R. MacGowan

Avalon Hill Philosophy Part 87

ORIGINS PAST AND PRESENT

The old adage that if you can't say something nice about someone, don't say anything at all is generally good advice and I was sorely tempted to do just that when the subject of our annual coverage of the national gaming convention was broached. However, after all due consideration of the situation, I came to the conclusion that such a stance would be a cop out and a disservice to those of our readers with a genuine interest in what takes place at ORIGINS every year. Here then, is just one man's opinion.

The weather for Pacific Origins was truly beautiful and the Dunfey Hotel was indeed a luxurious site with special reduced rates for the convention which were very reasonable. Unfortunately, in my opinion, any semblance of the actual convention to the original bid presented by the Pacificon organizers at ORIGINS '80 ended there.

The first indication of the troubles to come was the lack of any information from PACIFICON on how to go about sponsoring tournaments, etc. Aside from an initial mailing advising manufacturers of costs for exhibition space there was only silence from California. Now you must understand that the manufacturers of this little industry are for the most part a pretty slothful lot and much to their discredit they generally have to be cajoled and coerced into taking action on such mundane tasks as reserving exhibit and advertising space, sponsoring events, etc. Thus, in the past, the sponsors of the various

STORM OVER ARNHEM

"In attack most daring, in defense most cunning, in endurance most steadfast, they performed a feat of arms which will be remembered and recounted as long as the virtues of courage and resolution have power to move the hearts of men."

. . . Winston Churchill, September 28th, 1944

On the morning of September 17th, 1944, from airfields all over southern England, the greatest armada of troop carrying aircraft ever assembled for a military operation took to the air . . . over 7500 aircraft which would drop an entire Allied airborne army behind German lines to seize and hold a series of supposedly weakly-defended bridges until relieved by an armored thrust through the front lines. Unbeknownst to the Allied High Command, however, two SS Panzer Divisions were stationed near Arnhem—the last bridge in the chain, and the British 1st Airborne Division was about to drop into a living hell.

So began Operation Market Garden, a daring and grandiose gamble to end the war with one swift thrust into Hitler's crumbling Reich. The battle which ensued would be the most dramatic and bitterly contested action of the Western Front and would ultimately end in a major defeat with Allied casualties nearly doubling those of D-Day. **STORM OVER ARNHEM** is the recreation of that battle at its fiercest point—the struggle for Arnhem Bridge itself.

Ultimately less than 700 British paratroopers, primarily members of the 2nd Parachute Battalion under Col. John Frost, would reach the bridge. Unable to capture it entirely, they would cling to their perimeter defenses at the northern end for the better part of five days. The Germans, in need of the bridge themselves to reinforce the battle to the south, pressed the attack with a resolve born of desperation. Here "street fighting" took on a new meaning. The battle raged not from block to

block, but from house to house and room to room. Gains were measured in feet, not miles. Outnumbered, short of food, water, ammunition, and medical supplies, the paratroops nonetheless fought on and extracted a fearful toll in German lives for their steadily dwindling perimeter. Armor and artillery were called in to flatten the city, but failed to lessen the resolve of those manning the redoubt. Finally, on September 21st, three days after they were supposed to have been relieved by the tanks of XXX Corps one last wireless message originated from the smoking ruins of Arnhem . . . "Out of ammunition . . . God Save the King". What remained of the gallant defenders of Arnhem bridge had broken into twos and threes and attempted to slip away in the night.

STORM OVER ARNHEM recreates four days in the struggle for Arnhem bridge with an innovative game system that preserves the "feel" of simultaneous movement games without the bother of written moves, while maintaining the action-reaction capabilities of more traditional sequential movement games. Player interaction is constant—thus yielding a high excitement level throughout. The mapboard faithfully recreates that section of Arnhem over which the fiercest fighting for the bridge took place at a scale of 1 inch equals 100 feet. Each unit represents 12 men or several of the armored fighting vehicles which vied for control of the bridge. Unburdened by a maze of complex rules, it is an intrinsically simple game to learn, but an extremely difficult one to master. The game can be set up and underway in a matter of minutes and will command the full attention of the two participants during the three hour playing time. Included in the game is a 22"×32" mounted mapboard, 224 large, back-printed playing pieces, a 16 page, full color rulebook containing in-depth historical commentary, and four dice.

STORM OVER ARNHEM is rated 3 on a 1 (Easy) to 10 (Difficult) complexity scale for ages 12 and up.

STORM OVER ARNHEM is available now from Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214 for $15.00 plus 10% for postage and handling (Canadians 20%, overseas 30%). Maryland residents please add 5% state sales tax.

FLAT TOP

In 1942, the Solomon Islands, New Guinea, and the surrounding waters hosted many of the hardest-fought and most critical battles in the Pacific Theatre. It was at the Battle of the Coral Sea that the Japanese expansion was first slowed. Later, Guadalcanal became the site of the first, major Allied offensive. Indeed, one half of the carrier battles of the whole war were fought in this area. Because many of these battles were between fairly equal, well matched forces, they present the ideal situation for a highly competitive, balanced game while at the same time recreating the history of the period.

FLAT TOP recreates the major Battles of the Solomon Seas. Each hex on the mapboard is approximately equivalent to twenty miles. Each ship unit represents one ship. Each Air Factor represents approximately three planes. Each turn represents one hour of time.

FLAT TOP may be the final word on aircraft carrier operations and warfare. The luck factor is so minimal it plays little part in the outcome. Winning requires careful planning and playing skill. A true test of gaming skill.

Much of the game's excitement comes from the hidden movement system. Unless sighted by enemy units, all units may be kept off-board. Players keep track of unseen units on the log sheets provided which have a reduced version of the map. In this way, total secrecy is maintained. While this requires a certain amount of honesty, the result is a unique blend of thrills and tension.

Players must send out search planes to find the enemy task forces. At the same time, they must be readying their strikes to launch once the enemy ships are spotted. There are countless decisions to be made each turn. Players must decide how many search planes to use, how to arm their planes, whether to attack enemy bases or not, how to organize their task forces, and when to attack.

Plane types represented in the game include **Zero, Kate, Val, Betty, Judy, Dauntless, Avenger, Wildcat, B-17, P-39,** and **P-40.** Each plane type has its own realistic characteristics. Planes have a range factor which represents the amount of fuel the plane has and equals the number of turns the plane can be in the air. They also have a movement factor which establishes how far a plane can fly in one turn. Each base and carrier has a readying factor and a launch factor which govern how many planes can be armed and fueled and how many can be launched in one turn.

Every major ship that fought in the Pacific in 1942 is included. Among them are American carriers, **Lexington, Yorktown, Enterprise,** and **Saratoga,** and Japanese carriers **Zuikaku, Shokaku,** and **Zuiho.** There are even some that are not used in any of the scenarios for players who wish to make their own hypothetical scenarios.

Other rules cover weather, surface combat, shadowing, night landings and combat, off-mapboard bases, interception combat, high and low altitudes, repairing bases, and replacements.

Five scenarios are included. "Rings Around Rabaul" covers an American carrier raid on the Japanese base of Rabaul. "Coral Sea" recreates the attempted Japanese invasion of Port Moresby, while in "Eastern Solomons" the Japanese must invade Gili-Gili and Guadalcanal.
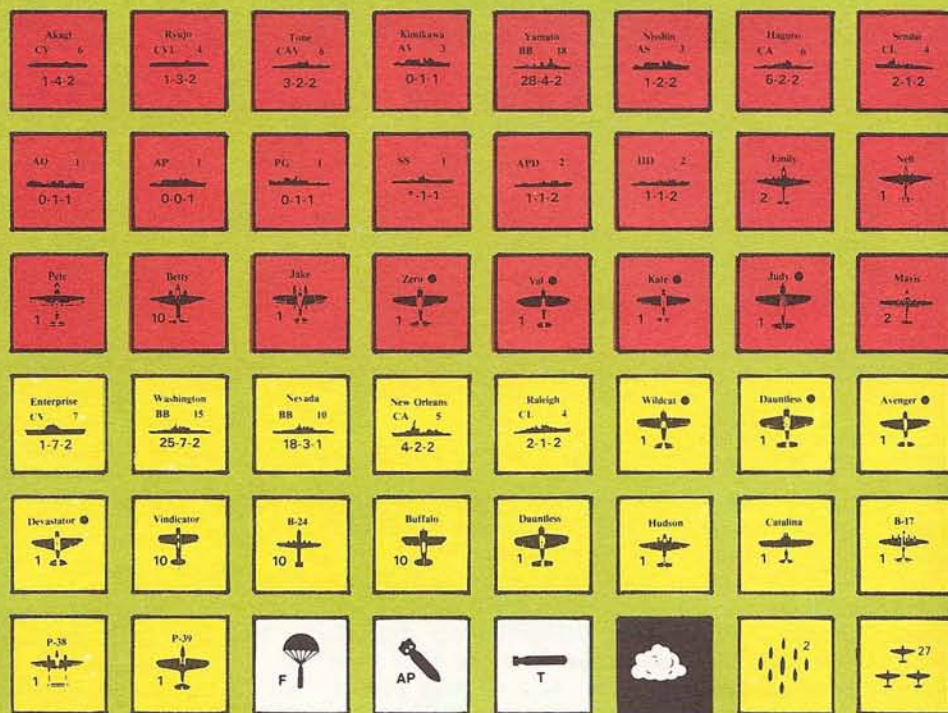
"Santa Cruz" is strictly a carrier versus carrier battle. "Guadalcanal" covers the last serious Japanese attempt to capture the island.

A section of optional rules adds more details to the game like rescuing survivors from sinking ships, submarines, skip bombing, strafing, towing ships, fueling at sea, critical hits, additional planes, increased luck, and more.

FLAT TOP is probably the most intense game you will ever play. So much so, we considered including artificial nails, but then decided to let you provide your own. Awarded Avalon Hill's highest complexity rating, this is not a game for beginners, but for the stout hearted it's the ultimate gaming experience.

Components: ■ A Rulebook ■ 44″ × 28″ Mapboard ■ 1300 Unit Counters ■ 2 Japanese Operations Charts ■ 2 Allied Operations Charts ■ 3 Playing Aid Cards ■ 2 Log Sheet Pads

Playing Time: 4 hours and up
Complexity Rating (from 1 to 10, 10 the highest): 10

FLAT TOP is available now for $18.00 from The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Please add 10% for postage and handling (20% to Canada, 30% overseas). MD residents please add 5% state sales tax.

THE SCHLIEFFEN PLAN

Application of the Grand Strategy to Guns of August   By Wayne E. Helie

Game players seem fascinated by German generals. Their hopeless situation of taking on the world by themselves, their dedication to military solutions to the exclusion of diplomatic considerations, their central control of army maneuvers and, especially, their daring strategies and elegant, unquestioning executions of them, attract players and designers (who, after all, have much less to lose than do real generals) more than the more cautious strategies of other nations.

Until recently most player attention has been focused on WW II with its mechanized warfare and lightning-strike strategies. Many players and designers seemed to regard WW I as a static, gruesome bloodbath that makes for dull gaming. Of course, that is just what the actual war, at least in the west, was. But that does not mean that is the way it has to be.

Unfortunately, those few games based on the Western Front of WW I have been dominated by this static front mentality. That situation has been rectified by the introduction of Avalon Hill's new strategic level WW I game, *GUNS OF AUGUST*. This game does not tie you to the static front strategies actually followed, although it certainly doesn't lock them out. It gives the player, particularly the Central Powers player, all the options of the real generals.

This is vital to the Germans, but what real option is open to the commander of an unmechanized 1914-vintage army? Actually, the surprising answer is that he has the same option of a war of maneuver as the WW II German general. Remember, in spite of the panzers and stukas, the all-important German infantry of 1939 still walked to battle with the same gait their fathers used in 1914.

The Germans of 1914 face the prospect of a two-front war against three great powers whose armies outnumber her's and those of her allies. She is further faced with the virtual certainty of a British naval blockade that will choke off her source of basic supplies and slowly starve her to death. It is absolutely necessary, therefore, that she win quickly. The game victory conditions, which make it much easier for the Germans to win in game-year 1914

than afterwards, reinforce this strategic fact, which was recognized by most generals of both sides at the time.

To meet this challenge, the Germans had the one great advantage of interior lines. This was developed to its maximum by intensive use of the German railroad system. General Helmuth Karl von Moltke (the elder), chief of the German Imperial General Staff from 1857 to 1888, built that rail system into something close to an arm of the army with just this advantage in mind.

The job of developing a strategy, however, was left to Moltke's successor as chief of the general staff, Count Alfred von Schlieffen. The strategy he developed, the Schlieffen Plan, never was used as he intended. Many military historians today believe it may have worked. Its ideas of concentration of force to achieve a breakthrough, rapid exploitation of such a penetration to envelop whole armies and the rapid shifting of main army elements from one front to another certainly inspired the blitzkrieg tactics of WW II.

Schlieffen saw Germany's one military hope was to defeat her enemies piecemeal before they could effectively combine their forces to crush her. The question was, where to strike first? France had lined her border with Germany with a complex and tough system of fortifications, a precursor to the Maginot Line. Russia also had fortifications, a huge army and such great expanses of territory that it was hard to come to final grips with her army. England, of course, had the Channel and the fleet.

Faced with this choice, Schlieffen chose France but not the French border forts. His plan was to weaken the Eastern Front forces and the center of the Western Front and mass the strongest units of the army along the Belgian border. These would march along the sea through Belgium, breaking into France where her defenses were weakest. The coastal army, flanked by smaller forces moving through the Ardennes, would force the Seine, go around Paris and move east to smash the main French army from behind.

If the German right flank moved on schedule, England would not have time to land her armies before the channel ports were cut off or overrun. English forces that did become involved would be swept up in the disaster.

Once France is defeated, the German army would be free to shift to the eastern front by train and join the Austrians in a Russian dismemberment.

Schlieffen did not live to see the war he had prepared for all his life. When it did come, his successor, the younger General Moltke, was in command. He followed a plan of balanced attack all along the Western front that failed to achieve the breakthrough, allowing stagnation of the front and Germany's slow strangulation.

In the game, as in history, the German player faces a two-fold problem. You have a very large army with good offensive and defensive capabilities. However, you are fighting on two fronts. Due to the inept diplomacy of William II you no longer have a Russian alliance. That nation of shopkeepers to the west has seduced them to a mutual defense pact. So the Russian bear waits to pounce upon poor, unsuspecting Prussia and all too valuable Konigsberg while you destroy the cream of the French nation and their quest for Revanche.

The plan devised by the wily Schlieffen is really quite simple. The majority of the units in the German army are sent west. The weaker German units are sent to the east to fight a delicately balanced holding action. It is suggested that the western armies be made up of twenty-six 5-7-4s, nine 4-6-4s, eight 3-3-3 artillery and both siege guns. The eastern armies would be made up of five 4-6-4s, seven 3-5-3s, and five 4-4-5 cavalry.

The first decision is whether or not to attack the Netherlands, Belgium and Luxembourg. The Netherlands maintained her neutrality throughout the war, but an attack on this small country provides certain military advantages. For one thing, the Netherlands provides a route for flanking the great fortifications of Liege. Second, Antwerp suddenly becomes a possible early target. If the attacks are worked out correctly, the Netherlands and

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THE GUNS OF AUGUST
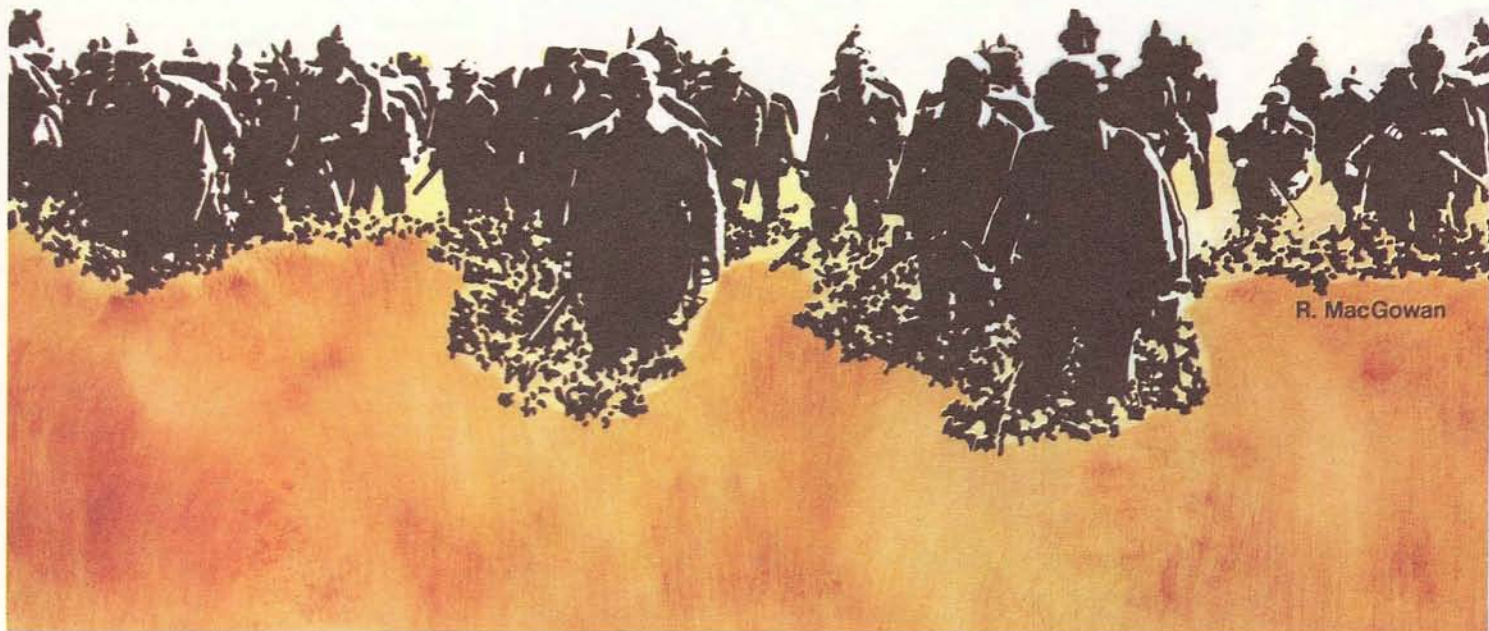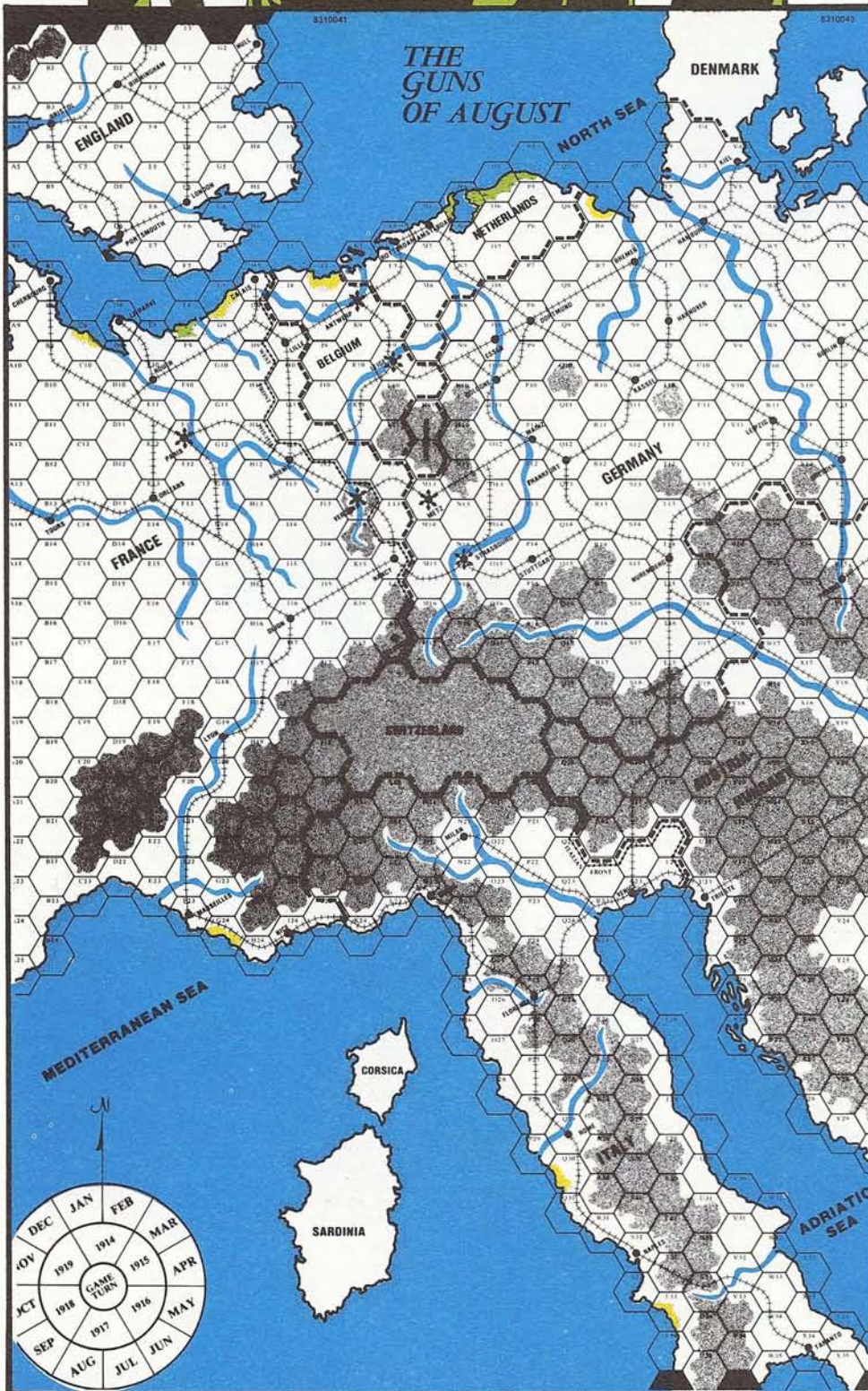
Belgium should fall in the first combat phase of August 1914. The Dutch have only two 2-4-3s to protect both Rotterdam and Amsterdam. Under strong German pressure, these units will cave in. With the opening of the Dutch frontier, the Belgians are in a hopeless situation. Liege is no longer a good defensive position as it can be surrounded. The Belgians have three 3-5-3s and one 1-1-4 cavalry. As a result of the Netherlands attack, therefore, Belgium falls under the special attack phase allowed the Germans in August 1914.

As Luxembourg has no army she offers no resistance to occupation. Her main value to the Germans is the route she offers for an attack on the French towards Verdun and, possibly, Nancy.

Having taken a good position along the French frontier, Germany will have a good chance of holding her own against the first turn French offensive doctrine. With a bit of luck the Germans will lose as many or fewer units than their French foes. In one particular attack the French player took a gamble and attacked the German units in L11 from the three adjoining hexsides. He rolled an attacker attrition and left a hole in the lines that gave the Germans free access to an undefended Verdun. Although such errors on the French side should not be, and are not, counted on in the Schlieffen strategy, the German should be ready to take advantage of them. In any case, the French counterattack should leave the German in good shape for his September 1914 drive in the west.

The next target should be Lille. The German siege artillery will probably not arrive in time for a September assault on this important city and should probably be diverted towards Verdun, where it will be needed. Yet the pressure must be kept up along the northern flank to prevent the French from entrenching. The Germans can choose an alternative two-pronged attack by making an attempt on Verdun at this time. Perhaps this time the Germans will pass. Yet even an attack of moderate success that fails to storm the fortress itself, will concern the French and eat away at their manpower reserves. At the same time as many attacks as possible should be made against easily picked-off French units.

French elan will become a word of the past as the French stacks of three become stacks of two. With little or no hope of replacement at this point, French counterattacks become rare. With a bit of luck, Lille and Nancy fall and Verdun is threatened.

In October, the Germans will still be unchecked and will march forward, pushing the stunned allies aside in their move into interior France. Enter Britain and, possibly, General Gallieni and the French Taxi Cab Army. A move to H9 forces the French to evacuate Calais while a wing of the German army under general Kluge presses on for the envelopment of Paris. If the French forces choose to stand at this point the Germans should force the issue at Verdun and press on to G10 in the north. Again, the Germans should take out as many French units as possible, reducing the French forces even further.

Having by now received the September reinforcements, the French will be dangerously low on replacement factors. Thus the value of every unit lost is magnified even more.

By October the German siege artillery will be in position to threaten Verdun with strong infantry and field artillery support. These attacks should leave Calais, Lille, Rheims, Verdun, Nancy and Belfort in German hands. The French forces, now in full retreat, may rally behind the Marne and/or Seine river systems.

Replacement factors are now low for the French while the Germans are up to full strength. It is at this point that the German two-pronged attack will make its presence felt. The French counterattacks will probably not develop in October as their forces cannot risk heavy losses or developing holes in their

defensive line. If the French retreat to the Seine, November will see simultaneous attacks on Paris and Dijon. With average luck both will fall. At this point the rest will be history. If the strategy in the east has succeeded, the war ends with a German absolute automatic victory in 1914.

The story in the east is different. Here the Central Powers must play a more cautious game, trying to prevent the Russians from taking too much and waiting for the French collapse and the transfer of the main German army to the Russian front before they undertake anything ambitious.

The problem with the Austrians is that their army is not built for long term survival in a two-and three-front war. They must eliminate one front or the other. The Serbian Army can be held in check or it can be eliminated. In the actual war, the Austrians destroyed it by 1916. In the game it is better to kill it at the outset, before it can build up to full strength and become a threat.

To do this the Austrians can use virtually half their army, while the rest defends as best it can against the Russians. The Austrian forces attacking Serbia are three 4-6-4s, ten 3-5-3s and four 2-2-2 artillery. The forces sent to hold the Russians would consist of two 3-5-3s, four 2-4-3s, one 4-4-5 cavalry, two 3-3-4 cavalry and two 2-2-4 cavalry. Although weak, this force should be able to hold the front for two or three turns.

The Serbian Army, although valiantly led, is composed of six 2-4-3s, one 1-1-4 and one 1-1-2 artillery. Austria should open her war with a move against Belgrade. However, attacks against the rest of the Serbian army are imperative. With a little luck both Belgrade and the Sava River line will fall. This will push the Serbians back to the mountain ranges of DD28, EE28 and FF28. By this time it is hoped that, like its commander, the Serbian Army will be crippled. Having lost three or four units with no hope of replacement until November, the Serbs will fall quickly once the Sava is crossed. The Austrians should press on for the full destruction of the Serbian Army. With average luck on the dice, this can be accomplished in September.

The Austrian September replacements should be divided in two. Three 2-4-3s from Vienna should be sent to the Italian front, while the three 2-4-3s from Budapest go to the Russian front.

The key to the Austro-German strategy against Russia is the tenacious Austrian defense of Przemysl and Lemberg, while the Germans protect Konigsberg and Breslau. The Germans can hold on in the East Prussian front with four 4-6-4s, seven 3-5-3s and five 5-5-5 cavalry. The Russian Army is huge, but its defensive abilities far outweigh the offensive. The Russian can force an offensive either north against the Germans or south against the Austrians. Attempting both is risking stalemate and disaster, for time, in this case, is on the side of the Central Powers. The Germans are a harder nut to crack, but their defensive position, to say the least, is precarious. A successful thrust towards Danzig will eliminate the center of Konigsberg as well. The Germans will attack whenever and wherever it is possible in the hope of reducing the Russian majority.

The Russians should use three 4-6-4s, thirty-two 3-5-3s and eight 2-2-2 artillery units against the Germans. In August the Germans may lose a few units and the hexes north of the Tannenburg lakes. They may also lose HH9 to a smart Russian. Yet, with fast maneuvering and the correct manipulation of units, hexes HH8, II8 and JJ7 can be held until reinforced by the September German reinforcements. If at all possible, fortify Danzig.

In September the Russian reinforcements are, at best, disconcerting. If the Russians launch an all-out attack there is a 50-50 chance that Konigsberg
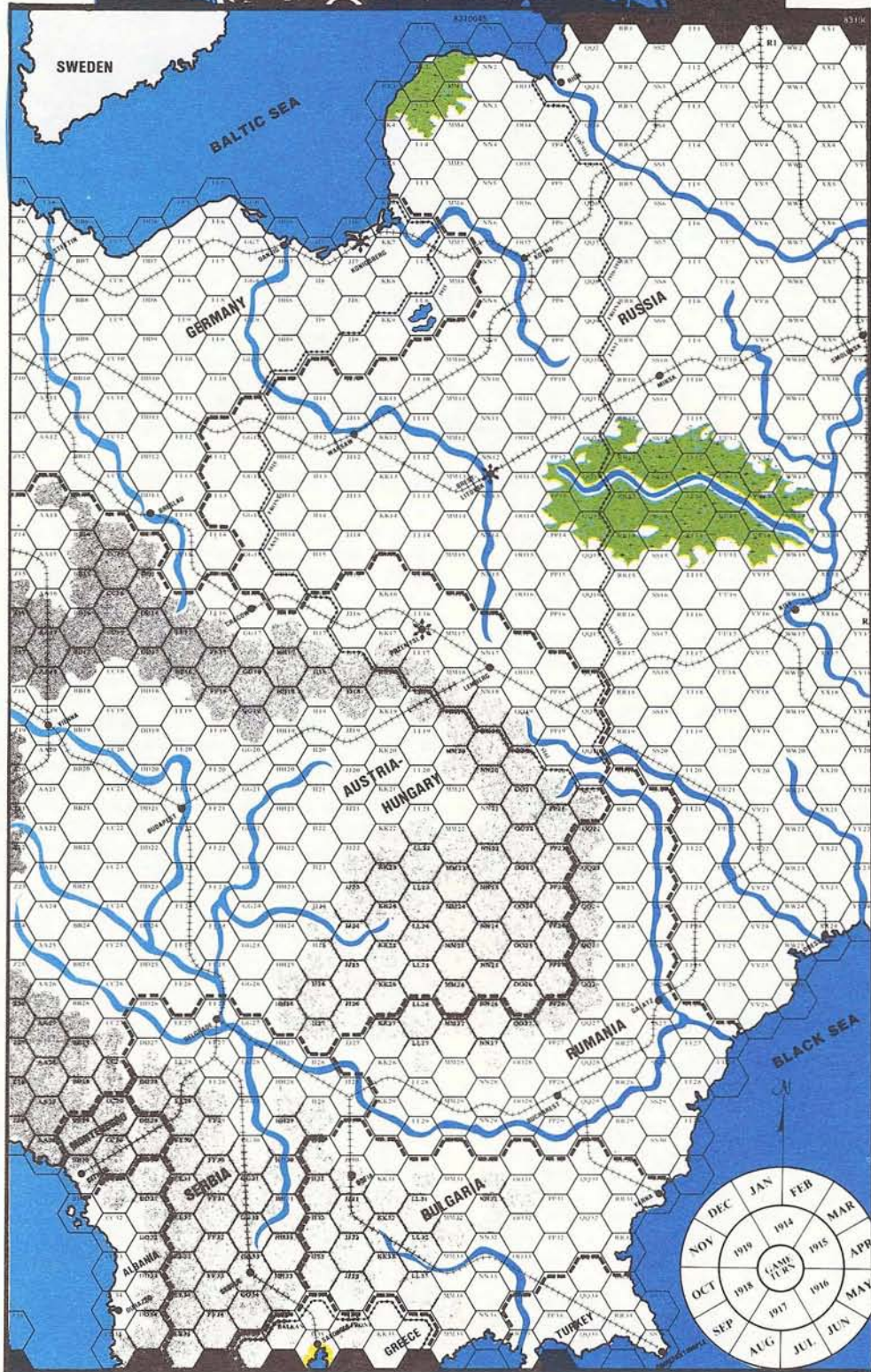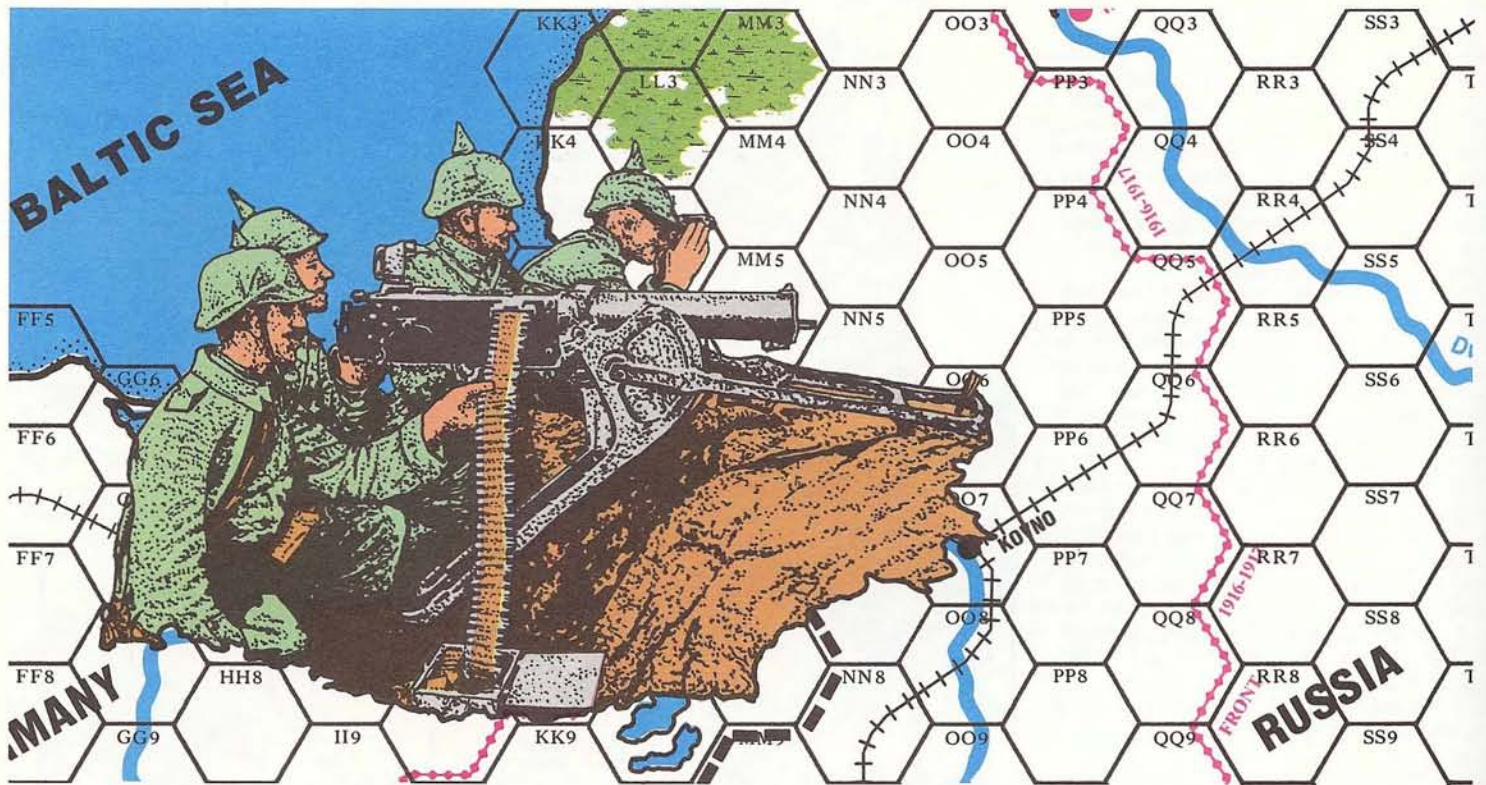
THE DECISIONS OF AUGUST

A Plan of Attack for the Central Powers in GUNS OF AUGUST   By John H. Berry

Strategic decisions made by the Central Powers player in *THE GUNS OF AUGUST* will decide the general course of the entire game. To win, full use must be made of this early initiative. The purpose of this article is to advance the optimum opening strategy of the Central Powers. The following analysis assumes the use of all rules except 28.0 and 30.53.

FRANCE FIRST

If the Allied player deploys all three Belgian infantry corps in Liege, then the German player will be forced to look at other alternatives. The Germans can attack from only hex L10 and M10 with artillery and infantry (assuming the declaration of war allows French ZOCs to extend across the border into hexes L11 and K11). This assault can be supported with three cavalry corps attacking from K10. In this situation, the odds of taking the fortress on the first turn are not good. Of course, a four hex attack will improve his chances if the German player is willing to invade the Netherlands so as to gain M9. However, any Allied player with half a brain can forestall this by placing one Dutch infantry corps in M9. Making a three hex assault, the German can manage one complete attack of 3-1 with no die roll modifications. This yields two chances in six on the die roll of moving into Liege in August. The only other way is to make three separate attacks. Anyway he cuts it, it means poor odds with die roll modifications in favor of the defender. Probably the best matchup is the following: two 5-7-4 infantry corps, one siege artillery regiment, and one 4-4-5 cavalry corps against one Belgian 3-5-3 infantry corps yielding a 3 to 1 with minus two to the die roll (a 50% chance of "success"); the same matchup against another 3-5-3 infantry corps (again, a 50% chance of "success"); and finally against the third 3-5-3 infantry corps, two 5-7-4 infantry corps, two field artillery

regiments, and one 4-4-5 cavalry corps. The last attack yields a 4 to 1 with minus two to the die roll increasing the probability of success up to 66%. Assuming the Germans get the die rolls they need in all three assaults (not likely), they still could lose two or three infantry corps in the process.

I can hear it now—so what if I can't take Liege on the first turn? I get an extra movement phase so I'll just march right past it and start carrying the war to France. If you do, the Allied player will most likely hand you your head. French ZOCs extending across the border will impede fast movement. In addition, anybody you send to the west of Liege won't be able to retreat in the face of first turn Allied assaults. Of course some players may feel the risk is worth it in order to forestall the Allies in trying to relieve Liege and advancing far into eastern Belgium, but the worst is yet to come. Even if the Germans take Liege in September, the units that started the turn to the west will be halved in combat and movement. Thus the German player may find himself waiting until October to "carry the war to France." Assuming his luck holds up with the weather (2/3rds chance of clear), a new problem will raise its head in October—the Allies will start entrenching. Even if the Austrians haven't collapsed on the Eastern Front thereby requiring German reinforcement, the chances of taking Paris in 1914 are extremely small.

However, if a player just has to take on France first, there is a better way. Simply make an end run through the Netherlands. As pointed out earlier, a very good Allied placement is a Dutch infantry corps in hex M9. Now while this is great for the Allied cause, it's terrible for the Netherlands. It leaves them with just one infantry corps to defend from hex M8 to hex M6. This initial placement guarantees the fall of the Netherlands in August. By using his second movement phase, the German player will be in excellent position to take not only

Liege in September, but Antwerp as well. Use of the Dutch railroad should aid the German in supplying his forward units.

I'm sure any aggressive Allied player will be quick to point out that he would not passively sit by and allow the Germans to get away with their swing through the low countries. Non mon ami, C'est la Guerre—the Allies will attack through Belgium first, seizing Antwerp and throwing a monkey wrench into the "modified Schlieffen Plan." Since an Allied pre-emptive attack on Belgium could be considered a possibility, it is necessary to examine the ramifications closely. First, let's look at the political side. When the Central Powers invade the Netherlands there is only a 16.5% chance that England won't come into the war as a full participant. However, if the Allies strike into Belgium first, the chances of British limited participation increase to 33%. Does it really matter if Whitehall has second thoughts about an all out effort to support an unscrupulous France and Russia? Well, for one thing, the entire BEF can't be sent to France on the first turn (true, you're leaving behind only a field artillery regiment, but it is still irritating). In addition, a smart German player will attack the BEF as much as possible to attrit it into non-existence (three replacement factors per turn don't go far). And finally, as long as the Lloyd George government half-heartedly supports the Allied cause, Italy will never join the alliance in 1914. Meanwhile, the probability of Italy becoming a Central Powers member increases to 33%. Since the Central Powers move first following the resolution of variable entry, an Italian offensive against the southern coast of France could spell disaster for the Allied cause. At the very least, Italy would prove a very large thorn in the Allied side, producing a serious drain on the Allied war effort and freeing German and Austro-Hungarian units for use elsewhere.

Again, an aggressive Allied player may feel that if he wishes to win he will have to accept risks. Besides, the odds are in his favor. Eventually, Whitehall will see the "Horrible Huns" for what they are and give the Entente full support. As for Italy, the Central Powers get only two chances in 1914 to win her over to their way of thinking and then only if England maintains limited participation. No, the political risks are acceptable in order to stall the German attack.

But will the attack be, indeed, stalled? Let us examine the immediate military results. True, Antwerp will be taken with relative ease by the Allies. But with three infantry corps at Liege, the Allied player will find that he stands less chance of taking it than the German did. If the French move units adjacent to Liege, rule 30.45 will require that they attack it. The sight of Allied soldiers getting themselves killed fighting the very country whose neutrality they guaranteed should prove quite satisfying to the German commander. It should also boost morale to find that, thanks to the Allies, Liege and the railroad running to it have been handed over intact to the Central Powers while Belgian forces have joined the German ranks. The Allied player can try to make things as painless as possible by staying west of the Meuse River and using it for defense. This course of action turns over a great deal of Belgium to the Germans without a fight. It also leaves Antwerp or hex K9 in a precarious position. Another possibility is for the Allies to advance to the K hex row south of Antwerp. While this line does provide better support for the units in K9 and Antwerp, it also means another stack of units (in hex K10) will find themselves drawn into the "Liege Tar Baby." Not only does this move mean that the center of the Allied line may be weakened by required attacks on Liege, but also the French will find themselves defending in poor terrain when the Germans attack in September. There is one other possibility. The French go all out and commit themselves to the Ardennes (hexes L10 and L11). It gives the French good defensive terrain to meet the German offensive in September, and forces the German to fight his way through most of Belgium to reach France. It even gives the Allied player an extreme outside chance of taking Liege. However, I consider it to be the more reckless move. The French Army is now committed to attacking strong German units in Luxembourg and possibly Metz. The odds won't be good and with a little bad luck on the die rolls, the French line could be a shambles before the Germans even launch an attack.

Therefore, even if international politics were to swing in favor of the Allied player when he invades Belgium, the military results probably wouldn't. Of course, the disadvantages of moving into Belgium probably won't stop an aggressive Allied player. Most likely, he will advance and take his chances since it means more ground he can force the German to fight for. This is why the Central Powers player should realize how little is to be gained by attacking France first (given an adequate Allied setup). The second movement phase afforded the German in the West is deceiving, leading him to believe that he has some kind of blitzkrieg advantage. As I have shown, this is not the case and he should not let it determine who to attack on the first turn.

RUSSIA FIRST

That leads me to what I consider the best possible Central Powers' strategy to win the Campaign Game. Go after Russia with everything you can. Unfortunately, the required disposition of German forces leaves the Central Powers in poor shape for an attack on Russia. Then again, there is a positive side. If the Central Powers are required to set up first on the Eastern Front, they must deploy in a defensive stance to convince the Russian Bear that

the main effort will be on the Western Front. This isn't hard with the Austro-Hungarian Army. A massive Russian offensive against Przemysl and/or Lemberg means the Austrians will be doing well just to hold on to what they've got. Indeed, the best Russian strategy to help the Allied cause is to attack and pound the hell out of the Austrians. Success in early Russian attacks can take some pressure off France. That's one of the really nice things about going after Russia first. It takes the Russian Army's best course of action (an offensive deployment against Austria-Hungary) and uses it against him. Just the look of astonishment and consternation on the face of the opposing player (or players) as he watches you deploy east can be rewarding enough. I mean, how can anybody be foolish enough to give up that extra movement phase?

There is a far better reason for maximum effort against Russia, even if the "unthinkable" happens and he does not deploy his army with offensive intentions. To win the war by 1918, the Central Powers must knock Russia out of the contest (unless, of course, you are going for an automatic victory in 1914 — fat chance). So why waste time against the West? Start on Russia as soon as possible. In the meantime, use Belgium as a buffer to keep the British and French at arm's length. The Central Powers player must remember that he is not fighting the Russia of World War II. It's not necessary to march all the way to Leningrad (Petrograd) and Moscow. In World War I, Russia's threshold for pain is much lower. It is not even necessary to occupy all of the Russian cities on the board. Just take enough to put the Russians in deep trouble when the morale die rolls start in 1916. A little early success against Russia just might bring Rumania, as well as Bulgaria, into the war early on the Central Powers side. This will result in a lengthening of the front for the Russian Army. Obviously, it can ill afford this if the Germans are really applying the pressure further north. The target date for forcing Russia's surrender should be no later than May 1917. Why May 1917? It allows the Central Powers seven turns to redeploy to the Western Front and take two objective cities (assuming Italy joined the Allies), thus achieving an automatic victory. If Rumania was ignorant enough to side with Russia, it may be necessary to secure Russian capitulation somewhat earlier. The control of Bucharest is a necessity. After December 1917, the chances for a German automatic victory go out the window as the required objective cities jump from 16 to 19. If the Germans have their "peace offensive" under way by June/July 1917, the production of Stosstruppen could make a difference in getting those last two cities.

The initial set up should go like this: Austria-Hungary deploys one 4-6-4 infantry corps, one 3-5-3 infantry corps, one 2-4-3 infantry corps, one field artillery regiment, and the fortification engineers in Lemberg. Hex MM17 should contain one 4-6-4 infantry corps, two 3-5-3 infantry corps, and one field artillery regiment. Przemysl's garrison should be made up along the lines of two 3-5-3 corps with a regiment of railroad engineers and a regiment of field artillery. A 4-6-4 corps and two 3-5-3 corps should be placed in hex KK17. To the south of Lemberg one 4-6-4, two 3-5-3s, and one artillery regiment are deployed in hex NN18. Hex NN19 should contain two 3-5-3s. One 3-3-4 cavalry corps in PP20 will round out the southern flank. Except for the 4-4-5 cavalry corps as a mobile reserve in KK19, the rest of the army is deployed on the Serbian border. There is no hard and fast rule for deploying against Serbia. A great deal will be determined by who has to deploy first on the Eastern Front. Just take what you can get with an eye toward shortening your line. If Serbia turns up aggressive, don't worry about it. He's on a short supply leash so he won't go far. Just see to it that

you don't allow him to pick off any of your units or, even worse, somehow let him grab Budapest. But then if that happens you must be doing something dreadfully wrong.

Some players will want to defend Cracow (actually it should be Kracow). I don't advise it. The Austrian Army is too weak to defend everything. The city and one lousy replacement point aren't worth it. Besides, if the Russian does grab it, he won't have it for long unless he likes playing with his head in a noose.

The initial set up I have described for the Austro-Hungarian Army is not designed to be the "perfect defense." It does two things. One, it will absorb and hold off massive Russian attacks for an average of two, maybe three, turns. Two, it keeps the bulk of the Austro-Hungarian forces concentrated around its most forward base of operations thus allowing an offensive toward Brest-Litovsk.

While the Austro-Hungarian initial placement should be essentially the same no matter who sets up first, the German deployment can benefit from going second. If he is fortunate enough to do so, then he must deploy in an offensive stance to move on either Kovno, Warsaw, or Brest-Litovsk. This should include the extra units not required to deploy on the Western Front. Most, if not all, the artillery should go to the East—to include the siege guns. Great—now what if the Germans have to deploy first on the Eastern Front? I like to go with six 5-7-4s, six 4-6-4s, and two artillery regiments split evenly between the Konigsberg and Breslau areas. Two to three cavalry corps along with the 2-2-5 cavalry division should be screening the center.

On the first turn the Austro-Hungarian Army shouldn't have much to do, except on the Serbian Front. Lemberg should be fortified. The Germans entrain nine 5-7-4 infantry corps, four artillery regiments, and one cavalry corps to move east. One railroad engineer can be substituted for one of the artillery regiments if the Russian deployment gives you a chance to make good use of it. Turn two should see the rail movement of nine 5-7-4s, one cavalry corps, the remaining artillery regiments, a rail repair unit, and the 3-2-2 seige battalion. Fortify hex N13 on turn one and as soon as possible send the fort construction engineers to the Italian border to join its Austrian counterpart in building a fortified line. If by some stroke of luck Italy sides with the Central Powers, consider building forts at likely invasion sites in northern Germany, northern Luxembourg, or along the Serbian Front. By the way, if the Russians do attack Lemberg on turn one, try to get your fortress engineers killed. You can then burn an artillery replacement point, bring the engineers back at Trieste and have that very important city fortified by the Allied movement phase of turn two.

Italy can turn out to be the joker in the deck. Should they enter the war on turn two as an Entente member, the rail movement must be adjusted to allow the switch of Austro-Hungarian units to this front. Use of German infantry shouldn't be a problem since they will count against the Western Front rail allowance. With any luck, though, the Central Powers should have some time before they have to act in this area.

So now the stage is set to push Russia out of the war early. Hindenburg and Ludendorff have gotten their way. Hmmm, just how do you go about beating an opponent who can field as many combat units as Germany and Austria-Hungary on this front? Consider the numbers. The Russian Army starts with thirty-nine infantry and cavalry corps on the board. The three strongest infantry corps are 4-6-4s, the rest being 3-5-3s. By turn four it will have added eighteen 2-4-3 infantry corps and six 2-2-4 cavalry corps. In addition, the Russian replacement rate will be twelve infantry and three artillery

replacement factors per turn. Healthy figures, one must admit. However, as alluded to before, the key to defeating Russia lies in breaking its morale, not by attempting to destroy its army in detail. And breaking morale is based on taking cities. Therefore, the Central Powers should adhere to the following schedule: the capture of Warsaw, Kovno, and Brest-Litovsk by December 1915; two more cities (probably either Riga, Minsk, or Kiev) by the end of September 1916. This will produce a −5 modifier to the Russian morale die rolls from November on. Even if his die rolls up to this point have been good enough to keep him out of trouble, he will require phenomenal luck to stay in the war past May 1917. If he pulls it off, I suggest the Central Powers player check the die and consider using the excuse of "bad luck" to explain why he lost the campaign.

Now anybody with average intelligence can examine the combat results table and reach the conclusion that it is impossible to relentlessly attack the Russian Army in order to meet the required time table and still have an effective army after turn three or four. Well, the weakness of the Russian Army is not that it has so few strong units, but that it has so many *slow* units. The Germans must destroy or effectively overcome a Russian defense the same way they did in real life, using their superior mobility.

It is now necessary to discuss a very important rules interpretation. The supply rules as written may cause some confusion and it is important that players come to a mutual understanding and agreement concerning them. Rule 5.12 states that the phasing player checks the supply status of his units, marking those that are isolated. This occurs prior to movement in a player turn. Simple enough, right? But then in the final phase of a player's turn (the isolation phase) rule 5.16 states, "the phasing player again checks the supply status of his units . . ." This might lead one to believe that a unit that began the turn in supply, but was out of supply after the combat phase is considered isolated and a candidate for elimination. Wrong. A little note tucked away under rule 11.14 gives the following, "Isolation markers are *only* placed and advanced during the Supply Determination Phase." This one sentence is absolutely critical. It means a unit can be placed out of supply during its movement phase and not suffer from the effects of isolation during the enemy's turn. Now the Germans can start practicing infiltration as early as 1914, surrounding concentrated stacks of Russian units thus putting them out of supply at the start of the Russian player's turn. Meanwhile, the surrounding German units remain at full strength during the Russian combat phase, making the relief of the surrounded units hazardous duty.

How does this help the Central Powers in attacking Russia? The Russian front, unlike the one in the West, is broad and to maintain a continuous line of units means spreading them out very thin. It cannot be done if the Russian deploys with plans of attacking Austria-Hungary on the first turn. And if he plans on defending all along the front? Then the German must make a careful selection of multiple attacks designed to cut off Russian units when the German units advance after combat. Strive to cut off Russian stacks containing artillery and out of reach of any faster Russian infantry and cavalry. According to rule 12.17 the artillery will not be able to move one hex without sufficient movement points. Thus the Russian must either abandon them or break the German encirclement. If the Russian player decides to give up ground in order to save combat units, fine. The Central Powers must remember that their primary objective is to take Russian cities. Inflicting combat losses is secondary, but will usually go hand in hand with gaining ground. ☆

DESIGN ANALYSIS

PzKw VIa
ABS 3.2" **12**
ABF 4.0"
GPres 14

15 A **12**
GUN 88mm/L56   Eff Rng 3000m
AMMO 92   PEN 4.9"   2 MG 34
8 Wt 60.5t   HPWt 11.6
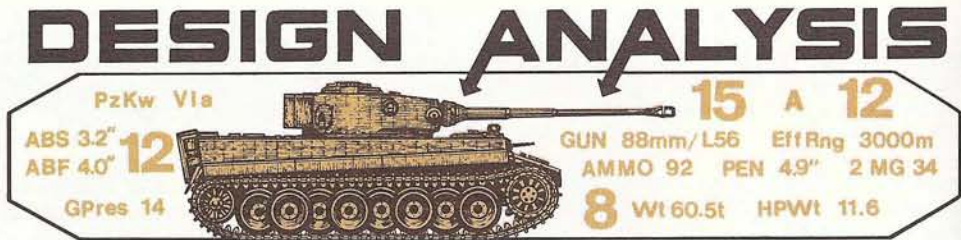
GUNS OF AUGUST DESIGNER'S NOTES

By Robert J. Beyma

Many wargamers characterize World War I games as slow and uninteresting. The common opinion is that they do not have the fast moving action and excitement of World War II operational and tactical games. The problem is one of scope. The most interesting aspect of World War I is the strategic sense. The mobilization plans of the major powers were the key to the opening of the war. As the war developed, decisions had to be made as to where and when to launch offensives. Long range planning became more important as the war lengthened. The balance of power equation was continually being altered by countries entering or dropping out of the struggle. Internal discord, such as the Russian revolution, profoundly affected the course of war. Germany was fighting on borrowed time against an increasing number of major powers and responded with unlimited submarine warfare. Clearly, what was needed was a game framework in which the players could refight the entire war without getting bogged down in a morass of operational details.

A strategic level game was the answer. The game needed to have relatively simple mechanics to provide a structure for the strategic decision making, but it also needed enough sophistication to make executing strategy on each front interesting and realistic. The moderate complexity of *GUNS OF AUGUST* succeeds quite well in that respect. The basic game system lends itself to easy incorporation of special rules such as tanks and entrenchments. Month long turns provide sufficient time to conduct operations while still permitting campaign strategy to be developed in a reasonable amount of time.

World War I was basically a land war. The significant campaigns were fought in continental Europe. The Allies maintained control of the seas throughout. Naval activities such as sea movement, blockade, and submarine warfare are presented in a simple and effective manner. (Players desiring to incorporate naval units should read the Naval Module included in this issue.) The air war was of minor significance. Only in 1918 did the Allies achieve sufficient air superiority to use their air power in support of major ground operations.

The mapboard encompasses the areas of Europe where the major campaigns of World War I were fought. Adding more of Russia was considered but was determined to be unnecessary. If the Central Powers could smash the Russian armies and occupy Riga, Smolensk, and Kiev the war in the east would be just about over. The czarist government would most likely be overthrown or forced to sue for peace.

A 22″ × 28″ mapboard worked out nicely. Using corps size units and three unit stacking resulted in the correct amount of frontage. The unit density on the Western Front was high, but realistic, and always led to a deadlock in the west. The units were more spread out on the Eastern Front allowing less restrained movement in the east. Consistent with the scope of the game the terrain

was kept simple. The defensive die roll modifications for terrain fit in well with the overall combat system.

The corps was selected as the basic unit size as it was the standard organizational element of the European armies in 1914. Corps size units were compatible with both the strategic scope of the game and the size of the board. Initially there were two divisions per corps. Later in the war most of the European countries reduced the size and quality of their divisions. Thus, in the later year scenarios, a corps counter may represent more than two divisions. The U.S. units are of division size as the American division was approximately equivalent in men and firepower to a European corps.

The standard infantry corps was assigned a movement factor of four. Cavalry units which moved a little faster were given a movement factor of five. Artillery, which took a little longer to deploy, was given a movement factor of three. The Russian, Austrian, Italian, and some other units generally have one movement point less than the German and western Allied units to reflect the overall qualitative, training, and command control superiority of most of the units in the western European armies.

The German regular army corps was selected as the base unit for combat factor determination. The French were a notch below the Germans followed at same distance by the Russians, Austrians, and Italians. After some analysis it was decided that the 5:4:3 ratio was the most realistic and functional. The British professional army in 1914 was the best in Europe and was rated '6'. Reserve corps were given one less factor than regular corps. Defense factors are higher because of the well established superiority of the defense in World War I. Subsequent playtesting revealed that a defensive strength two factors higher than the offensive rating worked out the best. Cavalry did not have the defensive staying power of infantry and thus did not receive additional defensive factors.

The number of corps mobilized by each country in August 1914 was fairly easy to determine. Some of the smaller formations were combined into weak corps for the sake of simplicity. Most of the armies had fairly standard quality among both their active and reserve corps. The Austrian army varied widely in quality from the excellent German-Austrian formations to low quality multi-national units.

Some countries, such as Germany, mobilized faster than others such as Russia. Units mobilizing past the opening weeks of the war are brought on as reinforcements. Most of the new units and replacements for the remainder of the war are handled by an integrated replacement rate. This replacement rate was generated by multiplying the total men mobilized by a national quality index and dividing by the number of men per corps. This resulted in a simple and effective replacement rate which was subsequently modified in the game's development. (Players desiring to use a unit production system should read the Production Module included in this article.)

The artillery units in *GOA* represent army level artillery. Hence there is only one artillery unit for every six or so corps. These army artillery units contained most of the higher caliber weapons. Each corps had its organic artillery which was usually of a smaller caliber. Concentrated artillery fire will give the attacker a die roll modification. The German special 305 mm and 420 mm siege guns are included in the game and give the Germans the capability to reduce fortified cities such as Liege.

The combat results table (CRT) was an empirically derived formula to appropriately proportion losses. Basically, it came down to what would happen if so and so stacks slugged it out for a month over certain types of terrain. This included the principal attacks, the soakoffs, and the corresponding enemy counterattacks. The CRT was a fairly standard one with eliminations, retreats, and exchanges. The effects of terrain and fortifications were handled with die roll modifications. At first glance the CRT seemed to favor the attacker. However, when the inherently larger defense factors and the die roll modifications were considered the net result became what you would expect for a period whose principal ingredients were the trench and the machine gun.

The major change during development was the Combat Results Table. Demoralization results were added that gave a player a choice of losing a unit or retreating. The new CRT also made attacking more costly. The new combat system required players to employ different tactical nuances and changed the feel of the game substantially. There is now less front movement and more intense fighting over key terrain. Strategically, the game plays pretty much the same.

After the opening months of the war both sides began building trenches. Entrenchments in the game give the defender a favorable die roll modifier and make attacking enemy positions much more difficult and costly. They are a simple and effective means of simulating trench warfare.

Forts represent strongly fortified positions such as Liege and Verdun. An entrenched line with forts at several key points is very difficult to attack effectively. Fort engineer units provide players with the capability to construct additional forts.

The concept of war weariness (morale) is essential to a strategic level World War I game. The ability of most of the European nations to wage war decreased as the war continued for several years. High losses and little prospect for ending the war sapped national will. The Central Powers were increasingly squeezed by the Allied blockade. These factors left many countries, particularly the eastern empires, vulnerable to internal difficulties.

The original table covered all countries and was extremely detailed. Certain countries, such as Russia and Austria-Hungary, were more vulnerable to war weariness. There were die roll modifications for such variables as the Allied naval blockade and how well a country was currently faring in the war. The detrimental effects of war weariness would gradually build up over a period of time until a country would be forced to sue for peace. The current morale table is a greatly simplified derivative. It works fairly well except that it places a great emphasis on capturing two or three key enemy cities.

Both the Basic and Advanced games are played with historical country entry dates. This recreates the historical political/diplomatic situation and allows players to concentrate on the military conduct of war. Unfortunately, the national leaders in 1914 did not have such precise knowledge of the course of future political events. Playing with variable entry is not only more realistic, it can be fun too. It permits games to develop along different political lines, such as Italy joining the Central Powers, or the Americans entering the war earlier.

The German player is presented with an alternative to invading Belgium. The threat of early U.S. entry provides a counterweight to submarine warfare.

The original variable entry table was the result of a thorough probability analysis of the likelihood of a country entering the war given a certain strategic situation. Entry rolls were made once a year for each country except England which rolled every three months. The new table in the present edition of *GUNS OF AUGUST* is far more simplified. Rolling four times a year tends to drive the cumulative country entry probability up very quickly.

England tends to join the Allies early in the war regardless of whether the Germans invade Belgium. The modified Variable Entry Table addresses these entry probability problems. (Players desiring to view the political/diplomatic situation from a different perspective should read the Diplomatic module included in this article.)

RULES CLARIFICATIONS AND ERRATA

2.1 *(Clarification)* As a general guideline, the Western Front may include any hex on the two western mapboard panels except hexes in Italy and Austria-Hungary. The hexes in Italy and Austria-Hungary on these two boards are considered on the Italian Front. The Eastern Front may include any hex on the two eastern mapboard panels except hexes in Greece; hexes in Greece are considered on the Balkan Front. Hexes in Serbia, Bulgaria and/or Turkey may be considered on either the Eastern Front or the Balkan Front.

5.16 *(Correction)* As specified in the Note following Case 11.14, Isolation markers are placed and advanced during the Supply Determination Phase (only). Isolated units are eliminated during the Isolation Phase (only).

6.2 *(Correction)* This rule conveys the impression that players should deploy neutral units on the map at the start of a game. While it is possible to play in this manner, we recommend that neutral units *not* be deployed until a player declares war against the neutral country; when this occurs, the opposing player immediately deploys the neutral country's units.

11.22 *(Clarification)* A supply path is blocked if any hex other than the hex occupied by the unit tracing the supply path is in an enemy ZOC; i.e. the *only* hex which may be in an enemy ZOC is the hex the unit occupies.

11.23 *(Addition) Note:* A city may only serve as a supply source if it is possible to trace a valid supply path from the city to another city which is also a friendly supply source.

12.34 *(Addition)* The Allied player may *not* use sea movement (or conduct an amphibious invasion in the Advanced Game) to move a unit into any hex on the Baltic Sea. Similarly, the Allied player may not use sea movement (or conduct an amphibious invasion) or sea supply to move a unit into any hex on the Adriatic Sea *unless* he currently controls Trieste.

13.31 *(Clarification)* The die roll is decreased by one, *not* two, when a hex containing both a city and rough terrain is attacked.

13.45 *(Clarification)* A unit may only advance after combat if it participated in the attack which left the opposing hex vacant; not an earlier attack against the hex during the same Combat Phase.

14.21 *(Addition)* The maximum number of Italian infantry replacement points is *five*. This total is automatically decreased by one for each Italian city which the enemy player controls.

14.25 *(Correction)* The "Note" should be changed to read: "A German siege artillery unit may be replaced at a cost of *five* artillery replacement points. An engineer unit may be replaced at a cost of *three* artillery replacement points."

14.26 *(Addition)* Russian replacements may either enter the map like Russian reinforcements (see 14.15), or may be deployed in any Russian city which is controlled by the Allied player, according to the restrictions of 14.13.

14.27 *(Addition)* For replacement purposes, whenever a British 5-7-4 unit is eliminated, it is permanently removed from the game; however, a British 4-6-4 unit is introduced in its place. This unit is immediately eliminated, but may be replaced normally. Similarly, when a British 4-4-5 cavalry unit is eliminated, a 3-3-5 cavalry unit is substituted as the eliminated unit.

16.13 *(Clarification)* Only one Entrenchment marker may be placed in a hex. The first marker placed in a hex must be a level 1 entrenchment. An entrenchment may be upgraded one level per turn. Thus it takes *three* turns to construct a level 3 entrenchment.

17.12 *(Correction)* A fort may only be constructed in a hex which contained a level 3 entrenchment at the start of the Movement Phase. If the hex is occupied by a fort engineer unit at the beginning and the end of the Movement Phase, the marker is flipped over to represent a fort. A fort may be built in any hex containing a level 3 entrenchment, *even* a hex adjacent to an enemy combat unit. No more than one fort may be built in a single hex.

18.12 *(Correction)* To create a stosstrupen unit requires *seven* infantry replacement points. Stosstrupen may be replaced at the normal cost.

18.13 *(Correction)* No more than *two* stosstrupen units may be created per game turn. There is no fixed limit for replacing these units.

23.16 *(Addition)* It is recommended that players refrain from using the submarine warfare rules unless the optional Variable Entry rule is being used.

23.22 *(Correction)* Once the blockade becomes effective, the German infantry replacement rate is reduced by one each January (to a maximum reduction of *five*), and the Austria-Hungary infantry replacement rate is reduced by one each January (to a maximum reduction of *two*). There is no effect on other Central Powers countries.

29.0 *(Correction)* The errata for the Player Aid card includes substantial changes to the Variable Entry Table (see below).

29.2 *(Correction)* If the German player declares unrestricted submarine warfare, Britain automatically enters the war as an Allied country and receives reinforcements and replacements according to the standard rules. If unrestricted submarine warfare is *not* declared, Britain is subject to the Variable Entry rules as follows.

29.23 *(Correction)* In the fifth line of this rule the word "reduced" should be changed to "increased."

29.25 *(Correction)* If Britain is a neutral or limited participant, the Allied player continues rolling for Britain each February, May, August, and November game turn until Britain becomes a full participant. *Note:* If Britain is a limited participant, a die roll of "4" or greater continues its limited participation.

29.34 *(Addition)* Greek units are automatically in Greece.

30.14 *(Correction)* The Campaign Game lasts *fifty-two* Game-Turns.

30.31 *(Addition)* If players do not like either of the two methods for determining the initial deployment sequence, the Central Powers player may declare which front (East or West) he wishes to deploy second on. The Allied player must deploy first on this front; the Central Powers player must deploy first on the other front.

30.43 *(Correction)* If players are using the Optional Variable Entry rule, the Allied player may roll for Britain at the start of the Interplayer Turn in August 1914. If Britain enters the war, the British

DIPLOMACY DURING THE WORLD WAR
Variable Entry in THE GUNS OF AUGUST
By Leon W. Tenney

1. BASIC CONCEPT:

During war, neutral countries join one side or the other in two fundamental ways. Either they are invaded and/or attacked by one side or they voluntarily join one side for various geopolitical reasons. The British generally would support the weaker side to maintain the balance of power in Europe. Italy would generally join the winning side in order to share the spoils of war. The fundamental reasoning of this module is that neutrals do not join one side or the other in either a historically predetermined or randomly determined manner. The actions of the belligerents cause a neutral country to reevaluate its real political position. Therefore, with this module the actions resulting from each player's military or political decisions influence the neutral's entry. Naturally, neutrals still enter the war when they are invaded or attacked.

2. PROCEDURE:

a. *Frequency of use:* Four times a year, once in February, May, August, and November during the reinforcement segment.

b. First, determine Great Power Entry. Only one of the three possibilities can happen in any one turn. These possibilities must occur in sequence. First, Great Britain (limited capability) enters, then Great Britain (full capability) is rolled for, and finally, U.S. entry can be rolled for. In this table, the U.S. and Britain only join the Allies. Once all three possibilities have occurred, then the Great Power Table need not be consulted for the remainder of that game.

c. Second, determine Balkan countries entry. Each player secretly writes down the country on which he will exert political pressure. This diplomatic pressure is represented in the game by saying that each side has sent a special ambassador to that country. After each player has revealed the country to which his special ambassador was sent, he rolls the die using his part of the Balkan Entry Table (BET) and modifies his result according to those special events which influence that country's entry. If both players have sent their special ambassador to the same country, only that side which is currently 'friendly' with that country may roll for its entry. The other side does not roll at all for that country nor can it choose another country to which it will send its ambassador on that turn. In effect that side loses its diplomatic segment. The side with the greater chance to obtain the entry of a country is the side currently 'friendly' with that country. In the event of ties, the side with the "F" beside the number on the column is most friendly with that country. For example, if both sides send their ambassadors to Rumania on the first turn, and if no modifiers are in effect, then the Allies get to roll for Rumania's entry into the war on the Allied side. Though both sides have a '1' on the table, the Allies have the "F" on their side, thereby making Rumania friendly with the Allies and in real terms more likely to listen to the Allied ambassador. The greatest number of neutral countries that can join the war in any one month is three; one for the Great Power Entry Table and two for the BET. Only those countries which were sent a special ambassador may be rolled for entry.

3. SPECIAL ENTRY RULES:

a. Great Britain (limited entry) is automatic if the German High Seas Fleet enters the North Sea.
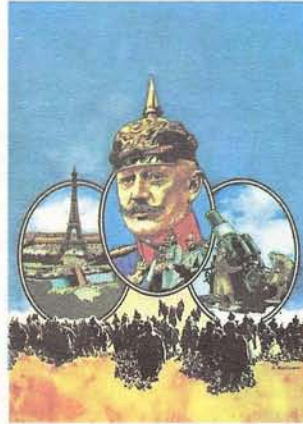
b. Great Britain (full participation) is automatic if Germany invades Belgium. Germany can attempt to receive passage rights (no war) through Belgian territory if the Belgian government grants permission. For game purposes, the German rolls one die after they cross the border and if a '1' is rolled, the Belgian government grants permission for German troops to pass through Belgium. All Belgian troops are placed in Antwerp and Germany does not get credit for Antwerp as an objective city. On any other die roll result, Belgium is considered invaded for determining British entry.

c. The U.S. cannot enter the war unless Britain (full participation) has been rolled for by the Allied player.

d. If Germany invades Holland, and Britain successfully blockades the North Sea, double the amount of replacements or supplies lost by Germany.

4. TURKISH DREADNOUGHTS:

a. When using the Naval Module, the British are building two dreadnoughts for Turkey. After British entry, they must decide what to do with those dreadnoughts.

1) If they keep the dreadnoughts, they receive a BB ship counter during the August 1914 reinforcement phase. However, all future Allied die rolls for Turkish entry are modified with a +2 DRM and all future Central Power die rolls for Turkish entry are modified with a -2 DRM. In addition, the Central Powers receive a die roll modification when the ship counter *GOEBEN* arrives in Turkey. Note that this counter is in the Med in August 1914; it either goes to Turkey or to an Austrian port.

2) If the British send the dreadnoughts to Turkey, Turkey receives a 2-3 BB ship counter, on August 1914 reinforcement phase. England receives a -1 DRM when the Allies roll for Turkish entry. The *GOEBEN* cannot enter Turkey unless the Central Powers roll successfully for Turkish entry.

b. When not using the Naval Module, England is assumed to have done what they did historically with those two dreadnoughts; i.e. Britain kept them. The *GOEBEN* is also expected to do what happened historically. Therefore, after British entry, the Allies' die roll for Turkish entry is permanently modified by +2 and the Central Powers' die roll for Turkish entry is permanently modified by -3.

GREAT POWER ENTRY TABLE

	Allies (only)
Great Britain (limited entry)	1-2
Great Britain (full participation)	1
United States	0

Britain's entry and full participation die roll is modified by:
- (+2) if France invades Belgium
- (-1) for each BB or BC built by the Germans upon launching
- (-1) for each objective city or conquered country that is controlled by the Central Powers
- (+1) for each objective city or conquered country that is controlled by the Allies
- (-1) for each neutral country that joins the Central Powers
- (+1) for each neutral country that joins the Allies (Montenegro does not count)

U.S. entry is modified by:
- (-1) for each three months of unrestricted submarine warfare
- (+1) for successful blockade of Germany
- (-1) for each country conquered by the Central Powers after January 1915 (Montenegro does not count)
- (+1) for each neutral country invaded by the Allies before and after Britain's entry

BALKAN ENTRY TABLE

Special Ambassador must be present in that country for that side to roll.

	Allies		Central Powers	
Italy	0	F*	1	F**
Turkey	0		1	F
Rumania	1	F	1	
Bulgaria	0		1-2	F
Greece	1	F	1	
Montenegro	1-2	F	NEVER	

Modified die equal to or less than the number is needed.

*Italy is friendly to the Allies, if England is in the war.
**Italy is friendly to the Central Powers, if England is neutral.

Modifications to the BALKAN ENTRY TABLE

1. Italy's entry is modified by:

    For the Allies
    (-1) if England joins the Allies
    (-1) for each objective city controlled by the Allies

    For the Central Powers
    (+3) if England joins the Allies
    (-1) for each objective city controlled by the Central Powers

2. Montenegro's entry is modified by:
    (-2) for the Allies, when the Central Powers control Belgrade

3. Turkey, Greece, Bulgaria and Rumania's entries are modified when any one of the four joins either the Allies or the Central Powers by:
    (+1) for that side each time that it gains a country
    (-1) for that side each time that the other side gains a country

    NOTE: Rumania's entry does not affect the rolls for Turkey, and Greece's entry does not affect any rolls for Rumania.

4. Turkey, Greece, Bulgaria, and Rumania's entries are affected by the capture of any capital of a BALKAN country by:
    (-1) for that side that controls the capital

    NOTE: Budapest, Kiev, Sofia, Bucharest, Constantinople, Salonika, and Belgrade are considered Balkan capitals for this rule. Albania does not count.

5. Greece's entry is modified by:
    (-1) for the Allies when England joins the Allies

All die roll modifications are cumulative for each event.

Expeditionary Force may be sent to France during the following Naval Phase. If Britain remains neutral, all British units must remain in England until Britain enters the war.

30.55 *British Draft Rule (Addition)* During the Reinforcement Phase of each January turn, if Britain is a full participant, add three 4-6-4 infantry, one 3-3-5 cavalry, and one 3-3-3 artillery unit(s) to the "pool" from which British replacements are taken.

30.56 *Optional Free German Deployment (Addition)* In the Campaign Game (only), the Central Powers Player may ignore the restrictions of Rule 30.23 and divide the German army between the two fronts in any manner he wishes.

*PLAYER-AID CARD ERRATA

Scenario Set-Up Chart

1. In the 1915 Scenario, delete the three British 4-6-4 infantry corps.
2. In the 1916 Scenario, change the twelve British 3-5-3 infantry corps to *nine* 4-6-4 infantry corps.
3. In the 1917-18 Scenarios change the British 3-5-3 infantry corps to the same number of 4-6-4 infantry corps.
4. In the 1915 Scenario, change the nine Italian 3-5-3 infantry corps to *six* 3-5-3 infantry corps.
5. In all scenarios, change the Italian 3-3-4 cavalry corps to 2-2-4 cavalry corps.

Amended Variable Entry Table

Country	1914	1915	1916	1917	1918
Britain	4-6	4-6	4-6	4-6	4-6
Italy	1-6	2-6	3-6	3-6	3-6
U.S.	1-6	1-6	2-6	3-6	3-6
Turkey	1-4	1-4	1-4	1-4	1-4
Bulgaria	1-6	1-4	1-4	1-4	1-4
Rumania	1-6	1-6	2-6	3-6	3-6
Greece	1-6	1-6	2-6	3-6	3-6

Note: All modifiers remain the same except:
East Front: (+1) If either Turkey or Bulgaria is a Central Power.
West Front: (−1) For each Objective city in Germany the Allies currently control****
****Only applicable to Italy

*COUNTERSHEET ERRATA

1. The designation of the two German siege artillery units should be reversed; the 3-2-2 units is the 305mm battery and the 3-1-1 unit is the 420mm battery.
2. The Italian 18th infantry corps was incorrectly given a cavalry symbol. It should be a 2-4-3 infantry unit.

*MAPBOARD ERRATA

As noted in the rulebook, the rail line east of Cracow should run through Hex HH16 instead of Hex HH15.

THE SCENARIOS

The original *GUNS OF AUGUST* design consisted solely of the Campaign Game. The scenarios were added during game development and provided an excellent opportunity to show the state of the armies and the historical position of the fronts as the war progressed. The scenarios make for interesting and challenging games in themselves while serving as an excellent introduction to the rules and various game situations. Players may become acquainted with the nuances of play and some of the strategic planning concepts of a longer game. The scenarios play well with either two or four players and can be completed in the course of an evening.

1914

The 1914 scenario is intended as the introduction to the basic game system. This five turn game can be comfortably played in 2-3 hours. The highlight of the 1914 scenario consists of the initial mobilization and the opening battles of World War I. Strategy essentially consists of an all out drive for objective cities. Counting Constantinople, the Central Powers (hereafter referred to as CP) player begins with nine objective cities. Thus, he only needs to pick up Antwerp while holding onto Konigsberg, Breslau, and Lemberg to win. Casualties and non-objective cities are of little importance due to the short length of the scenario.

A critical decision in the 1914 scenario is whether to use the optional automatic victory rule. Using this rule provides the German player with an excellent opportunity to take Antwerp and possibly Lille. Without it, the French have a good chance of holding Antwerp. The German player must attack aggressively on the Western Front. If the German player can get a two hex attack on Verdun the siege artillery can be brought up for a 1—1 (EVEN) attack in late fall. The French player must try to prevent good German attacks against Lille and Verdun. Realistically, he has little chance of taking Metz unless the German player is careless.

The Russian player simply goes all out for Konigsberg, Breslau, and Lemberg. Properly played, the CP player can delay the Russians long enough to prevent any meaningful attacks on these cities. There is little to be gained from an invasion of Serbia since there are no objective cities in that area. The CP player is favored to win the 1914 scenario if the automatic victory rule is used. However, a lot of interesting things can happen particularly when the scenario is played by players new to the game.
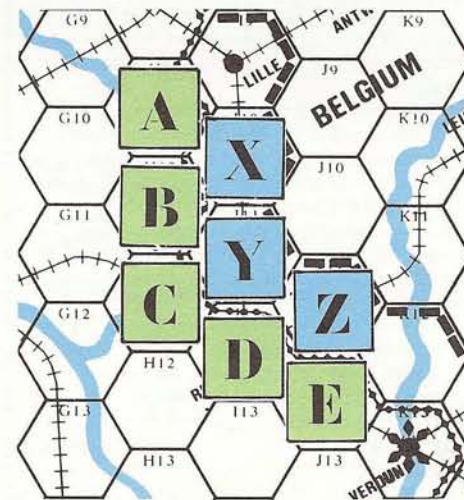
Figure A: French and British dispositions are as follows; A: three 4-6-4s, one 3-3-3; B: three 4-6-4s, one 5-7-4, one 3-3-3; D: three 4-6-4s, one 3-3-3; E: three 4-6-4s, one 3-3-3. German dispositions are: X: two 4-6-4s; Y: three 5-7-4s; Z: two 4-6-4s.

1915

The 1915 scenario features the Central Powers 1915 offensive on the Eastern Front. This scenario is 12 turns long and provides sufficient time for strategic planning. Like all scenarios, however, the objective cities take priority.

The Central Powers initial objective should be to drive the Russians back in the center and to recapture Lemberg and Przemysl. The final objective should be Brest—Litovsk. The CP player would be most fortunate to reach Riga or Kiev in 1915. In order to win the scenario the German

player must hold on to Lille and Metz. The Allied player should aggressively attack towards Lille and Antwerp. A flanking invasion in Belgium or Holland can be made to further complicate the German defensive problems. An interesting decision is where to place the CP Western Front fort. Lille is a common choice. A strong case can also be made for hex I11.

This is a good place to discuss some of the tactical nuances in *GUNS OF AUGUST*. Figure A shows a typical situation on the Western Front. The French player wants to attack between hexes I10 and J11. There are several ways to attack.

1. Attrition—Stacks B, C, and D get a 6-1 (+1) vs. one 5-7-4 while a 1-1 (−1) soakoff is made against the other two 5-7-4s. This will kill a German unit every turn and will inflict an additional casualty, or take the hex, if a BD or DD is obtained on the soakoff.

2. Multiple Attacks—Each enemy unit is attacked with a reasonable chance of forcing that unit to vacate the hex. Two 5-7-4s are attacked at 1-1 (EVEN) each. The remaining 5-7-4 is hit at 4-1. The hex can be taken if a '3' or better is rolled on each 1-1. The artillery DRM could be used in one of the 1-1s to raise the victory probability to 5/6.

3. One Big Attack—Stacks B, C, and D could get a 2-1 (+1) against the entire hex. This yields a 1/3 chance of taking the hex. A DX result is very costly. Normally players should save the big attacks for odds of 3-1 or higher. There are cases, such as against enemy cities, where a DX should be accepted to take a key hex.

4. Flanking Attacks—Stacks A and B attack I10 while stacks D and E attack J11. If either hex is taken the German corps in I11 will be isolated. Normally, multiple attacks are used in flanking attacks. Optionally, the surrounded units could also be attacked at low odds.

The attacker must advance after combat to break the enemy line and surround enemy units. Oftentimes these advancing units will be vulnerable to enemy counterattacks. The risk can be reduced, particularly when surrounded, by advancing smaller units such as 3-5-3s. The Central Powers player can attack on the Eastern Front in a manner similar to that shown above. The attacks should be more efficient as the Germans can achieve higher odds attacks versus the weaker Russian units.

Italian entry in May 1915 is a major factor in the 1915 scenario. The immediate effect is the diversion of Austrian corps from the Eastern Front. Thus it would be desirable for the CP player to recapture Lemberg and Przemysl before Italian entry. The key hex on the Italian front is, of course, Trieste. The CP player must defend Trieste and hex V22 strongly. Ground can be given slowly on the rest of the front if necessary.

Another possibility is for the Central Powers to attack Serbia. The main objective is to open the Austrian-Bulgarian railroad. When Bulgaria enters the war in August the CP player can launch a blitz into Rumania to take Bucharest. A prerequisite is to be able to spare sufficient resources from other fronts to make a major attack. It would help if the Austrians can interdict the key rail intersection at PP18 to slow the Russian reaction. The CP player is favored to win the 1915 scenario.

1916

1916 is the year of deadlock. The year begins with large armies entrenched opposite each other on the Western, Eastern, and Italian fronts. Unlike 1914 and 1915 neither player has the initiative. The CP player may elect to attack in the east or the west or remain on the defensive everywhere. Both players will have to carefully plan their strategy for the year.

The Russians have their backs to the wall in 1916. The Germans have a three hex attack on Riga. The Russian player must place a fort in Riga and defend it very strongly. The line south of Riga must also be defended strongly both to prevent an encirclement of Riga and to protect Minsk. The Russian player could try to recapture Brest-Litovsk

MOBILIZATION OF ARMIES IN THE WORLD WAR
Unit Production in THE GUNS OF AUGUST
By Leon W. Tenney

1. BASIC CONCEPT:

During the World War, the mobilization of soldiers and the production of armaments took time in order to field the divisions, corps and armies that were then sent to the various fronts. Within this module, the soldiers are conscripted on a regular basis during the year and only so many can be trained or accommodated at any time. This mobilization of manpower is abstractly represented by the concept of personnel points. The factories, shipyards, farmlands, and raw materials are represented by supply points. Players are given certain amounts of personnel points and supply points each turn. They use these two types of points to field new units and create replacements for old units. Except where modified in this module, the standard rules apply. Rule 30.5 is used except that each nation is not limited in the number of units to be converted per turn and conversion can start in August 1914.

2. PROCEDURE:

a. Each turn during the reinforcement phase, each player secretly writes down what new units or conversions he will produce for that month. The entry month should also be written down for future use.

b. The number of units each player may produce is limited by their unit cost in terms of supplies and personnel points on the Unit Production Costs Chart (UPCC) and by the total amount of supply and personnel points each country receives for that turn as per the Resource Availability Chart (RAC), and any supply points saved from previous turns. For example, Germany receives 28 personnel points and 40 supply points as per the RAC on August 1914. The German player decides to build four 4-6-4s, which cost 16 personnel points and 24 supply points, one 3-3-3 which costs one personnel and nine supply points, convert three 5-7-4s to six 4-6-4s, and convert one 4-6-4 to two 3-5-3s. The German has used all 28 personnel points and 33 supply points. The German saves seven supply points for future use.

c. After production those new units enter the game in the reinforcement phase after the number of turns listed on the UPC have passed. For example, a 3-5-3 corps produced in August 1914 has a production cost time of one month. Therefore, it would be available in the September 1914 reinforcement phase.

d. Supply points may be accumulated from turn to turn. Personnel points must be used on the turn of availability or be lost.

e. For each city that a country loses, reduce its supply and personnel points each by one.

f. For each city captured, garrisoned, and connected to the home country by rail, that country receives one additional supply point per turn.

g. The blockade costs the affected country in supply points twice the replacement points it loses in the standard game or the standard game as modified by the Naval Module.

h. Any country may loan supply points to any other country. The amount loaned cannot be more than one-half the amount that country normally would receive. The loaning country must also have an uninterrupted supply line either by rail or sea to

the borrowing country. If the supply line is by sea, the supplies do not reach the borrowing country for one month. For example, if England is loaning ten supplies to Russia, then the only route is through the Dardanelles. Turkey must be an Allied country or conquered for this to occur. Supply points allocated in August 1914, are moving during the Naval Phase in September 1914.

i. When playing with the Naval Module, this sea transfer of supply points may be interrupted by the other side's fleets if they can control any sea area between the country sending the supply points and the country receiving the supply points.

3. NAVAL CONSTRUCTION:

a. Resources are spent on Naval Unit Construction in the same manner as the other units, except the Naval Construction Chart (NCC) is used. The number of supply points, personnel points, and months listed on the UPCC are to give the player a rough guide. The NCC takes precedence over the UPCC.

b. Naval Units are built in three steps.

1. The first step is to lay the keel down in the shipyard. To do this step each player must pay the initial cost. The maximum number of ship counters he can start is limited by the number on the NCC.

2. The second step is the launching of the ship counter. The step is represented by putting the counter to be produced on the game board upside down.

3. The third step is to complete the construction of the ship counter. To do this step each player must pay the final cost listed on the NCC. Note that this final cost need not be paid right away, but the months until completion is the same until the cost is paid. For example, a ship counter is launched in January 1915, but the final cost is not paid until May 1915, then the ship would not be finished for another six months or November 1915. Upon waiting the required months, the counter is turned right side up and is ready for use.

c. New ship counters may be started in the shipyard after the previous ship counter is launched. The ship counter does not have to be completed in order to start building the next one, two, or three (depending on that country's capacity).

d. Only Britain and Germany have the capability to produce BC ship counters. This decision need not be made until the final cost of the ship is paid or after launching.

RESOURCE AVAILABILITY

	Personnel (each turn)	Supplies (each turn)
Germany	28	40
Britain	8(5)*	30(20)*
France	14	20
Russia	30	20
Austria	10	15
Italy	10	15
	(cannot accumulate)	(can accumulate)

For U.S. and minor countries, use regular replacements.

*Numbers in parentheses are used when Britain has entered the war with limited participation.

or Kovno but these cities will be most difficult to take unless the German player neglects the Eastern Front.

The major Russian problem in 1916 is the morale situation. The –3 DRM places the Russian player on the brink of disaster. A low roll early in the year will likely mean Russian capitulation by late 1916. The Russians cannot afford to lose any more cities. A fort should be constructed in Minsk at the earliest opportunity. A German offensive will likely go for Riga and/or Minsk. A possible optional rule for improving the 1916 scenario is to add +1 to all Russian 1916 morale rolls. The Russians were not as bad off in 1916 as they were in 1917 as the Brusilov offensive aptly demonstrated.

The Western Front has two key objective cities—Verdun and Lille—on the front line. Verdun is a very difficult hex to take. Lille should be defended strongly by the German player. The key to the Western Front is whether the Germans attack in the east. If so, the French will be attacking most of the year. The offensive should be directed towards Lille and Antwerp. If the Germans attack in the west the French will do well to hold on to what they have. The French start 1916 with a –2 DRM on the morale table. Barring bad luck the French will survive the year. However, the Allied player cannot afford to lose any more French cities. A fort should be placed in Nancy at the start of the scenario. Although stalemate is the usual result on the Western Front a lucky streak or an enemy blunder can result in some significant change to the front.

The Italian front plays about the same as in 1915 except that the Allied player has twelve turns in which to attack. The Allied player should clear hex S21 and drive northward to extend the Austrian line. If the Allies can outflank the eastern frontier to the north and take U22 they will have a crack at Trieste. The Austrians should build a fort on V22. Even if the Allies take U22, Trieste can normally be held by heavily defending V22 and Trieste.

Rumania is the sole new entry in 1916 and it is of minimal benefit to the Allied player in this scenario because the August entry leaves only five turns to attack the Central Powers. The CP player needs only to prevent a Rumanian/Russian blitz to Constantinople. This will, of course, divert a few Austrian and Bulgarian corps from other fronts. Ironically, Rumanian entry does provide the CP player with an opportunity to pick up an objective city. If the main fronts are stable the CP player can win the game by invading Rumania and capturing Bucharest. It is desirable to knock out Rumania before Russian help arrives. Of course, a smart Russian player will have a relief force deployed near Galatz by the summer of 1916.

The CP player has a slight advantage in the 1916 scenario. This is primarily because the Germans have the capability to attack in the east and because of the poor Russian morale situation. The principal CP concern is holding Lille against strong French and British attacks.

1917

The strategic situation facing players in 1917 is very similar to that of 1916. Rumania has been conquered and the front in the east is longer. The Allies have less offensive capability relative to the Central Powers than they had in 1916. American entry serves primarily to boost French and British morale. Only three U.S. divisions will arrive in time to be used in 1917. Greece enters the war in June and opens up the Balkans. This will draw off CP corps from other fronts but will be unlikely to achieve any significant results in 1917.

Stosstruppen and tanks are introduced in July. Their limited use in 1917 is but a preview of things to come in 1918. The German player should accumulate his stosstruppen units for a late fall attack on Riga or Verdun. The French and British can

have a formidable tank force by fall. These tank units should be used in a concentrated assault against the German northern flank near Lille. Both players should accumulate their respective replacement factors so that these special units can be quickly created and replaced. The Central Powers player has a slight edge in this scenario. Once again this is primarily due to the vulnerability of Riga and the Russian morale rolls. Holding Lille against French tanks may be a little tougher in this scenario.

1918

The 1918 scenario is a real slugfest. It is also an excellent two player game which is only nine turns in length. The action is on the Western front where the German army trades punches with strong French, British, and U.S. forces. Figure B shows a comparison of forces available on the Western Front. Note that most of the American units arrive during the course of the scenario. The employment of stosstruppen, tanks, and air units makes significant front movement a real possibility in 1918.

The CP player has an initial advantage in the 1918 scenario. The Germans can concentrate their stosstruppen units in a single attack. A 2-1 (+3) can be made on Verdun in March. Alternatively, the German player can attack on the northern flank between Calais and Rhiems. If the Germans can capture a few French cities and hold them the French may develop morale problems.

The Allied player has some good counterattack opportunities particularly when the air units arrive in July. The Allied advantage lies in superior numbers. The French and British outnumber the Germans four to three in corps and artillery units. The massive American reinforcements tip the scales in favor of the Allies. The Allies can attrition the Germans in 1918. The effects of the blockade will further weaken the German army. Once the German army is exhausted Allied territorial gains will follow.

The Italian front is of little significance in this scenario. The Austrains can easily protect Trieste and may even be able to send a few corps to help out the Germans on the Western Front. The Balkan front accomplishes little besides tying down a few Bulgarian and Turkish corps. A note on tactics in 1918: it is generally better to use a lot of DRMs in one attack rather than spread them out among several battles.

As in all of the scenarios, the 1918 situation is a grab for objective cities. However, the pace of this scenario is much faster than the others. The CP player must take Verdun while holding everything else, and should strive to secure a buffer zone in front of Lille and Verdun. The Allied player enjoys a strong counterattack capability and the last move which gives him a slight edge in this scenario largely because he has more opportunities to capture an objective city.

CAMPAIGN GAME

The scenarios are useful in getting acquainted with the game system and in exploring different periods of the war, but the Campaign Game is the piece de resistance of GUNS OF AUGUST. The Campaign Game emphasizes strategy and long range planning. Players can no longer afford to merely go all out for objective cities. Losses become very important as players learn that they must pace themselves. One learns why countries did not continuously conduct major offensives throughout the war. Morale, both in game terms and psychologically, becomes a very significant factor. Trying to push the enemy back and inflict casualties turn after turn demands a lot of patience and determination. Players must be able to react to a changing strategic

UNIT PRODUCTION COSTS CHART

New units	Personnel Points	Supply Points	Months
5-7-4	4	7	3
4-6-4	4	6	2
3-5-3	4	4	1
2-4-3	4	2	—
4-4-5	3	4	3
3-3-5/3-3-4	3	3	2
2-2-4	3	1	—
2-2-5	1	2	1
3-3-3	1	9	3
2-2-2	1	6	3
Siege	1	15	6
Eng (Fort)	1	10	6
Eng (RR)	—	5	3
BB	4*	32*	24*
BC	3*	24*	24*
AIR**	1	20	6
STOSS (Germans only)**	5 (+1 corps)	5	3
TANK (British & French only)**	1	10	3

Conversions				
5-7-4	2(4-6-4)	+3	—	—
4-6-4	2(3-5-3)	+2	—	—
3-5-3	2(2-4-3)	+1	—	—
2(3-5-3)	5-7-4	—	—	—
2(2-4-3)	4-6-4	—	—	—
1(4-6-4)	5-7-4	+1	+4	+3
1(3-5-3)	4-6-4	+1	+3	+2
1(2-4-3)	3-5-3	+1	+2	+1

*See Naval Construction Chart
**These units can only be produced after Jan 1917.
—Unit is available immediately.

NAVAL CONSTRUCTION CHART

	Maximum number of units under construction in step 1	Type	Initial Cost	Months until Launching	Final Cost	Months until completion
England	3	BB	2P/16S*	9	2P/16S*	6
		BC	2P/16S*	9	1P/8S*	3
Germany	2	BB	2P/16S*	12	2P/16S*	6
		BC	2P/16S*	12	1P/8S*	3
France	2	BB	2P/16S*	18	2P/16S*	6
Russia	2**	BB	2P/16S*	18	2P/16S*	6
Austria	1	BB	2P/16S*	18	2P/16S*	6
Italy	1	BB	2P/16S*	18	2P/16S*	6

2P/16S represents two personnel points and 16 supply points
**Russia can build one fleet in the Black Sea and one fleet in the Baltic Sea

FLEET UNITS UNDER CONSTRUCTION IN AUG 1914

|	Laid down	Launched	Cost to be paid for ships	Completed
Britain				
BB	—	—	(no cost)	Aug 1914
BB	—	—	(no cost)	Jan 1915
BB	Apr 1914 (no cost)	Apr 1915	(final cost)	Sep 1915
Germany				
BC	May 1914 (no cost)	May 1915	(final cost)	Sep 1915
BB	May 1914 (no cost)	Sep 1915	(final cost)	Mar 1916
Russia				
BB (Baltic Sea)	—	—	(no cost)	Jan 1915
BB (Black Sea)	Oct 1913 (no cost)	May 1915	(final cost)	Oct 1915
France				
BB	Sep 1913	Apr 1915	(final cost)	Sep 1915
Italy				
BB	Jun 1913	Dec 1914	(final cost)	May 1915
Austria				
BB	Mar 1914	Sep 1915	(final cost)	Mar 1916

NAVAL ACTION DURING THE WORLD WAR

Fleets in The GUNS OF AUGUST By Leon W. Tenney

This module is used instead of Rules 23.2 and 23.3.

1. SHIP COUNTERS (Players must make these counters to use these naval rules).

Example:
NATIONALITY
(USE SAME CODES AS P 2
OF STANDARD RULES) — SHIP TYPE
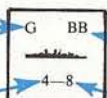
GUNNERY
FACTOR — PROTECTION FACTOR

Gunnery Factor: Relative strength of firepower when firing at defending ships.

Protection Factor: Relative ability to withstand attacker's firepower.

Ship Type: BB represents dreadnought battleships
BC represents dreadnought battle cruisers
B represents pre-dreadnought battleships

Each ship counter represents a squadron of capital ships with their attendant smaller ships (destroyers and cruisers). In particular each BB represents four capital ships, each BC represents three capital ships and each B represents five to seven pre-dreadnought ships.

2. SEA AREAS

A. There are seven sea areas:
BALTIC SEA
NORTH SEA
ATLANTIC OCEAN (OFF MAP)
WEST MEDITERRANEAN
ADRIATIC SEA
EAST MEDITERRANEAN (OFF MAP)
BLACK SEA

b. Any port may be used as a base. The inland ports of Antwerp, Hamburg and Bremen can be used as bases only if their water path to the sea is unimpeded by enemy units.

c. OFF MAP BASES:

1) Scapa Flow—The British may base their home fleet here. From this base they may sortie into the Baltic Sea, North Sea, or Atlantic Ocean. All British sorties into the Baltic (through the Danish Straits) must be revealed in detail to the German, before he commits his fleet units. All heavy damage ships are lost or may retreat to Russian ports. When the Germans sortie into the Atlantic through the channel, they also must be revealed in detail to the British player. Unless the German has a French port, all his heavy damage units are lost at sea, when he sorties into the Atlantic.

2) Malta—Fleets based on Malta, Taranto, or Venice can intercept any sortie of the Austrian Fleet from Trieste into either the Eastern or Western Mediterranean.

3. NAVAL MOVEMENT

a. All naval movement takes place during the Naval Operations Segment. Each player may do one of three things with his fleet markers. Either they sortie into an adjacent sea area, or they shift base, or do nothing. Bases may support sorties into adjacent sea areas that are 15 hexes away. For this purpose estuary hexes or Kiel Canal hexes count double. Note that for the British or Russian some bases may be off the map, just as some sea areas are off the map.

b. The procedure to be followed during the naval phase is that each player secretly writes down the actions of each of his fleets.

c. In the Advanced game, all sea movement occurs during this segment. Sea movement is considered exactly the same as in the Basic Game (use rule 12.3). The only exception is the number of corps that can use sea movement is three per sea area for the Central Powers and six per sea area for the Allies.

d. *Invasions:* Use rules 23.31, 23.32, 23.33, and 23.34. *Exception:* When one or more naval units support the invasion, they add one to the die roll. No invasions can be made on any ports that hold naval units. Neither side may move units or change its naval base into sea areas that have no friendly ports.

e. Sea transport or amphibious invasion flotillas cannot be made in those sea areas which are controlled by the other players' fleets. Sea supply of land units cannot be through sea areas controlled by the other side's fleets.

f. Each invasion limit is three corps except the U.S. and Great Britain which have a six corps limit.

4. NAVAL COMBAT

a. Naval units of opposing sides in the same sea area must have combat.

b. Naval combat is handled in a series of rounds. At the end of each round, either player may attempt to withdraw any or all of his units.

c. During each round of combat, both players may fire each of his naval units at the other side's ship counters. Not more than four naval units may be allocated to fire at any one of the opposing side's ship counters during that round. Each naval unit may only fire once per round. Before the effects of one side's fire is applied, the other side may fire. An example of naval combat follows. The Germans have three BBs against six BBs of the British. The Germans have each of their BBs attack one each of three British BBs at 4 to 8 (or 1-2) attack. The Germans roll the dice for their three battles and get two misses and one 'light' damage hit on one British BB. Before the results are applied, the British may make their attack. They make two attacks. Four British BBs attack one German BB at 16 to 8 (or 2-1), and two British BBs attack one German BB at 8 to 8 (or 1-1). The British roll the dice and get one miss and one 'heavy' damage. Now the results of this round of combat are applied.

d. At the conclusion of each round, both players roll on the Damage Control Table to repair light damage. Heavy damage can only be repaired when all combat rounds for that month are over.

e. Both players may also attempt to withdraw individual units after each round or withdraw all units at once. In order to withdraw individual units, use the Disengagement Table. In order to disengage the entire fleet, each player must roll one or two on the first attempt. After each subsequent round, the player subtracts one from the die roll. For example, if on round three, one player began rolling for disengagement, then by the end of round five a roll of 1, 2, 3, or 4 would be sufficient to disengage. Note: due to the special German turn-away maneuver, the Germans begin their fleet disengage die roll attempt with a success range of 1, 2, or 3.

f. At the end of the Naval Operation Segment, only one player should have naval units in each sea area. That player controls that sea area for this month.

g. If a player leaves (or withdraws) his units in his base or port, no naval combat can occur.

5. REPAIR OF NAVAL UNITS

a. After each naval phase, those units that are damaged are repaired according to the National Capabilities Chart.

b. If naval units are to be repaired in a base or port out-side their home country, the time for repair is doubled.

6. BLOCKADE

a. Each nation may establish a blockade when they control all sea areas adjacent to an enemy's home country.

b. The penalties are shown on the Blockade Interruption Table (BIT).

c. Russia gains four supply points if the Allies open sea communication *either* through the Straits of Constantinople *or* through the Baltic Sea.

7. SEA SUPPLY

a. Each country that has a fleet also has an amphibious invasion capability of three corps and sea supply capability of six corps except Russia, Turkey, and Austria which have no sea supply or amphibious capability. The British and U.S. have twice the capability of the others. U.S. and British Corps in France do not count against their respective nation's 12 corps supply capacity. Finally, no country's unit can be supplied by another country's supply source. The Germans can only use their capability outside the Mediterranean. The Italians can only use their capability inside the Mediterranean.

b. Sea supply is traced through sea areas from the port of debarkation to a port in the home country. If the enemy controls any sea areas, then those corps are out of supply.

c. Sea supply is limited by two factors. The first is the country's sea supply capacity. The second factor is the port's capacity to supply corps inland. All objective cities can support 24 corps. All other cities can support 12 corps. A beachhead can support six corps. Citinje and Durazzo on the Adriatic Sea can only support three corps each.

8. DARDANELLES CAMPAIGN

Due to the small portion of Turkey that is portrayed on the map, re-creation of the Dardanelles Campaign is very difficult. It must be realized that an invasion beachhead could be established since the Turks had too much coastline to defend with two few troops. Therefore, the beach hex in Turkey can never be garrisoned or moved into by the Central Powers Player. Since Constantinople is inside the straits, the Allies cannot reach it by sea. Therefore, the Allies cannot invade that part from the sea. These two small changes taken together will allow players to recreate the drama and frustrations of that strategically relevant campaign to open the Turkish Straits for naval communications with Russia.

COMMENTARY

Due to the grand strategic level of *GUNS OF AUGUST*, only capital ships are represented. As a rule of thumb, and with only two exceptions, each dreadnought was considered roughly equivalent. These exceptions reflect the fact that British battle cruisers had very poor protection factors. Certain nations had developed a seafaring tradition as in the case of the U.S. and Britain or an outstanding proficiency in the new technical skills of the mechanical era such as the Germans. These national

characteristics are reflected in the several tables depicting the relative values of each fleet. For example, the German superior damage control is reflected in their extra one-sixth chance in the Damage Recovery Table.

The sequence of combat procedure was needed to capture the intricacies of naval tactical combat with a simple method. Each player can follow different strategies and influence the war without stopping the land war. The varied results of imposing blockades on the different countries is needed in order to give purpose to the naval actions and to see how they influence the land campaigns.

Certain naval operations such as minefields, mine sweeping, forcing naval passage in narrow seas, submarine warfare, or ship versus land fort are beyond the scope of this naval module.

BLOCKADE INTERRUPTION TABLE

	Loss of Replacement Points when the other side has control				
SEA AREA	Germany	Austria	England	France	Italy
North Sea	2*	—	—	—	—
North & Baltic Sea	1	—	—	—	—
North & Atlantic Ocean	—	—	2	1	—
Western Mediterranean	—	1	1**	1	1
Eastern Mediterranean	—	1	1**	—	1

*German loss is doubled upon U.S. entry
**England can only lose a maximum of one point for the Mediterranean, either for the Eastern Mediterranean or for the Western Mediterranean

NAVAL COMBAT RESULTS TABLE

	Odds							
Die Roll	1-4 1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1					Light	Light	Heavy	Heavy
2					Light	Light	Heavy	Heavy
3			Light	Light	Light	Heavy	Heavy	Sunk
4		Light	Light	Heavy	Heavy	Sunk	Sunk	Sunk
5	Light	Light	Heavy	Heavy	Sunk	Sunk	Sunk	Sunk
6	Light	Light	Heavy	Heavy	Sunk	Sunk	Sunk	Sunk

Explanation:
Light — Squadron has attack factor halved. Squadrons already with "Light" damage becomes "Heavy" damage.
Heavy — Squadron has its attack *and* defense factors halved. Squadrons already damaged become sunk.
Sunk — Remove squadron counter from play.
Note: The die roll is increased by one when attacking any damaged squadron.

DISPOSITION OF FLEET SQUADRONS IN AUGUST 1914

	BB	BC	B
England	5	3	7
France	1	—	3
Russia	—	—	2*
Germany	4	1	5
Austria	1	—	2
Italy	1	—	1
Turkey	—	—	½
Greece	—	—	1
Netherlands	—	—	1
U.S.	2	—	4

*1 in Baltic, 1 in Black

NAVAL DAMAGE CONTROL TABLE

	Nationality			
Die Roll	German	British/U.S.	French	Other
1				
2				
3				
4	Repaired			
5	Repaired (HV)	Repaired		
6	Repaired (HV)	Repaired (HV)	Repaired (HV)	Repaired

Explanation:
Repaired—All light damage is removed from the squadron.
Repaired (HV)—All light damage is removed from the squadron; heavy damage becomes light damage.

NOTES:
Light damage can be repaired during each round of combat.
Heavy damage can only be repaired once combat is broken off.

FLEET SQUADRON SIZE BY COUNTRY

	BB	BC	B
Britain	4-8	3-3	2-8
Germany	4-8	3-6	2-8
U.S.	4-8	3-6	2-8
France	4-7	—	2-7
Austria	4-6	—	2-5
Italy	4-6	—	2-5
Russia	4-5	—	2-4
Turkey	(2-3)*	—	1-3 (Goeben 1-2)
Greece	—	—	2-4
Netherlands	—	—	2-5

*Size of squadron, if Britain sends the dreadnoughts to Turkey (see Diplomacy module).

FLEET ORDER OF APPEARANCE

Britain
Aug 1914	1BB (unless sent to Turkey)
Jan 1915	1BB
Sep 1915	1BB
Aug 1916	1BB
Jan 1917	1BC
Sep 1917	1BC
(Mar 1918	1BC)

France
Sep 1915	1BB
(May 1916	1BB)
(May 1918	1BB)

Russia
Jan 1915	1BB (Baltic Sea)
Oct 1915	1BB (Black Sea)
(May 1917	1BB) (Baltic Sea)

U.S.
May 1916	1BB
Mar 1918	1BB
(Mar 1919	1BB)

Germany
Sep 1915	1BC
(Mar 1916	1BB)
Jun 1916	1BB
(Mar 1918	1BB
(Mar 1918	1BC)

Austria
(Mar 1916	1BB)

Italy
May 1915	1BB
(May 1917	1BB)

Ships in parentheses are optional. These squadrons would only be available if each country continues to build those ships planned and laid down in their shipyards. ☆

DISENGAGEMENT TABLE

		Pursuit Unit		
		BC	BB	B
Withdrawal Unit	BC	1-4	1-5	1-6
	BB	1-2	1-3	1-4
	B	1	1-2	1-3

Number indicates die roll needed for disengagement.
Naval units, with light damage add one to their die roll.
Naval units with heavy damage add two to their die roll.

PORT REPAIR OF NAVAL UNITS BY NATION

	Damage	
	Heavy	Light
German	3	1
British/U.S.	2	—
French	4	1
Others	6	2

STEPPING STONE TO SUEZ:

The Proposed Air Assault on Cyprus—1941

by Vance von Borries
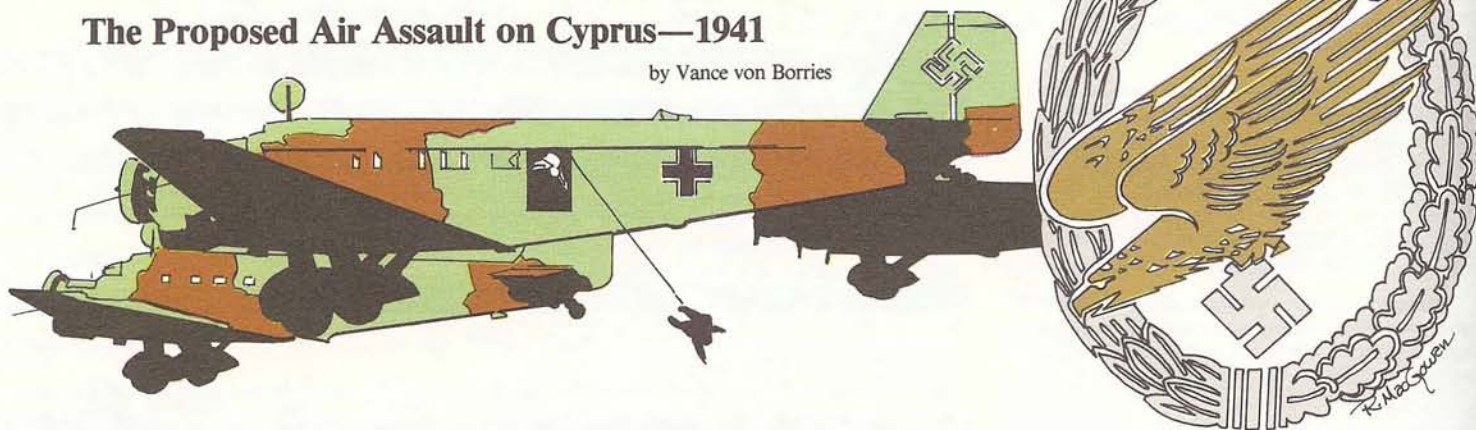
Vance von Borries, for those of you who don't memorize design credits, is the designer of ASSAULT ON CRETE. The hypothetical action portrayed here is not far removed from the popular bonus game INVASION OF MALTA included in the AOC game and reflects similar research and design approaches. The "variant" is made even more plausible for those of you possessing the game by the insertion in this issue of a full color CYPRUS map for use with the variant. The necessary counters can be copied from the Organization Card, or ordered in die-cut form for the sum of $1.00 plus a stamped, self-addressed envelope from: Richard Gutenkunst, Box 3301, Traffic Station, Minneapolis, MN 55403.

As the struggle for Crete drew to its inevitable end, the paratroopers of 7th Flieger Division were gradually pulled out of the front lines. They had accomplished their mission: that of securing an airfield to allow the landing of the mountain troops who would capture the island. Many objectives, however, eluded them, not the least of which was the capture of most of the Allied troops on Crete. Indeed the tables had been turned, they themselves had suffered the heavy casualties, almost 50 percent, and disproportionately so among the officers. In spite of the casualties the paratroopers still displayed the enthusiasm and elan necessary for yet more operations. Where did the paratroops go after the battle? The very thing they did not do was to follow up the success of Crete, however limited, with additional conquests nearby. One such conquest could have been the British held island of Cyprus.

The idea of rounding off the successful Greek campaign was put forward by the Luftwaffe (Gen. Lohr, G.O.C. 4th Air Fleet) on April 15th to Goring. This was the operational plan for Crete and it included an analysis of objectives to pursue after the capture of Crete. A somewhat similar operation for the capture of Malta had been under consideration for some time having been presented by the Wehrmacht Operations Staff. The Crete plan would be the competing Luftwaffe entry. Goring was perhaps looking for just such a plan. He was enthusiastic about airborne operations and proclaimed the view that the Luftwaffe and its components was itself capable of fighting and winning campaigns without assistance from the army. Crete and the subsequent operations could perhaps restore the prestige he had lost after the Battle of Britain. He submitted the plan for Crete to Hitler on April 16th.

The Crete plan and especially the idea of follow-up operations was mainly the conception of Gen. Student, commander of all parachute forces. His plan called first for the capture of Crete, then the capture of Cyprus with a diversionary operation to

Syria in co-operation with the pro-Axis Vichy French authorities then in control there. After these operations and maybe even a diversion by Rommel's Afrika Korps, the airborne battalions would reach for the Suez Canal. Student likened each phase of the campaign as a "leapfrog" assault thereby projecting Luftwaffe control over the Suez Canal via a series of "stepping stones", hence the name, the Stepping Stone plan. Student's superior, Goring, excitedly endorsed the idea and pestered Hitler for days about the plan. Hitler was not impressed. The prospect of one commitment leading to another did not appeal to him and doubtlessly he worried that the never ending commitments would somehow upset the timetable for the invasion of Russia. Hitler preferred to leave the Mediterranean to Italian ambitions and capabilities. On April 25th Hitler relented and issued Fuhrer Directive No. 28,

"An operation to occupy the island of Crete (Operation Mercury) is to be prepared with the object of using Crete as an airbase against Britain in the Eastern Mediterranean".

No mention was made of further airborne operations. In a sense Operation Mercury was a compromise similar to many he would later make in Russia. By the "Middle East" Fuhrer Directive issued May 23rd and Directive No. 31 dated June 9th Crete indeed became an airbase but serious offensive operations would be conducted only *after* the successful conclusion of Operation Barbarossa, the attack on Russia. Thus there was no definite plan of action for the paratroops after the capture of Crete.

While the possibility of large operations would vanish regardless of the degree of success on Crete, the possibility of small scale operations should not have likewise been disregarded. Some air transport capacity and combat air strength was still maintained in the central and eastern Mediterranean with the multi-purpose view of sustaining Rommel in Libya and the encouragement of insurrection in Iraq, Persia, Syria, and elsewhere. Indeed, battalion-sized operations were planned for 1942 against Iraqi and Persian oilfields but were never sanctioned by Hitler. It may be argued that the air forces available were inadequate, yet the Allied command still believed in the threat and maintained substantial garrisons throughout the Middle East. It is as yet uncertain how the extent of the Allied deciphering of the Enigma Code might have altered strategic thinking for the area but western military historians have pointedly maintained that Allied command could not be *sure* that Germany did not have another parachute division in reserve, ready for use, or that Hitler would not change his mind. So great was the uncertainty that Allied command signaled London shortly before the attack on Crete with the speculation that perhaps Cyprus was the real target and not Crete. The stepping stone plan

was bold considering its scanty resources but if executed it would have vividly demonstrated the strategic use of airmobile troops. It relied on overwhelming air superiority, the high mobility gained by that superiority, strategic suprise, and the demoralized nature of the opponents. Had the plan succeeded it would have driven the Allied forces completely from the eastern Mediterranean basin.

The stepping stone plan might have been reactivated given the actual events occuring beginning June 8th. On that date Allied forces invaded Vichy French Syria and Lebanon. The Free French forces had long agitated to try to rally the Levant to DeGaulle but the primary motivation to enter the Levant was the fear that German airborne forces would appear there first and that Germany would use the spectre of airborne forces and unrest in the Levant to persuade Turkey to join the Axis. As a study of a map will show, any Axis effort to send troops directly to the Levant would mean such troops would have to fly or sail directly past Cyprus. Allied aircraft based there could effectively cut off all movement to or from the Levant. So if the Axis were going to intervene in the Levant they would need to control Cyprus.

Under either the Stepping Stone plan or the Intervention plan, could 7th Flieger Division have captured Cyprus? It had taken a severe beating on Crete. Roughly half its personnel had become casualties. One battalion in each regiment had been destroyed almost to the last man. In the other battalions the survivors were exhausted and disorganized. Roughly two weeks after the end of the battle for Crete the division was still in Greece but had not re-equipped or received replacements. If the division went into action it is fair to estimate that because of a shortage of officers it would leave behind perhaps a third to half of its personnel as a cadre from which to reconstruct the division. A good estimate would have the division jump with about one quarter the strength it used against Crete, roughly 2500 men. Interestingly, the Allied command expected an attack of some 7-8000 men in 450 aircraft. Subsidiary to the operation, the Italians doubtlessly would have been called upon to assemble a new invasion fleet of the usual fishing boats, harbor tugs, and lagoon ferries but the success of this effort would once again depend on the airborne forces. Notably, the very way Student named his strategy reveals that there would never be any serious naval support. All relief would have to arrive by air. Other difficulties would include a lack of fighter cover (for both sides), a hostile native population, and a lack of good intelligence data. There was also the difficulty of supply for the large forces in southern Greece. Again there would be a shortage of transport aircraft. Half the original transport force was destroyed on Crete and because

of the brief lead time between operations, many of the remainder would fall out due to mechanical failure. There was also the airlift to Syria to consider. Yet given the German ability to organize, air and naval forces with tactical plans probably could have been assembled within a week.

The Allied decision to invade Syria also meant a decision not to try to hold Cyprus. The Allied forces there were ordered only to put up a fight before evacuating. These forces were weak but a portion was motorized which indicates fighting would be vigorous. The total forces present consisted of one regular British infantry battalion, one under-strength commando battalion, the 7th Australian cavalry regiment also understrength but mounted on trucks, about 15 light tanks, and two Cypriot battalions of uncertain quality. On June 13th, the 7th (British) Division was organized at Nicosia for deception purposes from various headquarters detachments already there. Nominally it had three brigades but in reality it controlled only those forces on Cyprus as mentioned above. In sum, the Allied forces, excluding Cypriot units, could not have amounted to much more than 2200 men. With these scattered over several locations the difficulty of warding off a concentrated airborne attack becomes obvious. Things would soon change, however. The British 50th division, just beginning arrival in the Middle East on June 13th, was promised for Cyprus. The first component, 151st Brigade, went to Cyprus on July 25th. The remaining brigades, 69th and 150th, arrived in Cyprus on August 6th and 14th respectively. With the arrival of these units a late invasion would have no chance of success.

Given German intervention in the Levant during June and given a Turkish reluctance to provide transit, Cyprus would be a base necessary for the support of operations in Syria. To pick an appropriate historical date for the invasion of Cyprus risks controversy but with that risk in mind, June 17th seems appropriate in light of current events in eastern Europe, Libya, and Syria. Another possible alternative date would be July 2nd. On the 1st, Vichy had appealed for German air cover for Vichy convoys to Syria. The last possible date would be July 11th when Vichy was ready to sign an armistice. Each date is an opportunity but all depend on whether sufficient forces have been retained to make the operation possible; forces that would have remained idle until then. Finally, it is likely that had the Germans invaded on any of the above dates they would have succeeded and without unacceptable loss to the paratroops, but considering that the paratroops would have been jumping virtually without knowledge of Allied tactical deployment it would have been possible to seriously miscalculate.

Churchill viewed the impending Crete operation as ". . . a fine opportunity for killing the parachute troops." A campaign such as the Stepping Stone plan would offer the Allies many more opportunities to engage and kill paratroopers with non-specialist infantry. The weakness of the plan was that it relied on the survival of a very small number of men in the parachute division. The vitality of the parachute arm relied upon its leadership. An airborne force bereft of its leadership would only be so much infantry and all the lessons of the campaigns would have been lost thus hindering future airborne development. Without strong leadership the division would lose that keen edge of initiative in the assault and would soon be its own cause for defeat in battle. The Stepping Stone plan was an ad hoc strategy to be run on a shoestring. A follow-up attack on the Suez Canal with the same parachute division after both Crete and Cyprus might court disaster. Given the well known supply difficulties of Rommel's Afrika Korps, there would be no panzers

just a few hours away to bail out the paras as there was in Holland and at the Corinth Canal. On July 17, 1941 Hitler remarked to Student,

"Crete proved that the days of the parachute troops are over. The parachute arm is one which relies entirely on surprise. In the meantime the surprise factor has exhausted itself."

THE BATTLE FOR CYPRUS—1941

THE BATTLE FOR CYPRUS—1941 uses the *AIR ASSAULT ON CRETE* rules system with variations and expansions in the rules sections below. All rules (except sections J and K) will apply to any Scenario being played.

A. INTRODUCTION

The second step of Gen. Student's strategy for the capture of the Suez Canal involved the capture of Cyprus. But it was with the first step that the plan went awry. German losses on Crete in the parachute assault force were considered too high to pursue the plan to its conclusion. Yet the British garrison of Cyprus was correspondingly weak. Had Gen. Student realized this, he might have made the effort for its capture regardless of the decimated state of his parachute division. This game recreates the battle that might have occurred, the battle for Cyprus, given the decision to go ahead with the invasion. It is the summer of 1941 and there may be only one opportunity to invade and capture Cyprus.

Only a portion of the island of Cyprus is shown. There was another airfield at Larnaca just off the south edge but the airfields around Nicosia are the most important. Mapboard scale is two miles per hex.

B. GAME EQUIPMENT

1. In addition to a knowledge of the rules system this game requires use of some equipment from the *AIR ASSAULT ON CRETE* game: generally the rules booklet and the results tables card. There is some overlap of counters but a complete and exclusive set of counters is available for separate mail order purchase for this variant. See the introduction for ordering instructions. The mapboard is provided as a special insert in this issue.

2. Game equipment provided:
   a. mapboard
   b. Organization Card
   c. game rules
3. New unit types:

    ⊠ motorized infantry   partisan

    ⬆ strongpoint   ɪ

4. Unit abbreviations:

Bren	= light armored tracked vehicles carrying the "Bren" light machine-gun.
cav	= "cavalry", in name only
Cdo	= commando
Cyp	= Cypriot
eng	= engineer
EYk	= East Yorks
For	= Foresters
GH	= Green Howards
Ord	= ordnance personnel

C. PREPARE FOR PLAY

Before beginning the game, the players must decide which Scenario will be used (see the Organization Card). There are three Scenarios depicting two possible invasion dates. Punch out the appropriate unit counters and position them in the designated boxes on the Organization Card. Both players now set up units on the mapboard according to the following procedure:

1. The Allied player places his strongpoint counters face up on the mapboard. He does not position any other units on the mapboard at this time.

2. The Axis player now will write down, secretly, on a separate piece of paper the exact target hex for every parachute unit. He may conduct battalion substitution prior to placement and individually target each company. Each unit must be placed in the indicated hex (prior to drift) during Airborne Assault regardless of how the Allied player has positioned his units. The initial placement of parachute units is limited to within THREE hexes of an airfield.

3. The Axis player must repeat the procedure in C.2 now, before play begins, for those reinforcements to arrive on Turn #3. The Axis player has no sea movement capability.

4. After the Axis player has completed writing down the target hex for each of his units, the Allied player places all his remaining units on the mapboard as desired. All units except strongpoints are placed inverted.

Important: There is no first turn "Special Surprise Rule".

D. TERRAIN EFFECTS

1. *New Terrain:*
   a. Castle—Medieval fortresses for tourists only, no effect on movement or combat.
   b. Nicosia—A unit's ZOC does not extend into Nicosia but it does extend out. Nicosia is surrounded by a series of bastions built by the Venetians.
   c. Ridge—The hexsides covered by this feature are impassable to all movement and ZOC does not extend across. The ridges and rough terrain represented by the game map actually consist of very mountainous and difficult terrain.
   d. Rivers—A unit must spend one MP to cross a river hexside and it must be able to spend the necessary MPs to enter the hex on the other side of the river. If all attacking units are attacking across a river hexside than add "1" to the die roll result.

2. *Special Terrain Cost for Motorized Infantry:* This unit spends only ¼ MP to move along a primary road and only ½ MP to move along a secondary road but it spends 2 MPs for clear terrain and may enter rough terrain only along roads. The movement point costs for other terrain are the same as before. *Note:* these same effects should apply for any truck style of unit players might wish to introduce to play.

3. *Reconnaissance Units:* These do not double on defense when in a city or on rough terrain/road but do benefit by the effect of a river on combat.

E. STACKING LIMITATIONS

No more than SEVEN stacking points of friendly units may be in the same hex at the end of any combat phase or friendly movement phase.

F. BATTALION SUBSTITUTE COUNTERS

1. Axis battalion substitution is conducted in the same manner as before but note that the number of company sized substitute counters per battalion is less. Follow the chart on the Organization Card.

2. The parachute "RHQ" unit may be used in battalion substitution in place of any battalion HQ unit that has been eliminated, however, at least one of the original companys of that battalion must be used in the substitution.

3. The Allied "#11/Cdo" (Turn #4) and "Forester" battalions may conduct substitution in a manner similar to the Axis, however, only the exact units for each battalion may be used to reform the battalion counter. See the Organization Card for the exact units involved.

G. SPECIAL UNITS AND FUNCTIONS

1. *Allied Artillery:* All Allied artillery units fire at full strength only at up to half range due to the

scale change. They fire at half strength at from half range up to full range. (Optional) Exception (for play balance): When Scenario #1 is chosen (only) the original rules apply. At ALL times an artillery unit may not fire at all during a turn in which it is moved.

2. *Allied Strongpoints:* These represent small detachments entrenched in wired all-around defense positions.

a. This unit may not move and has *no* ZOC. It does *not* nullify enemy ZOC in its hex.

b. Enemy units may move on top of a strongpoint but must stop there for the rest of the turn. At the start of the next turn they may move off in any direction allowable.

c. A strongpoint does prevent enemy airlanding in the hex it occupies.

d. Strongpoints may be stacked together during Allied Prepare for Play and are never inverted.

e. A strongpoint may attack any adjacent enemy stack or a stack on top of it, ignoring the rest. It may not advance after combat. It need not attack, even those enemy units stacked with it.

f. A strongpoint lends its defense strength normally to all Allied units stacked with it. Enemy units need not attack it if they are stacked with it (including parachute units landing on it, unless another Allied unit is stacked with it).

g. A strongpoint ignores retreat combat results (exception: see G.4). It may be eliminated only by DE, AE, or EX combat results per normal rules. It does not block the retreat of enemy units and enemy units may retreat from its hex.

h. A strongpoint does not double on defense but does receive benefit from a river.

3. *Axis Anti-Tank Unit:* The Allied player does not subtract "1" from the die roll because of his armor unit if this anti-tank unit is defending.

4. *Axis Engineer Unit:* If this unit is conducting an attack or participating in an attack on a strongpoint then the strongpoint is eliminated if the combat result is DR.

H. REINFORCEMENTS

1. Both sides receive reinforcements. These may not be delayed or declined.

2. The target hexes for the Axis reinforcements must be planned during Prepare for Play and may not be changed later. The target location is not shown to the Allied player.

3. The Allied reinforcement on Turn #4 is placed on the first playable hex on the eastern edge of the mapboard. It may not be placed on top of an enemy unit. It may move normally during the movement phase. It may already have undergone substitution prior to placement.

I. CYPRIOT PARTISANS

1. At the end of the Axis player segment of the first turn these units are placed on the mapboard.

a. Place on any town still friendly to the Allied player.

b. The partisans cannot move or attack this turn but may do so normally on any future turn.

2. Partisans control only the hex they occupy.

3. When the Axis player attacks partisans alone, all attacks at 5-1 or greater odds are resolved as 5-1 odds. If the partisan is stacked with a regular unit it is treated as a regular unit.

4. A partisan cannot combine its attack strength with any other Allied unit unless a unit of the "Cypriot" battalion is stacked with that unit and both are attacking the same defender and the "Cypriot" battalion headquarters is still in play.

J. AXIS SUPPLY LIMITATIONS

The Axis player must capture and hold friendly at least one airfield at the end of Turn #8 or his units will suffer the following penalties:

1. If the Axis player fails to hold an airfield

under friendly control by the end of Turn #8, Axis offensive capabilities are reduced as follows:

a. All attacks made by Axis ground units are modified by adding "2" to the combat result die roll.

b. All Axis ground units are reduced to HALF (rounded down) their normal movement allowance.

2. These modifications are effective beginning on the Axis player segment of Turn #9 and continue until such time as the requirements have been met at the beginning of any subsequent Axis player segment. Axis units are restored to full effectiveness at the beginning of any Axis player segment in which the supply requirements have been satisfied.

K. HOW TO WIN

1. The set of victory conditions to be used is determined by the Scenario in play. For each Scenario the Axis player must, in addition to preventing the Allied player from achieving his victory conditions, capture any one airfield and Nicosia and hold them both simultaneously for two consecutive turns after Turn #8. The Axis player must accomplish this and avoid Allied conditions in order to win the game. The special conditions for each Scenario are as follows:

a. *Scenario #1:* The Allied player must inflict at least 22 casualty points on the Axis player and evacuate at least seven stacking points.

b. *Scenario #2:* The Allied player must inflict at least 32 casualty points on the Axis player and evacuate at least nine stacking points, at least two of which must be commando.

c. *Scenario #3:* The Allied player wins by preventing the Axis player from capturing and holding an airfield and Nicosia simultaneously for two consecutive turns after Turn #8.

2. The Allied player may evacuate units on any turn after Turn #4. The Cypriot partisan units and strongpoints may not be evacuated. Allied substitute counters may be counted as stacking points evacuated.

3. The Axis battalion-sized airborne units count as eleven casualty points each for victory condition purposes.

L. THE STEPPING STONE PLAN (optional rule)

CRETE and *CYPRUS* can be linked into a campaign game and, indeed, this is what makes the situation interesting. A true *campaign* game would involve all three games in the *CRETE* system and possibly other games as well and the various strategies pursued may mean one or more islands would never be invaded, but this is all beyond the scope of this game. This rules section will only present guidelines on how to continue action on Cyprus after the normal conclusion of a *CRETE* game.

For the first step players must decide on the date for the invasion of Cyprus. One guide to forces available and date possibilities can be found in the game *DRIVE ON DAMASCUS*, a recent game by another publisher. In that game if the Germans intervene in Syria a date must be chosen by the Vichy (Axis) player, and the invasion of Cyprus would occur simultaneously. While the 2 July and 11 July dates would not be valid dates for that game, they are still realistic for *CYPRUS*. If one best date must be chosen, it would be 17 June. Scenario #1 assumes this date.

Scenario #1 lists all the Allied units historically available on Cyprus. There were no net additions or subtractions to the force until the 150th Brigade could have been available for 2 July. For *any* date the Allied player could elect *not* to receive these instead as the Scenario #2 units. Replace the *CRETE* commandos with the Scenario #2 commandos with one of them arriving as reinforcements as shown. Additional Allied units for Cyprus were unlikely.

The method summarized below forms a computational method of determining the size of the Axis force available for 17 June.

1. Units eliminated remain eliminated.

2. Separate the remaining units into their respective "regiments" and into "other" (i.e. the "divisional" units).

3. Remove one third of the attack strength points of each regiment removing first the "RHQ" and 13th and 14th companies. Place the remaining two thirds of each regiment into the units available pile.

4. If "Sturm" regiment is below 50% of original strength (before removing the one third), it is not used. If it is still to be used, consider *all* "Sturm" units as parachute. No gliders are available. If any other regiment is below 20% (six strength points or less) then that regiment too is not received.

5. From the "others" category choose one unit of each type: a-tk, flak, MG, or engineer (company). If all originals of that type survived then receive an extra unit of that type only. A unit of a type is not received if only one unit of it is left.

6. One mountain regiment is automatically received and it must be received as the mountain regiment shown in the *CYPRUS* Order of Battle. Set aside all other mountain regiments.

7. For later dates the Axis player should add, every five calendar days, eight combat strength points (his choice of units).

8. Finally, players must agree before play has started to conduct a full campaign and will have to decide for themselves what constitutes victory.

IN CLOSING
Hints on Strategy

For the Axis Player: Spread one battalion over several locations to lock the Allied units for one turn and to test his order of battle. Concentrate all remaining units including the reinforcements on one objective with as tight a landing pattern as can be managed. Reform the battalions as soon as possible and avoid exposing the headquarters companies to Allied attack. As an overall plan, concentrate on only one target each turn. Do not spend time attacking partisans and lone units.

For the Allied Player: Deception and the first turn are the best Allied weapons. If you are going to concentrate on defending one airfield be sure to still leave a token defense at the other to guard against a token Axis landing force. Do not let him have an airfield on the first turn. An interesting deployment is to establish three or four outposts with the Cypriots and mobile detachments. These could close in behind an Axis advance.

Comments

Many games have inherently good mechanics that can easily be applied to closely related situations or nearby battles fought and unfought. While a game has its own definite boundaries outside of which the player is not responsible, variants such as this can introduce the feeling for future planning. Fortunately, the Cyprus situation is a quick scenraio. I could have left it as just a puzzle, a curio to add to *AOC*, but the several strategies allow this game enjoyment and the challenge of second-guessing your opponent. Finally it contributes historical insight into a very important question of WWII. I should confess that in this design the Allies were given the benefit of the doubt in a few cases and the Axis force reflects a conservative estimate, but the estimates are close and it does make a good game. My thanks to John Burtt and John Jones for their aid in playtesting. I invite comments on this variant, other variants, or the original game at my 5122 Dunvegan Rd., Louisville, KY 40222 address.

☆

ORGANIZATION CARD

ALLIED UNITS

All Scenario #1 units are used in each Scenario in addition to other units listed.

a. *Scenario #1:* "17 June"; General Student receives approval for his Stepping Stone Plan (rule L applies to this Scenario only). The units below are those historically available.

(1) Place as desired
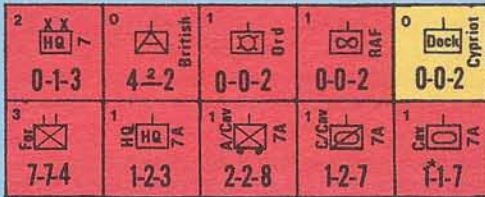
Place first
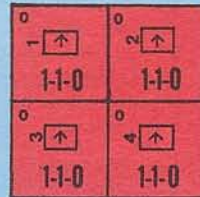
(2) Cypriot battalion; place as desired

(3) reinforcements

Turn #1

Turn #4
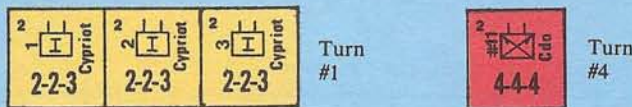
b. *Scenario #2:* "Layforce Commandos" These are the reserve that was sent to Crete in the final hours of that battle. They could have instead reinforced Cyprus. The date can be either 17 June or 2 July.

(1) place as desired

(2) reinforcement

Turn #4

c. *Scenario #3:* "The Final Hour"; It is 2 July and British command has learned Germany will intervene in Syria. The 150th Brigade is rushed to Cyprus and has just completed arrival on the 1st.

(1) place as desired

(2) reinforcement

Turn #4

ALLIED SUBSTITUTE COUNTERS

AXIS UNITS

The same Axis units are used for each Scenario.

a. *Parachute Units*

Turn #1

AXIS SUBSTITUTE COUNTERS
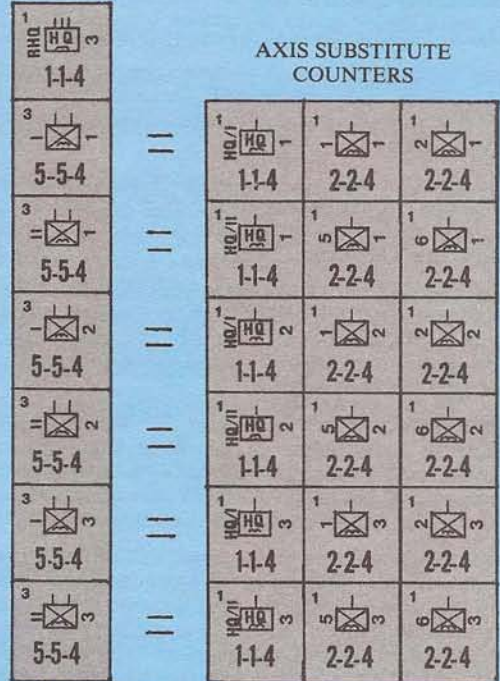
b. *Luftwaffe Units*

c. *Axis Reinforcements*

Parachute—Turn #3
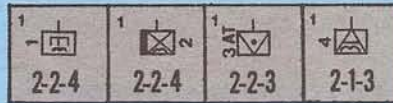
Airlanding
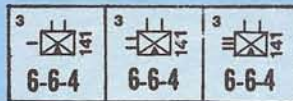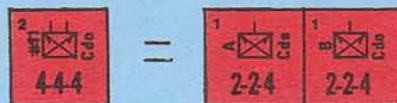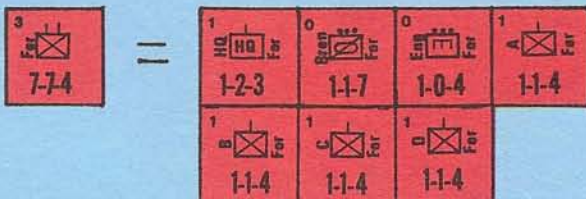
OPERATION TORCHLIGHTER

THE END-GAME IN AFRIKA KORPS By Frank Preissle

The Commanding General, Middle East

Cairo
7 May 42

TO: The Prime Minister

SUBJECT: Fortnightly Status Report, North Africa Theatre

Enemy activity continued conservative and predictable this period. Have now confirmed previous information that Rommel is inspecting supply conditions well to west of front in vicinity of Msus.

Without his presence, Axis advance routine. Empire outer defense line maintained by elements of 1st South African Division held under pressure, but casualties required three brigades to stand down.

Strengthening Tobruk garrison proceeds as planned. 22nd Brigade replaces 7th Brigade. Using normal replacement units, by 1 June we will be fully capable of capitalizing upon any weakness in encirclement by the three Italian divisions investing the fortress.

Reports from the 3rd Armoured Car Brigade indicate Axis strength in desert south of the Great Snake Escarpment is minimal. Plan to maintain current defensive alignment there by elements of 9th Australian Division, adding renewed 7th Armoured Car Brigade to anchor extreme southern flank.

Proceeding upon above intelligence, will switch Mersa Matruh defensive tactics, placing three armoured brigades, four infantry brigades and two renewed support group battalions on the front line. With our line thus augmented by nearly 400%, expect to inflict severe damage on another predictable enemy advance. Maps showing our current and planned positions are enclosed.

Only untoward news is the 3rd Armoured Car Brigade, continuing its invaluable reconnaissance mission, was detected south of Halfaya Pass and reports it has been surrounded.

In view of recent threats to India, am prepared to stand on the defensive while providing a considerable number of our forces to reinforce the Indian theatre.

Your obedient and respectful servant,

General Sir Claude Auchinleck
Commanding

Office Of The Prime Minister

London
12 May 42

Commanding General, Middle East:

This beleaguered isle takes heart in your reassuring report.

While we are grateful for your offer to denude the Middle East further for the sake of the Indian danger, we feel that the greatest help you could give to the whole war effort at this juncture would be to engage and defeat the enemy on your western front.

The president still wavers regarding Operation Torch, but I am determined to push it forward and invest the full length of French North Africa from the sea. Your offensive is crucial to the success of Torch.

Good hunting!

Winston

Axis Move, I May: This is the situation at the end of the Axis move. The Axis records AV's against Allied units at I45, J45 and K46. The 1SA/3 has just been isolated. Up to now, hampered by heavy supply losses caused by a pesky British Navy, Rommel has played quite conservatively. He has lost two units: 15/115 in a soak-off on the Tobruch escarpment early in the game; and 21/104 in a winter soak-off in an attack that eliminated British 1/2. The 21/104 was brought in as a replacement 1 April. The Allies have used all but one of their replacement factors, resurrecting 1/2, 9A/18, 7/31 Motor and the three New Zealand brigades at N51. The Allied commander has played quite well, although he hasn't been pressured hard by Rommel. He has a secure hold on Tobruch and is well forward along the snake-like escarpment south of Matruh. Although he has lost 31 units (37 factors), that's an average of only slightly more than one unit per turn for the 27 Axis turns that have taken place. His current strength nearly equals the Axis in factors, 45 vs. 53 (counting accumulated replacements and the Allied reinforcements due this turn). Note the switch at Tobruch, trading the 3-3 for a 4-4. Anticipating Rommel might consider pulling one of the Italian divisions from Tobruch to aid in attacks on the Eastern front, the third 4-4 in Tobruch sets up a 3-1 attack out of the fortress (using three 2-2's as replacements) if Rommel defends at H24/H26. An H25/H26 or G24/H26 defense would allow attacks at 1-2 or 1-3, in which an AB would allow Allied units to escape out of Tobruch and present serious problems for Rommel.
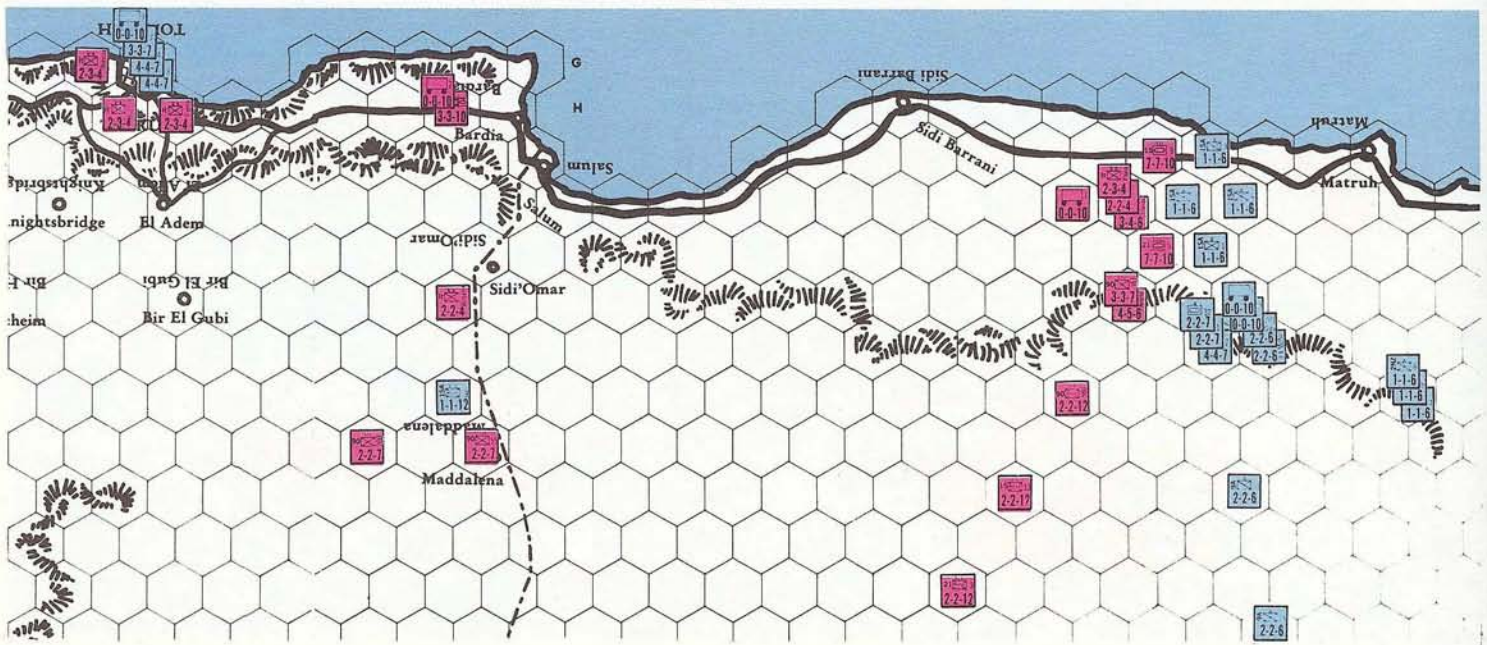
The Commanding General, Middle East

Cairo
21 May 42

TO: The Prime Minister
SUBJECT: Fortnightly Status Report, North Africa Theatre

Serious losses were suffered by the 8th Army during the period. Rommel unexpectedly returned to the front line and launched an untimely major frontal assault upon our Mersa Matruh perimeter at precisely the moment our units were moving into their defensive position.

The coincidence of the enemy's choice of timing bears major responsibility for the intolerable suffering sustained by our forces. Seven of the nine units holding the perimeter have been temporarily decommissioned as a result of the attack.

Morale has been severely disrupted by rumors Rommel was in possession of our Order of Battle and Movement Orders.

Despite losing 20% of our committed fighting strength, this command takes heart in the excellent performance of His Majesty's Naval Forces. Our intelligence indicates not a single Axis supply ship of any appreciable size was able to dock during the fortnight.

We have confirmed information Rommel's supply situation is so serious that he will be able to mount only one more major attack during the coming six weeks.

The 8th Army will be able to withstand further assaults with the assistance of promised August reinforcements and normal replacements, but considering our losses during the fortnight we cannot now expect to go over to the offensive until late in September at the earliest.

With Rommel now on the front, we are returning to our previous defensive tactics at Mersa Matruh, risking only those forces which we are confident can thwart any attempt at a breakthrough but not unnecessarily exposing additional forces. Maps showing our current and planned positions are enclosed.

The 3rd Armoured Car Brigade has been authorized to break into small parties and seek safety by infiltrating the enemy lines which surround it.

General Sir Claude Auchinleck

Office Of The Prime Minister

London
26 May 42

Commanding General, Middle East:

It is with heavy heart we receive your sad tidings. The grievous losses suffered this past month by our Commonwealth partners from New Zealand and South Africa weigh upon us like leg irons on a long-distance swimmer.

Our intelligence chiefs have convinced me Rommel's fortuitous timing is beyond the province of coincidence. I have accordingly instructed them to place top priority in finding the source of the leak.

I pray you will reconsider your estimation that the offensive requires withholding until the summer has passed. While I appreciate the current losses will curtail some of your option, an immediate attack is imperative for the success of Operation Torch as well as the safety of Malta.

We are agreed that in spite of the risks you would be right to attack the enemy and fight a major battle, if possible during May, but in any event, the sooner the better.

Let us put our faith in His Majesty's Navy. Good fishing!

Winston

Axis Move, 11 May: With time running out, Rommel jumps at the opportunity offered him by the Allied commander, launching a masterful attack against the stacked units west of Matruh, 21/5 and Trieste hit the New Zealand contingent at K47 in a 3-1, with Trieste lost in an exchange. 15/8 and 21/104 attack the 146 units at 3-1, scoring a DE. Sabratha, Pavia and 90/55 also roll a DE in a 3-1 vs. 1st Armor. Finally, 90/361 comes close to making it a clean sweep, forcing a DB on a 1-2 vs. 32nd and 1/2 armor. One recce had to replace 90/55 in the encirclement of 1SA/3. The other two recce's withdraw slightly to avoid being surrounded at 3-1 if the attack should turn sour and the Allies decide to counter. Ariete holds a defensive position on the escarpment. 15/115 is brought in as a replacement. Although clearly shaken by the attack, the Allied commander retires to an acceptable blocking position, cursing his earlier decision to switch defensive tactics in an attempt to force Rommel into soak-offs if he wished to continue his conservative AV attacks. However, he sleeps easy given Rommel's supply situation. He now trails in factor strength by 51-38, but that's not a problem. No Allied reinforcements enter this turn.
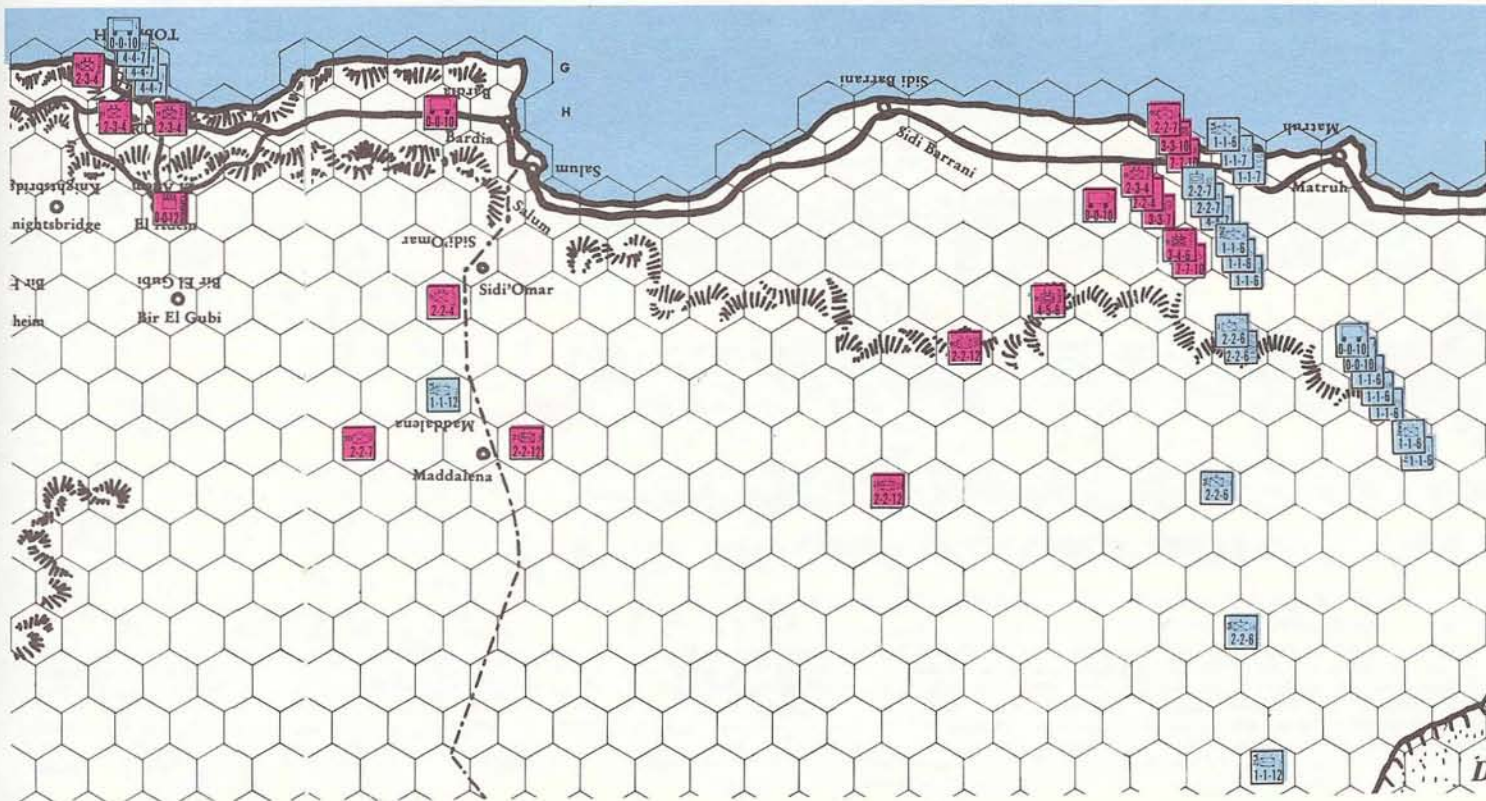
The Prime Minister:

Has the Almighty forsaken the Empire? Once again, precisely as the 22nd Armoured Brigade was rotating to the front to allow the 3rd Armoured Brigade a well-earned rest in the rear area at Tobruk, Rommel launched a massive assault on the fortress' defenses. Our losses have been heavy. Outer perimeter defenses being withdrawn by General Ritchie.

Auchinleck

London
7 June 42

Commanding General, Middle East:

To what position does Ritchie propose withdrawing? Presume there is no question in any case of giving up Tobruk. As long as Tobruk is held no serious enemy advance into Egypt is possible. We went through all this in April 1941. Retreat would be fatal.

Churchill

Cairo
14 June 42

The Prime Minister:

Yesterday I received following message from Major General Klopper, Tobruk, commander: "My HQ surrounded. Infantry on perimeter still fighting hard. Am holding on, but do not know how long." He asked for instructions and was told: "Come out tomorrow night preferably, if not tonight."

I deeply regret that you should have received this severe blow as a result of defeat suffered by my command. If it is your desire, please accept my resignation. I suggest General Harold Alexander as a worthy replacement.

As to the current situation, 30,000 troops were lost in Tobruk. This is approximately 30% of our front-line strength. Unless His Majesty's Navy can destroy Axis troop transports known to be approaching Tobruk, we will soon be outnumbered 2-1. Captured supplies will relieve Rommel's shortages. Impossible to reconsider offensive prior to late September. Situation map follows.

Auchinleck
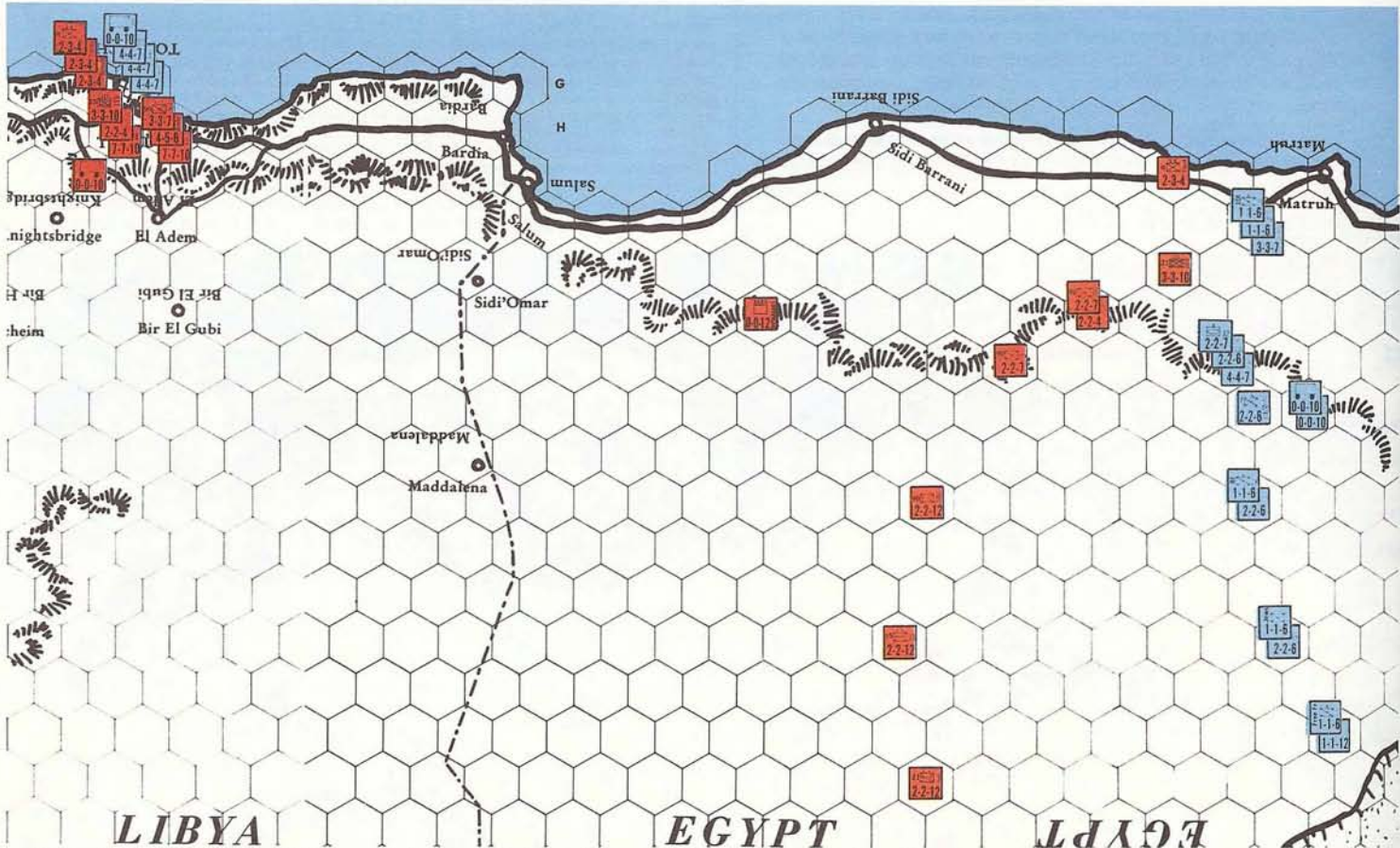
Axis Move, I June: II May was just a prelude. The second half of Rommel's brilliant tactical maneuver is unveiled as he suddenly whirls and assaults Tobruch. Trenta, Fascists and Ariete win the key attack, drawing a DB in a 1-2 vs. 4th and 22nd armor. The remaining forces mop up the 3rd armor in a 3-1, capturing the Allied supply as Brescia enters the city. The I June Axis reinforcements have been held off the board to enter Tobruch next turn. Rommel had decided last turn on this two-phase assault, given he had only two supply units on board. Without Tobruch, he could launch only seven more attacks on the Eastern front in the final five months of the game (assuming he attacked II May) because of the distance his supply train has to travel from the Home Base. Even if his II May assault bagged all nine Allied units at no loss to his forces, it would still be touch-and-go with a maximum of seven attacks remaining unless the Allied commander gave him another shot at large stacks of units. Note on the II May illustration that Ariete, ostensibly defending the escarpment, is in reality placed just within striking distance (exactly 18 hexes away) of Tobruch. The planned Tobruch assault would take place at 3-1, 1-2 unless all three 3-factor units were lost in the II May attack, since only one of them was necessary to top off the 32 factors needed at Tobruch. Realizing Rommel was in position to turn and assault Tobruch on I June, the Allied commander should have sent his supply to sea. The Allied commander now appears to be in deep trouble.

London
1 July 42

Commanding General, Middle East:

On June 14 you raised the question of your being relieved and mentioned the name of General Alexander as a successor. At that time of crisis His Majesty's Government did not wish to avail themselves of your high-minded offer. You stemmed the adverse tide, and at the present time the front is stabilised. The War Cabinet have now decided the moment has come for a change. Alexander will be appointed to command the Middle East, and I offer you the command of Iraq and Persia.

Churchill

As an astute *GENERAL* reader, you may have surmised the events described in the foregoing series of communiques are fictitious, and the game counters on the maps are not just clever ways of portraying a real situation. Yet, consider these facts:

. . . German code-breakers *did* provide Rommel with precise daily knowledge of Allied activities for six months, from mid-January to mid-June, 1942.

. . . Rommel's final assault on Tobruch *did* take place when new units were moving in to occupy the fortress' defense perimeter.

. . . exactly seven days before Tobruch fell, Churchill *did* dispatch his message to Auchinleck, denying the evacuation of Tobruch.

. . . Tobruch *did* fall to Rommel in mid-June, 1942.

. . . Auchinleck *was* relieved in part because he insisted the Allied offensive could not take place before mid-September, contrary to Churchill's demands (Alexander was unable to launch the offensive until Oct. 23; thus, although he was ousted from his command, Auchinleck's assessment of Allied capabilities was vindicated. Small consolation.)

. . . the Axis *did* fare poorly when Rommel was absent from the front. Operation Crusader, unleashed by Auchinleck on Nov. 18, 1941, drove the Axis back all the way from Halfaya Pass (hex J34) to Agheila in six weeks. When Crusader began, Rommel was in Rome, celebrating his birthday with his wife and discussing a planned assault on Tobruch with the Duce's Supreme Command (as commander of Panzergruppe Afrika, Rommel reported nominally to the Italian High Command.)

. . . when Alexander's final attack burst forth the following October, Rommel *was* no longer commanding in Africa, but was recuperating from various ailments in a hospital near Vienna. (Rommel's replacement, Generalleutenant George Stumme, disappeared early in the second day of the attack. His body was found the next day.) At Hitler's request, Rommel left his hospital bed and returned to Africa on Oct. 25. By then it was too late. The Allies carried out Operation Torch on Nov. 8, landing at several places along the coast of French North Africa. Faced by a force which outnumbered his 2-1 before the assault in Egypt was even begun, denied reinforcements because of Torch, and starved for supplies, by Nov. 20 Rommel was pushed back to Mersa Brega (hex W9).

This melding of facts within the game depicted here shows that although *AFRICA KORPS* is far from an historically accurate simulation, it is possible for the game to be played with many similarities to the actual situation.

To make this point even more emphatic, let's return to the Allied commander's predicament after the fall of Tobruch on I June. To say that he must be shaken by the events of the past two Axis turns qualifies for a Guinness record under the category of "gross understatements."

At the end of his I May turn, he was in full control of the situation. Then, with disastrous swiftness, 31 days later the situation appears to be in

shambles. He has lost 45% of his factor strength. Tobruch has fallen. Rommel is in a strong supply position. Counting withheld reinforcements, the Axis have 24 units with a factor strength of 65 (and one replacement factor) opposing his 13 Allied units with a factor strength of 23, plus six replacement factors. Outnumbered by more than 2-1, and with nine Axis attacks possible before the end of the game, the Allied position appears hopeless.

Right? Wrong!

Despite the seemingly overwhelming superiority of Axis forces, it is *impossible* for Rommel to win even if he receives all possible supplies and scores DE's in every attack for the final nine turns.

With characteristic thoroughness, Allied staff officers have planned for the "worst possible case," and the Allied commander has just enough unit strength to carry out this plan.

First, the Allies abandon the snake escarpment, a tactic which will go against the grain of many players. Give up that solid defensive position you've fought for so bitterly? Yes.

Why? Because it reduces the number of possible Axis attacks to eight. Any attempt to hold a line east of hex row 54 on the Allied I June move invites disaster.

By denying the Axis the opportunity to attack II June, you will have 21 units (taking all your replacements as 1-1's) in place to face the Axis attack on I July. This is all you need to implement "Operation Torchlighter."

The table which follows describes the Allied defensive placements for II June through I Oct. This plan is called "Operation Torchlighter" because it ensures holding the road to Alexandria, setting the stage for the Oct. 23 offensive, and making possible the success of Operation Torch.

Returning to our discussion of reality, putting "Operation Torchlighter" into play copies what the Allies did in real-life.

Faced by the loss of Tobruch and a severe mauling at Matruh, rather than attempting to further contest the ground in the Matruh/Fuka area, they fell back to previously prepared defensive positions at Ruweisat/El Alamein/Alam Halfa.

This tactic blunted Rommel's thrust. By Sept. 1, the DAK's offensive spirit had been ground to ashes on the burning sands along this line, never to be revived.

Your use of "Operation Torchlighter" will not only be historically correct, but will also produce the same result as history. True, the parallels are not exact (the Matruh beating followed rather than preceded the fall of Tobruch; the relative size of the forces was reversed; and "Torchlighter" allows the Axis to continue forward until mid-October, rather than stopping them at the beginning of September), but they should be close enough to satisfy all but the most demanding historiophile.

"OPERATION TORCHLIGHTER"

Units Needed	Allied Turn	Front-Line Hexes Occupied	Blocking Hexes Occupied	Units in Reserve	Units Lost	New Replacement & Reinforcement Units Next Turn
21	II June	Q60, P60, N59, L58, K57, J56	Q61, K58	13	6	2
17	I July	Q62, P62, M60, L59, K58, J57	Q63, L60 K59	7	7	2
12	II July	Q63, P63, M61, L60, K59	Q64, K60 L61	4	5	8
15	I Aug	N65, N64, N63, M62, L61, K60	M64, M63 K61	6	6	2
11	II Aug	M65, M64, M63, L62, K61	L64, L63 K62	3	5	2
8	I Sept	L64, L63, K62, J61,	K63, J62	2	4	2
6	II Sept	K64, K63, J62	J63	2	3	—
3	I Oct	J63, I62	I63	—	2	—
1	II Oct	I63	—	—	—	—

Notes:

A) Among the 21 units on II June must be at least one 4-4 and one 3-3. Strength of other 19 units is immaterial.

B) Hexes should all be occupied by a single unit, except on I July M60 must be occupied by a 4-4 and a 1-1 to preclude AV so Axis cannot occupy hex N61.

C) The 3-3 should be placed at N59 on II June to preclude AV.

By checking "units needed" column, at any time from Allied II June turn on players can determine whether the Axis still have a chance for victory. "Operation Torchlighter" assumes the Axis occupy Tobruch, all Axis supplies arrive, and all Axis attacks result in DE's. If any of these conditions are not met, Allies will automatically win with even fewer units than those shown above.

"Torchlighter" can be used as a foundation for analyzing your play in the end-game at *AFRIKA KORPS*, which opens on I March when replacements begin to flow.

When playing the Axis side, you can use it to assess the timing of an assault on Tobruch, assuming it is still in Allied hands. You may also find it helpful in weighing the merits of attack tactics, particularly deciding when to shift from AV's to lower-odds attacks.

When playing the Allied side, you can use it to guide your determination of how many units to risk on defensive perimeters and the advisability of switching between a "picket-line" approach and a major defensive build-up as the Allied commander did here on II May. (Incidentally, the Allied II May alignment shown was selected to illustrate the point, not to serve as a recommendation for handling a major open-terrain stand.)

You should also find it handy in deciding when to pull back to the historical Ruweisat/El Alamein/Alam Halfa line, allowing you to assess how much "breathing room" you have.

It is flexible enough to be adjusted according to which side occupies Tobruch and to the unit (not factor) strength of the Allies. You can move the timetable forward by calculating the maximum number of Allied units which could be lost in earlier turns or the maximum number of Axis attacks remaining. As you can see from the table, it will hold against seven successive Axis attacks.

Since "Torchlighter" is a guarantee against the worst possible luck, you can also use it to assess risk. How likely is it that the Axis will receive *every* supply and will win *every* battle, no matter what the odds? How likely are you to have an opportunity for a counterattack to hold a line for another turn?

In using "Torchlighter," you should become aware of several strategic biases inherent in the plan.

First, until victory is guaranteed, never underestimate the power of an opponent whom you may appear to be handling with ease. This is particularly true as the distance from where you are to where guaranteed victory lies becomes very short.

Second, guard against using replacement factors to revive strong units. More often than not, end-game play pivots around numbers of Allied units rather than unit strength. A corollary to this is using Allied substitute counters with caution. Chances are, if you're strong enough to use them, you'll find you don't really need them.

Third, always be awake to the possible significance of seemingly innocuous moves such as Ariete's shift from M45 to M44 on II May. While they may mean nothing, they may, as in this case, tip off your opponent's hand. While this is true in all games, it has particular relevance to *AFRIKA KORPS*, where so often one more hex of movement is crucial.

"Torchlighter," as with other game plans, is not put forward with a claim to perfection. It is possible it could be improved upon either by lowering the number of units needed or by expanding the number of turns through which it will hold. But until that happens, I hope you'll find it a useful addition to your understanding of a very enjoyable game.

END NOTES:

For the sake of allowing the communiques to correspond with the situation maps, a few liberties have been taken with historical dates. For instance, the name "Torch" was not used for the North African invasion plan until July 24; it was previously called "Gymnast." Auchinleck's offer to resign wasn't made until June 23, and then in a message to General Alan Brooke, Chief of Imperial General Staff. Churchill's decision to replace Auchinleck was not made until August 8. ☆

THIRD REICH '81

Few wargames have maintained their popularity over the years as well as *THIRD REICH*; the winner of various hobby "Best" awards, and to this day the holder of *CAMPAIGN* magazine's "Best Game of all Time" honors. This popularity is even more remarkable in light of the game's admittedly poorly developed rules. In recognition of the special qualities of this title, Avalon Hill has put *THIRD REICH* through the development process again. A team of *THIRD REICH* enthusiasts from all around the globe was assembled to test the revised edition. Years of experience with the earlier edition helped formulate the revision during a blind playtest session. The results have been more than gratifying with our most enthusiastic testing response ever.

THIRD REICH '81 is much more than a cleaned up version of the old game, although the rules presentation itself is much improved over the first edition. Among the changes is a completely revised mapboard with terrain changes that have profound effects on the game, while being both more functional (no ambiguous hexes) and attractive. The scenario cards have been revised to provide more useful information at the player's fingertips and also provide the U.S. and French players with their own separate cards.

However, the biggest change is in the rules themselves. Not only are they more complete and better organized, but they contain many design changes which drastically improve play of the game. Paramount among these changes are revisions to the Strategic Warfare rules which bring the U-boats under control by 1944 and account for the Luftwaffe's absence from the battlefield as they are withdrawn to protect the Reich from Allied strategic bombing. A free Russian Replacement rule portrays the influx of Siberian forces at the crucial point of the Eastern Front, and major changes to the Murmansk Convoy rules make that aspect of the game almost a game in its own right. A completely new innovation is provided in the form of Intelligence and Foreign Aid rules which allow more political maneuvering outside the purely military sphere of the game.

THIRD REICH '81 is available now in a revised 3rd edition box for $16.00 plus 10% (20% Canadian; 30% overseas) postage charges from Avalon Hill. Those wishing only to update their old game may order the *THIRD REICH '81* Revision kit (mapboard, rules, and scenario cards) for $9.00. MD residents please add 5% state sales tax.

DIPLOMACY WORLD

When it comes to multi-player games, *DIPLOMACY* leads the pack and when it comes to *DIPLOMACY,* you can't beat *DIPLOMACY WORLD*! Published since 1974, *DIPLOMACY WORLD* is a magazine devoted to the play of *DIPLOMACY* and its many variants.

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MORE REALISM FOR VITP

By Robert Calcaterra

This article was written to propose some optional rules for *VICTORY IN THE PACIFIC*. The motivating force behind these rules was my desire for play balance. As it now stands, the game is generally agreed to favor the Japanese player. However, I believe each of the following rules also contain a touch of realism and are not merely arbitrarily devised for the sake of play balance. The rules instead give the Allied player some of the capabilities he should have had which were ignored in the original version.

Day vs. Night Action Determination

Instead of the usual method of day/night action determination, use the following method and DRMs (die roll modifications). Both players roll three dice and the player whose total roll, after DRMs, is highest is rewarded with the type of action he selected. As before, if there is a tie, play a day followed by night action. A list of DRMs follows.

1. Day preference modification: Give the player requesting a day action a +2 DRM in the first round of combat in the given sea area and a +1 DRM in all ensuing rounds. This reflects the ability of carriers to strike swiftly and decisively from great distances once the enemy fleet has been spotted.

2. Area control modification: Give the player controlling the sea area at the start of the turn a +1 DRM. This reflects the greater ability of his surface scouting forces to patrol the area.

3. Base control modification: Give a player a +1 DRM if he controls all the bases touching the sea area in question. This would reflect the superior long range air reconnaissance available to him. If both sides control bases in the sea area, neither is given any DRM. Note that this DRM may change from round to round of combat as islands are invaded and change hands.

4. Speed modification: Give the player with the faster fleet a +1 DRM. This is only applicable if both sides have surface ships or marine units present; otherwise it is ignored. Speed here is determined by the speed factor (reduced if damage has occurred) of the slowest ship or marine unit present for each side in the sea area. If it is a tie (i.e. the slowest ships on each side have the same speed factor), neither side gets any DRM. Allow players to scuttle (remove permanently from play) units in an effort to increase the speed of the fleet. The DRM in this rule reflects the greater ability of the faster fleet to force an opposing fleet to surface action, or to avoid such action as it chooses.

5. Invasion modification: Both sides must announce if they plan to land marine units on an island base at the end of the present round of combat. Such an announcement gives the opposing player a +1 DRM. This reflects the increased inability of an invading fleet to avoid contact with intervening enemy units since his fleet must be placed in a position to support the landing forces (or else abandon them to face the enemy attacks.) The basic principle is that while the Pacific Ocean itself is a very difficult place to hunt down the enemy, the sea lanes surrounding a crucial island are not; i.e. the search for the enemy is a lot easier if he is forced to get to, or at least near, a certain objective.

6. Radar modification: Give the Allied player a +1 DRM on turns one to four to reflect the greater effectiveness of Allied radar. The better radar gave the Allies a greater ability to locate the enemy forces, especially at night.

These rules make possible the great actions of 1942, where the Americans, although seriously outnumbered in surface forces, fought successful car-rier battles. As the rules stand, there is too great a threat of a surface action for the Allied player. For example, he cannot risk sending his carriers with a mere seven cruiser escort to face half of the Japanese fleet as was done at Midway.

Critical Hits/Damage Control

The American carriers enjoyed far superior damage control and training. This disparity grew even greater as the war progressed. In addition, the earlier Japanese carriers had aviation fuel stowage (among other things) which was very vulnerable to plunging fire. This is reflected in a critical hit/damage control table with suitable DRM. (This is really just a modification of the damage control rule removed from the original version with a chance element inserted.) It is used after the damage roll for any hit on a carrier.

Die roll	Effect
2	Remove one damage point from damage roll.
3 to 9	No effect.
10	Add one damage point to the damage roll.
11 & 12	Ship sinks.

DRM: All British carriers except *Hermes* receive a –5 DRM.

Lexington, Yorktown, and Essex class carriers (i.e. all American 027⁴ and 137⁴ carriers) receive a DRM dependent on the game turn. For turns 1 and 2, the DRM is –1; for turn 3, it is –3; and for turns 4 through 9, it is –5.

Wasp (CV-7) receives a –3 DRM.

Shokaku and *Zuikaku* receive a –1 DRM.

All other carriers receive no DRM.

The later Japanese carriers receive a zero DRM despite their armored flight decks because of their extremely poor damage control crews. Both *Taiho* and *Shinano* were lost at the hands of American submarines because of this. The table also gives the Yorktown class the greater credit it deserves. Both the *Yorktown* and *Hornet* remained afloat after receiving serious damage. Torpedoes were eventually needed to send each of them to the bottom. The *Enterprise* managed to survive the war. It is absurd to equate these ships with the *Wasp* (an improved *Ranger* design built to fill up the difference remaining in the allowable treaty tonnage), Independence class ships, and the *Hermes*. The British carriers get their large DRM, of course for their armored flight decks. They were built not only to survive attacks but to be ready for action almost immediately thereafter. They were designed for operations in the Mediterranean and North Seas where they would be very vulnerable to land based air attacks because of the constricted waters. The *Shokaku* and *Zuikaku* were the last of the Japanese prewar purpose-built carriers. They contained improvements in some of the vital weakspots of the previous Japanese carriers. They managed to survive both Coral Sea and the Solomons campaign while giving the American carriers at least an even fight on both occasions. *Shokaku* survived serious damage on these occasions, especially Coral Sea. They are given the +1 DRM because of this.

Repairs in the United States

The game right now ignores the ship repair capabilities of the mainland United States. *[Not so . . . the Pearl Harbor repair rate actually reflects repair facilities on the West Coast of the U.S. . . . Ed.]* After Pearl Harbor six of the damaged battleships were repaired on the west coast, as well as the *Saratoga* after she was hit by a submarine torpedo in January 1942. To reflect this, the Allied player may remove any damaged ships which are capable of movement (i.e. not at the bottom of Pearl Harbor) at the end of turn 1. Only American ships may be removed. These ships are assumed to be undergoing repairs on the west coast. They return to play in reverse order to their damage, i.e. the one with least damage returns first and so on. In the case of equal damage, the Allied player chooses which ship will return first, but he must choose so on the first turn. These ships return to play undamaged starting on turn 3 at the rate of one ship per turn. These ships must enter play at Pearl Harbor (or if it is captured, Samoa). For convenience these ships may be placed on the gray "returning air/land unit" space for the appropriate turn on the Allied Order of Appearance chart.

Shore Bombardment

This was a frequent function of battleships in World War II and should somehow be included in the game. Allow any battleship remaining at sea in an area from which the enemy has retreated or been eliminated to bombard a single green island base touching that sea area. Such an action uses up that ship's pursuit capability for the turn. Only a green island base containing enemy air or marine units may be bombarded.

Shore bombardment is accomplished as follows. Each ship present with a gunnery factor of 3 or greater is assigned a shore bombardment factor of 1 without the attack bonus. Old battleships were just as effective, if not more so, in the performance of shore bombardment. Battleships with damage equal to their armor factor may not participate in shore bombardment since their gunnery factor is only 1. These factors may be allotted in any desired combination against marine or air units presently on the target base. Each shore bombardment factor gives the attacker one "shot" at these units. Hits and damage are determined as usual. Disabled results are ignored. Shore bombardment lasts for only one round.

Carrier Gunnery Factors

Right now carrier gunnery factors are very inconsistent. Carriers with twelve 5″ guns (*Hiryu, Hiyo, Amagi, Essex* and their sisters) get a gunnery factor of 1 while carriers with eight 5″ guns (*Yorktown, Wasp, Ryujo, Zuiho, Chitose, Ryuho,* and their sisters) get a gunnery factor of 0. In short, a difference of four 5″ guns is being used as the basis of discrimination between a gunnery factor of 1 and 0, a difference otherwise distinguishing the six to ten 8″ guns of a heavy cruiser from all lesser guns. Even more inconsistent is the case of the *Lexington* and *Saratoga*. Both have a gunnery factor of 1, yet in 1942 the *Saratoga* had only eight 5″ guns and the *Lexington* none.

The gunnery factors of all carriers should be a uniform 0. The 5″ guns of a carrier were intended to protect it from a ship no larger, perhaps, than a small light cruiser. Protection against any larger ships was to be supplied by the carrier's escort. Even the six or ten 8″ guns of the *Akagi* and *Kaga* would have been unable to deal with a heavy cruiser. These were mounted in casemates too close to the waterline to be of any practical use in almost any sea.

An argument could be made to give all carriers a token gunnery factor of 1 to represent collectively

Squad Leader Clinic

Minefields and Booby Traps

By M.J. Mishcon
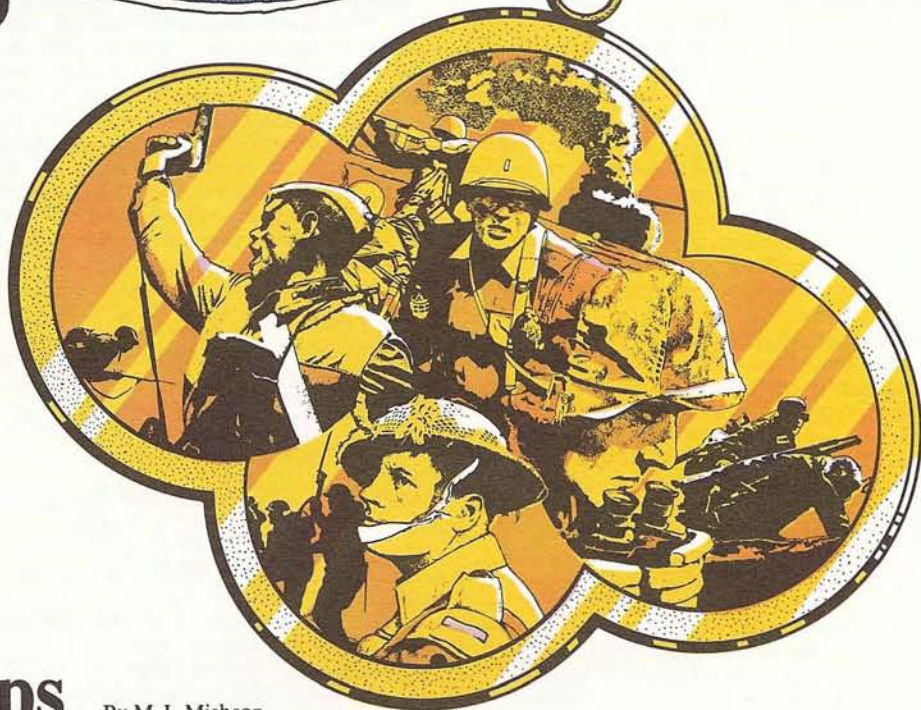
For the purposes of this discussion, mines are any set explosive device designed to be triggered in the presence of the enemy. The variety of such devices is and was fantastic. Beyond the many manufactured mechanisms, field improvisation was common.

American GIs devised elaborate triplines attached to pineapple grenades. Japanese troops dugin large calibre shells and aerial bombs ignited by pressure fuses. However, it was the Germans who excelled in mine warfare. Incorporating grenade bundles (usually five grenade heads wrapped around a single stick grenade) with their ingenious S and Teller mines, the Wehrmacht had the most effective mine doctrine.

German mine policy specified usage of mines both offensively and defensively. On offense, hastily laid mine screens were used to shield the flanks of an advance and protect key road/rail junctions that had been overrun. Defensively, mine fields were emplaced to slow enemy advances, channel attacks into sited "killing grounds", and permit greater defensive troop concentrations in the unmined areas. In all cases great stress was laid on insuring adequate firepower to protect the fields from hasty breaching.

The Germans preached relatively few keys to successful mine use. First, where mines are laid they must be of adequate depth and number to intimidate enemy movement. Second, mines are not a rigid barrier. Rather they serve as a psychological obstruction. Third, the intent of minefields is to insure the employer that he will have adequate time and troop concentrations to counterattack vigorously. Lastly, the effectiveness of any given minefield varies directly with the ability of the troops behind it to protect the field.

Before offering how this might be translated into *SL* terms, mention should be made of standard German minefield construction. Whenever possible the mine belt was surveyed as to exact location and nature of every mine. The edge closest to the enemy was composed mostly of antitank mines. This was to protect the antipersonnel devices from harmless detonation by an AFV. The core of the barrier was composed of staggered rows of antipersonnel mines interspersed with antitank mechanisms. Specific channels were left open to allow safe passage of patrols and counterattacking troops. These channels were changed periodically. Time permitting, potential enemy cover beyond the belt was laced with booby traps. Although spreading the mines increased the difficulty of mine removal, and obviously widened the region of difficulty, the use of isolated mine patches was condemned as being too easily bypassed.

Let us review mine rules in *SL*:

25.8—Concealment does not halve minefield attacks.

27.5—Mines in sewer exit hexes attack units passing through before those troops gain concealment and before they are considered to have left the sewer (see 27.7 C and the clarification on page 104 of *COD*).

55.2—Other than for soft vehicles (see table 55.6) there are NO modifiers to the attack of minefields.

55.2—Mines attack only moving units. Inground antipersonnel mines attack units both entering and leaving the hex.

55.24—*(see Q&A 19.4 page 104)*—Units in Advance Phase must move individually. Thus, if a player wants to use the leader modifier he must first advance the leader alone into the hex.

55.5—Mines of all types can be cleared from a hex by having a squad in that hex roll equal to or less than '4' with two dice during Prep Fire. Regardless of the success or failure of such an attempt, the squad is Temporarily Immobilized. This is a previously unpublished change to the system which will be incorporated into the final version of the Advanced Game System.

55.52—The prohibition against movement for units attempting to clear mines applies to the Advance Phase as well.

55.6 & 136.77—Antipersonnel mines may immobilize an AFV.

55.2 & 66.4 & 136.77—Although *COD* rules preclude the destruction of an AFV by anti personnel mines, minefields are still the only initially immobilizing attack that requires the tank crew to take an immediate Morale Check.

55.63—As long as their transport is undestroyed, passengers are immune to minefield attacks.

55.7—Mines can be cleared, with great difficulty, by artillery fire.

57.1—Split multilevel buildings into separate hexes for mine use.

58.1—Permits destruction of buildings by mines.

61.4 & 111.89—Reduces minefield effects and clearing attempts during deep snow.

75.9—Forbids mine emplacement in marsh.

99.4—Does *not* require paratroops landing in mines to take a morale check besides the normal minefield attack.

113.5—Allows a tracked AFV to create a trailbreak through a minefield hex. However troops following

suffer a –1 DRM from incoming fire for their limited movement lanes.

116.52—Scouts will trigger all antipersonnel mines.

117.5—Specifies concealed and hidden units get no advantage when struck by mine attacks.

131.1—Allows mines to cause shock effects on AFVs.

136.1—Separates attacks by mines in the ground around a building from booby traps within the building.

136.3—Allows friendly units to occupy booby trapped hexes and notes that, unlike dugin mines, booby traps once exploded are gone.

136.4 & .5—Notes there is a chance to disarm booby traps during movement and that they do have DRMs (reflective of the terrain they're emplaced in). Further, each booby trap factor costs two mine factors.

136.6—Blunder factor forces all broken friendly troops to detonate any booby traps in their hex if adjacent to enemy units or fired upon. Further, this rule generally forbids forcing your own troops to intentionally detonate mines.

136.7—Differentiates antipersonnel mines from antitank mines. One antitank mine costs five antipersonnel mine factors. It can only be set off by a vehicle and if it detonates, it explodes on the 36 + IFT and may destroy the target. The chance of igniting the mine depends on the density of mines in the hex and the number of the last whole MP expended by the vehicle in the hex. An antitank mine is used only once.

136.8 & .9—Discusses special rules for sappers and mineclearing vehicles. Essentially sappers cost more but may emplace mines and have special abilities in mine protection/removal. Mineclearing vehicles haven't appeared in the counter mix as yet.

We haven't even touched upon ATMs (86) but those should be classified as support weapons and discussed elsewhere.

I wish to interject a personal note. We have found the antitank mine rules some of the weakest in the SL system. Not in terms of effect, rather in the mechanism of density and detonation. Most AFVs have a MP total less than 18. Therefore doubling the number of antitank mines from 1 to 2 has very little effect on the chance that an AFV will explode a mine. However a 20% density increase from 5 to 6 in the hex doubles the chance of mine detonation. Players may wish to experiment with increasing antitank mine cost to 7 while changing the mines-per-hex/mine density ratios to 1/4, and 2/3, and 3/2, and 4 + /1. All other rules unchanged.

For the player trying to synthesize the rules and general doctrine consider:

A) Employ belts of mines in adjacent hexes. The deeper and wider the belt the more effective it is.

B) Mine concentration per hex must vary with the potential threat. To delay pure infantry assaults two mine factors per hex is generally best. (See Bob Medrow's article in Volume 17, No.2). Against combined arms and in those scenarios where units killed count towards victory, I recommend six factors per hex. Naturally, if there is a key hex or critical road junction consider 36. The possibility alone will keep opponents biting their nails.

C) Although special attention must be paid to covered approachs to your position don't forget to mine open ground as well.

D) Try to prevent the enemy from revealing all your mined hexes. Make him think twice before entering any virgin hex.

E) It is better to adequately mine one area than to inadequately dot two.

F) While concentrating your firepower on unmined routes make sure you screen the mined ones as well.

G) The expense, vulnerability, and one-time limitations of booby traps should make them rare

participants. Naturally the very unlikeliness of their usage insures their occasional employment just to keep the other guy "honest".

H) Exceptional circumstances aside, don't bother with antitank mines. Antipersonnel mines get two attacks on moving vehicles, always go off, are not used up, and strike at both men as well as vehicles. Although they can at best immobilize AFVs, I feel immobilized AFVs are drastically less effective.

For your consideration suggested examples of mine usage in the SL system scenarios follow. Obviously all tactics are from the defender's viewpoint.

Scenario 9—If you choose to set up your bunkers on the top of hill 621 close the wood approaches with multiple wire. Then carpet the open slope of ONE side with ten hexes of six mine factors each and one of four factors. The powerful American armor will simply be able to maneuver around four hexes of 16 factors, and 32 hexes of two factors is just insufficient intimidation to mechanized troops.

Scenario 10—First try placing all 36 factors into hex 3M2. As the Amis approach, quickly throw your crew into the hex. If it's KIAed, the stairwell is rubbled. If only broken, rout out and hope for a KIA the second time. If unaffected, voluntarily break and THEN rout out for a second chance. The American will be hardpressed to get any second level fire positions if the stairwell goes. No second level positions and your reinforcements may freely deploy. Should you choose to invoke 136.6 then consider an 18 hex block of two factors per hex from K4 to P1, L4 to Q2, and M5 to R2.

Scenario 12—Play this scenario with snow rules. An AFV running through two patches of 20 antipersonnel mines is 6% more likely to be damaged than if it moved through five hexes of eight factors (30% verus 24%). However, five patches of eight are harder to remove and pose a greater psychological impediment. Think about picking hexes that are not amenable to roadblocks and are hard to run around such as 2DD4, 2Z2, 2U2, 2O2, and 2D5.

Scenario 22—The snow in this game and the critical time constraints make a large number of options possible. Six mines each in 5Q6 and 5P5 with eight in 5P4 help close one road. Naturally these are hard to screen but do impose real time delays on the Russians.

Scenario 31—Casualties form the basis of victory for the French. Therefore booby traps and heavier mine concentrations are the order of the day. Six mines per hex in a ten hex block that might be centered around 4V1 and 4U2 can be partially screened from the chateau and help close one major approach axis. The odd antitank mine might be found on the only road that links right with left flank. Finally booby traps can profitably be placed within the chateau itself to stave off that last ditch assault.

As long as one retains the principles foremost, the details will usually be evident. To allow players a fresh chance to experiment with mine warfare, an appropriate scenario in this issue's insert concludes the clinic's presentation for this issue. Next time we'll take a look at the other anti-personnel obstacles in the SL system.

AFTER ACTION—Semper Paratus

We now start a series of commentaries in the Squad Leader Clinic pertaining to the scenario published in connection with the preceding column. The intent of these reports is to provide players with one of numerous possibilities; defensive setup, attacker initial position, and/or basic tactical approach. Having had two months to examine your own approaches to our initial clinic scenario, you can now compare your findings with our summation.

German: Place the 1-3-5 bunker in O7 facing N7/N6 and containing a 4-3-6 & "?"; a 1-3-5 bunker in L6 facing K6/K7 containing a 4-3-6 & two ?s; a 1-5-7 bunker in K6 facing L5/L6 containing an 8-0, 4-3-6, and a "?"; a 2-3-5 bunker in K7 facing K6/L6 containing two 4-6-7s, a LMG, and two ?s; and a 2-3-5 bunker in I5 facing I6/J5 containing two 4-6-7s, a LMG, HMG, and 8-1.

Canadians: Put the ATG, HMG, mortar, three 4-5-8s and a 9-2 in Q7. All others enter in line abreast on hexes K1-Q1 inclusive.

Attacker's Tactics: The +1 DRM for your fire as per effects of special rule 4 make turn 1 Prep Fire generally ineffective. However, you can still try to smoke hex K7 and use the +1 DRM he suffers to try and run through the open. Plan to get to the edge of the orchard during movement of turn 1. Advance to P7 and adjacent to central bunkers by the end of turn 1. Turn 2 is spent trying to break the 4-3-6s. Grab bunkers O7, K6, and L6 on turn 3. This leaves one extra turn in case his fire breaks a lot of guys.

Defender's Tactics: He must go for the central three bunkers to win. By abutting the bunkers to the pond you limit his covered approach routes and allow advancing from bunker to bunker without exposing yourself to fire. Keep the 4-3-6s in bunkers where they are most effective in melee. Don't forget that broken units may try to create new leaders. If troops in I5 survive turn one fires consider advancing them into H4 for broader fire lanes. ☆

AREA TOP 50

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	23	2532XOR	1
2.	D. Burdick	22	2177FDL	3
3.	D. Garbutt	21	2171EGK	5
4.	T. Oleson	32	2077UUZ	6
5.	B. Sinigaglio	8	2037EGF	7
6.	P. Kemp	16	2034EEI	8
7.	L. Kelly	16	2021VVZ	12
8.	R. Leach	25	2005HLQ	29
9.	J. Zajicek	26	2004GJP	10
10.	J. Kreuz	18	2001FFK	11
11.	P. Siragusa	16	1999CEG	13
12.	D. Barker	30	1997GHM	14
13.	J. Beard	12	1981EFL	18
14.	F. Freeman	16	1981EEF	15
15.	M. Sincavage	12	1979DEI	17
16.	L. Newbury	25	1964EGK	16
17.	F. Reese	3	1886FDE	19
18.	F. Preissle	20	1874KLV	23
19.	C. Olson	6	1855CEI	20
20.	I. LeBouef	11	1853HJQ	21
21.	P. Ford	3	1853ECK	22
22.	C. Combs	1	1846SKH	—
23.	W. Scott	19	1846HGP	26
24.	B. Remsburg	6	1824EGL	24
25.	K. Blanch	25	1822HIN	27
26.	B. Downing	12	1815EGJ	25
27.	D. Giordano	3	1802DEG	20
28.	R. Hoffman	9	1798EGL	30
29.	N. Markevich	15	1782CEF	29
30.	J. Wirt	1	1773CEE	—
31.	F. Ornstein	6	1766EGJ	31
32.	R. Phelps	4	1765DEJ	36
33.	D. Munsell	18	1760FDI	32
34.	F. Sebastian	18	1758FHN	33
35.	D. Greenwood	23	1756FFI	34
36.	E. Miller	9	1739GJO	35
37.	S. Martin	16	1731FHJ	28
38.	N. Cromartie	8	1725FGM	44
39.	R. Zajac	3	1719FGH	39
40.	R. Kolrick	8	1710DEH	41
41.	C. Braun	4	1706GJN	43
42.	W. Knapp	17	1701JLR	37
43.	R. Rowley	4	1701EGL	46
44.	B. Haden	4	1696HIO	44
45.	T. Baruth	4	1693CDF	45
46.	J. Mueller	2	1688MKY	38
47.	W. Letzin	19	1688DEI	42
48.	L. Barlow	1	1687FHN	—
49.	B. Salvatore	1	1670EHK	—
50.	D. Tierney	2	1660CEI	47

WS&IM

British: Leonard P. Carpenter
French: John D. Burtt
Neutral Commentator: Mick Uhl
Strachan Vs. Dumanoir, 4 November 1805
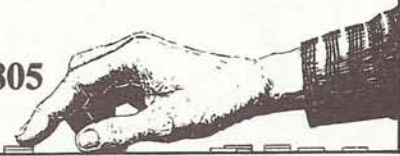
This engagement pitted the remnants of the Combined Fleet against a patrolling English squadron in the Bay of Biscay. Considerable latitude has been taken in translating this bit of history into the present scenario, particularly for the French squadron. All of Dumanoir's ships were badly damaged by the post-Trafalgar storm and all were taking water. So much so that most of the ships were jettisoning their guns to stay afloat—Dumanoirs flagship, Formidable, had to dump a score of her guns! French morale was unusually high for the inexperienced French sailors, although in the five hour action they acquitted themselves well. For the English under Strachan, the scenario ignores the very real presence of four English frigates which had hounded the French until their Admiral could close. Even then, the battle was fought mostly three English ships against four French. For balance purposes, the battle shapes up as:

FRENCH:
Formidable, 80cr
Duguay-Trouia, 74cr
Mont Blanc, 74cr
Scipion, 74cr
WIND DIRECTION = 4, Normal, unchanging

BRITISH:
Caesar, 80el (class 1)
Hero, 74el, common
Courageux, 74el, common
Namur, 74el, common

All advanced rules were used in this replay, with optional rule X (exploding ships) also in effect. This game was played by mail, using a single mailing system that combined the previous turn's combat with the present turn's movement. Because of this some subtle changes enter the game. The players don't know the results of the combat before they commit their ships to another movement. This can effect the tactical decisions. To partly compensate for this and to ease the decision making, rigging damage taken during combat does not effect that mailing's movement. In effect, the effects of rigging damage on movement are delayed a turn. Again, this slightly changes the strategy of using full sails, but not significantly, as attested by many PBM battles. Each player's commentary is split into two sections to help clarify whether the remarks are being made pre- or post-movement/combat. A square "☐" is printed at the point in each commentary where the player becomes aware of his opponent's move and fire.

Mick Uhl, the AH developer of the game and a victim himself of that infamous French scourge Jack Greene in our last WS&IM Replay (Vol. 12, No. 3), comments in italics.

British

So much for my fancied retirement. I find myself on the quarterdeck again, flying my flag from this undergunned, overbarnacled tub *Caesar*. The old exhilaration of the chase is there, made keener by the knowledge of my foe's deadly ability. I fear Dumanoir has had time to put right much of the damage his squadron has suffered the month past. Worse, I'm told he sails in company of a naval strategist named John Burtt, who has offered (or sold) his services to Napoleon while the upstart emperor's fortunes at sea are at low ebb. how one with such a staunch Anglo-Saxon name could

champion the French cause I often wonder . . . perhaps he learned treachery by throwing in his lot with the Yanks in their vile mutiny against the rightful authority of His Majesty King George III! At any rate, I know him of old as a cunning and resourceful adversary.

How delightful! I hear the masthead report the sighting of the four enemy sail to leeward. I would be happier yet if the four frigates assigned this squadron had not been dispatched for search and communications duties; they would come in handy in the coming fray. As it stands, the French are somewhat newer, nimbler, and more heavily gunned than my own veteran ships. Judging from the way they have formed their line, the Froggies seem unusually competent for Boney's boys. But one must remember that they've recently had sailing and fighting practice, courtesy of the best tutor—Admiral Nelson. It remains for me to administer their final examination!

My prime advantage is the weather gage . . . more a burden than a benefit in some ways. My best victories have been won from downwind. Yet I hope to use my position carefully to secure an advantage in firepower—a concentration of my full force against part of his line. This would be easy if my enemy could be counted on to make mistakes, for instance, if he let part of his force run too far downwind. I would then engage the windward ships as closely as possible, slowing them by rigging damage, perforating their hulls, and holding off the others at long range with a token force. However, I fear that any plan which requires waiting for this careful foe to make errors is doomed to failure. Instead I must beguile or force him into an unfavorable position. The best way I know to accomplish this is to cross his stern.

If he keeps his ships in line, crossing his stern can gain me rakes as well as the opportunity to wrap around his line and concentrate on his sternmost ship. If we both remain in attitude A, I will tend to pass out of the full broadside range of his foremost ships. I'll be firing at fleeing vessels and in a good position to slow their flight with rigging damage. The French van will have difficulty turning under my guns to aid the stragglers. That dilemma is one that isn't new to Dumanoir—at Trafalgar his solution was to keep right on sailing.

To cross the stern of a moving line means I must sail directly toward the foe and suffer rakes. The Frogs will probably hang back to maintain this advantage as long as they can.

I am sailing down on him in attitude A for speed. My stout flagship, *Caesar*, is to sail in the van, slightly to leeward of the rest of the line. If it suffers major rigging damage, the others can easily pass behind it and derive some protection from enemy fire, perhaps even maintaining full sail! We aboard *Caesar* should be guaranteed a good fight by virtue of our van position.

If the Frogs choose an unexpected approach to battle or try zig-zagging to protect their ornate sterns, my task will be somewhat harder. Crossing the stern could depend on turning at the right moment under fire. And they may manage to impose a different pattern altogether on the battle.

I plan to close with the enemy promptly in order to use my carronades before they're all dismounted and to acheive a quick, decisive action. I plan to open fire at his rigging early to slow him in running and turning, thereby compounding the benefit of the weather gage. Hopefully a lost mast will keep him from deploying upwind against me at all.

Well, his starting position is precisely what I anticipated. The battle is afoot . . . or rather afloat.

French

We have finally succeeded in eluding those pesky English frigates, but my lookouts have sighted a small squadron coming down from windward. I should run . . . France can ill afford the loss of my ships after the horrific losses of a month past. But the men still recall with shame the way Adam Dumanoir fled from the Cape rather than help our beleaguered comrades. They wish to strike back—I shall let them.

The orders are given to beat to quarters. Ah, if only Dumanoir were here to see the enthusiasm with which the men prepare for battle. One will never know who placed that fateful banana peel on deck during the storm upon which he slipped and fell overboard . . . Ah, the masthead reports the enemy closing. One slow 80, and three of their accurst 74s. Oh, ho, the pot boils over!! I would recognize that flagship anywhere. She's the *Caesar*, last known to be under Strachan. More importantly, she carries that nuisance of a captain, Carpenter. A wily foe indeed. When last we fought, we traded—a British 80 for my eye. Uneven to say the least, but here he is and I will gain revenge . . .

To assess our chances: our squadrons appear about equal in size, although their ships will be inferior to mine in guns and number of crew. Undoubtedly, the English dogs will be fanatical in their efforts due to the battle of October, so I should not consider boarding unless forced. The largest offsetting advantage is the weather gage which he holds—it will be they who hold the initiative. Unfortunate, but it cannot be helped. He will call the shots and I will have to dance to the tune. My maneuvering will be at a minimum as he will be capable of anything at anytime. I cannot plan surprises for him; I can only take advantage of the initial charge he will surely make and press home any mistakes he may make—if any, curse him. One problem that can occur—the ability he has to make the moves he wants will perforce cause me to scatter my line, perhaps at the wrong moment, in order to keep him from flanking my line. He has good reason to know this as I performed a like demonstration when last we met. That he will not soon forget.

With all this in mind, I will form my line directly across his approaching line and beat to windward to close the range more quickly than he may expect. This will hopefully allow my gunners target practice on his vessels and confuse him into altering his plan of attack early on. With no plan, there usually is no initiative. If he assumes the usual French temerity, I may be able to take his flagship out of the action, as his line appears to beg me to concentrate on *Caesar*. Once engaged, my van will wear around onto a

parallel course and re-engage with the new starboard batteries. Risky, under fire, but the well loaded guns should tell the tale. A last thought for the squadron. I have found that even crippled ships with the wind gage can be deadly and as full sails are a liability in close, I will instruct my gunners to shoot low as soon as feasible. Hopefully, this will increase the advantage of guns and men I now hold.

And so, to battle . . . Viva l'Empereur! Vive La France!

INITIAL IMPRESSIONS: *While the British fleet is making preparations to engage the French squadron, this is, perhaps, the appropriate time to assess the chances of both sides in the upcoming conflict. Casting a critical eye over the noble lines of the eight warships and judicious approval upon their self-reliant crews, one gathers that they appear to share much in common and little that is different. A closer examination, though, shows that the differences, although outwardly small, run very deep. I'm afraid that it is so deep that, if I were a British officer, I would earnestly endeavor to convince everyone of a higher rank to break contact with the French as quickly as possible.*

For every plan of action that I can formulate, the British seem to be at a disadvantage. Their fleet just doesn't appear to have an angle that they can exploit. The British can generally match the French ship for ship in hull strength, rigging and firepower. The superior gunnery of the French flagship, however, tips the balance in favor of the French. Add greater French gun durability to the scales and the British can't rely on their cannon to gain a victory. Contemplating a grapple and boarding campaign doesn't appear any more fruitful. The British may appear to have the advantage with their elite crews yet the French are but one step behind with crack crews. This difference in quality can be negated if the power side can manage at least 81 points in total melee strength. In this situation, the greater number of seamen, rather than their quality, becomes the critical factor. All four French ships have no trouble mustering the 81 TMS points and, with an average 3 crew square superiority per ship, must be considered the favored side in any ship to ship melee.

The British can't really make a definite plan of action. They're going to have to create situations of local superiority and exploit them to advantage. Having the wind, the British fleet is in excellent position to take the initiative and set the tone of the battle. Unfortunately, they must run a gauntlet of French rakes before they can make a real move.

Sir Leonard Carpenter, the British admiral, is well aware of his situation and has made his plans accordingly. I wholeheartedly agree with its strategic direction and feel that overall the British fleet is in very capable hands. However, I feel that I must disagree with one tenet of Sir Leonard's tactical approach. Why use the Caesar as the screen against the French rakes? The Caesar's rigging isn't sufficiently superior to his other ships to make it preferable as a damage-absorber. On the other hand, the consequences of losing the Caesar to crippling rigging damage means that the British fleet loses its best weapon for close-in fighting. The Caesar is the ship I would want to be on if the battle got down to hand-to-hand fighting. Against any of the French 74's, the Caesar should win any melee initiated. There is no reason to risk the Caesar to rigging damage when any of the other ships will do just as well. In fact, the only reason I can envision for a screening ship would be to protect the Caesar! Other than this, I have no criticism with Sir Leonard's plans.

The French, on the other hand, should prevent the British from gaining local superiorities with every square inch of canvas available. This can be accomplished in two ways. First, the French

should maintain as tight a formation as possible. This prevents being split into smaller groups and allows quick support in emergencies. Second, the French should keep the British at long range for as long as possible. If is far more difficult for the British to gain superiority over one or two of the French ships at long range than at close range. The French fleet is also better able to react to a sudden British move, if that fleet is at long range. Finally, the French can maintain a higher level of gunfire on the British fleet while it attempts to close the gap with the French ships. The longer the British remain at long range, the longer the French can maintain this firepower advantage. The daring French commander, Admiral Jean Burtt, evidently has another plan in mind. He, too, appears to have accurately assessed his situation and I am surprised he has discarded his initial ideas for a more dramatic offensive. I personally suspect that Monsieur L'Admiral had tried the more cautious approach in earlier games and found that it made for a dull replay; hence the decision to make the heedless assault.

If I had command, I would instruct my captains to keep their ships seven to ten hexes from the British fleet for as long as possible. I would never consider closing the gap until the British are one turn's movement allowance from my ships.

Wait! Do I detect the smell of gunpowder wafting leeward? You must excuse me for the moment. I believe the battle is about to begin.

British Turn One:

Now to commence my strategy of sailing straight down his throat. No chance of coming into gunnery range yet, however.

☐ My opponent also closes the range. Most unFrench of him.

French Turn One:

My squadron beats to windward. The English line of sail appears to take them past my stern ships. It is too early to tell, but the dogs may try to focus their power there. Something my planned maneuver will forstall.

☐ My opponent comes charging in and his flag takes in sail. Nothing tricky yet.

TURN 1 NEUTRAL COMMENTARY:

Both squadrons execute exactly as planned. Monsieur Burtt's charge toward the British is not a bad move for this turn. It puts the British fleet at the optimum rake angle since it moves the French further upwind, yet the British are not able to get within firing range. On the next turn, the French should not let the British close too quickly. Therefore, M. Burtt should keep his ships in place or commence a slow retreat (R1R, for example).

British Turn Two:

Aboard my flagship, I have ordered the sails brailed up and set the deckhands to doing a hornpipe on the foredeck. Things are apt to become a bit thick around here in a few moments. In a sea fight, there's no sense cowering behind a bulwark that may be splintered in your face by the first roundshot. You're better off out in the open where you can hear them whistle by.

I expect the enemy line to stand fast or start fading back now, to prolong the agony of my approach. He may turn his lead ships upwind to create a concave formation and keep his guns on me while avoiding moving any ship too far downwind. That could be rough on *Caesar*. But if he moves the line at all, he'll have to go forward, so fewer guns will bear on my flagship. I'm resigned to suffering three full rakes any moment now and I expect to lose a mast . . . I can only pray it's not worse.

TURN 1: Both fleets close the range at maximum speed. *Caesar* drops to Battle Sails in preparation for entering firing range.
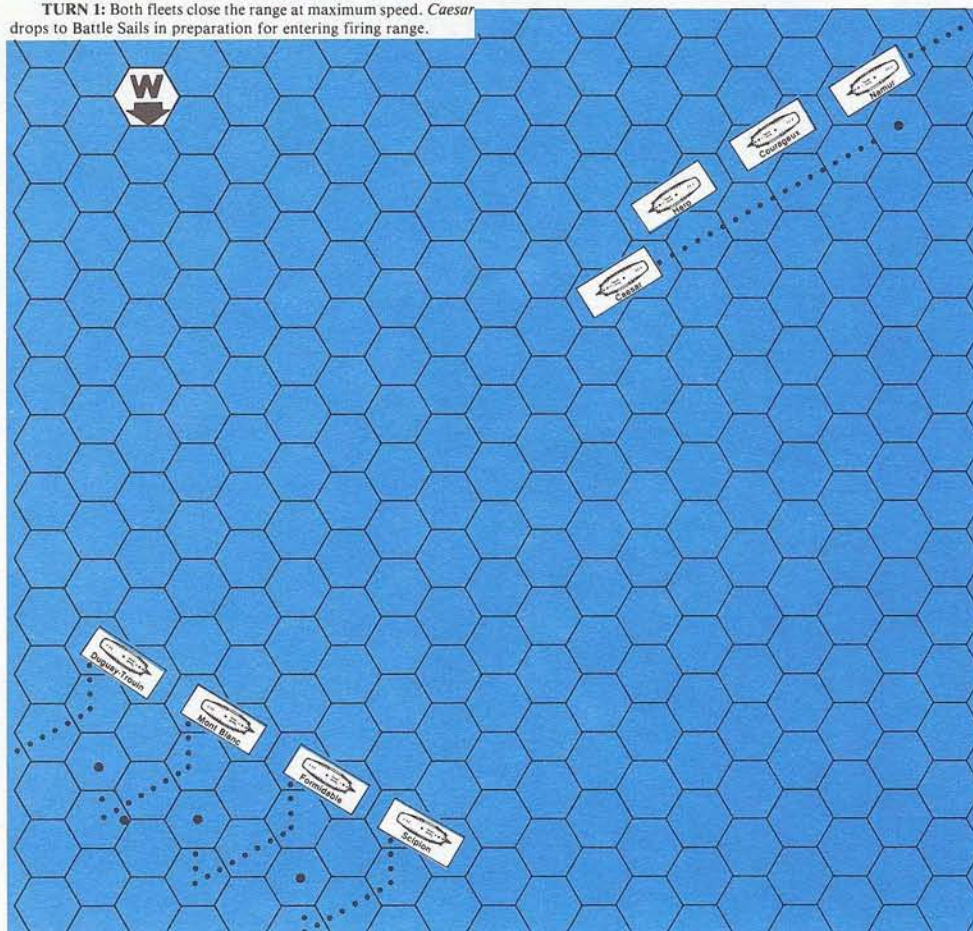
☐ Glory be, he continues to close! I must salute his determination to come to grips and fight a conclusive action. *Caesar's* port broadside will serve to pay my respects. Fire away!! I have to destroy his mobility.

There goes the foremast! You men . . . clear away that raffle! Get the wounded below!

French Turn Two:

My ships should probably stay where they are and let the English dogs travel into range on their own. If I close I could increase the effectiveness of my opening broadsides. Also *Scipion* would be in better position to greet any feint to my van with a hail of round. He should not expect to see me close again, it could serve to unsettle him. Doubtless he wants to blow my rigging away, as I should his, but his hulls provide a more tempting target. So pass more wine, check the guns and into the breach!

☐ Fantastique! He continues to travel forward. A stern attack it is! Sadly, no feint, so *Scipion's* guns will not serve. But his flag will feel our bite with little return fire.

Mon Dieu!! The sight of his foremast falling is certainly tempered by seeing Scipion's mizzen topsail shredded by his 'little' return fire. These devils can shoot!

TURN 2 NEUTRAL COMMENTARY:

The French do well to concentrate their fire on the Caesar. In fact, it is good policy to concentrate fire on the same ship whenever possible. This is the quickest way to eliminate return fire on your own vessels. Of course, rules are made to be broken, and special occasions of opportunity allow fire to be
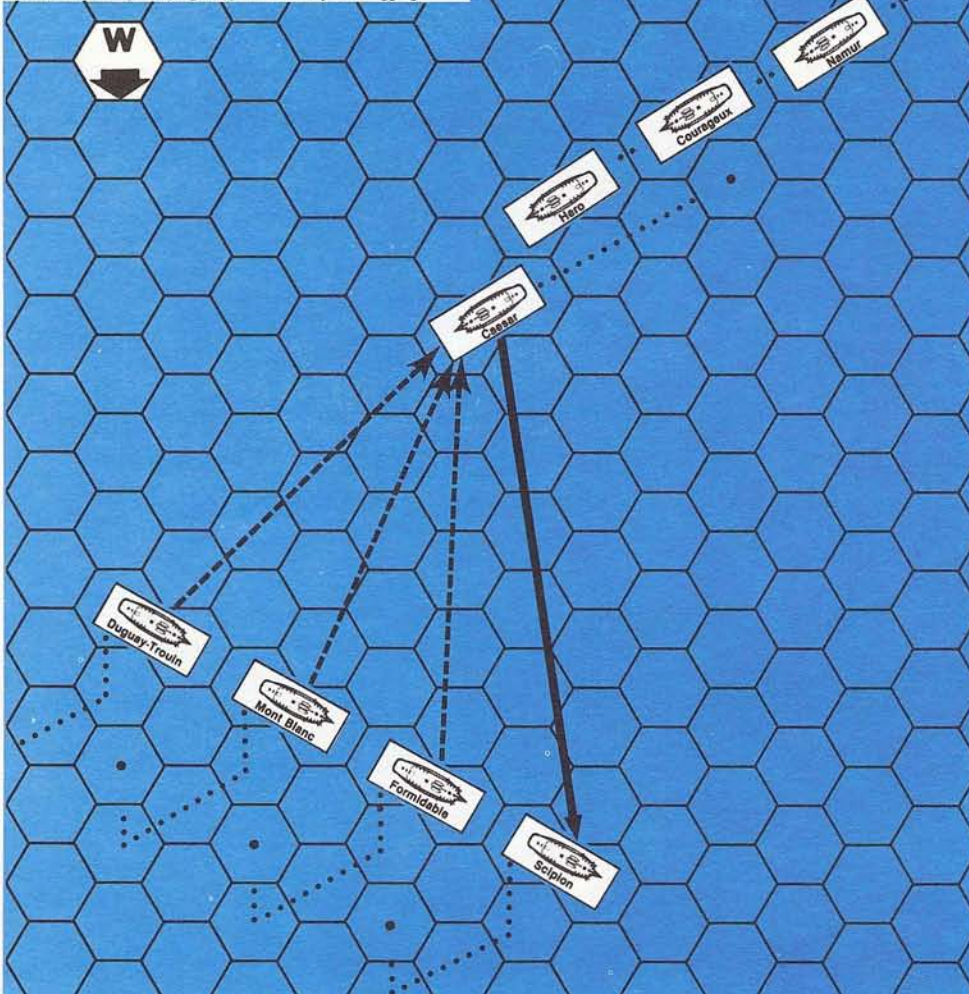
dispersed to more favorable targets. The result of the French gunnery is spectacular, the British either must leave Caesar behind or slow its approach in time to the crippled flagship's pace. The French now face two happy prospects. Either the ships will continue the fight at a 4 to 3 ship advantage or they'll have additional turns of rake fire. This somewhat makes up for the second consecutive turn of moving forward. The French fleet should begin pulling back now.

British Turn Three:

We have braved the worst the enemy can deal out—two initial rakes and a full broadside from his flagship. My opponent feels that he can deal with me better at close range. He may be overestimating the effect of the gunnery I am allowing him. Under the primitive rules of war (Basic Game) a small initial advantage is much harder to overcome. Also, due to the vicissitudes of fighting the way we are (by mail) the effect of rigging damage is delayed. Although this could work as much to his advantage as to mine. I'm betting that once I'm past his rakes, I'll have a decisive positional advantage.

The greatest risk I face is that, in closing rapidly, I'm not able to batter his rigging very hard in preparation. Last turn's gunnery against *Scipion* was not extremely effective, but it may help prevent her from moving upwind and threatening my stern. Still, his line remains too mobile and volatile. Before pounding his hulls, I must knock down enough rigging to keep him from flitting away or reforming before I've sunk a ship. I count on the lure of rakes to hold his sternmost ship in position a while longer.
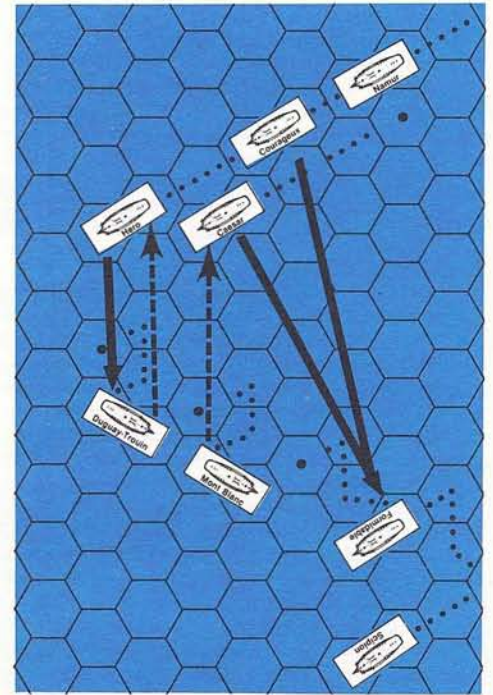
TURN 3: The French begin their turn as the British close. The English fire high while the French choose to lower their aim. *Hero's* turning is impaired by a critical hit.

The potential threat I see to my stern is only after I've turned to direction 6. At least one of my ships will have to do this if I expect to concentrate my fire on his stern, double his line, and threaten a rake if he turns into direction 2. As long as my ships remain in a straight line, they can't gain real concentrations and rakes. But for now . . . steady as she goes!

☐ As I feared, the enemy is starting to fall back and turn his line. This coyness represents a low sort of cunning . . . to hit and run, crippling my strongest ship with rakes and forcing my smaller ships to take up the pursuit. The Frog who fights and runs away, lives to croak another day, as the saying goes.

The advantage I hope to seize is that his ships are finally spreading out along the line of the wind. The furthest downwind is his flagship *Formidable*, aptly named unfortunately. That leaves the *Duguay-Trouin* relatively isolated; if she can be slowed by rigging damage, the flagship will have a hard time getting back upwind. Much will depend upon our next maneuvers.

French Turn Three:

Time to begin the turn to parallel his course—in fact it may be somewhat late. But he seems bent upon sailing against my stern ship and as long as he does that, I must take advantage of his obsession. With no feint at all toward my van, I can do what I wish, instead of what he forces. Hmm . . . I toy with the idea of having *Duguay* load with chain and shred canvas, but I could not effectively support her that close to the English line. So the turn begins with *Duguay* and *Mont Blanc* falling downwind in support.

☐ The devil continues straight ahead, still bent on my rear ships. *Hero* forstalls a mighty rake into the bows of his flagship. Should I consider ordering rigging shots? Non! The hull I have chosen and the hull it shall be for better or worse.

Hero staggers under my shot—and, lo, my glass spies men scrambling about her half destroyed wheel. Have we cut a rudder line? If so, her turning will be impaired and she could be in trouble. His own shot sails into our rigging. The die is cast!

TURN 2: Both fleets continue to close and the French open fire on *Caesar* destroying a rigging section and nearly 1/2 a crew section. *Caesar* retaliates by carrying away some of *Scipion's* rigging.

TURN 3 NEUTRAL COMMENTARY:

The British slow their advance slightly and the French begin to pull back (a turn too late, I might add). Look what has happened! The French are dividing their forces. Just what the British want to see. No player should ever make drastic moves just to avoid a rake. I fear this may be the beginning of the French downfall.

British Turn Four:

I see an urgent need to modify my battle plan; I have signalled *Courageux* and *Namur* to hasten into battle. They are to turn to put the wind on their port quarter, rather than follow *Hero* and pass behind *Caesar*. This is imperative if I am to concentrate fire on the enemy's stern elements rapidly enough to keep them in range. My flagship's loss of a mast and *Hero's* steering damage make us too easy to outrun. This maneuver will spread my line in a shallow arc to windward of his straggling ships. All our crews should have targets, with excellent chances of stern rakes. We'll see how fast he can run with a British bulldog adhering to the seat of his pants!

☐ I see my foe's ability and determination to avoid a rake is truly remarkable. I can look forward to another round of mediocre gunnery. Yet I think his turning *Mont Blanc* upwind is an error . . . she will surely be slowed, while I send my undamaged ships against her. If she moves upwind next turn it will aggravate her plight. I'd like to pass one or two ships between her and the rest of the flock!

Scipion's maneuver demonstrates the enemy's considerable ability to work his downwind ships back into decent range under full sail. Hopefully *Duguay-Trouin* will hang back to screen them longer. It will be hard enough to keep her in hull range in any case.

A mast is finally toppling aboard *Duguay*!! The crew is cheering . . . BELAY THAT!! Serve the guns, you unruly devils! She'll have another turn of full movement before the damage takes effect. These strange time lapses are undoubtedly due to our proximity to the Greenwich meridian. Still, the blockage of her starboard broadside should prove helpful.

French Turn Four:

My plan of action should be somewhat apparent to my foe. The fact that I am sailing for his van, containing a crippled flagship and a damaged third rate should provoke a reaction from his stern 74s. It would seem inconceivable that he would allow me to complete my maneuver without trying to interfere. As his stern ships are at full sails, I will expect a rush. What then to do?

My own aggressiveness has left me close and vulnerable to a two prong attack. Fortunately, the damage to his van minimizes the danger from that direction, so there is no use crying over spilt wine. My flag and *Scipion* will of course join up, but it is the other two ships that cause concern. If I signal *Duguay* to wear around onto my new course, her stern will be in grave jeopardy to the enemy's expected rush. If *Mont Blanc* covers *Duguay's* stern by staying on her present tack, then her own stern will be in danger. *Duguay* must remain our screen a while longer so she cannot be allowed to receive blows a 'mort. Well, when in doubt, do something unexpected . . . *Mont Blanc* will beat toward the enemy. If the stern ships rush straight downwind, she should be in position to strike them a sharp riposte. If the enemy continues his abortive rush to my "stern" she'll be in a position to lap the enemy's own stern. Excellent double talk to justify a dangerous position. In truth, my only hopes are to avoid rakes and, perhaps, confuse the enemy enough to allow my line to reestablish itself.

☐ Ah, ha! The enemy commits his stern ships. Now to hope for the best.

Mon Dieu! *Duguay's* mizzen falls upon her starboard gunners while her own shot proves worthless against the enemy flag. A mille malediction!
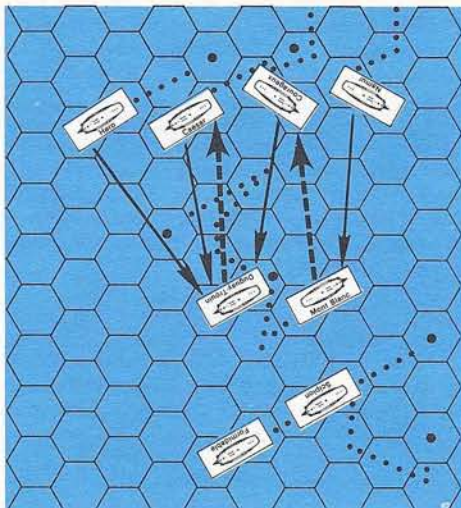
TURN 4: The British maneuver to bring all ships to bear on the windward French ships. Adroit maneuvering by the French robs them of rakes but *Duguay's* mast falls and her starboard broadside is obscured.

TURN 4 NEUTRAL COMMENTARY:

I don't understand M. Burtt! He has blocked the fire of two of his ships. For what? To protect the stern of the Dougay-Trouin? This is just what the British need. They now have created a situation of local superiority with four ships firing at two. On his next turn, Sir Leonard should close to exploit his advantage.

British Turn Five:

My orders at this juncture are conservative—to preserve my line's compactness as well as its ability to deploy either to larboard or starboard, or both. For the moment I have the concentration of force that I sought. Now I need to close the range, best accomplished by sidling with half my line and drifting next turn with the other half.

☐ The enemy continues to call his errant ships back upwind while reforming his lines. Again he astutely avoids rakes, except for the one which comes to my flagship almost as a gift from heaven, on the stern of *Mont Blanc*. The gadfly's at full sails . . . lay the guns carefully, lads. THERE GOES HER MIZZEN! Bosun, a tot of rum for these men . . . later if they survive the battle.

And *Courageux* has had the same good fortune with *Scipion*! Midshipman, hand me my glass . . . No, fool, not that one, the drinking glass. It's a windfall, most literally.

Unfortunately, they both still have one turn's impetus under full sail. This is where that cursed rigging delay will hurt us sorely.

Now that we've taken some of the wind out of their sails, perhaps we can shift our gunnery to their hulls. My fire has been lamentably dispersed against cord and canvas, while he gains a head start in hull pounding. But I had to stop the devil from forever leapfrogging and screening his ships, pulling back to fight on terms more favorable to him. The one advantage of his gunnery policy has been that I may use full sails with impunity. I'm prone to keep them up, if only to draw his fire away from my hulls.

French Turn Five:

I must concentrate on his van before he gets really aggressive with his other ships. I will form a line on *Duguay* with *Scipion* and *Formidable*. *Mont Blanc* will have, hopefully, served her purpose as a

ruse upwind, now she must regain the wind. *Scipion* with her central position should be able to allow her fresh gunners to greet the enemy's flag with shot then turn to aid *Mont Blanc*. This turn holds the greatest risk. If he should shoot *Courageux* downwind he can cut my line and isolate *Mont Blanc*. If he does, c'est la guerre. Thus far he appears more prone to keep his ships together. And at four to two, why shouldn't he?
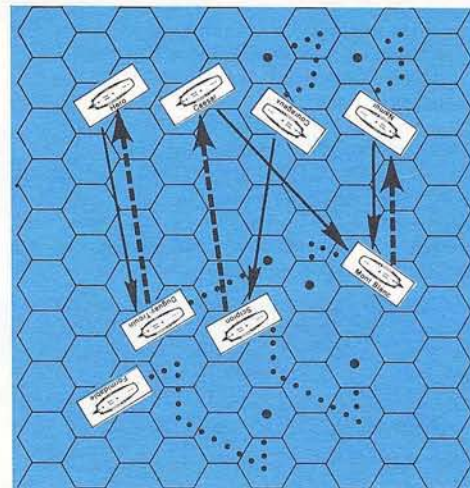
TURN 5: The French nearly finish their maneuver but *Mont Blanc* is caught by a rake which destroys a rigging section. *Scipion* also loses a mast. British hulls have been pounded, but three French ships are significantly slowed.

☐ He virtually stands still! And *Mont Blanc's* stern is exposed! Ah, Diable!! Shoot! Shoot! Masts fall on *Scipion* and *Mont Blanc*—a terrible disaster. My gunners are not producing the power we need—too much wine?? Mon Dieu!

TURN 5 NEUTRAL COMMENTARY:

The British have decided to stand back. I think they should have moved in a little closer. The French have managed to get one ship back to the firing line. Notice how the British ships are maneuvering in coordinated pairs. The French seem to be sailing helter-skelter, unsure of exactly what to do. The British, even after receiving heavy damage initially, have never given up the initiative; and, even though they are in second place at this point, now have opportunities to pull the fat out of the fire.

British Turn Six:

Rather than send *Hero* off to the right on a tangent with her damaged helm, or follow her myself in this ungainly, wallowing tub, I'm letting us drift. Right now that's the only way to close the range promtly, without suffering more rakes. By turning as we drift we can shorten the range by two hexes instead of one and thwart any attempt by *Formidable* to turn upwind across my bows. This means sending the mobile ships down to screen our sterns; they should get in as close as possible anyway. I would exploit the hole behind *Mont Blanc* and cut the line, if she didn't have the ability to come around on the same tack as her cronies and head me off. It would be risky to commit *Courageux* and *Namur* so deeply downwind now, with *Hero* and *Caesar* unable to come to their aid. Perhaps if I leave them mobile and aimed at his center, another opportunity will arise to cut his line without danger of being grappled and overwhelmed. If the two ships cut straight downwind, the Flag and *Hero* could provide effective supporting fire.

It appears the Frogs will succeed in turning his entire line under my guns. Long faded is any thought I had of crossing his stern. It's remarkable

that he's managed to come about at the cost of only one rake—indicative of his meticulous planning.

☐ Ha'hmm. I find the enemy's maneuver somewhat perplexing. *Mont Blanc* ran a good ways downwind, probably in fear of being rammed or grappled. *Scipion* came about again in a totally unexpected way—perhaps to be ready to come to *Mont Blanc's* aid. *Duguay* stood still, risking a rake and the enemy's flag made the expected turn. The stern to stern split in the enemy's center raises possibilities. His ships are finally committed at any rate. Three have lost masts and the *Formidable* will lose one to rakes if she turns.

Again, the rolling thunder of broadsides . . . GADZOOKS! What a dicey thing aboard *Namur*. The Frog's roundshot nearly set fire the magazine. If the range had been any closer, she'd have been blown out of the water, and I'd have been hard pressed to eke a victory this day. Fortunately, she now signals that the fire is out.
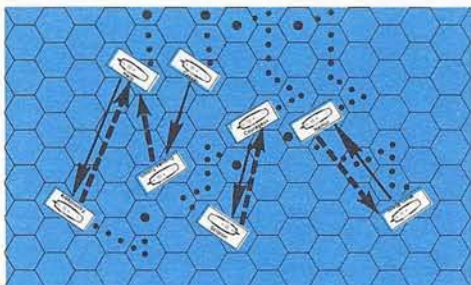
TURN 6: The French flag turns into the wind to cross the English line while the remaining French ships, pour their newly opened initial broadsides into the English. There is a moment of panic in *Namur's* magazine but no explosion.

French Turn Six:

My ships are finally in a good position and . . . sigh . . . it appears I must split them up. My flag will cut across *Duguay's* bow to attempt to cross the English Tea *(punishing, that . . .)*. This should be a fairly obvious move and I expect *Hero* will move to thwart it. If the third rate does, my unlimbered starboard battery should rip satisfying holes in her tea soaked hull. Too close and my merry band of drunks will storm her decks. This last is something I want him to think about, not that I will necessarily do it. Melees generally boil down to a total slaughter which I would prefer to avoid. It is up to him. The only problem with the *Formidable's* move is that *Duguay* will have to hold her position. This could leave her stern dangling like a . . . well, dangling anyway. But by moving the flag, I hope to keep him on the conservative defensive.

The real problem lies with *Scipion* and *Mont Blanc*. These mobile ships are capable of anything and I must try to keep him from exploiting the gap that now exists. I would like to keep *Scipion* about where she is to help concentrate on his van, but the threat to her stern is too great, as well as the threat of having *Mont Blanc* cut off from the squadron. So to begin a remedy . . . *Mont Blanc* will turn onto the squadron's new tack and expose her new broadside, while *Scipion* will do the same from the opposite tack. With luck the English will find themselves in a crossfire and again cause him to reconsider his moves.

☐ What's this?? His van turns into the wind? This I don't understand, unless he, too, was concerned about a possible bloody meeting with my flag. Only time will tell if this should be classified a mistake or a "shrewdly calculated maneuver" (victories have a way of coloring decisions such as these . . .) My opinion at this time is he should have continued to stretch my line. *Formidable* will make getting out of his van's present position very costly.

As for his rear ships. They have turned into my broadsides, and soon will sprout new holes. I consider firing high into *Courageux's* nicely exposed expanse of canvas, but it will not keep him from whatever he has in mind, so into the hull it goes.

My gunner's score heavily and his hulls suffer. I must continue to shoot well.

TURN 6 NEUTRAL COMMENTARY:

The British are now closing in, maintaining good coordination. The French, because they have never gained the initiative, can only react to British threats. As a result, their position is a mish-mash of reactions. The British are in good position to concentrate on the Dougay-Trouin.

British Turn Seven:

I now face the most difficult decision of the battle. The enemy's mobility is finally reduced and his line somewhat scattered. Yet the concentration of firepower that I worked to secure has evaporated like the smoke of an old broadside. My sole advantage is having the weather gage and two mobile ships who can strike where I command . . . unfortunately, they are positioned so as to suffer rakes or to block the broadsides of their fellows. I would send them down the center out of the way of *Caesar's* broadside to cut his line, but I don't believe for a moment that the Frogs will leave that route unblocked. I could string out my ships one-to-one alongside his, but its never been my way to obey the time worn Fighting Instructions. If I'd intended to do so, I wouldn't have allowed him first crack at my hulls for so long.

Therefore I must take the chance which may cost me the battle; it will certainly commit my forces irrevocably. I am throwing my mobile ships against *Duguay*, the ship of the line which is the least likely to be relieved. *Scipion* and *Mont Blanc* support one another, but if *Scipion* moves, there is no ship that can succor *Duguay* in a melee. I would like to steer close and sink the tub in question because it is the most battered of the enemy vessels, but fouling and grappling are unavoidable possibilities. Since my target will probably hang back to stay adjacent to *Scipion*, I'll try to pass between her and *Formidable*. *Namur* must follow near *Courageux* for mutual support in a melee; she'll be risking a rake but she may in turn get to deal one to *Scipion*. The ship's will be in carronade range and an even match for any two defenders. *Courageux* will turn to port at the end of her move to be able to rake *Formidable* and hold her at arm's length. Grapples could freeze any of these ships in position.

Much depends on my prediction of his exact move. If *Duguay* drifts and turns to starboard, I'll count on her turning again into the eye of the wind next turn to avoid a second rake. Then my ships will pass to either side of her and do great devastation. If either *Formidable* or *Scipion* moves away from the center, I'll be fortunate. If he doesn't let *Duguay* drift, there'll probably be a melee.

The most trying part of this plan is that *Hero* and *Caesar* must turn back downwind to support the attack, in case two or more of his ships become involved in melee. Both my ships will lose at least one round of gunnery and *Hero* will be raked. But if it comes down to grapples, I must get there first with the most force. And if I cut his line my downwind ships will be even more in need of support.

☐ Damn! I really expected *Duguay* to drift. *Courageux* collides without fouling and *Namur* goes adjacent to both *Duguay* and *Scipion*. I can try to take *Duguay* by grappling; if my attempt succeeds and *Scipion's* likely attempt fails, I'll have better than a two-to-one advantage. If *Scipion* doesn't grapple she'll move or drift away for at least a turn, giving my crews a chance to carry the day.

Courageux's grapple is cut and *Namur's* attempt fails. Fortunately, so does *Scipion's*. This gives *Namur* a cataclysmic stern rake on *Scipion*. Look at the splinters fly . . . BLIMEY, SHE'S AFIRE! With that blaze she'll be no good for gunnery for quite a while; *Namur* had best be ready to repel boarders. This could spell victory!
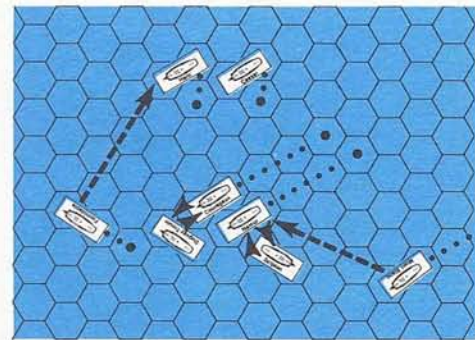
TURN 7: *Collision! Courageux collides into the side of Duguay but does not foul. The English grapple but it is cut and close range broadsides ring out. Scipion catches fire and nearly blows up!*

French Turn Seven:

I still wonder about his van but as they can do little except turn, so I must study his rearward ships closely. As I had feared earlier, with the windage in his favor, I would be forced to spread my ships. With his two third rates at full sails aimed at the center of my line and *Mont Blanc* crippled and essentially out of position, it is the moment of crisis for the battle.

The question is, will he rush at the obvious target, *Duguay*? To concentrate on her would seem overkill as she is the most battered of my ships. A charge onto her would also entail blocking the shots of his two lead ships, turning the balance of flying iron back in my favor. Well, if he does charge, he'll find an angry ship waiting. I'll have Duguay present her starboard broadside to the two threats. She'll be in little danger of rakes from his windward van as they can't move that far, and if it's a false alarm, she'll still be able to throw some iron into an enemy. *Scipion* will stay where she is to forstall a move by his ships to isolate *Mont Blanc* if he should so attempt . . . Mon Dieu, I hate being at the mercy of the English dog's whims. Trying to expect and counter his every potential move is a headache par excellence, an advantage of the wind gage I never mentioned. Fool, forget the wine, bring milk . . . my ulcers are acting up!

Alarme! S'aboarder! *Duguay* is rammed! She is free and will repay the insult with a hail of round into *Courageux's* bow if the grapples can be fought off. *Duguay's* crew fights off the grapples and, unfortunately, the English do the same with *Scipion's* attempt to save her stern. My flag will bite *Hero's* bow while the starboard scene is clouded with gun smoke.

Oh, fils de garce! (loose English translation: $% ★ &☐ & ★ §§'(' ☐#$) *Scipion* flames! A terrible disaster!

TURN 7 NEUTRAL COMMENTARY:

The British rear closes in quickly and the Dougay-Trouin is in serious trouble. Unfortunately, the Hero and Caesar are hanging back. At least one of these ships should begin moving toward the Dougay-Trouin next turn. Note how the Namur is holding off two French ships. The French have gotten themselves way out of position and the Scipion and Mont Blanc will have a difficult time getting back. The British are ready to break the French line in two!

The collision is the worst thing that could possibly happen to the French. M. Burtt's other ships must now sail upwind to aid the Dougay-Trouin. The British are fairly well placed in the center and can quickly overwhelm the Dougay-

Trouin before French help can arrive. Neither the collision nor the grape succeed in forcing a boarding action. M. Burtt should get the Dougay-Trouin away as quickly as possible. Unfortunately, the ship is sailing against the wind and is struck.

British Turn Eight:

Since the engaged ships' movement is blocked, they can only turn to port to reduce the chance of being grappled by *Scipion*. I must do this now, even though *Scipion* will move or drift this turn, because they may be pinned down by grapples on later turns. *Caesar* and *Hero*, deprived of targets are trying to limp into action I've set my crew to repairing rigging to this end.

It appears that *Hero's* captain misjudged the extent of his steering damage and essayed a turn that the immutable natural laws (as expressed in Advanced Rule V.D.2) wouldn't allow. Ah, well, even the best of us make mistakes. He'll pay for his poor seamanship by suffering another rake by *Formidable*. Fortunately, my captains have a healthy contempt for rakes—no doubt because they are all accomplished rakes themselves!

Courageux grapples *Duguay* this turn, but again *Namur* fails. This melee should soften them up, but if Namur doesn't join soon, it will be a costly victory for me—if a victory at all.

So I find myself fighting to capture the one enemy ship I've managed to shoot to pieces . . . a violation of my own rules of strategy. Still, *Namur* must shoot at something. She'll aim at *Duguay's* rigging to kill some crew . . . Ouch!

French Turn Eight:

A terrible predicament and such a good position! Even if Duguay should be boarded and overwhelmed, *Scipion* and *Mont Blanc* would be doubled up on *Namur*, and with the damage to *Hero* nearing the critical stage, the English would have found themselves with two badly shot up ships and a difficult position. Now, with *Scipion* on fire, and essentially out of the critical phase of the battle, he is free to do whatever he wants without fear of a healthy reprisal. The battle may have just been granted to him.

Most interesting is his van. With full sails spread, the battered *Hero* may want to try to sail down between my flag and the embattled *Duguay*. If his steering is as damaged as I think it is, I suspect he will be unable to perform the maneuver as he intends. Another rake? One can hope.
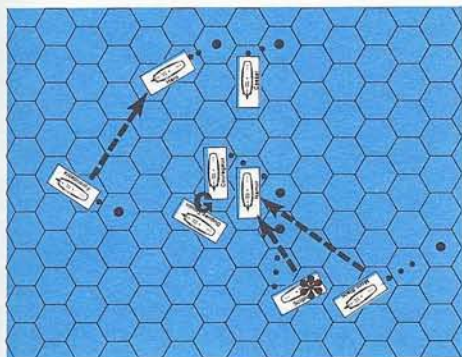
TURN 8: *Hero* attempts to turn but her hull refuses and she is caught by another rake. *Courageux* grapples *Duguay* and a bloody inconclusive melee ensues. Flaming *Scipion* pours a much weakened rake into *Namur* supported by *Mont Blanc*.

For *Duguay*, should I turn to minimize the chances of grapples? But if I do and he turns to escape another rake, I will lose some effective firepower. With *Scipion* out of the battle for the moment, I must do as much damage as I can. Certainly a risky chance but at three ships to four, chances must be taken.

☐ Melee! *Courageux* and *Duguay* fight it out alone . . . what a bloodbath . . . reminds me of

The Duel of the Guns
British Broadsides

Turn	Firing Ship	Target	Range	Table	H or R	Die	Damage	Critical Hit
2	Caesar	Scipion	7	3	R	5	4R,G	
3	Caesar	Formidable	7	1	R	2	miss	
	Hero	Duguay-Trouin	3	6	R	4	4R,G	
	Courageux	Formidable	8	3	R	6	4R,H,C	#9R: no effect
4	Hero	Duguay	5	2	R	2	R	
	Caesar	Duguay	4	3	R	6	2R,H,C	#6R: 2R, −1 to right broadside for 3 turns
	Courageux	Duguay	4	5	R	4	3R,G,C	
	Namur	Mont Blanc	4	5	R	3	3R,H	
5	Hero	Duguay	5	2	H	4	2H,2G,C	
	Caesar	Mont Blanc	5	6	R	1	4R,C	
	Courageux	Scipion	4	3	R	4	4R	
	Namur	Mont Blanc	3	4	R	2	2R,H	
6	Hero	Formidable	5	2	R	3	H,G,C	
	Caesar	Duguay	3	4	H	3	2H,G,R	
	Courageux	Scipion	3	2	H	4	H,C	
	Namur	Mont Blanc	4	5	H	4	2H,G,C	
7	Courageux	Duguay	1	—	Grape	—	2C	
	Namur	Scipion	1	10	H	6	6H,2G,2C	#14H: −5 to both broadsides for 5 turns
8	Namur	Duguay	1	6	R	3	3R,H,G	
9	Hero	Formidable	3	6	R	2	2R,G,C	

French Broadsides

Turn	Firing Ship	Target	Rake	Range	Table	H or R	Die	Damage	Critical Hit
2	Formidable	Caesar		6	5	R	4	3R,G,C	
	Mont Blanc	Caesar	X	6	7	R	1	2R,C	
	Duguay-Trouin	Caesar	X	6	7	R	4	4R,H,2C	
3	Mont Blanc	Caesar		4	1	H	3	G	
	Duguay	Hero		3	4	H	6	3H,G	#8H: −1 to turning number
4	Mont Blanc	Courageux		4	3	H	4	2H,2R	
	Duguay	Caesar		4	5	H	1	H,G,C	
5	Mont Blanc	Namur		3	4	H	2	H,R	
	Duguay (−1)	Hero		5	1	H	3	G	
	Scipion	Caesar		5	5	H	3	2H,G,C	
6	Formidable	Hero		5	5	H	3	2H,G,C	
	Duguay (−1)	Hero		3	3	H	3	H,G,C	
	Mont Blanc	Namur		4	5	H	6	3H,G,C	#11H, die roll 1: no effect
	Scipion	Courageux		3	6	H	5	3H,C,G	
7	Formidable	Hero	X	5	6	H	3	2H,G,2R	
	Duguay (−1)	Courageux	X	1	7	H	3	3H,2G,2C	
	Mont Blanc	Namur		4	1	H	1	miss	
	Scipion	Namur		1	3	H	5	2H,C	
8	Formidable	Hero	X	4	7	H	4	3H,2G	
	Mont Blanc	Namur		4	3	H	3	H,G,C	
	Scipion (−5)	Namur	X	3	2	H	2	H	
9	Formidable	Hero		3	5	H	3	2H,2G,C	
	Scipion (−5)	Namur		2	0	H	1	miss	

Collision, Fouling, Grappling, and Melee

Turn 7. *Courageux* collides with *Duguay*. Fouling die roll 6: no foul.
Courageux grapples *Duguay*. Die roll 2: succeeds (2 or less needed.)
Duguay cuts grapple. Die roll 2: succeeds.
Namur attempts to grapple *Duguay*. Die roll 6: fails (2 or less needed.)

Turn 8. *Courageux* grapples *Duguay*. Die roll 3: succeeds (3 or less needed.)
Duguay attempts to cut grapple. Die roll 4: fails.
Namur attempts to grapple *Duguay*. Die roll 4: fails (3 or less needed.)

Turn 8.

Melee: Round A.		British (elite)		French (crack)		
19 crew x 5 points	= 95	die roll 3		84	= 21 x 4	die roll 1
Less losses:	−20	= 4 x 5		−16	= 4 x 4	
Totals, Round B.	75	die roll 3		68	die roll 2	
Less losses:	−15	= 3 x 5		−12	= 3 x 4	
Totals, Round C.	60	die roll 2		56	die roll 4	
Less losses:	−10	= 2 x 5		−12	= 3 x 4	
Final totals	50			44		
No 3:1 ratio; melee not conclusive.						

Turn 9. *Courageux* grapples *Duguay*. Die roll 2: succeeds (2 or less needed.) (2nd grapple.)
Duguay attempts to cut both grapples. 1st die roll 4: fails. 2nd die roll 2: succeeds. One grapple remains.
Namur grapples *Duguay*. Die roll 2: succeeds (2 or less needed.)
Duguay attempts to cut grapple. Die roll 6: fails.

Turn 9. Melee: Round A.
Courageux (10 x 5 = 50) plus *Namur* (19 x 5 = 95) — 145 British
Duguay 11 crew x 4 points = 44 French
Greater than 3:1 odds; British capture *Duguay*. Grapples cut automatically turn 10.

Gunnery and Luck

	Guns & Carron-ades	Total Broadsides Fired	Total Gunnery Tables	Average Table Number	Total Dice Rolled	Average Die Roll	Total Hits Inflicted		
							By Guns	By Melee	Totals
British (El)	136 & 14	21 (1 grape)	84	4.100	71	3.550	84	10	94
French (Cr)	164 & 8	26	107	4.115	82	3.154	88	9	97
Totals		47	191		153		172	19	191

Note: The difference in morale levels didn't matter much in gunnery strength, because for this size ship both crack and elite full broadsides have a +2 modifier.

The French fired more broadsides on a slightly higher average table number, yet the British inflicted nearly as many total hits. The reason appears to be that the British fire was often directed at rigging and often doubled in effect due to full sail.

the good old days in Paris . . .uh, scratch that!

And *Hero* did try to turn and failed. More damage poured into her. She's now doomed—a few more broadsides and she'll be rendered hors de combat. The question is: Can *Duguay* last this few turns?

TURN 8 NEUTRAL COMMENTARY:

The British are beginning to get the worst of the gun duel again as Sir Leonard closes into the center. But he isn't going to let this golden opportunity pass by. His ships can absorb the damage. By the time he's through, his fleet will be firmly between the French squadron. The French desparately try to gain rake advantages. I guess M. Burtt realizes he doesn't really have a good plan to save the Dougay-Trouin and is maximizing his opportunity to damage the British ships as they close on his center. His ships are just too badly positioned to really exploit the temporary advantage he has.

British Turn Nine:

Namur must move or drift this turn, along with the grappled ships. Since *Scipion* drifted rather than moving away last turn, *Namur* may as well turn back to starboard, as the best way of discouraging her of being adjacent is to threaten another point blank stern rake. Hopefully, *Namur* can grapple soon; transferring crew to *Courageux* would be too risky.

Hero finally gets its starboard battery into play and I continue laboring downwind in *Caesar*. My men are tranquil doing make and mend, although I know in their hearts they long to be wrapped in the din and smoke of battle . . . sweating, toiling, dodging steel and splinters. You'll soon have your wish, fellows!

☐ But see! *Namur* has grappled! *Courageux*'s grapple holds! The boarders swarm over the rail! There goes the Tricolor down. She's ours!!

French Turn Nine:

Duguay will drift, minimizing the risk of grappling from *Namur*. If she can ungrapple from *Courageux*, it would help significantly. My flag will luff to catch *Hero* as she turns downwind, completing the maneuver she tried last turn. This is assuming he will turn that way, but I expect he will. It would avail him nothing to close with my separated flagship with the doomed third rate. The rest of his movement is minimal, as I am certain he wants to finish the melee with another ship joining in. I will have *Mont Blanc* pass by flaming *Scipion* to catch *Namur* should she try to pass *Scipion*'s stern.

☐ Defaite! *Namur* grapples the unfortunate *Duguay* and she is overwhelmed. With *Hero* now standing between my flag and the action, and still several turns away from striking, *Mont Blanc* must fight alone for a time. *Scipion*'s fire will allow the enemy to overtake the hull damage advantage I now have. I fear it is useless. I will concede and spare innocent lives.
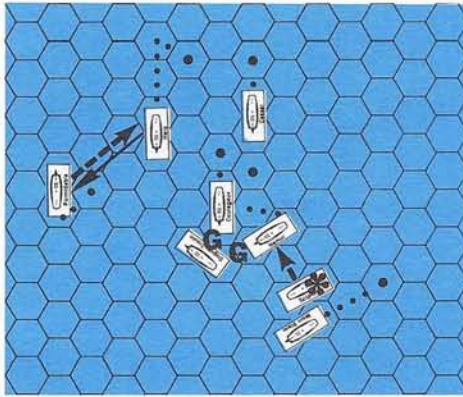
TURN 9: *Namur* grapples *Duguay* and joins the fray. Her crew tips the balance and *Duguay* surrenders. *Caesar* continues repairs as *Hero* destroys a mast of the French flag. *Formidable* continues her onslaught of *Hero*'s hull.

TURN 9 NEUTRAL COMMENTARY:

The Dougay-Trouin is captured! I guess the loss of the ship and the disadvantageous French position more than make up for the greater British ship damage. It is enough to make Admiral Burtt strike his colors. Admiral Sir Leonard Carpenter should be justifiably proud of his fleet's perfomance in this quick and decisive action.

British Summary:

Glorious news. My adversary has called a halt to this senseless slaughter. It almost seems a shame since, for me, the enjoyable part has only just begun. The Frogs put up a tough fight, but have wisely chosen to acknowledge the innate superiority of British arms.

Had the battle continued, it would not have been hard to bring heavy fire to bear on the remnants of the French squadron. My numerical advantage was combined with a positional one. It would have still been a hard fight, but good fortune, the weather gage, and a sound grappling policy has carried the day. Not the subtle, crafty triumph I had hoped for, but better than defeat. And I did have the opportunity to demonstrate certain salubrious British traits including doggedness, courage under fire, disdain for life and limb, and so forth.

French Summary:

Had *Scipion* not been on fire for so long, this battle might well have had a different ending. *Namur* would have been sore pressed. *Hero* was virtually eliminated . . . But, as they say, the fates . . .

If I had continued the battle, I would have finished off *Hero*, then closed with *Duguay* in an attempt to free her from her captors. *Courageux* was low on manpower due to the pounding and the melee . . . It would have been a fight, no doubt.

My opponent, after holding to his stern plan, used his wind advantage well and his two-ships-on-

one grappling plan is about the only one that makes sense given the crew sizes of these ships.

Did my hull pounding philosophy succeed or fail? Because of the fates, it is difficult to tell. I felt prior to the fire I held the advantage, even if he had carried *Duguay* as he ultimately did. My own innate aggressiveness tended to put me in trouble during the crucial movement period, but I was able to do what I had intended . . . A battle full of "what ifs". Whatever, the fight was a tense, enjoyable (sob) one. And now Carpenter owes me a 74 as well as an eye. THE SEARCH GOES ON!!!

FINAL CONCLUSIONS:

There are several good military principles that can be expounded here to explain the sudden British victory. Things like maintaining the initiative, economy of force, clear goals and its corollaries; proper positioning, proper coordination. Admittedly, the French, starting downwind of the British, really were not in a position to put these maxims into effect. The French did have advantages though, as enumerated earlier, which more than offset what the British could guarantee to accomplish. But Monsieur Burtt consciously chose to fritter away his advantages, and gave Sir Leonard the opportunities he needed to gain the victory.

I believe the French had the better of the situation from the very start and was in a very commanding position at the end of the first turn. M. Burtt should have maintained his distance from the British for as long as possible. Once the British did close, he should have attempted to wrest the initiative from the British even if it meant accepting a few rakes in the process. By this point, the French ships should have been sufficiently ahead in the damage column to afford it. Instead M. Burtt seems to have moved his ships in reaction to the British threats. The result? His fleet was in a state of total disorder; unable to react sufficiently to the British threat when it did appear. It's hard for me to imagine the British successfully boarding the Dougay-Trouin if the French ships had maintained a tight formation.

Sir Leonard did what he had to do to win. He did not hesitate to accept the inevitable rakes in order to close with the French fleet. The subsequent scattering of the French trying to anticipate his avenue of assault, gave him the opportunity to find a weak point. He drove the point home with authority.

One more point. Monsieur Burtt feels that if he could have maintained his cross-fire against the charging British fleet in the last few turns that he still had a chance to pull the game out. I feel that if one of the British ships was forced to strike, the British fleet still would have captured the Dougay-Trouin. They were in a strong central position firmly between the French. This would give them a 4 to 3 ship advantage and the ability to concentrate either against the Formidable or the Scipion and Mont Blanc. The French still would have been in a serious predicament and would have found great difficulty in salvaging the situation. ☆

G.I.; ANVIL OF VICTORY

We have been beset by requests for information on the availability of this title. Please be patient. The game will not be available before July 23rd, 1982 and even that is not a certainty. It will do you no good to send in money in advance as many of you have been doing. We are not taking advance orders and indeed have not even determined a price for the game at this time. Quality work takes time and we are endeavoring to bring you the biggest release yet in the *SQUAD LEADER* series. *THE GENERAL* will carry the latest progress reports as publication draws near.

WOODEN SHIPS BY MAIL
Or What's That Frigate Doing in My Post Box ???
By Leonard P. Carpenter

Gamers who prefer naval combat to land battles have long coveted the postal play capabilities of their land lubber counterparts. Naval games have traditionally relied on simultaneous movement as an inherent part of their makeup, and that very factor has always frustrated naval gamers wishing to conduct their mayhem by mail. Leonard's system deals with that same problem and although it still requires more work than the average sequential movement game, it works as is evidenced by the Series Replay also published in this issue.

Simultaneous movement creates some of the most thrilling moments in wargaming. To get inside the mind of the enemy and psych him out is a real challenge. When he outguesses you it's painful but instructive, teaching, among other things, empathy: the ability to put yourself in the other guy's boots.

Yet the si-move feature is difficult to build into a game. The two main methods of achieving it, recorded orders and blind movement on separate boards, tend to be frustrated by complexities of terrain and unit interactions (namely collisions).

One reason for the continuing popularity of *WOODEN SHIPS AND IRON MEN* is that it uses si-move with all its thrills and chills. It's perfectly suited to movement plotting because the units are relatively few in number and usually the only terrain is the restless wind.

An interesting and related point: one of the simplest methods of die roll resolution in play-by-mail gaming is the simultaneous mailing. In si-mail, for each die roll, each player simultaneously sends a coordinate (one through six or A through F) and the two are cross-referenced on a chart which yields a die roll number from one to six. This dispenses with the usual need to consult a newspaper financial section on a predetermined date.

Still, doing si-mail in a sequential-move game such as *AFRIKA KORPS* can be a bit of a hassle—it means that on the same date that one player mails his move, the other must mail a postcard with coordinates to resolve the dice rolls. This doubles the number of mailings necessary and introduces a new time constraint. Some players think it's more trouble than it's worth.

However in a si-move game like *WS&IM*, simultaneous mailings on or about a pre-set date are called for anyway—they are part of the fun, and in effect they compress the total time needed to play the game. And it's obviously easy to combine si-move and si-mail.

The result: *WS&IM* is *the* game perfectly suited to play by mail. Gentlepersons, I rest my case.

Using the PBM sequence explained below, *WS&IM* games played by mail can be virtually identical to face-to-face (FTF) games. They progress at the rate of one simultaneous mailing per game turn. Allowing one week per mailing, the average sea battle will be won (and lost) in from 10 to 20 weeks. This is an extremely favorable rate of play—a breakneck pace by comparison with some games. The best *SQUAD LEADER/COI/COD* PBM systems require at least three mailings per player turn—six *sequential* mailings per game turn.

The trick to resolving die rolls by mail is determining exactly which results apply to which rolls—every roll or possible roll has to be assigned a number, and enough numbered results have to be provided to cover all eventualities. This is particularly important in *WS&IM* where there are so many possible extra die rolls due to critical hits, collisions, etc. I have dealt with this by designing a

standard form, the Turn Record Sheet, which contains pre-numbered outcomes for every eventuality. Only the relevant parts of the form need to be filled out for any turn. And it's not necessary to generate countless die roll coordinates, because the same nine are recycled endlessly—a boon to mental energy conservation.

There are three main parts to a *WS&IM* move: grappling, movement, and gunnery/melee. The most significant changes occur during the movement phase—moves, collisions, and fouls; this is the natural point to end the PBM turn and let players assess their situations and plot the next move. So the PBM turns start in the middle of the regular FTF turn and are numbered 1/2, 2/3, etc., turn 2/3 combining gunnery for FTF turn 2 and movement for FTF turn 3. My original design called for two mailings per turn, gunnery and movement, but an older system showed me how to combine these into a single mailing. The effects of gunnery on the subsequent movement are relatively few—loss of rigging and occasional sinking or critical damage—and can either be postponed or handled as contingencies. This system allows a choice between the two methods (rule 7 below).

But enough explanation *why*—here's *how*:

PBM Components

1. Turn record sheet—the heart of the system. Postal admirals have played for years without knowing that these are essential, poor devils! Each player needs two per game turn, one to send and one to keep. See the insert in this issue.

2. The Gunnery and Damage Record—the whole computation at a glance. To stay accurate (or at least in agreement) in the complex process of gunnery resolution, both players should maintain an original and a copy, exchanging the copies with each move.

3. Modified damage log—a normal log sheet, except that it has no little numbers printed in the boxes. Instead, players can print in the last digit of the gunnery turn number that the hit was inflicted; as a double check on gunnery. These may also be exchanged by the players.

4. Rules—a necessary evil.

5. Your *WS&IM* game. Multiple games can be played with one kit in different areas of the mapboard. Magnetic mounting is a boon; unmounted hex sheets with printed coordinates can be ordered from AH.

Prepare for Play

Here is a list of things PBM players should agree on before starting:

1. Game scenario, or points to be used in purchasing ships. (Revolutionary or Napoleonic period?)

2. Nationality and starting position of each player, and wind (first the wind change number if any, then wind direction.)

3. Basic or Advanced Game rules, or what combination of the two?

4. Optional rules if any (modified rakes, exploding, towing, loss of masts, etc.)

5. Any PBM options (immediate rigging damage, change of FS status.)

PBM Procedures

Players start the game by simultaneously mailing the first Turn Record Sheets (turn 0/1) on an agreed date. After that, si-mailings are made on the *later* of the two "Next Mailing" dates named on the

previous turn's move sheets. Keep a carbon of your move *and* any commentary sent.

As mentioned above, each turn begins at the end of movement. The sequence of events is the same as FTF play except when ships are slowed by rigging damage (#7 below). Otherwise, play is virtually identical to FTF play, and any uncertainty is resolved by making reference to FTF procedures.

For each turn, plot ships' numbers and names, gunnery and grappling targets, movement, and die rolls for *all* desired or possible ship functions. For instance, grappling and/or ungrappling die rolls should probably be plotted if any enemy ships are adjacent.

Die rolls are indicated by letters A-F entered in the numbered spaces. Also complete the "Die Response" section each turn with letters A-F. Any die roll letter is to be used is cross-referenced with the *opponent's* simultaneous die *response* letter having the same number, to yield an outcome on the die roll chart reproduced at the top of each Turn Record Sheet. Note that it doesn't matter which axis of the chart is used: outcome CE is the same as outcome EC, and so on. If any necessary die roll or response letter is omitted by either player, use "A". A further note: you may as well determine your die roll letters randomly (by rolling a die) in order to avoid idiotic and irrelevant guesswork about what letters your opponent will pick.

Specific instructions for Turn Record Sheet, in order of turn sequence:

1. Grappling and ungrappling. List the target ship's name and a die roll for grappling; list only die rolls for ungrappling. There are spaces provided for two grappling attempts and three ungrappling attempts for each ship; if you should need additional ones (poor guy!) list numbers as well as die roll letters, so that it will be clear to both players which die responses to use. Ungrappling die rolls are applied clockwise, starting with the hex directly in front of the ship's bow (counting all adjacent enemy ships only . . . a blank die roll indicates that you're not trying to ungrapple that particular enemy vessel.) Multiple grapples from any enemy ship are resolved before moving on to the next.

2. Plot any boarding parties intended. List strength (1,2, or 3 full or partial crew sections), type (O, D, or T), and the target ship's name. Having completed the guest list, enter three die roll letters under "Melees" if there is any chance of the party getting held. Multiple boarding parties use the same die rolls unless others are specified (if adding die rolls, be sure to list numbers as well as letters.) The party you've planned may or may not be held, subject to grappling and ungrappling results.

3. Plot gunnery, to be performed contingent on the results of grappling and boarding. List target name, table number, target aspect (H or R) and three die rolls. The first is used on the damage table; the second is to determine the critical hit number and to use on the destroyed hull table. The third may be required on certain critical hits; it is also used for damage on tables above number 10 (any critical hit here would also be determined using gunnery die roll number 2 and resolved using gunnery die roll number 3—good shooting!) The table number can be worked out on the Gunnery and Damage Record at the time the Turn Record is filled out, and the die rolls and damage written in later.

4. Reload (enter R, C, D, or G.) If no entry is made, it should be assumed that R was loaded.

5. Melee die rolls as mentioned in step 2 above. Note that your boarding parties' strength may have been reduced due to gunnery this turn.

6. Unfouling may be attempted by entering a die roll here (one for each friendly ship.) Also plot a die roll here for each ship which may explode or suffer a destroyed hull this turn. (Note: on the turn after a "6" is rolled here for an exploding ship, plot 3 normal gunnery die rolls for it, to determine the effect on adjacent ships.)

7. Movement and drifting are plotted for all ships—enter the plot, the ending bow hex and direction. Also enter one collision die roll if there is a chance of collision. Movement can be curtailed by grappling, collision, striking, sinking, etc., which may have taken place earlier this turn. *Exception:* Rigging damage due to gunnery during the first part of the turn doesn't reduce movement until the following turn. This differs from FTF play and may affect tactics slightly, but it removes the necessity of plotting moves which may be shortened, and generally increases mobility. Thus, on turn 4/5, a ship which loses a rigging section due to turn 4 gunnery may still complete its plotted move under full sail for turn 5. Starting turn 6 it will be slowed, and any full sail plot on turn 4/5 for turn 5/6 will be disregarded.

Optional: Players may agree that rigging damage is not delayed as described above, in order to make play closer to FTF. If so, they have the option of plotting alternative moves for any or all ships each turn, in case of rigging loss (in practice it will generally only affect a few ships on a few turns, however.) And there is a further stipulation when using this rule: no fouling can occur between friendly ships as a result of movement curtailed due to rigging loss on the same PBM turn. This prevents massive rear-enders.

8. Collision die rolls determine who enters a contested hex. Then fouling is resolved . . . this is a unique situation since a single die roll affects both ships. Therefore, for each collision use only the die roll plotted for the *larger* ship involved (if both ships have the same gun rating, use the first vessel in alphabetical order by name.) Two fouling die rolls are provided—if the same ship has precedence in multiple fouls, go clockwise from the hex in front of its bow. If there are more fouls than this, well . . . give up, buddy, you're playing the wrong game!

9. Sorry I lost my patience with that guy . . . what he should really do is start using the fouling die rolls for the other ship involved. But he's a lousy navigator, and shouldn't be allowed in a bathtub much less a ship of the line! @#%&*!

10. This part is full sail. Plot "X" for any ship to be placed or kept under full sail during the movement phase of the *following* PBM turn. Your plot may be cancelled by rigging damage suffered during the current turn. Note that a ship plotting on turn 7/8 to raise full sail for the movement portion of turn 8/9 wouldn't suffer doubled rigging damage until the gunnery portion of turn 9/10.

Optional: players may agree that each can change his full-sail plots after seeing the opponent's move, as long as the opponent is notified on or before the second day preceding the earlier Next Mailing Date. This is for purists who want to recreate the precise sequence (including the ambiguity), of FTF play. Notification should be *by phone* since, on hearing your changes, the opponent may want to change his sails too.

11. Notes. Repairs need only be announced when completed at the end of the third reload phase. It's nice to mention it here or in your propaganda when you think a ship has struck or been captured, sailed off the board, etc., etc.

Since many events in a turn may be affected by initial grappling, players may list alternative boarding parties, gunnery, and movement contingent on different outcomes. However, experience has shown that this is very seldom necessary, and play under this system generally proceeds smoothly, preserving the "feel" of the FTF game.

Gunnery and Damage Record

X | plus modifiers | X

Turn	Firing Ship	L or R	Target	Guns Partial	Range	Base # (Rake)	Stern (#)	Morale (#)	Crew Loss (#)	Initial BS (#)	Anch. or Crit.	Cap. Ship (#)	Ammo (#)	Table # H or R	Die Roll	Full Sail	Damage	Crit. #	Critical Damage	Notes

c.kibler 1981

TACTICS IN DIPLOMACY
Part III of a Four Part Series on the Game With No Dice   By Lewis Pulsipher

Anyone who plays and studies *DIPLOMACY* can become a good tactician, for the tactical element of the game is the simplest and most predictable of the three; negotiation, strategy, and tactics. Tactics is the ordering and arrangement of your units so as to accomplish your strategic objectives. The more numerous force usually succeeds and, if not pressed by time, never loses. Tactical problems can sometimes be solved with the help of mathematical game theory, but that is beyond the scope of this article. Little can be said about good tactics as a whole, but many individual points can be noted.

According to game theory, the best way to play a game is to maximize one's minimum gains—to assume that the enemy is a perfect player and move accordingly. When reduced to mathematics this can involve a certain amount of probability, even in a game such as *DIPLOMACY* which uses no chance mechanism (dice). In terms of *DIPLOMACY* tactics it means that you must look for a move that will make gains regardless of what your opponent does, but always remember that there is rarely a single best move—outguessing the opponent, whether by intuition or by probability, is part of the game. A gain can be possession of a supply center, destruction of an enemy unit, or, especially in Spring, occupation of a non-center space which will lead to capture of a supply center in Fall. Spring is the season of maneuver, Fall the season of capture. When you outnumber the enemy you're virtually certain to succeed if you don't make a mistake, and if unit mix and positioning don't handicap you at

the start of the war. If you're outnumbered or desperately need a quick advance to prevent a third player from gaining the upper hand, then you must take chances. Try to figure out how the enemy will move and then order your units to take best advantage of that move. You'll probably get clobbered, but you might guess right and leave your enemy in all kinds of trouble, and rather wary to boot. Remember, in every case, tactics must be subordinated to strategy. A slow delaying withdrawal in one area might be better than a flamboyant attempt to turn the tide, if you're doing well elsewhere.

I mentioned unit mix and positioning above. Numbers are important in *DIPLOMACY*, but other factors can alter the balance. The ratio of fleets to armies can be vital. If you have too many of one and not enough of the other you could be beaten by a weaker enemy. Each country tends to have a natural or average mix of units, as explained in the last issue, and areas have obvious optimum mixes as well. The Mediterranean area, including the adjacent lands (Italy, Iberia, southern Balkans, Turkey, Africa) is an area where fleets are much more valuable than armies. Central Europe is an army area. While this seems self-evident, all too many players fail to plan ahead when building new units. Think about where you intend to be two or three game years hence, and build units which will help at that time. After you've expanded to about ten units it will take one or two years for new units to reach the battle lines—plan ahead for it. Moreover, think about where you will build a unit

before the opportunity comes, to avoid hasty decisions when faced with a time limit.

When you are doing well you need to expand as rapidly as possible, getting units behind defenses (especially stalemate lines) before they form. I call this "headmanning", from the ice hockey term for moving the puck up to the most advanced attacker. In a sense the most advanced attacking unit "carries the puck" for the whole attack, and if it is stopped the entire attack will bunch up behind it. Get a few units out front as fast as possible and let newly built units help destroy enemy resistance nearer your country. A single unit, leading a stream of units, can make the differences between success and failure of an attack which takes place several years hence. For example, when Turkey is expanding west it should headman a fleet into the Atlantic as soon as possible, probably before the last Italian center is captured, so that the western countries cannot seal Gibraltar (by F Portugal and F English S F mid-Atlantic).

When the units to headman aren't available, a lone raider behind the enemy lines can cripple an enemy attack or defense for years. Most Spaces in *DIPLOMACY* border with six other spaces. Although land/sea differences help, three to five units are needed to force a lone raider to disband for lack of a legal retreat. A common way to start a raid is to retreat after battle into enemy territory rather than toward home, but in many cases a wary opponent will make sure this isn't possible.

Another trick of retreating, the "fast retreat home", can be worked with an ally. One player dislodges a unit of the other, who disbands it rather than retreat. This allows him to rebuild the unit at home at the end of the year, barring loss of a supply center. He can change an army to a fleet in this way, or bring a useless unit back home to defend it or help eliminate a raider.

Whether attacking or defending, write your orders carefully. Several times in almost every game an unintelligible or miswritten order ruins even the most brilliant plans. Doublecheck! It's easy to write one thing when you mean another. Some players take advantage of this common failing by deliberately miswriting an order. This may confuse the enemy, but more often it's a means of doublecrossing an ally while pretending innocence.

Defense is ofen a slow, boring affair, but imaginative use of attacks is sometimes the only means of successful defense. For example, if Russia has A Bohemia and A Galicia, and Austria has A Vienna and A Rumania, it appears that Russia has a sure two to one against Vienna because Rumania cannot support Vienna. However, if Austria orders A Vienna-Galicia S by A Rumania, then the Russian will be stood off if he attacks with Galicia S by Bohemia (two vs. two) as he is likely to do. (If he attacks with Bohemia S by Galicia then A Rumania-Galicia would cut the support and save Vienna.)

Here is a more complex example. Russia has F Aegean and Armies Bohemia, Galicia, Rumania, and Bulgaria. Austria has Armies Vienna, Budapest, Serbia, and Greece. Outnumbered five to four, at first glance Austria seems certain to lose a center. Russia can concentrate two units on Vienna, two on Greece, and use Rumania to cut one support. If Austria merely "stonewalls" (Budapest and Vienna support each other, Serbia and Greece support each other) he is certain to lose either Vienna or Greece this season and another center next season. But if he *attacks* with all four units (Vienna-Galicia, Budapest-Galicia, Serbia-Bulgaria, Greece-Bulgaria) he may catch the Russian napping. If the Russian chooses to attack with Bohemia rather than Galicia, with Aegean rather than Bulgaria, his supports will be cut by Budapest and Serbia and his attacks will all fail.

Austria takes a chance, because he may lose two or even three centers rather than one, as follows:

Austria	Russia
A Vienna-Galicia (dislodged)	A Rumania-Budapest
A Budapest-Galicia	A Bohemia S Galicia-Vienna
A Serbia-Bulgaria	A Galicia-Vienna
A Greece-Bulgaria (dislodged)	A Bulgaria-Greece
	F Aegean S Bulgaria-Greece

On the other hand, Austria finds himself behind the Russian lines in Galicia and Bulgaria, with Warsaw and Sevastopol open. If the Russian is an unimaginative tactician the risk of all-out attack is often worth the beautiful result.

Nonetheless, an attack is not always the best means of disarranging the enemy. First, you can stand when your opponent expects you to attack and moves to block it. This will leave his unit(s) out of position and could even cost him a center. For example, France moves A Marseilles-Spain in Spring 1901 while Italy moves A Venice-Piedmont. Now France wants to protect Marseilles, but he wants to end the Fall season in Spain in order to capture it (Spring occupation is not sufficient). If France orders *A Spain-Marseilles* and Italy orders *Piedmont-Marseilles*, France will defend Marseilles, capture Spain, and leave Marseilles open for a possible build. But if Italy holds instead, France is left with an army in Marseilles, no cap-

tured center, and no place to build a Mediterranean fleet to resist Italy further. This is a classic guessing game. More often than not France moves to Marseilles, for he can't afford to lose a home center.

Second, a nominally attacking unit can actually support a defender's move in order to disrupt the defense. For example, in Spring 1901 Russia moves A Warsaw-Galicia while Austria orders A Vienna hold, A Budapest-Serbia. In Fall Austria wants to protect both Vienna and Budapest and capture Serbia, so he orders a self standoff: A Vienna-Budapest, A Serbia-Budapest. This is the classic means of defending three spaces with two units. Russia, however, may order A Galicia S Austrian A Serbia-Budapest. Then Serbia-Budapest succeeds (two vs. one) and Austria does not capture Serbia. Later in the game a similar situation can occur, but with Serbia now owned by Austria and a Russian unit in Bulgaria as well. Russia could order Galicia S Serbia-Budapest and Bulgaria-Serbia, capturing Serbia. But in either case the Austrian can outguess the Russian by standing where he is. In cases like this, luck and intuition (and game theory if you know how to use it) are your tools. There is no "best" move.

Finally, avoid centergrubbing. Position can be as important as possession of an additional supply center, especially in Spring. Don't disarrange a good position in order to immediately capture an invitingly vulnerable center. You may sacrifice so much that you'll soon lose that center and more besides. In particular, don't open a hole in your line unless you're sure you can close it before an enemy raider gets through. One enemy unit behind your lines can delay an entire offensive. Moreover, be wary of dislodging a defender where the defender can retreat through your lines into your rear. Don't be lulled by the apparent simplicity of a position. Every good tactician pays attention to details which the less skillful don't notice or don't bother about.

Next time we'll conclude this series with the presentation of a *DIPLOMACY* variant—one especially designed for those with a natural leaning towards more conventional wargames.

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SCHLIEFFEN PLAN . . . *Cont'd from Pg. 7*

will fall. At this point Breslau becomes critical. If all goes well in the west, even with the loss of Konigsberg, the Austrian army, fresh from victory in Serbia, will begin applying pressure by November. Although Austria has little hope of forcing the Russian line, its army will create a defensive bastion and cause the Russians to divert units that would otherwise be thrown against the Germans. Lemberg should be fortified as soon as possible, then Cracow.

If the Russians force the attack on the Austrians instead, Przemysl and Lemberg will probably fall by September. By October, however, the Austrian troops from the Serbian front will have arrived and be busily fortifying the Carpathian Mountains. The result in either case should be a stalemate in November and, combined with a successful conquest of France, a Central Power victory.

The final danger is an early Italian entry into the war. The French should roll for Italian entry as early as possible. They will need all the help they can get.

If Italy does come in, Trieste becomes an immediate target. To guarantee the safety of this vital Austrian port, three units from the replacement pool should be sent to the Italian front in October along with two or three additional units from the Serbian invasion force, sent as soon as Serbia falls. This will guarantee the front and city against the best Italian efforts.

The plan as we have presented it is conceptual in the nature of necessity. The results of battles vary

from game to game and no one can predict the exact makeup of your army a few turns into the game. It is not beyond the realm of possibility that the Russians might break out into Germany, for instance. Even in the face of such a disaster, however, the German must press his attack home in France. If he can take France, Britain is cut out of the war and Germany can mass her armies to retake any lost ground in the East.

In actual history, the British had a peace treaty drawn up and agreed to with Germany at the end of 1914 when things looked their worst for the allies. Even though the German strategy had been modified and the blow on the right weakened to allow a stronger force to attempt a frontal attack on the left, it looked as if the Germans might force the rivers and break into the central French plain. Then the "Miracle on the Marne" changed the situation, everyone was issued shovels and the two sides settled down to four years of trench warfare.

Even with this, however, it was not the allied armies that defeated Germany. When she surrendered, her armies were still strong and were still defending her borders. But they and the rest of the country was starving, the entire nation was in the throes of revolution and the monarchy was falling. The reason was the British naval blockade of the North Sea which prevented Germany from supplying herself with food and other necessary materials. Just as the British navy had destroyed Napoleon by starving France a century earlier, so it had toppled Germany. Ironically, it was to play a major role in doing the same thing a few years later when Germany presented her last challenge to the world.

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VITP . . . *Continued from Page 27*

the destroyers and light cruisers in their immediate escort, as is done for convoys in *WAR AT SEA*. I lean away from such a decision. Carriers are not the sitting ducks in *VITP* that they are in *WAS* where there is no day/night roll. They are the only ships capable of wreaking destruction by day. Big guns should be the sole arbiter of sea power by night, just as airplanes are by day.

Air Raids on Japan

If the Allied player is conducting air raids against Yokosuka, allow him to attack future Japanese arrivals, as well as any units based there. Such attacks are limited to surface ships due to arrive within the following two turns (this reflects crudely approximate launch or conversion dates.) A ship thus attacked still may take hits equal to double its armor factor and may be repaired using the Yokosuka repair points during any following turn. They still arrive in play on the turn specified on the Japanese Order of Appearance chart.

Additional Victory Conditions

Modify the rules to give the Allied player an additional victory condition. This rule will also give players a chance to use the extra ninth turn forces included in the game. Grant the Allied player a victory if he is either ahead in POC after turn 8 or can eliminate all Japanese surface ships by the end of turn 9. (Grant a draw if the POC marker is at zero after turn 8 and if Japan still has surface forces remaining after turn 9). This rule is similar to the extra German victory condition in *BATTLE OF THE BULGE*.

If you use this rule in conjunction with the kamikaze rule, do not remove a carrier from play after it makes a kamikaze attack. Instead merely ignore its airstrike factor for the remainder of the game. This can be indicated by placing an inverted damage marker over the airstrike factor.

Note that POC have no bearing on the game after the completion of turn 8.

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Avalon Hill Philosophy . . . *Continued from Pg. 2*

ORIGINS held to date have had to play the role of shepherds in bringing the various companies into the fold with numerous follow-up reminders in the form of both mailings and phone calls. The folks out at Pacific Origins, who ran things by committee and divided their areas of responsibility, obviously felt this was a ridiculous state of affairs and announced their intention of "not holding any hands". They then proceded to be as good as their word by making little or no effort to maintain the lines of communication with the various hobby concerns which were to publicize and attend their event. In fact, a definite "we" vs "they" attitude developed in which the Pacific Origins sponsors privately accused the various manufacturers of "ripping off the gamer". Using this righteous motto as their shield they then proceeded to proclaim that "they'll find out we don't run things that way on the west coast". The resulting lack of cooperation reached new lows for an ORIGINS and insiders were treated to the unprecedented spectacle of manufacturers chasing the Origins sponsors for information instead of the other way around.

As early as January, concerned about the lack of information coming out of Pacific Origins I wrote several letters advising them of upcoming deadlines for free advertisements in *THE GENERAL*. I got no reply. A highly ambiguous Pacific Origins tournament policy mailing which dictated a dramatic change in ORIGINS policy for sponsoring tournaments in which the sponsor could neither set nor receive entry fees drew another letter from us asking for clarifications. None came. Six weeks later, after several phone calls, I was finally able to reach Larry Duffield of Pacific Origins by phone. He indicated that my letters had indeed been received and discussed and that answers were in the mail. Two monthes later I still had not seen the magic answers.

About this time we started receiving frantic phone calls from other manufacturers asking *us* what was going on. Apparently we weren't the only ones in the dark. Unable to get any information from Pacific Origins, let alone a compromise on their tournament policies, AH withdrew its offer to sponsor its usual full slate of boardgaming events, and decided to defer to Pacific Origins who seemed to want to run their own events as they saw fit. As a final gesture of good will, however, I offered the services of myself and three other experienced AH tournament judges who would be making the trip to run boardgaming events for Pacific Origins under their own sponsorship gratis. My only condition was that they write back to inform us if they wanted our services. Silence. Eventually, a bare week before the convention and at least a week after the tournament had been announced in print in their last-minute pre-registration form, I received a phone call asking me if I would moderate the *WAS* tournament. It was to be the only contact I would have with Pacific Origins regarding tournaments. Incidentally, this tournament was announced as a 16 player event in their program and pre-reg forms. When I got there I had 32 paid entrants.

The pre-reg form was a disappointment in itself. Besides being amateurishly done and largely inaccurate, we didn't get any until two weeks before the convention. No magazines were asked to distribute them and they were apparently sent only to those on the Pacific Origins mailing list. An advertisement *did* arrive . . . the week *after* our last pre-ORIGINS issue was printed. Very few hobby magazines were able to publish these gratis advertisements in time to do any good but virtually every current issue on sale at the convention contained such an ad.

Given this pre-convention horror story was the convention itself all that bad? I guess that depends on what you went to the convention for. If it was just to see the exhibits, no. The trade show portion of the convention was as good or better than anything which had been done previously. The Dunfey was certainly a luxurious site and assuming no one was turned away for lack of space there can be little complaint with how it was handled other than the very real possibility that attendance probably would have been greater had the sponsors gotten their act together in time to handle their publicity better. The seminars drew their usual assortment of speakers and subject matter so if it was your first chance to hear a "famous" designer expound on his game you were probably pretty happy with what transpired. The only gripe here was that the seminar "facilities" often consisted of a piece of paper tacked to a tree identifying the immediate surroundings as seminar area #1, etc. In other words, there weren't many facilities for seminars, but the weather was so delightful that few people seemed to mind the great outdoors. To be fair, I must say that Harry Heyman who was in charge of seminars for Pacific Origins was the only Pacificon official who made any effort to contact me and make sure that things were proceeding smoothly within his area of responsibility. As luck would have it, seminars were the only aspect of Pacificon about which I had no questions.

Not being a connoisseur of fantasy role playing or miniatures, I will not attempt to venture an opinion on the conduct of those activities. If one were to judge by the number of strangely costumed individuals wandering about, and the past fantasy emphasis of the Pacificon conventions, the role playing aspects of ORIGINS '81 were probably very successful. They certainly had the lions share of what facilities the Dunfey had to offer and therein lies the bulk of my complaints.

As someone whose primary interest in ORIGINS lies in the competitive aspects of boardgaming tournaments I was appalled by the treatment boardgame tournaments got at Pacific Origins. Not only were manufacturers not allowed to set their own entry fees and reclaim those fees to compensate in some part for the prizes offered, but sponsors were told that there would not be sufficient room to run their events and that those events that were to be run had to be limited to roughly a quarter of the number of entrants usually accommodated at ORIGINS. Furthermore, those events which were run were consigned to a "board game tournament area" comprised of two tents with sawdust floors. My previous comments about the good weather will have to make way for an asterisk where those tents are concerned. The weather inside those tents was *not* pleasant. The gentle breeze which made things pleasant everywhere else succeeded only in keeping a layer of silt constantly airborne inside the tent. Granted, the *AFRIKA KORPS* games took on a new aspect of realism as the board and counters were coated with a new layer of dust after every move and night rules in the *SQUAD LEADER* tournament were never more realistically enforced as under the glare of spotlights rigged atop the tents. All in all it made for a pretty miserable situation, certainly intolerable for anyone with asthma, and easily broke the record of ORIGINS '79 for the most miserable tournament facilities.

For the sake of ending on an upnote I will say that I did enjoy the movies.

Pacific Origins suffered even more in contrast to the excellent Gen Con East show which followed it by two weeks in Cherry Hill, NJ. Gen Con East was more of an Origins than Pacific Origins in everything save the name. Sponsor-exhibitor cooperation was splendid due to the unceasing efforts of Sean Carroll who presented a startling contrast to his Pacific Origins counterpart. Facilities were both high quality and plentiful. Pre-registration and publicity was well handled and timely. Attendance was at least equal to that of Pacific Origins and without the attendant two hour wait in registration lines of the latter. The program was both complete and accurate in obvious contrast to the disorganization of Pacific Origins whose booklet didn't even contain page numbers aside from the references to them in the Table of Contents. Despite the TSR franchised sponsorship and corresponding heavy dominance of FRP at GEN CON EAST, the other branches of the hobby were given all due consideration.

What end does all of this criticism serve? I do not enjoy putting down the efforts of those who ran Pacific Origins—especially inasmuch as I will very likely be the target of similar criticism next year when our local group presents ORIGINS 82 here in Baltimore. However, I think I would be doing those boardgamers of the west coast, who have nothing else to compare it to, a disservice were I not to point out the shortcomings of PACIFIC ORIGINS. If your first taste of ORIGINS was ORIGINS 81 you have not yet seen ORIGINS in its best light. ORIGINS has been before and will be again an outstanding show well worth the trip to the serious hobbyist. I was amazed by the number of East Coast gamers who made the trip to California to keep their string of ORIGINS appearances intact and talked to many more who were going to make the trip only to cancel their plans due to the lack of information being made available about this year's show. ORIGINS 82 may be no better, but we'll try our best to improve upon past performances and above all else we will try to keep the channels of communication open to all interested parties. If you have any interest at all in participating in ORIGINS 82 as a tournament judge, seminar speaker, or member of a demonstration group for any type of gaming activity we would like to hear from you. Watch for our ads in which we solicit the help of interested gamers and we'll send you information on how you, your club, or your company can become an active participant in ORIGINS 82 and help us make it the best yet.

Finally, do not mistake our review of Pacific Origins as a tirade against west coast ORIGINS conventions. Nothing could be further from the truth. I'm sure I speak for the entire industry when I say that we look forward to a return of ORIGINS to the west coast as soon as possible. Although ORIGINS 83 is already scheduled for Cobo Hall in Detroit under the excellent sponsorship of Metro Detroit Gamers, I would vote for a West Coast ORIGINS 84 site over all others were a reliable sponsor to come forth who would share my concerns for the shortcomings of this year's effort.

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DESIGN ANALYSIS . . . *Cont'd from Pg. 15*

situation while taking advantage of opportunities that present themselves during the course of the game.

The CP player must achieve major success against either France or Russia in order to win. Furthermore, this success needs to be achieved by the end of 1916. The Allies grow stronger as the war progresses while the Central Powers are gradually weakened by the blockade. The CP player has sufficient resources to conduct a major offensive on only one front at a time. The historical German strategy is to throw everything against France in 1914. Therefore the first couple of turns represent the best chance that the CP player has to pick up territory in the west and hurt the French army. If the French are not hit hard in 1914 the prospects for ever knocking France out of the war are slim. The offensive in the west should be continued until further progress is not promising. If a couple French cities can be taken and held until 1916 the French will be in a poor morale position. In fact, capturing enemy cities and waiting for the adverse morale effects is an effective method of knocking a major power out of the war.

The Eastern Front must be held against heavy Russian pressure until the offensive in France is completed. The Russians have a large army but have difficulty concentrating their offensive capability against the stronger German corps. As a consequence, the Russian advance is likely to be slow and methodical. The Russian advantage is that they can afford to take losses and still keep advancing. A lot will depend on the aggressiveness of the Russian setup. A forward setup will pressure the CP player but risks disaster if the Central Powers attack in the east. A more conservative setup makes the 1914 Russian offensive difficult. The matter of the initial placement and which Central Power country to concentrate against in 1914 are two of the most important strategic decisions that the Allied player will make in the Campaign Game.

The CP player must avoid losing any cities to the Russians in 1914. This can be accomplished most of the time with sufficient corps allocation to the Eastern Front and sound defensive play. Once the front stabilizes in the west the CP must counterattack in the east. The first objective must be to recapture any lost German or Austrian cities. A 1915 offensive in the east will normally capture Warsaw. The ultimate objective of the offensive should be to take Brest-Litovsk and/or Kovno. This will put the hurt on the Russian morale position. The CP player can conserve his forces in 1916 while he sees how the morale situation develops.

An alternate CP strategy is to attack Russia in 1914. This has the advantage of allowing the Germans and the Austrians to conduct a combined offensive in 1914 and looks even better when playing with variable entry. By not invading Belgium the Germans may keep the British out of the war for a while. The Western front can be easily held unless France marches through Belgium. Success in the east will also improve the chances of the Balkan countries joining the Central Powers. One of the most interesting features of *GUNS OF AUGUST* is

that it allows players to pursue different strategies rather than forcing them to retrace a strictly historical path.

The Allied strategy depends to a great extent on what the CP player does. The country attacked by the main German army must pay for survival. That means holding the home cities and maintaining an effective army. The other country must launch a major offensive on their front. The geographical position forces the French and Russians to fight two separate wars. However, they should cooperate as much as possible to relieve the pressure on their ally. Contrast this to the German-Austrian advantage of being able to transfer units between fronts.

The Allied player has numerical superiority and thus can afford the losses of attrition better than the CP player. The Allied player should attempt to stretch the line wherever possible. The entry of Italy in 1915 will divert CP corps from other fronts. Diversions in the Balkans and flanking invasions, such as in Holland, can also be useful in this respect. Time is also on the Allied side. Italy, and later the United States, will join the Allied side. The blockade will weaken the Central Powers as the war lengthens. The Allies should eventually win in 1918 if they can avoid defeat earlier in the war.

Several major decision points will occur during the course of the game. Both players will have to decide when and where to launch offensives and when to break them off. The CP must decide when and how many corps to transfer between fronts. The CP player needs to decide when and how to deal with Serbia. Serbia can be hit hard in 1914 or when the Bulgarians enter in 1915. The Central Powers need to conquer Serbia to link up with Bulgaria and Turkey and to remove a threat to their rear. Italian entry in 1915 opens up another front. The CP player should begin preparing his border defenses early in the year. The Allied player may want to commit some French and British corps to augment the Italian offensive capabilities. Similar decision points will occur when other countries such as Rumania enter the war.

The advantage in the Campaign Game depends to a large extent on the quality of the German player. A well played German will give the Central Powers close to an even chance in the game. Otherwise the Allies should be favored. The Campaign Game is difficult to rate for play balance. The jury should be out on this one for some time. Players can express which side they believe holds the advantage on the contest entry form in this issue. Indicate the favored side and percentage of games that they should win. Historically, the Germans overcame many obstacles and probably would have won the war if the American army had not arrived on the battlefield in 1918.

The scenarios are best suited for four players but can certainly be enjoyed by two, particularly if only one front is played. The Campaign Game is an ideal four player game but can easily accommodate six players. Realism is enhanced by having different players controlling each of the major powers.

☆

Comparison of Forces on the Western Front in 1918

Country	Start		Reinforcements		Replacements	
	Corps	Artillery	Corps	Artillery	Corps	Artillery
Germany	45	12	0	0	15	3
France	33	10	1	0	9	2
Britain	12	5	3	0	5	1
United States	4	1	22	3	0	0
Allied Total*	49	16	26	3	14	3

*An additional twelve French and British corps start on the Italian and Balkan Fronts.

DOWN WITH THE KING

ACROSS THE SEAS OF THE TEMPEST lies the island kingdom of Fandonia. White winds blow off the waves and fertilize the land. The people prosper. His Majesty King George, a direct descendant of the Great King whose family has ruled Fandonia throughout history, is a benevolent Monarch. Yet even now there are those who thirst for power and plot to overthrow the King.

DOWN WITH THE KING is a game of intrigue and treachery in which players compete against the King and each other. Each player takes the role of a Fandonian noble. The object is to build a powerful, political faction and eventually place a member of the Royal Family, loyal only to you, on the throne. For two to six players.

DOWN WITH THE KING is a game that has everything that makes a game fun. Assassinations. Duels. Scandals. Travel. Hiding. Romance galore, including seductions, proposals, and weddings. Court Balls.

A detailed justice system to deal with wrongdoers. Interrogations. Hearings and trials. Informers, evidence, and alibis. Loyal and corrupt judges. Banishments. Imprisonments. Executions.

Wars between Fandonia and foreign countries. Natural disasters. Famines. Plagues. All sorts of political problems.

Basically, players must gain prestige and influence so they can recruit characters to their cause. However, the ways in which they can do so are practically unlimited. At the same time they must also attempt to gain the support of the church, the trade guild, the merchants, the army, the navy, the peasants, the townsmen, and foreign countries. But even after they have established a strong faction, they must wait till the political climate is right. Only then will they be able to usurp the King. The penalty for failure is death.

The real problem is that a player never has enough time, prestige, or influence to do everything he wants to do. Each turn a player is only allowed to perform two of the nineteen possible activities. Here are just some of the activities players can perform:

Make a character a henchman who can then perform all your nasty deeds.
Make a character a Monarch's Counselor.
Court the favor of a Royal character.
Travel to foreign countries.
Extradite a wrongdoer.
Pardon a wrongdoer.
Expose a scandal.
Attempt a prison escape.
Perform an assassination attempt.
Recruit neutral or enemy aligned characters.
Acquire offices for characters to make them Ministers and Ambassadors.
Acquire titles for characters to make them Knights, Earls, Lords, Dukes, or Duchesses.
Attempt to gain prestige or influence through endeavors such as business, gambling, sports, or socializing.

No two games will ever be the same. There are just too many different things that can happen. Players must cooperate to some extent against the King, but must always be wary of the stab in the back. A player cannot afford to make too many enemies though, because opponents are never completely out of the game. A player who is killed just misses a turn and then returns as the former player's heir, usually with revenge in mind.

This is not a game where everyone sits around while one player takes a turn. Players can play cards, modify die rolls, and take part in many of the actions during their opponent's turns. There will be constant player interaction. A player can go from rags to riches and back again several times in the game. The winner will never be certain till the game is over.

If intrigue and treachery are what you know best, DOWN WITH THE KING is for you. The beloved King will not be strong enough to suppress the evil insurrections you will bring into his kingdom. You are the bad guys in this game, but then maybe that's why it's so much fun. After all, we are all pretenders to some throne or other.

COMPONENTS:

A Rulebook
11 Royal Character Cards
36 Nobles Cards
13 Office Cards
120 Event Cards
10 Playing Aid Cards
A Record Sheet Pad
2 Dice

DOWN WITH THE KING is rated 5 on the Avalon Hill Complexity Scale with '1' equating Easy and '10' being extremely difficult.

DOWN WITH THE KING is available now from Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214 for $11.00 plus 10% postage and handling charges (Canadians 20%, overseas 30%). MD residents please add 5% state sales tax.

LADY MARY

LORD ARTHUR

DAUNTLESS

DAUNTLESS is a gamette which adds ships, 30 new aircraft types, dive bombing, and carrier takeoffs and landings to the existing **AIR FORCE** game sytem. All the **AIR FORCE** components are interchangeable, and in fact necessary for play of **DAUNTLESS.**

DAUNTLESS allows you to re-create representative historical air battles from any period of the Pacific War. New Mission types include anti-torpedo plane patrol, various reconnaissance missions, carrier strikes, island attacks, and anti-sub missions.

Even more than the European conflict, the Pacific War was a contest of Industrial power—Boeing against Kawasaki, Lockheed versus Mitsubishi, and Grumman against Nakajima—clashing over cheap raw materials, labor and markets, of the so-called South-east Asia Co-Prosperity Sphere. And more than any other factor, industrial technology decided the outcome.

DAUNTLESS reveals the industrial nature of the war, as it is virtually a contest of machinery—the best that either system was capable of producing. And there are undoubtedly some first-class machines among them . . .

Aircraft Represented:
Lockheed P-38L "Lightning" Fighter
Lockheed P-38G "Lightning" Fighter
Douglas TBD "Devastator" Carrier Torpedo Bomber
Mitsubishi G4M2a-22a "Betty" Medium Day Bomber
Kawanishi H8K2-12 "Emily" Heavy Flying Boat
Nakajima Ki. 44-IIb "Tojo" Fighter
Martin B-26B (Short Wing) "Marauder IA" Medium Day Bomber
Grumman TBF-1C "Avenger" Carrier Torpedo Bomber
Grumman F4F-4 "Wildcat" Carrier Fighter
Nakajima Ki-84-Ia "Frank" Fighter
Northrop P-61A and B "Black Widow" night Fighter
Douglas SBD-5 "Dauntless" Carrier Dive Bomber
Chance Vought F4U-1A "Corsair" Carrier Fighter
Brewster F2A-3 "Buffalo" Carrier Fighter
Aichi D3A-1-11 "Val" Carrier Dive Bomber
Nakajima Ki.43-Ic "Oscar" Fighter
North American B-25C-1 "Mitchell" Medium Day Bomber
Grumman F6F-3 "Hellcat" Carrier Fighter
Mitsubishi A6M2-21 "Zero" Carrier Fighter
Curtiss P-40N "Warhawk" Fighter
Curtiss SB2C-1c "Helldiver" Carrier Dive Bomber
Douglas A-20G "Havoc" Light Day Bomber
Nakajima B5N2-23 "Kate" Carrier Torpedo Bomber
Boeing B-29A-BN "Superfortress" Very Heavy Day Bomber
Kawanishi NIKI-Jb-11b "George" Day Fighter
Bell P-39D "Airacobra I" Fighter
Kawasaki Ki.61-Ib "Tony" Fighter
Curtiss P-40C "Tomahawk" Fighter
Mitsubishi A6M5b-52b "Zero" Carrier Fighter
Kawasaki Ki.45-KAIa "Nick" Day/Night Fighter Bomber

Game of Aerial Combat Over the Pacific
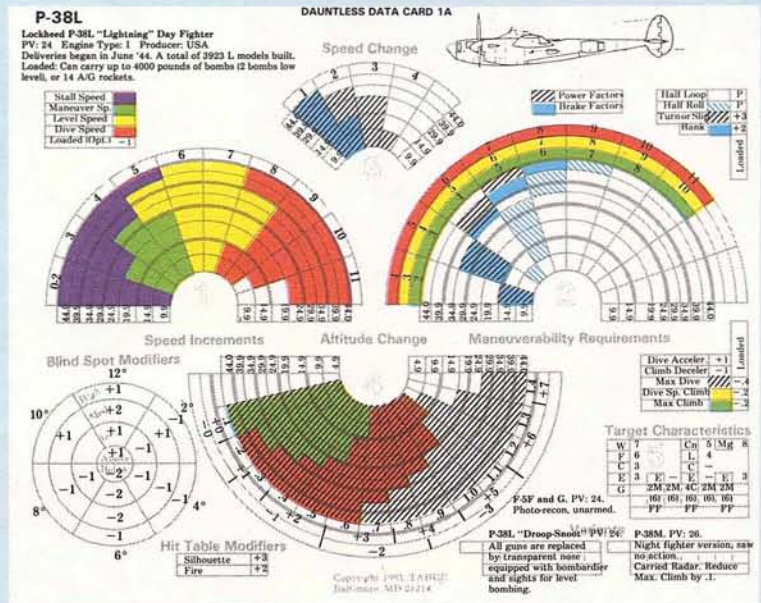
Above: Sample Aircraft Data Cards which specify handling characteristics—maximum speed, best maneuver speed (Varying with altitude) maneuverability, climbing and diving abilities, power and braking abilities. Shown here: P-38L "Lightning" Fighter

Does not include all components necessary for play; DAUNTLESS is a gamette expanding on the new **AIR FORCE** game system.

DAUNTLESS is the first in a series of GAMETTES based on the new AIR FORCE game.

Ownership of AIR FORCE is a prerequisite for assimilation of this gamette.

This gamette includes:
- **Four-color Data Cards** for 30 different aircraft types
- **365 Playing Pieces** representing aircraft and targets
- **Pad of "Log" Sheets** for plotting all maneuvers
- **16-page Rules folder** with Scenarios and Historical Notes

Complexity Rating: 7 on a scale of 1 (easy) to 10 (hard)

DAUNTLESS is available now from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214, for $16.00 plus 10% postage and handling charges (Canadians 20%; Overseas 30%). Maryland residents please add 5% state sales tax.

Dear Don:

I have been wargaming for several years and am only now inclined to write. I have noticed a change in Avalon Hill recently and there are a few things that I feel should be cleared up. First of all; what is happening? One month you are a conservative little Avalon Hill, and the next, you have exploded with Battleline Games, Gamma Two Games, in-house developments of *GUNS OF AUGUST, SAMURAI, AMOEBA WARS, ALPHA OMEGA*, and the series 200 scenarios. I think you've grown more in the past three months than you had in the preceding three years! What has happened to the company, and is it for the better, or worse?

I also have a few questions/suggestions concerning both upcoming games and games already developed. 1) First and foremost, the murder of Don Greenwood has stretched through three issues. In all honesty, its getting a bit old. 2) What has become of *THE LONGEST DAY*? What sounded like the game of the decade has already faded to the back of the shelf in favor of newer games. Will there be a feature article on the game? I, for one would like to see what its all about before I even consider buying it. 3) To give justice where it is due, the cover art of volume 18, #1, is the best I've ever seen. R. MacGowan is to be congratulated for his beautiful work. 4) One thing that might be interesting to see in the *GENERAL* is a regular feature called something like "The Scenario Page", containing a new scenario for *PANZERBLITZ, ANZIO*, any of the *SQUAD LEADER* family, and other games for which a scenario could be developed. I would think it to be a popular feature. 5) Will there be an article discussing the Battleline games that you acquired? Admittedly, three have already been covered by feature articles; *CIRCUS MAXIMUS, FURY IN THE WEST* and *AIR FORCE*. However, to cover the whole line of games would take years of feature articles, even when ignoring your own, Avalon Hill developed games, and I would like to see how some of the Battleline games play. 6) Even though we've heard too much about the game, I have to ask about *SQUAD LEADER*. What are the current plans on the number and content of the upcoming gamettes? Are these plans considered to be final? Regardless, I have my own suggestions. You may strongly disagree, but at least hear me out. After *G.I., ANVIL OF VICTORY*, would come a desert gamette, introducing the Italians. However, do *not* make it a second version of Tobruk. If desert warfare just doesn't lend itself to tactical gaming, forget it. *SQUAD LEADER* would be a boring game with nothing but open ground. This would contain as many boards as possible, since in a desert setting none *but* desert boards would be usable. Again; if a desert game just can't be made playable and enjoyable, skip the project. The next gamette would be the Pacific Theatre gamette, containing both Japanese and Chinese forces. Again, it would have as many boards as possible, with jungle and jungle beaches. The final gamette would be more of a collection of scenarios covering beach landings in Europe. This would really only have to contain a few boards of specific terrain of the Normandy and Italian beaches, and almost no rules or counters, since they would all be covered in earlier scenarios and gamettes.

Remember, these are only suggestions. I realize how tired of the game system you must be. Unfortunately, I feel that you are making a few (a very few) mistakes with the development of the rules. I strongly suggest you treat many of the rules in *COD* as optional. To name a few, the bypass movement rules and anti-tank rules make the game more laborious than fun. Don't just tell us that they are optional, treat them that way when playtesting future scenarios. Another thing is your plans to have an airport on one of the boards in *G.I*. In all honesty, how often are scenarios going to be fighting with an airport in the middle of the board? My guess is not very often. A more useful board would be an additional city board.

Avalon Hill is obviously changing and expanding, and I only hope that the changes are for the better.

Stephen Smith
Lincoln, Nebraska

A lot of good questions deserving at least a few good answers. Whether the recent proliferation of Avalon Hil titles due to outright purchases of titles from other publishers is a good or bad change must be answered by the individual gamer according to his own particular point of view. Certainly there are those who would like to see us increase our rate of offerings just as there are those who would like to see us slow down and con-

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Letters to the Editor ...

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centrate more care and attention on each individual one. In case you are interested you can count me in the latter camp. As to the rest of your questions:

1) I think the reporting of my passing has already run its course. 2) We can only print what we have on hand. The amount of coverage any particular game receives in THE GENERAL is primarily a function of its own popularity. If a game doesn't prompt any potential authors into submitting worthwhile manuscripts then it's not going to get much ink. In cases where we have to pick and choose between those submissions we do get, we give preference to those titles which appear to interest the majority of the readership as reflected by the WHAT HAVE YOU BEEN PLAYING survey. We recently received a quite lengthy piece on TLD, however, and you can probably expect to see it during the upcoming year. 3) What's to say? Rodger is tops! 4) We have something similar to that already in the form of the SL Clinic. Until such time as those types of submissions become as commonplace as SL articles we'll have to beg off a regular scenario column due strictly to the lack of sufficient quality material. 5) Who would write it? I certainly don't consider myself an expert on every Battleline game. For the most part, I prefer to withhold coverage of the non-AH designed games until they've received whatever cosmetic surgery they will get at the hands of our own R&D people. Otherwise, there would be too much confusion in discussion of what could be entirely different versions. 6) Anyone who has followed the history of SL knows that those plans are never finalized. Current plans are to publish G.I. in July followed by a loose leaf binder compilation of the Advanced SQUAD LEADER rules shortly thereafter. Other projects will include a North African gamette which will be primarily an armor game, a Campaign Game, and a Japanese module. All of these latter projects will be done in a format which allows them to be added to the Advanced SQUAD LEADER binder in such a way as to do away with the duplication of the earlier gamettes.

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Dear Don,

I enjoyed Joe Angiolillo's article in Vol. 17, No. 6, but there are a few points which I think are worth discussing.

Newcomers to the hobby should recall that in the official *STALINGRAD* rules, from 1964 through to the second edition (early 70's), exchanges were computed by the defense factor of the defender. This is not what the rules appear to say, but this was what AH said, if one wrote and asked. Certainly among people in PBM play this was almost universally understood. In reading discussions of the game from the period, this needs to be kept in mind.

Notwithstanding Joe's comments, I do counterattack in my defense, especially in the vicinity of Y19. The Nemunas, being short, is far better than any other northern defense position.

The analysis of stacking of 7-10-4s is one to which I would take exception. The odds of killing both 7-10-4s on the same turn with a 2-1 and a 1-2 are the same whether the units are on the same square or on two different squares. The point of stacking the two 7-10-4s is that it allows one to 3-1 proof positions which cannot be held with flanking units, such as Brest-Litovsk.

A few notes on attacking positions 34-39: Remember that the Russians are always strongest on the first turn of the game. If the German keeps attacking, increasing the pressure, the Russian position will deteriorate. The June 41 position abandons a whole river line, as well as several squares of the Carpathians, putting the Germans that much further ahead.

The played positions seem unlikely to work against a normal German attack, especially in the south. In July '41, the 36x(gg13) can be hit at 3-1 by 8-8-6, 8-8-6, 5-5-4 from Rumania, using the railroad to reach position. This means that the 65x goes next turn. A German whose armor is in the south will also be able to shuttle around the 2-3-6 to hit the 4 cav, a big loss.

For the record, assuming no low-odds attacks (which is a BIG assumption) the northern delaying positions on defense 22 are X17 (AA15 available at 3-1 only by soaking against at least 33 factors, doubled), Z17 and AA15 or BB15, AA17. (Y17 is nice as an extra position, but often it is not available; one can force a soak-off to block it, but

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no more.) The Pripyat then delays the Germans another turn.

Figure 20 promulgates what I believe to be a misinterpretation of the 2nd edition rules. Since I helped rewrite the section in question, I will comment. The rule states "odds may not be worse than 1-6"; the sentence, however, only is found in a discussion of making soak-off attacks: making low-odds attacks on some units in order to get better odds against other units. The odds limit was only meant to apply under these conditions. The rule discusses the fate of units "surrounded at odds greater than 1 to 6". Since 'surrounded' is an ill-defined concept (if I had meant 'isolated', I would have said so) I would interpret the rule as applying to the 2-3-6s. They can attack at 1-15, be removed before resolving any battles, and be available with a turn's delay. It is still a clever tactic.

Finally, as a matter of humility, if I am first master of *STALINGRAD*, it is because I regularly played against I two people who were far better at the game than I am: Stanley Hoffman and the undefeated Richard Sylvan.

George Phillies
Ann Arbor, MI

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Dear Don,

I enjoyed that excellent article by Bob Proctor in Vol. 18, No. 1. It raises many good points. However, there is still a big error in the Advanced Game. Torpedo damage for battleships/cruisers and aircraft carriers is still out of line. Below is a suggested change (cruiser damage remains the same):

DIE BATTLESHIPS

1	1 midship
2	1 midship, reduce ev. rtg. by 2
3	1 midship, reduce ev. rtg. by 4
4	2 midship, reduce ev. rtg. by 6*
5	2 midship, reduce ev. rtg. by 8
6	3 midship, reduce ev. rtg. by 8 +

CARRIERS

1	midship
1	midship, reduce ev. rtg. by 4
2	midship, reduce ev. rtg. by 6
2	midship, reduce ev. rtg. by 10
3	midship, reduce ev. rtg. by 14
4	midship, reduce ev. rtg. by 20**

*remains the same
+ Strasbourg, Dunkerque, N. Carolina, Bismarck, Tirpitz, Scharnhorst, Gneisenau, KGV, and POW reduce midships damage by 1 and reduce evasion rating by ½.
**Graf Zepplin, Victorious, and Ark Royal suffer 2 midships and reduce ev. rtg. by 10

I think these changes will make the game more realistic.

Here, here! to Gary Lawson's letter. However, I must take issue with Alan Moon's parting shot. Granted that variety can be the spice of life. "Historical rigidity, on the other hand, kills a game" needs to be put in focus. Poorly designed games that aren't fun to play forcing players into so called "historical results" are just that—poorly designed games. If you are going to design or play historical games then let them be wedded to history or otherwise call them what they are—fantasy games.

Jack Greene
Oceano, CA 93445

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Sir:

Some readers of "FURY IN THE WEST: A Commander's Notebook" (Vol. 18, No. 1), may be mystified by the grid-reference numbers in the charts and text. I based them on the Battleline *FITW* mapboard, identical to the AH version except for hex numbers.

The confusion can easily be corrected. The alphabet rows are the same, running from top to bottom, and the A row is still numbered the same. When comparing my article to the AH board, simply remember that the numbered rows run diagonally across the board from the A row, roughly paralleling the Purdy-Hamburg road.

That road still enters the board at hex A19, but Shiloh Church is now H19, the Peach Orchard is now O17, and Bloody Pond is M15, to name some examples.

Owners of the Battleline *FITW*, which AH stocked for a while, should have no problem with the numbering.

In case the Union starting positions differ (they don't appear on the mapboard in the article), they were, as Battleline had it:

McDowell	D20	AH/D18
Buckland	E20	AH/E18
Hildebrand	G20	AH/G17
Hare	G18	AH/G15
Raith	I19	AH/I15
Miller	M21	AH/M15
Peabody	O21	AH/O14
Marsh	J18	AH/J13
Tuttle	I14	AH/I10
Sweeny	K15	AH/K10*
Veatch	D7	AH/D5
Williams	E8	AH/E6
Lauman	F8	AH/F5
MacArthur	K11	AH/K6
Stuart	S17	AH/S8
NB	L12	AH/L6

*This hex was part of the E. Corinth Rd. in the Battleline game. Hex J10 will suffice on the AH board.

Please note that each of these hexes also represents fixed, permanent campground hexes that served as objectives.

With these changes in mind, please go back to "Commander's Notebook" and check it out, especially Chart 4. *FITW* is a dynamic, innovative tactical game, as I'm sure you'll find once you've played it.

Robert Harmon
Bishop, CA

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Mr. Greenwood:

When playing AH games, those with whom I play have established a method of rounding off odds through rolling the die. Odds of, say, 21 to 15 would be reduced to 7-5, then resolved through several rolls of the die. With even numbers on the die representing "odds upward", and the odd numbers being "odds downward", the attacker would attempt to roll three even numbers before he rolled two odd numbers, thus raising his odds to 2-1. Yet, in all Avalon Hill games the instructions direct players to round all odds downward in favor of the defender.

My question is; does our odds resolution system negate some intrinsic element that has been designed into the games, or are we simply complicating a system that was designed for "simple playability & equal unfairness to both parties" in mind? In the *ARAB-ISRAELI WARS* game, for instance, did you mean for an Arab 107mm recoiless gun (15 attack factors) to be twice as effective against a Centurion (15 defense factors) as against an M-60A1 (16 defense factors). (Odds of 15-15 would be 1-1, but odds of 15-16 would be 1-2) Or, as we believe, did you intend to represent the M-60A1 as slightly stronger on defense than the Centurion?

Steven Mulak
Chicopee, MA

You are "simply complicating a system that was designed for simple playability and equal unfairness for both parties". Systems such as yours are nothing new. An excellent article by Steve List on this very subject appeared in the Design Analysis column of Vol. 16, No. 5. This type of convoluted meddling with combat resolution is perfectly acceptable if you and your opponent both agree that it is worth the added time it takes. It is certainly more realistic in many cases.

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Dear Don,

I think that most *AK* players would agree with Frank Preissle's comment in 18/1 that the potential of an Axis 1-1 or 1-2 on Tobruk almost constitutes a major game weakness. However, I am amazed that his best solution is to prohibit the Axis from attacking except under ideal circumstances. This takes too much flexibility from the player. I have never seen a better, or more 'natural' solution than Roberts' suggestion in 14/1 that the Axis be required to attack each Tobruk defender individually. As he pointed out, the chance of hitting on all three 1-1's is extremely low.

Bruce Downing
Foxboro, MA

GUNS OF AUGUST

Q. Rule 11.14 states "If a unit occupies a city hex in its home country, it is eliminated at isolation level 3," while Rule 11.23 indicates that a city in a friendly country is an automatic supply source. How can units in a city which is a supply source be isolated?

A. As noted in the errata in this issue, a city may only serve as a supply source if it is possible to trace a valid supply path from the city to another city which is also a friendly supply source.

Q. May a unit construct an entrenchment in an enemy Zone of Control?

A. Yes.

Q. May a unit which constructed an entrenchment participate in an attack during the following Combat Phase?

A. Yes.

Q. Is the die roll reduced by one or two when attacking a hex which contains both a city and rough terrain?

A. One. These effects are *not* cumulative. Note also, the die roll is reduced by two, not three, when attacking units in a fort which is in a city hex.

Q. Is the die roll only decreased by one if the Combat odds are 1-2 or worse?

A. Yes.

Q. The example after Rule 13.21 states that the Phasing player must make two attacks. Could he instead made one attack against the entire defending force?

A. Yes.

THE QUESTION BOX

Q. If a combat support unit is allocated to a combat unit and a demoralized result occurs, may the defending player eliminate the combat unit and leave the combat support unit in the hex?

A. Yes.

Q. May cities in a conquered country be used as supply sources by the conquering player?

A. Yes.

Q. For initial deployment purposes, how do you define the various fronts?

A. This question is answered in the errata in this issue.

Q. Are the coastal hexes printed with the yellow, dotted pattern Beach hexes?

A. Yes.

Q. May siege artillery strength points be used to modify the die roll when attacking units which are *not* in a fort?

A. Yes.

Q. May the Allied player make an amphibious invasion in SS35 (Constantinople)?

A. No, but he may invade hex 0035.

Q. For supply purposes, are the printed forts considered cities?

A. Yes.

D-DAY:

Q: Exactly how do rules 16.7 and 16.8 limit my ability to land units (including paratroops) on the continent?

A: This question has been repeated so many times, in so many forms, that we have restated the rule and changed it somewhat in the latest *D DAY* rules folder. The revised rule 16.7 is given below and is an official rules change. There is no longer a 16.8.

16.7 *Important:* Each unit that invades or lands by sea is supplied that turn, and counts against the capacity of the hex where it lands. If the hex does not have enough capacity to supply the unit, the unit cannot land at that hex. Thus, the number of units that can land at a hex equals its capacity minus the on-map units it is supplying.

16.71 The Allied player must supply as many of his units as possible. He cannot choose to leave units unsupplied in order to increase the number of units he can bring ashore.

16.72 Airborne units are automatically supplied on turns when they air drop. They do not subtract from supply capacity until the next turn.

Q: OK, how does the revised rule 16.7 limit my ability to bring units (including paratroops) onto the continent?

A: With regards to units landing (or invading) by sea, both supply and landing count against supply capacity. Thus, the number of units that can land at a port (or other landing hex) is equal to its *unused* supply capacity. Paratroops can land free of supply restrictions—they can still drop even if there is no unused supply on the continent.

Q: Can I choose to leave some of my units out of supply so I have extra unused supply capacity that I can use to land more troops?

A: No! Rule 16.71 expressly forbids this practice; you must supply what you can, and only the excess capacity can be used to land units.

Q: How is this revision different from the original version?

A: It clarifies the point that events during the Allied turn have no effect on their ability to land units that turn—regardless of what units are lost and what supply paths are opened, the supply determination at the *beginning* of the turn defines what can land. It also clarifies two points: paratroops who drop do not affect other units' ability to land by sea, and supply/landing restrictions apply to each city individually.

Q: An Allied-controlled port that was not invaded and that does not contain a HQ unit can supply only the units in its hex (rule 16.535). If such a port has unused supply capacity, can this unused supply capacity be used to land units?

A: Yes. Unused supply capacity can be used to land units even if the supply cannot be used inland.

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. CRESCENDO OF DOOM	2.04	1.93	1.64	2.33	3.20	2.31	2.18	1.36	1.56	1.82	19.5
2. 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
3. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
4. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
5. CIRCUS MAXIMUS	2.27	2.53	2.13	2.93	2.27	2.33	1.13	2.26	2.14	2.28	11.6
6. 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
7. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
8. BISMARCK	2.37	2.16	3.00	1.69	2.97	2.63	2.72	1.84	2.09	2.31	18.8
9. 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
10. FORTRESS EUROPA	2.44	2.21	3.29	2.57	2.50	2.64	2.43	2.35	1.93	2.07	44.1
11. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
12. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
13. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
14. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
15. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
16. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
17. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
18. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
19. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
20. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	2.38	2.22	2.47	12.1
21. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
22. 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
23. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
24. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
25. DUNE	2.76	2.45	2.40	3.00	1.98	2.43	2.75	4.20	2.80	2.83	11.9
26. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
27. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
28. The LONGEST DAY	2.83	2.23	2.60	2.40	3.20	3.53	3.30	2.28	2.80	3.15	171.
29. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
30. RAIL BARON	2.87	2.98	2.82	3.45	2.07	2.29	2.05	4.69	2.76	2.68	21.6
31. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
32. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
33. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
34. FURY IN THE WEST	2.91	3.36	4.01	3.00	2.55	2.45	2.99	2.82	2.09	2.91	17.8
35. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
36. GUNS OF AUGUST	2.93	2.71	2.94	3.03	2.41	3.15	2.96	2.89	3.38	2.87	27.8
37. 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
38. WIZARD'S QUEST	3.03	2.63	2.21	3.25	2.62	2.60	2.23	5.13	3.42	3.21	13.2
39. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
40. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
41. 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
42. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
43. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
44. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
45. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	4.9
46. FEUDAL	3.25	3.18	4.33	2.64	2.28	2.33	2.12	5.38	3.58	3.38	7.5
47. AIR FORCE	3.43	3.77	4.94	3.79	3.69	3.29	2.42	2.81	2.77	3.40	9.6
48. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
49. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
50. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.9
AVERAGE	**2.77**	**2.60**	**2.86**	**2.58**	**2.80**	**2.75**	**2.92**	**3.13**	**2.58**	**2.66**	**21.5**

Vol. 18, No. 1 proved to be the least popular issue since the *DUNE* feature in Vol. 16, No. 6 with an overall rating of 3.78. Most of this is probably attributable to featuring a game *(FURY IN THE WEST)* which is not yet in wide distribution. The feature article by Robert Harmon still managed to take best of issue honors although it was challenged somewhat by the Squad Leader Clinic. Individual article ratings are shown below based on a random sample of 200 submissions with three points for a first place vote, two points for a second, and one point for a third.

Fury In The West	268
Squad Leader Clinic	221
The Tactical Side of Bismarck	163
Darius the Great	120
The Art of Negotiation in Diplomacy	111
Marching to a Different Drummer	88
Mobile Panzer Defense	75
Face Lift for a Classic Beauty	68
Dual Player Dune	23
Staff Briefing	23
The Asylum	15
Avalon Hill Philosophy	11
Off the Shelf	9
Opponents Wanted Survey	5

Mark McLaughlin, the designer of *WAR & PEACE,* has won the Editor's Choice Award for best article of the year for his NAPOLEON's EMPIRE article pertaining to that game which was featured in Vol. 17, No. 1. His closest competition for the honor came from Bob Medrow's FIRST IMPRESSIONS article which ran in Vol. 17, No. 2. and was the first of Medrow's trilogy of *SQUAD LEADER* articles not to win Best of Year honors. McLaughlin earned a $100.00 bonus and a lifetime subscription for his accomplishment. Other nominees and their percentage of the vote are shown below.

Napoleon's Empire by Mark McLaughlin	25%
First Impressions by Bob Medrow	19.3%
Afrika Korps Theory by Jon Lockwood	16.7%
Quick Play Scenarios by Courtney Allen	12%
Niscemi-Biscari Highway by C. Allen	10.7%
Advanced Richthofen's War by Dave Bottger	8.6%
War At Sea '81 by Jim Davis	7.7%

Having lost his personal copy to a library bandit, Don Greenwood is busy looking for a copy of "Modern War in Miniature" by Michael F. Korns, copyright 1966, as well as "Combat in Cities" published by the US Army. Anyone who can lend a hand in acquiring one of these publications, if only on loan, is asked to contact Don c/o Avalon Hill.

Anyone interested in applying for a playtest position for the AH development of *LAND OF THE GIANTS* should address their inquiries to Alan R. Moon, c/o Avalon Hill. No particular experience is necessary, though enjoyment of fantasy board-games will help.

While conducting the *CIRCUS MAXIMUS* tournament at GEN CON EAST we managed to lose a CM rulebook containing notes for the second edition written in the margins in red ink. Anyone who may have found this item and is willing to return it to Don Greenwood's attention c/o Avalon Hill will be suitably rewarded.

Robert Sacks (4861 Broadway 5-V, NY, NY 10034) maintains a listing of known Game Openings of play-by-mail diplomatic games (e.g., *DIPLOMACY, MACHIAVELLI, KINGMAKER, DUNE, SAMURAI).* Copies are available for a stamped self-addressed envelope. To be listed a gamemaster/publisher should send in details or a sample, and update the information every two months. Information required: name and address of publisher, 'zine name, frequency of publication, cost to players, name of game(s).

Infiltrator's Report

Don Eisan, who annually polls the membership of AHIKS (a national organization for the play of wargames by mail), reports that Avalon Hill games again proved to be the most popular among that group. In FTF play, A.H. games took the top 17 places before TSR's *DUNGEONS & DRAGONS* broke the string. In postal play, A.H. games held the top 12 places before the SPI title *BLUE & GREY* broke in to capture 13th place. *RUSSIAN CAMPAIGN* proved to be the most popular title overall; placing 1st in the PBM poll and second in the FTF rankings.

Undoubtedly the happiest gamer at Pacific Origins was Jim Mattatall of Torrance, CA who is shown above at left receiving his $1,000 first prize check from Brad Hessel for winning the SPIES tournament. The three round tournament drew 123 entrants and marked the first four figure cash prize ever offered at the national gaming convention. Avalon Hill is already planning to upgrade its tournament offerings at ORIGINS 82 with more cash prizes which can only be good news for the gamer as wargaming continues to come of age. Other finalists just missing the big bucks were: Barrett Eynon of Palo Alto, CA; Eric Elfbrandt of Tualatin, OR; Rusty Rhoad of Conroe, TX; and Jim Hambacher of Tucson, AZ.

PLAGUE TIMES is another one of those postal fan 'zines that provides gamesmaster services for multi-player games and as such may be of interest to *GENERAL* readers. Currently boasting a circulation of 200 postal gamers, the magazine already runs games of *KINGMAKER, DIPLOMACY, DUNE,* and *WS&IM* within its pages. Postal fan 'zines of this type usually charge a basic subscription price plus a game fee for any games you actually want to participate in. You can get a sample of what *PLAGUE TIMES* has to offer by sending $1.00 to Marion Bates, P.O. Box 381, Kalkaska, MI 49646.

Bruce Milligan who has edited *ALL-STAR REPLAY* for the past two years became the first R&D voluntary casualty of the Avalon Hill Game Company since the pre-bankruptcy Charles Roberts days when he got one nut-mail question too many and tendered his resignation last July 31st. Actually Bruce left to accommodate his wife's new teaching position at Vassar College as well as the opportunity to hone his fencing skills at one of the better clubs in New York. Having ambitions of becoming a great fencer, Bruce's fencing abilities were handicapped during his brief stay in Baltimore where lacrosse—not fencing, is the local specialty. Even Tom Shaw's offer of a new hammer and nails so that he could pursue his fencing career locally did not phase Bruce in his determination to get a new start elsewhere. Among other things, Bruce leaves as the undefeated pitcher of the Avalon Hill Swallows. Good luck Bruce & Amy.

Sometimes we get a little carried away with our gaming around here as evidenced by the 500 copies of our 1981 pre-season FOOTBALL STRATEGY LEAGUE booklet printed for our 28 member league. If you're mildly curious about this pigskin madness we engage in every year, send a stamped, self-addressed 4" × 10" envelope to Don Greenwood c/o Avalon Hill and he'll send you a copy.
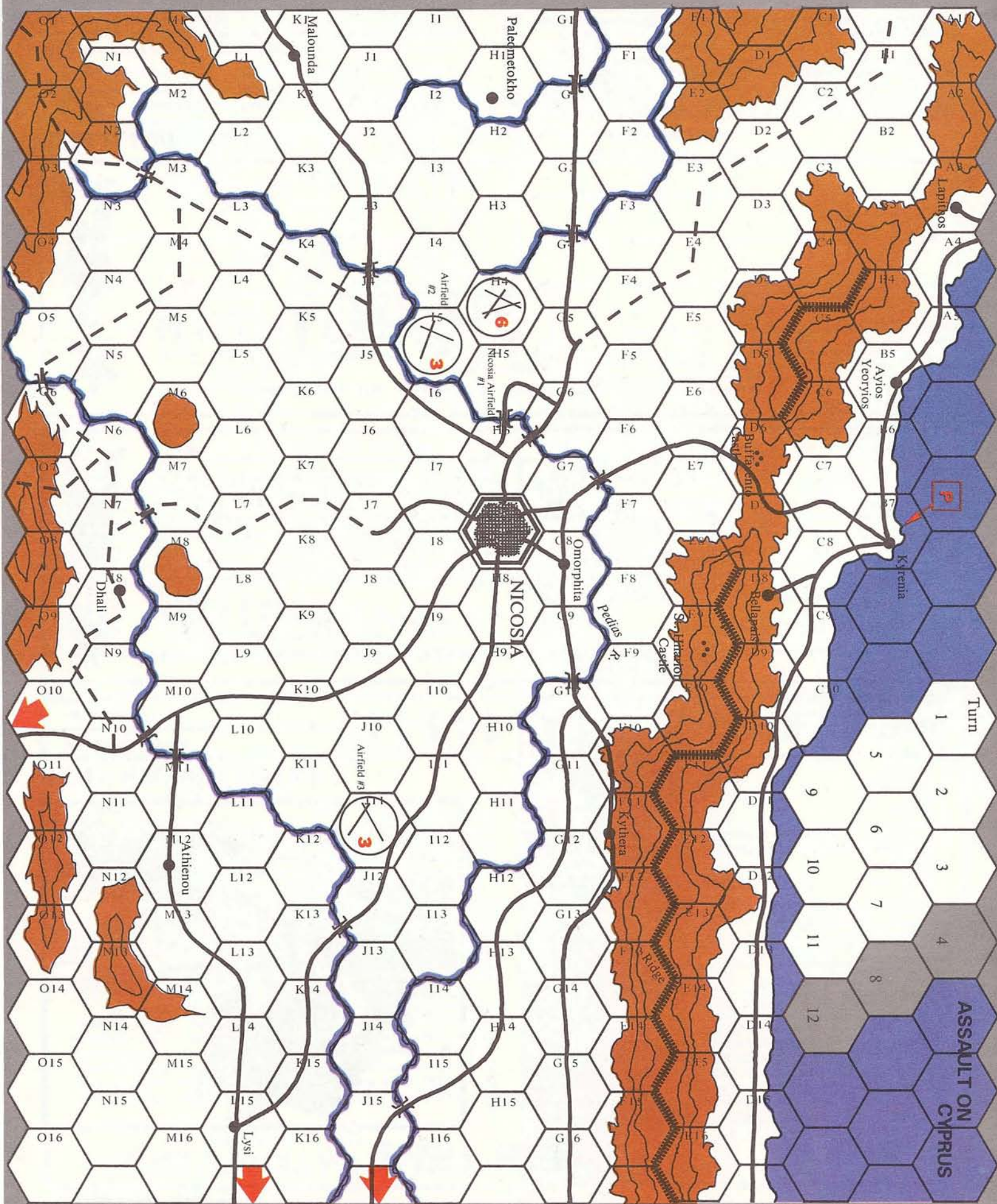
Recent purchasers of our *DIPLOMACY* game will find that another tradition has bitten the dust. Three dimensional plastic stars and anchors have replaced the rectangular and oblong wooden blocks that used to be standard fare in the game to represent armies and navies.

Due to a combination of the lateness of the May-June *GENERAL* and the Canadian postal strike, many of our readers were unable to enter the AREA Postal tournaments (see AH Philosophy, Vol. 18, No. 1) before the August 1st deadline. Therefore, we will accept entries for later starting heats in the following games: *D-DAY, ANZIO, PANZERBLITZ, AFRIKA KORPS.* Entries must be received prior to January 1st, 1982.

The AREA postal championships nonetheless got underway with the initial five player groupings in each tournament starting play in October. The reason for the delay was to allow time for each contestant to receive his own computer generated sheet of random numbers for combat resolution in each game. This "ICRK" system is both unique and convenient and was provided by AHIKS, a national postal gaming society.

The answer to Contest 102 was for the aircraft to attain the highest legal climb combined with a left bank. A climb in this situation, without the benefit of the advantage rules, gives the pursuing aircraft the best opportunity to respond to whatever the other aircraft might attempt. The left bank anticipates a similar maneuver by the lead aircraft.

Only four rules lawyers/game collectors got all 25 answers to Contest No. 101 correctly, two more missed one, and three guessed incorrectly twice. A drawing was held to determine the tenth winner from among the many entrants who had missed three. The winners are: W. Pietrowski, Detroit, MI; J. Burnett, Clinton, TN; B. Degi, Colorado Springs, CO; R. Whaley, Knoxville, TN; M. Anderson, Tustin, CA; D. Yost, Towson, MD; S. Payne, Portland, OR; R. Carpenter, Lexington, MO.


GENERAL BACK ISSUES

Only the following *GENERAL* back issues are still available. Price is $2.50 per issue plus 10% postage and handling charges. Maryland residents please add 5% state sales tax. *GENERAL* postage coupons may *not* be used for this or other parts orders. Due to low quantities of some issues we request that you specify alternate selections should your first choice be no longer available. The index below lists the contents of each issue by subject matter; feature articles are designated by an asterisk (*), series replays are italicized, and the number following each issue is the reader rating of that particular issue as a whole. The numbers following individual subjects refer to the number of articles about that game in that issue. Issues listed in red are one color reprints of previously out-of-stock issues.

Malounda

Palæometokho

Airfield #2

Airfield #1

Nicosia Airfield #1

Dhali

NICOSIA

Omorphita

pedias R.

Athienou

Airfield #3

Lysi

Lapithos

Ayios Yeoryios

Buffavento Castle

Kyrenia

St. Hilarion Castle

Bellapais

Kythera

Ridge

P

FAST HEINZ

EAST OF ROSLAVL, SOVIET UNION, August 7th, 1941: Another day of pouring rain. The mud clung like black tar to the men's boots. The 292nd Infantry Division slowed in its push to close the bag on the Russian Fourth Army. Each overrun town required its own garrison. Each possible exit needed a guard. As the leading troops shrank in number so did their speed. To insure success Colonel-General Heinz Guderian abandoned his panzers to march on foot with the 507th Regiment. The 292nd moved on.

Board Configuration

N ▲
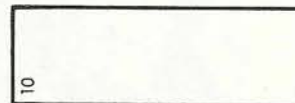
VICTORY CONDITIONS

To win the Russian must exit 9 squads off the east edge by game's end. AFVs with functioning armament count as two squads.

TURN RECORD CHART

✠ German sets up first.	1	2	3	4	5	✠ 6	7	8	9	END
★ Russian moves first.										

Elements of the 509th Regt of 292nd Infantry Division setup anywhere east of hexrow L inclusive:

4-6-7	9-1	MMG 4-10 B11 ·
2		

78 mine factors.

Enter on any one east edge hex on Turn 6.
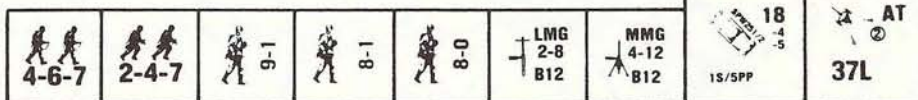
4-6-7	2-4-7	9-1	8-1	8-0	LMG 2-8 B12	MMG 4-12 B12	18 -4 -5 1S/5PP	AT ② 37L
6					2			

Fragments of the Russian Fourth Army enter on any or all board edge hexes west of Row I inclusive.
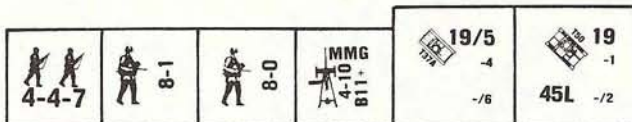
4-4-7	8-1	8-0	MMG 4-10 B11+	19/5 -4 -/6	19 -1 45L -/2
17					

SPECIAL RULES

1. Use all rules through *COD* including the possible conversion of German minefield factors to booby traps and/or Anti-Tank mines.

2. Environment is WET.

3. All wheatfields are level –1 marsh. (Rule 127).

4. The hastily laid mines were rather easy to clear. All mine and booby trap clearing attempts get a –1 DRM.

5. All buildings are wooden and level one.

6. Mines may be setup in halfhexes.

Aftermath: The hastily laid minefields stunned the approaching ragtag collection of Russian infantry and armor. Initial infantry attempts to rush the town were brushed back by mine blasts and accurate machinegun fire. Finally the Russians were able to clear a mine-free path for the tanks alongside the woods just as German reserves arrived. The battle swirled at the edge of town until one tank was destroyed and the other lost a track. The Russian infantry then broke and fled.

By August 8th the Roslavl pocket yielded 38,000 Russian prisoners, 200 captured tanks and numerous guns. Another stunning victory on the road to Moscow.

READER BUYER'S GUIDE
THIRD REICH '81 (3rd edition only) $16/$9

Grand Strategic Game of WWII in European Theatre

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15." For games with more than one version give two game length ratings; one for the shortest scenario and another following a slash mark "/" for the longest scenario or Campaign Game.

Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality _____
2. Mapboard _____
3. Components _____
4. Ease of Understanding _____
5. Completeness of Rules _____
6. Play Balance _____
7. Realism _____
8. Excitement Level _____
9. Overall Value _____
10. Game Length _____

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to routing the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil *THE GENERAL's* version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of *THE GENERAL*. With this we can generate a consensus list of what's being *played* . . . not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____

2. _____

3. _____

Opponent Wanted   50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a $1.00 fee. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Afrika Korps—AK, Air Force—AF, Alexander—AL, Amoeba Wars—AW, Anzio—AZ, Arab-Israeli Wars—AIW, Assault On Crete/Invasion Of Malta—AOC, Bismarck—BIS, Black Spy—BS, Blitzkrieg—BL, Battle Of The Bulge—BB, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Down With The King—DWTK, Feudal—FL, Flat Top—FT, Fortress Europa—FE, France 40—FR, Fury In The West—FITW, Gettysburg—GE, Gladiator—GL, Guns Of August—GOA, Jutland—JU, Kingmaker—KM, The Longest Day—TLD, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Origins—OR, Outdoor Survival—OS, Panzerblitz—PB, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Samurai—SA, Squad Leader—SL, Stalingrad—STAL, Starship Troopers—SST, Storm Over Arnhem—SOA, Source Of The Nile—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Tobruk—TB, Trireme—TR, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo-WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

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NAME_____ PHONE_____

ADDRESS_____

CITY_____ STATE____ ZIP_____

CONTEST NO. 103

It is the August, 1914 turn of a *GUNS OF AUGUST* game and Germany has declared war on both Belgium and Holland. Using all Advanced Game and Optional rules, determine the optimum placement of the six Dutch and Belgian units shown by writing the hex coordinate or city name in the space to the right of each unit. Ten winning entries will receive AH merchandise credits. To be valid an entry must be received prior to the mailing of the next *GENERAL* and include a numerical rating for the issue as a whole, as well as list the best three articles. The solution will be announced in Vol. 18, No. 4, and the winners in Vol. 18, No. 5.

Poll: Which side has the advantage in the Campaign Game and what percentage of games will it win? ☐ Allies ☐ CP _____ %
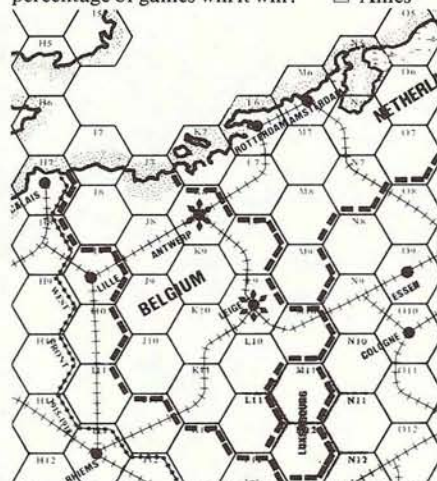
Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles

1. _____

2. _____

3. _____

NAME _____

ADDRESS _____

CITY _____ STATE_____ ZIP_____

WOODEN SHIPS & IRON MEN PLAY-BY-MAIL TURN RECORD SHEET

Turn ___

Date Mailed _____ Next Mailing _____

Next Turn's Wind (four die rolls): _____

Wind Change I _____ II _____ Direction Table _____ Velocity Table _____

Die Responses: 1 __ 2 __ 3 __ 4 __

5 __ 6 __ 7 __ 8 __ 9 __

	A	B	C	D	E	F
A	1	2	4	5	6	3
B	2	1	3	6	4	5
C	4	3	1	2	5	6
D	5	6	2	1	3	4
E	6	4	5	3	1	2
F	3	5	6	4	2	1

Column groups: SHIP (Number, Name) · GRAPPLING (Targets, Die Rolls) · UNGRAPPLING (Die Rolls: first, second, third) · BOARDING (Strength, Type, Target) · GUNNERY (Target, Table, Hull or Rig., Die Rolls: damage, crit. or DH, other crit.) · MELEES (Die Rolls: round 1, round 2, round 3) · LOAD (Left, Right) · UNFOUL (Die Rolls: first, second) · MOVEMENT (Plot, Bow Hex, Direction, Collision) · FOUL (Die Rolls: first, second) · ETC (Full Sail, Notes)