are limited by the counterme provided. If there is no counter available, the addition is ignored. Note: There are also a few extra counters not required by the schedules on the Campaign Game Card—these are not used in the game.

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. CROSS OF IRON	2.17	2.09	2.04	1.88	3.37	2.52	2.44	1.60	1.69	1.94	20.5
2. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
3. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
4. 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
5. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
6. BISMARCK	2.37	2.16	3.00	1.69	2.97	2.63	2.72	1.84	2.09	2.31	18.8
7. WAR AND PEACE	2.43	2.37	2.32	2.54	2.34	2.56	2.61	2.54	2.29	2.32	17.0
8. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
9. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
10. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
11. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
12. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
13. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
14. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
15. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
16. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.03	2.05	2.86	2.73	13.5
17. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	3.38	2.22	2.47	12.1
18. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.29	2.20	2.32	17.3
19. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
20. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
21. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
22. DUNE	2.76	2.45	2.40	3.00	1.98	2.43	2.75	4.20	2.80	2.83	11.9
23. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
24. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
25. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
26. RAIL BARON	2.87	2.98	2.82	3.45	2.07	2.29	2.05	4.69	2.76	2.68	21.6
27. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
28. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
29. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
30. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
31. 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
32. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
33. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
34. 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
35. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
36. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
37. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
38. 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
39. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
40. FEUDAL	3.25	3.18	4.33	2.64	2.28	2.33	2.12	5.38	3.58	3.38	7.5
41. 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
42. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
43. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
44. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.9
45. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
46. GETTYSBURG '64	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
47. 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

READER BUYER'S GUIDE

TITLE WAR & PEACE

\$15.00

SUBJECT Multi-player Grand Strategic Game of Napoleonic Empire

WAR AND PEACE is the 47th game to undergo analysis in the RBG. With a 2.43 cumulative rating, ranking it seventh on the overall list, the way may now be open for more Avalon Hill Napoleonic era games.

Usually a game which does well in the Realism rating suffers somewhat in the playability departments (Ease of Understanding and Completeness of Rules). Such was not the case with WAR AND PEACE. It is even rarer that a game receives ratings above average in every RBG category (RUSSIAN CAMPAIGN and BISMARCK are the only other two), and though WAR AND PEACE garnered no outstanding individual scores, the across-the-board good performances combined for an excellent overall rating. Proving that consistency can be better than a combination of extremes and that, perhaps, there can be a happy marriage between realism and playability.

The well-rounded ratings for Physical Quality (2.37), Mapboard (2.32), and Components (2.54) indicate an attractive product, inside and out. While the Ease of Understanding (2.34) and Completeness of Rules (2.56) ratings hold the heart of the game, the game system, in equally good stead.

The Play Balance rating (2.61) is strong and reflects a fine development job by Frank Davis. Coupled with the well above average rating for

Realism (2.54), WAR AND PEACE seems to have pulled off the integration of history and playability, without detracting from other elements of the game.

The Excitement Level rating (2.29) is extremely high for a strategic level game and reflects the tactical subtleties within the strategic system. Use of the optional Battlefield Maneuver Matrix increases the "gaming" excitement even further. The Overall Value rating of 2.32 ranks WAR AND PEACE eleventh in that most important category.

The Playing Time of two hours and fifty minutes is a composite of the various scenarios. There are both shorter and longer scenarios in the game and the Campaign Game is on another scale completely, and should be measured in days, not hours.

1. Physical Quality 2.37
2. Mapboard 2.32
3. Components 2.54
4. Ease of Understanding 2.34
5. Completeness of Rules 2.56
6. Play Balance 2.61
7. Realism 2.54
8. Excitement Level 2.29
9. Overall Value 2.32
10. Game Length 2 hr., 50 min.

COMING UP NEXT TIME



Our first 48 page issue didn't exactly wow the readership if the issue ratings for Vol. 16, No. 5 are to be believed, but they may have been more a matter of content than format. The supporting cast really didn't measure up to Paul Jameson's feature article as is shown by the runaway margin of victory over the next best article. The issue as a whole polled a 3.27 which made it only the 4th most popular of the preceding six issues. The ratings for the individual articles on a basis of 3 points awarded for a first place vote, 2 for second, and 1 for third based on a random sample of 200 responses were as follows:

Tactical Alternatives in 1941	513
Blood & Guts STARSHIP TROOPERS	163
U-505, Odyssey of a Submarine	118
More Bangs Per Buck	91
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In contest 93, five contestants found better solutions than our puzzle editor, sending up to 30 points south while protecting Leningrad! The simplest way to improve the solution (to 29 points) is to place 7 points in F15, 5 points in D13, 7 points in G13, 2 points in F11 (to guard against a bounce forward from attacking G13) and 2 points in D10, but there are many variations on this tactic. The best solution is to put 8 points in D14, 7 points in F12 and 5 points in E11 (plus the D10 two points) sending 30 points south.

Most of the wrong answers failed to guard against the tactic of bouncing forward from an attack in the G13 area, particularly in snow months when the panzers can go through the swamps. That's why a unit in F11 is essential. The next most popular error was failing to guard against a second-impulse AV that would clear the way for the two HQs to attack Leningrad by themselves. Essentially, protecting against this required 5 points in a position where it could be attacked by only two stacks (or only by armor). Other errors included stacking Russian units three high (only corps can do that—no armies can be in the stack), failing to move out of Axis ZOC on first impulse (units in enemy ZOC can move away on first impulse—it is only on second impulse that being in ZOC freezes the unit), and generally preventing an Axis penetration on first impulse but not on second impulse.

Incidentally, those panzers on K14 were supposed to be placed at J14. In the original puzzle setup, the solution published last issue is the only correct solution. The ten winners were: A. DeLaura, Hartford, CT; M. Hart, San Antonio, TX; J. McLaurin, Islington, Ontario; J. Hartsell, Concord, NC; J. Erickson, Andrews, SC; T. Stevenson, APG, MO; R. Lambert, Troy, MI; G. Jones, Warren, OH; W. Knapp, Blue Ridge, VA; and R. Bottner, Bellevue, NE.

The key to the Guild win in contest No. 94 is the ability to take his turn at anytime. If he waits until his turn occurs in the regular order of play, he will probably find every stronghold but Habbanya Ridge Sietch occupied by two other players. He has lost his chance to win even before he starts. If he takes his turn at the beginning of the phase, he ensures that his forces will occupy three strongholds.

His strongest move would be to move the eight token force in Imperial Basin to Arrakeen and ship six tokens from Habbanya Ridge Sietch to Carthag. In the next player turn, the Atreides players can move his force from Arrakeen to Car-

Infiltrator's Report

thag. The maximum strength of the Guild battle plan would be ten: A 'five' leader, five tokens and five spice. The sixth token must be kept aside to keep control of the stronghold. The Atreides can devise a battle plan of ten, also: a four leader, eight tokens and four spice. But because he took his turn first, the Guild is now the "first player" and, as such, wins all ties. Neither player will lose their leaders as the Atreides prescience will always allow him to select the proper defense.

The Harkonnen player can move forces into Carthag. Here the maximum Harkonnen battle plan would be a 'four' leader plus four tokens and four spice for a total of eight. The Guild can dial a 'three leader', five tokens and three spice for a total of seven. If the Guild plays his poison treachery card, he guarantees that the Harkonnen will lose his leader and reduce his battle plan to four. By the same token, the Harkonnen will eliminate the Guild leader by playing the projectile. This reduces the Guild Battle Plan to four. Again, as the "aggressor", the Guild wins the tie.

The question now arises, how did the Guild get the eleven spice needed to ship tokens to Carthag and win two battles when he has only three spice at the start. The trick here is to acquire spice by killing your own and the opponents leaders while winning battles. In the Harkonnen battle you can only guarantee getting three spice from your own leader loss. The Harkonnen player can prevent giving you spice by using a cheap hero. Unfortunately you use your initial allotment of three spice to make your shipment.

Here is the second trick of the puzzle. Note that if you ship the five tokens from your reserve onto Carthag (or Arrakeen for that matter) the Atreides can defeat you or force you to use all your tokens in battle which accomplishes the same thing. You must have a minimum of six tokens in one and eight in the other. The only way to get six tokens to Carthag would be to ship them from Habbanya Ridge Sietch. On the surface this may seem to be suicidal as the Guild must win in Habbanya Ridge Sietch, but a timely placed Karama card prevents the Bene Gesserit from shipping reinforcements to her one token in the Sietch. The Guild just needs to match the one token to win. His battle plan is the one strength leader, no tokens and no spice. The Bene Gesserit voice cannot prevent the Guild from playing both of his weapons and since she has no defense, either Guild weapon will knock off her 'five' leader. This guarantees a Guild victory and provides two more spice than needed to defeat the Harkonnen. The Harkonnen victory gives the Guild three more spice which with the two left over from the Bene Gesserit, gives the Guild the five he needs to defeat Atreides and win the game.

The situation above is not the only one that could happen. The Guild can adapt to all other moves made against it. As an alternative, let's say, the Atreides stays put and makes no shipments. Since he has equal strength in both Arrakeen and Carthag, his best battle strength is eight. Because the Guild is unable to predict where the Atreides will commit his spice and best leader, he must be able to match eight in both strongholds. If he uses his 'three' leader with a seven token force, he must use three spice to reach eight. If he uses his 'five' leader with a five token force, he needs only one spice to reach

eight. The five spice gained from the Bene Gesserit leader more than satisfies this spice need. For any Atreides or Harkonnen shipment, what he gains in token strength, he loses in spice. The shipments will not improve the battle plan.

Winner: Guild

MOVES

FINAL LOCATION	NUMBER OF TOKENS
1) Habbanya Ridge Sietch	1
2) Carthag	6
3) Arrakeen	8

BATTLE PLANS

Location	Strength	Leader	Weapon	Defense	Spice
1) H.R. Sietch	0	G. Rep.	either weapon	Snooper	0
2) Carthag	5	S. Tusk	either weapon	Snooper	3
3) Arrakeen	7	M. Bewt	Poison	Snooper	5

Notes: Karama must be used to prevent Bene Gesserit shipment. The Guild must move first.

CONVENTION CALENDAR

The following list of gaming conventions is made strictly on the basis of the presentation of a date to us by the convention publicity chairman. Avalon Hill does not necessarily attend or endorse the gatherings listed below, nor do we mean to suggest that events using Avalon Hill games will be held there, although it is likely that at least casual, open gaming with AH games will be present. Readers are urged to contact the sources listed for further information before making plans to attend.

JUNE 27-28-29

ORIGINS VI, Widener, PA

Contact: ORIGINS '80, P.O. Box 139, Middletown, N.J. 07748

JULY 4-5-6

NANCON 88-III, Houston, TX

Contact: Nan's Toys, 1385 Galleria Mall, 5015 Westheimer, Houston, TX 77056
NOTE: AK, KM tournaments

JULY 4-5-6

EMPIRICON II/ConSpiracy, New York, NY

Contact: POB 682, Church Street Station, New York, NY 10008 NOTE: SF emphasis & DIP

JULY 11-12-13

MINNESOTA CAMPAIGN IV, Minneapolis, MN

Contact: Jeff Berry, 343 E. 19th St., Minneapolis, MN 55409 (612) 871-6144 NOTE: RAIL BARON

JULY 11-12-13

GLASC V, Los Angeles, CA

Contact: L. Daniel, 7048 Keokuk Ave., Canoga Park, CA 91306

JULY 25, 26, 27

MAINECON '80; Portland, ME

Contact: John Wheeler, 102 Front St., Bath, ME 04530. (207) 443-3711. NOTE: Miniatures Emphasis.

AUGUST 1-2-3

CWA CON '80,

Contact: Tony Adams, 3605 Bobolink, Rolling Meadows, IL 60038. NOTE: SL, COI/COD, NAP, WS&IM, PL, W&P, 3R, TRC, WAS, Classics tournaments.

AUGUST 2-3

BANGOR AREA CON, Orono, ME

Contact: Ed Stevens, 13 South St., ME 04841

AUGUST 21-22-23-24

GEN CON XIII, Parkside, WI

Contact: Gen Con, P.O. Box 756, Lake Geneva, WI 53147. NOTE: DUNE, fantasy emphasis

AUG 30-31, SEPT 1

PACIFICON, San Mateo, CA

Contact: David G. Hinkley, PACIFICON, P.O. Box 5833, San Jose, CA 95150.
NOTE: SL, KM, & DIP tournaments.

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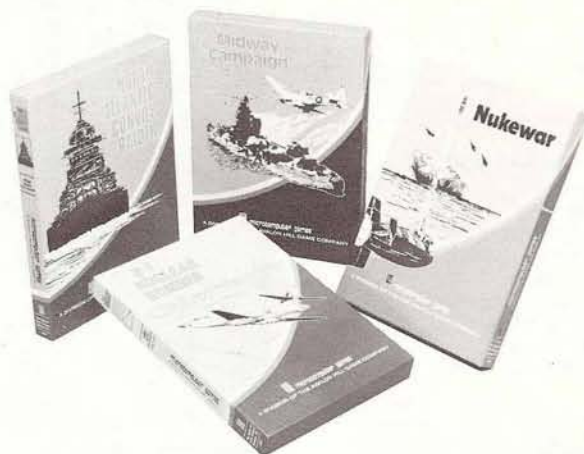
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