GENERAL

BONAPARTE

Avalon Hill Philosophy Part 104

Along with many other aspects of our hobby over the past two years, the "art" of wargaming has undergone a reconnaissance. In terms of both aesthetics and utility, the graphic labors of the artists of the industry have been shown to have dramatic impact on the fortunes of a game. From the box cover to the mapboard and counters, the graphic artist is an essential member of the artel that produces a new sensation. Indeed, without his efforts the game would, literally, never "leave the drawing board". The Avalon Hill Game Company is blessed with a profusion of talented artists—some staff members, some free-lance. I think it is time to acknowledge our debt to them.

The first impression that any potential purchaser draws of a game is based on the vivid art on the box. It has long been axiomatic in the industry that the cover art found on a game has a direct impact on sales, and popularity, of that game. Like movie posters, the cover must seize the imagination of the future player and, at the same time, impart some information on the subject of the game at a mere glance. Competition for shelf space, in stores as well as the homes of the players, has grown intense in the past decade. Gone are the days of the photographic melange of *STALINGRAD*, the staid line art of *WATERLOO*, the garish abstract of *BLITZKRIEG* and the headline pastiche of *D-DAY*. Even the bold but rigid renderings found on the covers of *PANZERBLITZ* and *PANZER LEADER* are now a fading technique. These days a sense of glamour and glory sell.

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TEST OF ARMS

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Note: This discussion of NAPOLEON AT BAY assumes that all of the "Clarifications and Changes" described in the section that follows this article are in force.

I. INTRODUCTION

The Campaign Game of *NAPOLEON AT BAY* provides players with a triple test of their abilities. First, they must acquire a good grasp of the mechanics of the *NAPOLEON AT BAY* game-system and must pay careful attention to detail if they wish to deal effectively with the problems generated by a constantly changing tactical situation. Second, they must develop a sense of judgment—a "feel" for the game—that enables them to decide when to play conservatively and when to take risks, when to play "by the book" and when to abandon "orthodox" tactics. Here *NAPOLEON AT BAY* differs from most other games. There is no *one* "optimum" way to play either side. Third, *NAPOLEON AT BAY* tests the will power and determination of its players as few other games do. At the heart of a contest between two experienced players is a struggle for psychological supremacy. The player who *feels* that he is winning a game of *NAPOLEON AT BAY* probably *is* winning, even if the "objective" situation on the mapboard favors neither side, or even favors his opponent. Many games encourage a player to compete against the game designer, rather than against the opponent sitting on the other side of the table. That is, many games are essentially problem-solving exercises. They

challenge a player to work a series of puzzles created by the designer. If the player can solve the puzzle, he will win the game. *NAPOLEON AT BAY*, in contrast, forces players to confront and engage each other, in part because it contains so many variables and uncertainties that its problems defy definitive solution.

II. GENERAL CONSIDERATIONS

The play of the *NAPOLEON AT BAY* Campaign Game is shaped by seven basic factors:

1) the political context within which the 1814 campaign was fought;

2) the marked difference in troop strength between the opposing armies;

3) the superior quality of the French leaders;

4) the difference in the ability of the two sides to coordinate the movements of their forces and to keep those forces in supply;

5) the character of the Attrition Quotient Matrix, which penalizes the Allied Player far more severely than it penalizes the French Player;

6) the geography of the area in which the campaign was fought;

7) the character of the game's combat system, which rewards players who understand Napoleon's "grand tactics" and the political context that governed their application in 1814.

Politics: The Morale rules and Victory Conditions of *NAPOLEON AT BAY* reflect the precarious political situation that Napoleon faced in the winter of 1814, as he tried to limit the damage caused by the disastrous outcome of his 1813 Campaign in Germany. Napoleon had lost control of the hearts and minds of the French people. His subjects feared that the blood and treasure spent to build the Empire had been wasted and that attempts to defend it would waste still more. Many were far more concerned about their personal futures than about the future of their Emperor. Napoleon's control over the politicians of Paris was precarious, and the Allied occupation of the capital would surely bring him down. Moreover, even a successful defense of Paris may not be enough to avert collapse. In campaign games that begin on dates on which the French do not already enjoy a Morale advantage, the Allied Player will usually be able to win if he can simply survive repeated battles with Napoleon's main force and occupy a significant part of eastern France. Conversely, in order to win most games the French player must either inflict a series of defeats on Allied detachments of significant size or he must establish a dominance over his opponent that will deter the Allied player from moving west with much speed or resolution. The lower French Morale falls, the more vital it becomes to win battlefield victories. The higher French Morale rises, the more space can be traded for time.

Troop Strength: As Table I demonstrates, the Allied Player always begins a game of *NAPOLEON AT BAY* with a significant advantage in troop strength, no matter what date is chosen as a starting point. If all of the forces available to both players are taken into account (including all reinforcements received from January 28, all Replacements, and the Paris Garrison), the Allies enjoy an advantage of about 1.71 to 1 in infantry Strength Points, 1.51 to 1 in cavalry Strength Points, and 1.66 to 1 in total Strength Points. The situation that confronts the French Player on the map on each start-date is significantly worse than these overall figures imply,

however, with the ratio between total Allied strength on the map and total French strength varying from about 2.0 to 1 up to 2.7 to 1. As Table II shows, the first-turn, on-map infantry strength of both sides peaks in games beginning on February 23 and March 3, but French first-turn cavalry strength declines steadily after January 28. Allied cavalry strength increases sharply over the first two weeks of the campaign, and remains fairly constant after that.

These numbers have very important implications for the play of any *NAPOLEON AT BAY* Campaign Game. First, it is clear that the French Player must follow Napoleon's own lead and abandon hope of destroying "the enemy's main body"[1]. That had been the primary objective of Napoleon's strategy since 1797, but in 1814 he felt he had to resort to another approach to the problems that confronted him. "It is necessary to fall well concentrated on some corps of the enemy and destroy it," he wrote to a member of his staff on January 23.[2] Napoleon felt that he could raise the morale of his army and his people and could demoralize his enemies if he could force and win a series of sharp battles of this sort at low cost. That, too, is the general approach that gives the French Player the best chance of winning *NAPOLEON AT BAY*. In pursuing this strategy, however, the French Player must avoid being drawn into a war of attrition that he cannot win. For his part, the Allied Player must try to force just such a war on his opponent. The French army must remain mobile, ready to march away from battles that do not promise significant gains, while the Allied Player must do all he can to force the French to fight. The French Player cannot defend the approaches to Paris by constructing a static defense. Instead he must depend upon feints and bluffs to neutralize the Allied manpower advantage, and he must make those feints and bluffs credible by mounting successful attacks now and again.

Leadership: The Allied Player's superiority in troop strength is partially offset by the fact that the average French leader is more effective than the average Allied Leader. The overall French superiority in Initiative Ratings and the advantage that possession of two Bonus Points gives Napoleon when he marches and attacks are especially important. French leaders have an average Initiative Rating of 3.1, while the Initiative Rating of the average Allied leader is only 1.65 (if Cavalry Major-Generals are not taken into consideration). This Initiative differential provides the French Player with two important advantages. First (and most obvious), it gives his army greater range than the armies of his opponent. Second, it makes it easier for him to force a battle, to avoid one, or to intervene in one that he cannot avoid. Napoleon's "five" rating is particularly significant in this respect, because it gives Napoleon a good chance of breaking contact with any enemy. The fact that the Allied Player has more leaders and more potential Cavalry Major-Generals than the French Player possesses reduces the significance of the French Initiative advantage to some degree, but cannot negate it completely.

Since Napoleon's two Bonus Points are worth two shifts to the right on the Combat Results Table, they do a great deal to offset French troop strength inferiority when Napoleon attacks (but *not* when Napoleon defends himself). These Bonus Points also make it far easier for the French Player to move a force commanded by Napoleon long distances, in any weather, without much concern about attrition losses.

Playing the NAPOLEON AT BAY Campaign Game

By Andrew Blauvelt

Coordination and Supply: The rules that govern the accumulation of Administrative Points and define Dispatch Distance create a tension that affects play of *NAPOLEON AT BAY* in very significant ways. The fact that French Dispatch Distance is much longer than the Dispatch Distance of either Allied army gives French forces far greater effective range than Allied forces enjoy. This, in turn, compels the Allied Player to guard against a larger set of contingencies than the French Player need worry about. It forces the Allied Player to move his Centers of Operations more frequently than the French Player has to move his. At the same time, the rules regarding the acquisition of Administrative Points make it likely that the Allied Player will find it more difficult to exercise effective control over his armies as they approach Paris, while the French Player's ability to coordinate the movements of his troops increases as they retreat toward the capital. The Allied Player can try to maximize the number of Administrative Points available to the Army of Silesia by shifting the Supply Sources of that army from the eastern to the northern map-edge in mid-game, but he must resign himself to the fact that it will be more difficult to direct the Army of Bohemia as it moves farther west.

Attrition: The structure of the Attrition Quotient Matrix complicates life considerably for the Allied Player. Unless he has very few Administrative Points left or tries to move very fast, the French Player runs little risk of suffering attrition losses. The Allied Player, on the other hand, can not avoid them. Again and again, he must ask himself whether a possible move is really worth the attrition loss that it risks. The answer to this question is seldom obvious.

Geography: In almost every Campaign Game, the Allied Player must struggle with the problems generated by the fact that the French Player occupies the "central position" that Napoleon always prized. His own forces are operating on exterior lines. In addition, on five out of seven start-dates, the Army of Silesia begins the game badly fragmented. The entry hexes of the corps that Bluecher is supposed to command reach from E0301 (northeast of Laon) all the way to E3935 (southeast of Bar-le-Duc). If the Allied Player tries to unite the Army of Silesia and the Army of Bohemia early in the game, he must write off a large portion of the Army of Silesia. On the other hand, if he tries to gather together the scattered elements of Bluecher's army, Bluecher and Schwarzenberg usually end up drifting farther and farther apart. They soon find themselves advancing west along different axes, just as they did in 1814. This line of attack may succeed if the Allied Player can induce his opponent to move Napoleon back and forth across the board, trying and failing to catch first Bluecher and then Schwarzenberg on the march. It will not work at all, however, if the French Player succeeds in using his central position to parry first one threat, and then the other, without ever being caught "in between".

As it happens, the French army is capable of mounting just this sort of strategic defense. The *NAPOLEON AT BAY* map-board seems very large at first, but this initial impression is somewhat misleading. A player who controls the primary road network can move his forces very far, very fast, if he is willing to pay a price for his mobility. Paris (W0130) Movement Points only 15 1/2 Movement Points from Soissons, 18 1/2 Movement Points from Sezanne, 25 1/2 Movement Points from Reims and Troyes, 35 Movement Points from St. Dizier, and 43 Movement Points from Chaumont. Troyes is 22 Movement Points from Reims and 26 Movement Points from Soissons. The distance from Pont-sur-Yonne to Soissons is 27 1/2 Movement Points, via Sezanne, or 30 1/2 Movement Points, via Meaux. These distances (measured in the game-time it takes to transverse them) do not seem very great when you recall that Napoleon can move 18 Movement Points in one game-turn, travelling with the Old Guard, if he uses Extended March and rolls successfully for Forced March. Any regular cavalry force can move 16 Movement Points per game-turn under similar conditions, while an infantry force can move 14 Movement Points.

The player who wants to exploit the road network in this fashion often encounters difficulties quickly, of course. Forces commanded by leaders with mediocre Initiative Ratings often fail Forced-March die rolls. Repeated Extended Marches deplete Administrative Point reserves. Fast marches can cause heavy attrition losses. Most important, the limits imposed by the rules governing Dispatch Distance can severely restrict what a force can do (or do safely). Since these constraints weigh more heavily on the Allies than they do on the French, in practice the Allied Player usually has to assume whenever he makes a move that over the next game-turn a given French force will move as far as it is theoretically able to move. In contrast, the French Player is often safe in assuming that most of the Allied forces facing him will *not* be able to move up to the limits imposed by their Movement Allowances.

The threat posed by the mobility of the enemy compels both players to focus attention on the Primary Roads and the choke points—crossroads and bridges over Primary Rivers—where movement along these roads can be blocked. The need to keep an army's forces within Dispatch Distance, to protect that army's Line of Communications, and to complicate the communications problems of the opposition should amplify this sort of concern. When the experienced player looks at the *NAPOLEON AT BAY* map-board, he sees a pattern of avenues and barriers. The avenues (that is, the Primary Roads) can be blocked by the barriers (the Primary Rivers, in most cases) or they can be *protected* by those barriers. Which function the barriers serve depend on which side controls key bridges and crossroads. The Allied Player who controls the roads that run east to west can threaten Paris and the western garrison hexes. The French Player who controls the roads that run north to south can attack Allied communications. By destroying the bridges along the rivers that run east to west—the Aisne, the Marne, the Aube, the Seine—the Allied Player can usually protect his flanks and his line communications, since the French Player does not recieve a Bridging Train of his own until March 15. In contrast, the French Player cannot defend Paris and the western garrison hexes for very long by blowing bridges and defending the river-lines, because the Allied Player can quickly move Bridging Trains up to those rivers and then storm across at a weak point in the French defense. If he can destroy enough bridges, the Allied Player will not have to leave many troops behind to guard his communications as he moves west. However, if the French Player can maintain control over key bridgeheads, he can force the Allied Player to concentrate on self-defense. By doing that he can slow or stop the Allied advance.

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Combat: The last factor shaping the play of *NAPOLEON AT BAY* is the combat system used in the game or, more precisely, the way in which that combat system interacts with the rules governing Morale shifts. The most important consideration determining when and how a battle is fought must be the potential impact of that battle on the political balance of the game. The fragile state of French Morale compels the French Player to do everything he can to make sure that the Allies will lose. He can not be content with simply driving the enemy from the battlefield. If they want to master the tactical side of *NAPOLEON AT BAY*, players must understand what conditions determine the chances that a given battle will result in a positive or negative Morale shift. On each move, a player will usually confront a very wide range of battle options. He has to be able to survey those options and calculate his chance of winning the Morale shift he wants in each case. Only then can he decide with any confidence whether he should fight a battle or how a possible battle should be fought.

At first glance it may seem fairly easy to calculate the chances that a give French attack (for example) will result in an increase in French Morale. If a force led by Napoleon attacks a force led by Bluecher that is standing in Clear Terrain, *and* if the attack is made in "Fair" weather, *and* if Napoleon himself pursues with a force composed entirely of cavalry and Old Guard units, *and* if Bluecher's force can retreat without entering a

TABLE I.

RATIO OF ON-MAP ALLIED STRENGTH TO ON-MAP FRENCH STRENGTH

Date	Jan 28	Feb 9	Feb 15	Feb 23	Mar 3	Mar 11	Mar 21
Ratio							
Infantry	2.4	2.7	3.0	2.7	3.0	2.8	2.7
Cavalry	1.1	1.7	2.1	2.3	2.1	2.5	2.4
Combined	2.0	2.3	2.7	2.6	2.7	2.7	2.6

Note: These figures exclude the Paris Garrison from consideration.

TABLE IIA

FRENCH TROOP STRENGTH TOTALS

Date	Jan 28	Feb 9	Feb 15	Feb 23	Mar 3	Mar 11	Mar 21	
Category								
Infantry SPs On-map	54	54	52	62	58	56	52	
Inf Reinforcements Off-map (in SPs)	45	36	23	14	8	6	0	} plus Paris Garrison
Inf Replacements Due (in SPs)	20 i, 3 0Gi	13 i, 3 0Gi	10	4	2	0	0	
Cavalry SPs On-map	30	29	26	24	25	21	21	
Cav Reinfmnts	5	5	5	5	2	2	0	
Cav Replmnts	6 c, 2 IGc	2 c, 2 IGc	2 IGc	2 IGc	1 IGc	0	0	

TABLE IIB

ALLIED TROOP STRENGTH TOTALS

Date	Jan 28	Feb 9	Feb 15	Feb 23	Mar 3	Mar 11	Mar 21
Category							
Infantry SPs On-map	131	144	156	169	172	157	142
Inf Reinfmnts	73	56	30	3	0	0	0
Inf Replmnts	27	21	15	9	3	3	2
Cavalry SPs On-map	33	49	54	53	53	53	50
Cav Reinfmnts	27	12	5	3	0	0	0
Cav Replmnts	5	3	2	2	1	1	0

French Zone of Control, then the French Player's chances of winning a positive Morale shift in battles fought at different odds can be described by Table III. Although this table seems straightforward enought by itself, the very complexity of the sentence that introduced it suggests how many different considerations ultimately influence the rise and fall of French Morale. In fact, *ten* separate factors determine which way Morale shifts when Napoleon is involved in a battle:

1) Who is attacking whom;

2) Combat odds;

3) The nature of the terrain on which the battle is fought;

4) How many Bonus Points the commander of the attacking force possesses;

5) The presence or absence of Zones of Controls that block the path of retreat of the Allied force;

6) The Initiative Ratings of the leader of the defeated force and the leader of the purusing force;

7) Whether or not the pursuing force is entitled to a Pursuit Bonus;

8) Weather;

9) The outcome of the Combat Result die roll;

10) The outcome of the Pursuit die roll.

The relationship between these factors and the weight that should be assigned to each is not obvious, but it is possible to construct a table that describes the probability that a battle fought at a given odds ratio will produce a positive Morale shift, under different conditions. Table IV describes *some* of the possible outcomes of an attack made by Napoleon at "two-to-one" odds. The numbers in the table show the possibility (expressed as a percentage) that a given attack will increase French Morale. This table could be expanded to encompass battles fought at other odds, against other Allied leaders, with other French leaders commanding the pursuing force. (Odds-minded players who want to be able to calculate their chances of winning in any conceivable situation will find that it is not very difficult to construct such a master table, although the job is time consuming.)

Any mathematician who wants to quantify the relationships between the variables that affect the outcome of an attack made by Napoleon is welcome to do so, but no such effort will be made here. The crucial point that this table is intended to illustrate is simply that any of the variables identified here can have a crucial impact on the outcome of a battle. The player who wants to maximize his control over the situation must take all of them into account when he decides whether he is going to attack and

how he is going to deploy forces that might be attacked themselves.

Attentive readers will have noticed that Table IV does not cover one of the ten variables that determines whether Morale rises or falls as a result of a battle in which Napoleon is involved. That variable is "Who is attacking whom". That is, Table IV does not describe what may happen when an *Allied* force attacks one commanded by Napoleon. As it happens, there is a striking contrast between the likely impact on French Morale of an attack made *by* Napoleon and an attack made *on* Napoleon, one that is brought out by comparing Table III and Table V, below. In particular, compare what is likely to happen if Napoleon attacks Bluecher at two-to-one odds to what is likely to happen if Bluecher attacks Napoleon at one-to-two odds. If Napoleon attacks Bluecher (defending in Non-Affecting Terrain, with a "clear path of retreat) in "Clear" weather and pursues with a force that is entitled to a Pursuit Bonus, he has an 89% chance of winning a positive Morale shift; but if *Bluecher* attacks Napoleon, with both leaders commanding the same forces, *he* has a 58% chance of winning a *negative* Morale Shift. It is far safer for the French Player to have Napoleon attack at two-to-one odds than it is to allow him to be attacked at one-to-two. Indeed, there is more profit in having a force led by Napoleon *attack* an Allied force that is *twice* as strong as it is than in having that same French force *defend* itself against a force led by Bluecher that is *half* as strong as it is! *NAPOLEON AT BAY* punishes a passive French Player severely.

III. THE PLAY OF THE GAME: AXIOMS

The general considerations discussed above have important practical implications when they are coupled to an analysis of the *NAPOLEON AT BAY* game-system. None of the "axioms" that follow are always applicable, no matter what the situation; but players would still do well to keep them in mind. Whichever side you are playing, there are seven tenets to which to adhere:

Maintain a clear sense of the goals you must achieve in order to win the game. This is much harder to do than it might seem. When playing *NAPOLEON AT BAY*, it is very easy to become absorbed in limited operations—taking or holding a garrison town, capturing a bridge, securing a LOC—and, in the process, to lose sight of your ultimate objective. As the Allied Player you must drive French Morale down to "-4" by the end of the March 29-30 Game-turn. As the French Player, you must prevent that from happening. *NAPOLEON AT BAY* is a game of fine judgement. There is a proper time for almost every line of play in this game—all-out assaults and cautious probes, determined defense and strategic retreat, bold risk-taking and careful consolidation of a position. The skillful player is the one who can decide correctly when one approach must be abandoned and another adopted.

Maximize the uncertainty in your opponent's mind and minimize the uncertainty in your own. The fact that the combat units used in this game do not appear on the map and that the Organization Tracks of the two sides may not be open to inspection (see the "Optional Rules" in the following article) increases the importance of both the "fog of war" and calculated attempts to deceive the opposition. If both players agree to keep the alignment of units on their Organization Tracks secret, a player should be prepared to go to some trouble to reduce what his opponent knows for certain about the forces his army is facing. A player can weaken his opponent's ability to estimate the odds in potential battles by concentrating several leaders in one hex, leaving them there through one Friendly Organization Segment, and combining a weak cavalry unit

and a strong one under one Cavalry Major-General for one turn. Once they separate, the opponent will be uncertain which one is vulnerable to a Repulse. Because he is working from a position of weakness, it is especially important for the French Player to raise the possibility that some forces are stronger than they actually are. At the same time, it is essential to keep track of all *certain* information about enemy dispositions that your opponent allows you to have. In *NAPOLEON AT BAY*, the more you know and the more you can conceal, the more effectively you can play.

Third, *protect your own Center of Operations and Line of Communications and threaten the Center of Operations and Line of Communications of your opponent*. If an enemy incursion forces your Center of Operations to flee, you cannot exercise effective control over your own forces in the next Friendly Movement Phase. They may be left vulnerable to attack and unable to counterattack effectively. Some units may find themselves out of Dispatch Distance, helpless and isolated. When you are finally able to move your Center of Operations forward again you will lose control of your army for yet another Friendly Movement Phase. Protect your Center of Operations if you can, even if that requires expending a significant number of Administrative Points and diverting troops from other important missions. If you cannot protect it, move it yourself after positioning your forces where they can support each other effectively for at least one game-turn. Consider moving your Center of Operations immediately after your opponent moves his. If you do that, you minimize the risk to your own forces that the move entails, although you may miss a good opportunity to attack. Remember that when you move your Center of Operations you usually must postpone serious offensive operations for *two* player-turns—the turn on which the Center of Operations is moved (when you have to make certain that your troops are in good defensive positions) and the following turn (when those troops cannot be issued Movement Commands).

Try to limit your use of Movement Commands to situations in which it is crucial that a particular force moves to a particular position. At the same time, when you decide which situations are "crucial", remember that a timely Movement Command that is issued *before* a crisis occurs will often stop that crisis from occuring at all and may ultimately save a good many badly needed Administrative Points. Sometimes it is absolutely necessary to move a force to a blocking position that protects an exposed flank or an army's Lines of Communications. At other times it is essential to make certain that every element of an attacking force arrives at the point of attack simultaneously. Occasionally an opponent's mistake will present a player with an opportunity to cut an enemy army's communications or force its Center of Operations to fly. Very few other reasons justify the use of Movement Commands. Forces in the rear that are under the command of leaders with low Initiative ratings should not be brought to the front with Movement Commands. Send effective leaders back to take command of them instead. You need every Administrative Point you receive. Accumulate eleven as soon as possible and try to retain at least that many as long as possible. If you waste Administrative Points, you will ultimately waste troop strength as well and will limit your own ability to act effectively in crisis situations.

Be aware of the limits imposed by Dispatch Distance on your own forces and those of your opponent. By counting Movement Points often (at the rate for *cavalry, from* the Center of Operations *to* the force in question) you may avoid unnecessary worry and, occasionally, discover something worth really worrying about.

Recognize the high value of your cavalry units and treat them well. Conserve your cavalry strength. Allow your cavalry units to operate independently. They can screen your forces, protect your communications, threaten to outflank the enemy and cut his communications, prevent enemy units from force-marching out of combat situations, and increase the damage done by pursuit. Never sacrifice cavalry units without very good reason, and try to destroy enemy cavalry units that have been carelessly positioned. Trade infantry Strength Points for cavalry Strength Points whenever you can.

Regard the army that you command as an interdependent whole, not as a group of independent detachments, each fighting its own battle. Do not allow independent forces to become isolated. Whenever possible, place two or more corps within forced-march distance of each other so that they will be able to reinforce each other, break up an attack, and then go over to the offensive in the manner of Napoleon's *bataillon carree*. When you attack, move flanking forces into the enemy's rear whenever possible to block reinforcement, prevent flight, and increase pursuit losses. Position unemployed forces on your own flanks to block your opponent's attempts to force-march reinforcements to units under attack. Protect your position by dispersing your forces, but maintain the capacity to concentrate quickly for the battle you seek or cannot avoid. The lesson that Napoleon learned from the Comte de Guibert applies here: "The art is to extend one's forces without exposing them, to embrace the enemy without becoming disunited, to link up the moves or the attack to take the enemy in flank without exposing one's own flank."[3] Finally, try to make some use of all of your forces, no matter how far from the immediate scene of the action they may be. There are very few "unimportant" areas on the mapboard of *NAPOLEON AT BAY*, and every friendly force should have some useful role to play.

TABLE III	
Odds	**Chance of obtaining a positive Morale shift**
Worse than 1-4 odds	0
1-4	17%
1-3	36%
1-2	47%
1-1	64%
2-1	89%
Better than 2-1 odds	100%

When you play the Allied side, the following ten axioms should be added:

Seize the initiative as soon as possible and keep it. In order to win *NAPOLEON AT BAY*, the Allied Player must move his armies west. It is surprisingly easy for him to forget this basic fact, for French superiority in Initiative, Dispatch Distance, and overall combat effectiveness force him to worry a great deal about the vulnerability of his troops and their line of communications. Nevertheless, if the Allied Player ever becomes overly preoccupied with defending himself and begins to ignore the necessity of bringing all of his forces to bear in a coordinated attack on the French position, he is well on his way towards defeat. He will soon find himself issuing Movement Commands to move forces into position to block French probes. He will repeatedly discover new reasons why his long-delayed offensive must be delayed awhile longer. He will be confronted with French attacks that compel him to either concede a Morale shift or launch a desperate counterattack with poor prospects. He must never forget that *he* has the stronger army. To paraphrase that noted gamesplayer, Al Davis—the Allied Player cannot simply take what his opponent gives him; he has to take what he wants.

Be prudent, but don't be frightened. Despite the Allied advantage in troop strength, the French edge in Initiative, command capacity, and combat effectiveness leaves the Allied Player with small margin for tactical mistakes, especially when Napoleon himself is within a game-turn's march of the Allied force making that mistake. The Allied Player must assume that if he leaves his Line of Communications unprotected, a detachment isolated, or a force out of Dispatch Distance, he will pay for his mistake. He must move carefully, paying close attention to details such as Dispatch Distance limits, Command Span problems, and Repulse possibilities. At the same time, he cannot allow fear of a French attack to immobilize him. In many cases, French offensive potential can be neutralized by Allied numbers if Allied forces are well deployed in mutually supporting positions and if the Allied Player uses the rivers and forests of eastern France to protect his communications.

Accept the fact that the French Player will always have a good chance to win a positive Morale shift on any given French player-turn. There is simply no way for the Allied Player to guarantee the safety of every vulnerable Allied force and still maintain a rate of advance westward that is rapid enough to win the game. What the Allied Player *can* do is insure that the French Player will run considerable risks if he tries to win such "easy" victories and will pay a price for any Morale increase he obtains. The Allied Player must convince his opponent that any attack will be met by a counterattack likely to either reverse the positive Morale shift just won (if Napoleon was left open to attack) or destroy the French force that pursued the Allied force that suffered the initial defeat. He must also teach the French Player that an attack on the Army of Bohemia will be matched by an advance of the Army of Silesia, and that an assault on Bluecher will be countered by an offensive led by Schwarzenberg. The Allied Player cannot *prevent* a confident, determined, or desperate opponent from launching an attack that is likely to succeed in the short run; but he may be able to *deter* such attacks by persuading the French Player that the probable gains will not be worth the probable costs.

Watch for opportunities to attack Napoleon himself. He is especially vulnerable in "Rain" or "Snow" turns when it is more difficult for him to either disengage or pursue. At the same time, be prepared for the retreat of your own attacking forces. Since the elimination of Napoleon will (or should) end any game, surround him completely and attack with every available unit should the French Player ever allow the Emperor to become isolated. Do not risk losing Bluecher, and try to avoid the elimination of Schwarzenberg, Barclay, and Osten-Sacken as well. The loss of their Bonus Points significantly weakens Allied offensive potential.

Be happy to fight a war of attrition. Be willing to trade infantry for infantry or cavalry for cavalry, even at somewhat unfavorable ratios. A "defeat" that results in an even Strength Point loss can be almost as useful as a "victory", so long as the retreat of the defeated Allied force does not expose the Allied position to a devastating follow-up attack led by Napoleon himself. Try to eliminate French leaders, but do not worry too much about losing a few of your own (except for the ones who have Bonus Points). Preserve your cavalry units if possible, but be content to trade them for French cavalry units. Do *not* allow the French Player to capture a Bridging Train early in the game. Bear in mind (through February, at least) that the *NAPOLEON AT BAY* Campaign Game is a *long* game. Time is on the side of the Allied Player who knows how to make effective use of the raw strength at his disposal.

*Be very reluctant to take the number of Administrative Points accumulated by either Allied

army down below "four". Once one drops below that level, Attrition losses mount rapidly. More important, you risk being caught immobilized and unable to respond adequately to an unexpected French move.

Accept the fact that you will have to absorb some attrition losses as you move west. You will rarely be able to delay the advance until you have accumulated eleven Administrative Points. Even if you have that many, the inferior Allied position on the Attrition Quotient Matrix and the size of the Allied forces that usually wind up moving under Movement Commands will frequently force you to use the "3/8" column when you roll for attrition; and sometimes you will find it necessary to use the "1" column as well. Accept these losses as part of the game (and part of the 1814 Campaign) and keep moving west. However, make certain that you are not throwing lives away by moving troops where they are not needed or where they dare not stay.

Use the Primary Rivers to protect your flanks and your communications. Exploit the fact that the French Player does not possess a Bridging Train of his own until March 15. Destroy every bridge that you do not intend to use immediately. (You can always repair them later or use your own Bridging Trains to cross, if necessary.) By making use of these river barriers you can free large numbers of troops who otherwise would have to guard your flanks and defend the roads that lead back to Supply Sources.

Use independently operating cavalry units to threaten French communications, but do not expect a cavalry raid to take Paris and win the game for you. If Allied cavalry units do threaten his Center of Operations, the French Player will have to expend Administrative Points that he would rather save and move units that he would rather not move in order to protect his communications. That is all to the good, from the Allied point of view. In contrast, he can safely ignore a roving band of Cossacks bent on sampling the questionable pleasures of Paris. An unsupported raid on the capital will only release its garrison prematurely. The Allied Player can increase the effectiveness of his cavalry by freeing the cavalry constituents of units that contain both infantry and cavalry Strength Points. He should use the infantry Strength Points of these units to satisfy losses or transfer them to other infantry units.

Coordinate the operations of the two Allied armies and make certain that one takes full advantage of Napoleon's preoccupation with the other. The reinforcement schedule of the Army of Silesia compels the Allied Player to concentrate Bluecher's command north of the Marne, if he concentrates it at all. Consequently, it is likely that in most *NAPOLEON AT BAY* games, the Army of Silesia and the Army of Bohemia will move west along separate paths. Bluecher can march along the Marne and the Aisne using the rivers to shield his communications, while Schwarzenberg advances down the Aube and the Seine. If the Allied Player does decide to split his forces in this manner, he runs the risk that his opponent will be able to fight and beat both Allied armies separately (as Napoleon did between February 9 and February 23). The French Player can attempt to contain one Allied army with a small fraction of his forces while he concentrates the strongest elements of the French Army against the other. In order to prevent this defense from succeeding, whenever Napoleon attacks Bluecher, Schwarzenberg must push forward hard. When Napoleon turns south, Bluecher must resume his advance. Unfortunately (from the Allied perspective), communications and supply considerations often complicate the problem that the Allied Player faces. A leap forward that is intended to take pressure off a beleaguered ally may take the advancing army out of Dispatch Distance. When that happens, the Center of Operations of

that army must be moved up; but that move, in turn, will relieve some of the pressure on the French position. The Allied Player must try to anticipate these problems and plan the timing of his overall offensive in advance. Then he must impose his timetable on his opponent . . . if he can.

On the other hand, when you play the French side:

Seize the initiative and hold it for as long as you can. If you are playing a competent opponent, you will not be able to hold it for the entire game, but you should be able to make the superior French Initiative Ratings and the Allied Player's respect for Napoleon's combat ability count for something. By forcing the Allied Player to respond to what you are doing, you can slow his advance, compel him to detach troops from his main force to guard his communications, and force him to spend Administrative Points on security. Watch for Allied tactical mistakes that permit you to attack badly positioned detachments with the certainty that the result of the battle will raise French Morale. When you see an opening, strike fast. Spend as many Administrative Points as you must in order to guarantee success. You do not have to attack on every turn in order to retain the initiative. You simply have to make your opponent *fear* an attack on every turn. When you position your forces, maximize their offensive potential. Keep the bridges over the Marne, Aube, and Seine open as long as possible in order to maximize pressure on Allied

communications. Go to some trouble to capture an Allied Bridging Train, if your opponent gives you any opportunity to do so. Control key crossroads—Sezanne, Nogent-sur-Seine, Epernay—as long as possible in order to maximize your offensive options. Try to keep a few cavalry forces operating independently on the flanks, where they will force the Allied Player to worry about Extended Marches into his rear. When you finally do find yourself reacting to what your opponent is doing, fall back out of his Dispatch Distance if possible, taking care to keep your Center of Operations out of harm's way. A retreat of this sort will force the Allied Player to stop, regroup, and move at least one of his Centers of Operations. When he does, he may give you an opening that will allow you to launch an effective counterattack to regain the initiative that you need so badly.

Accept the fact that Napoleon must attack—selectively, but repeatedly—if the French are to win. The only games that provide exceptions to this rule are ones that begin on March 21 and use the standard Victory Conditions, rather than the optional ones described in the "Clarifications . . ." that follow this article. In campaign games beginning on every other date, the French Player who tries to minimize risk by adopting a "safe", "conservative", or "defensive" line of play will almost always lose to a competent opponent. He will soon find himself reacting to Allied moves, caught in an unwinnable slugging match. To avoid falling into this trap, the French Player must exploit all of his

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TABLE IV.

CHANCE OF A POSITIVE MORALE SHIFT CAUSED BY A TWO-TO-ONE ATTACK MADE BY NAPOLEON

Conditions	5 vs 0 (CW)	5 vs 0 (PW)	5 vs 4 (CW)	5 vs 4 (PW)	3 vs 0 (CW)	3 vs 0 (PW)	3 vs 4 (CW)	3 vs 4 (PW)
NA, ZOC, PB	100	100	100	100	100	94	89	83
NA, ZOC, NPB	100	94	94	89	89	81	72	64
NA, NZOC, PB	94	89	89	86	78	72	67	64
A, ZOC, PB	83	81	81	78	78	72	67	61
NA, NZOC, NPB	78	72	72	67	61	56	50	44
A, ZOC, NPB	78	72	72	67	61	56	50	44
A, NZOC, PB	67	64	64	61	61	56	50	44
A, NZOC, NPB	61	56	56	50	44	36	28	19

Abbreviations:
CW: "Clear Weather"—"Fair", "Freeze", or "Mud".
PW: "Poor" Weather—"Rain" or "Snow".
NA: Defender is in Non-Affecting Terrain.
A: Defender is in Affecting Terrain.
ZOC: French Zones of Control block the Allied Path of Retreat.
NZOC: French Zones of Control do not block the Allied Path of Retreat.
PB: The French Pursuing force is entitled to a Pursuit Bonus.
NPB: The French Pursuing force is not entitled to a Pursuit Bonus.
Note that this table assumes that the pursuing force will be large enough to pursue the distance needed to obtain a Morale shift, that the defeated force will be able to retreat as far as the Combat Result requires, and that the defending force is not so small that its destruction does not chance Morale.

TABLE V

CHANCE OF A NEGATIVE MORALE SHIFT CAUSED BY AN ALLIED ATTACK ON A FORCE LED BY NAPOLEON

Odds	Leader of Attack: Bluecher, Barclay, Schwarzenberg	Osten-Sacken	Cavalry Major-General	All Others
1-5A or worse	0	0	0	0
1-5NA/1-4A	8	6	0	0
1-4NA/1-3A	19	17	3	0
1-3NA/1-2A	36	33	19	17
1-2NA/1-1A	58	56	44	39
1-1NA/2-1A	86	83	69	67
2-1NA/3-1A	100	100	86	83
3-1NA or better	100	100	100	100

These calculations assume that the attack is being made in "Clear" Weather—"Fair", "Freeze", or "Mud". It also assumes that a defeated Allied force would *not* have to retreat through a French Zone of Control, that a pursuing French force *would* have a Pursuit Bonus, and that the French Player would be willing to let Napoleon lead that pursuing force. Note that for the purpose of determining whether the Allied Player can win a negative Morale shift, the conditions governing the retreat and pursuit of the *French* force are irrelevant.

offensive potential. He must mount attacks that promise to improve French Morale, disrupt Allied plans, and instill respect in the opposition. The Allied Player who anxiously expects each hesitant step toward Paris to bring the wrath of Bonaparte down on his head is well on the way to defeat, no matter what apparent advantages he may enjoy on the mapboard. The French Player must establish a reputation for skillful, aggressive play in order to compensate for his lack of manpower.

Do not allow the Allied Player to grind down your army in a war of attrition. Consider trading French Strength Points for Allied Strength Points, but avoid exchanging infantry for infantry or cavalry for cavalry. Do not try to annihilate the Army of Silesia or the Army of Bohemia. You simply cannot succeed. Attack with a specific, significant end in mind—in order to gain in Morale shift, kill a significant Allied leader, or disrupt enemy communications, for instance—and not simply because you expect to inflict more casualties than you suffer. If a French force comes under attack and has the option of force-marching out of battle, be certain that you have something important to gain before you decide to stand and fight. Be willing to trade space for time. Do not risk losses to the Old Guard (much less its destruction) without *very* good reason.

Avoid all march attrition losses. The Allied Player has to accept such losses as a regrettable necessity, but the French Player does not and should not. It is criminal to do so.

Attack in "clear" weather—"fair", "freeze", or "mud"—if possible. By doing so you maximize your chance of raising French Morale by inflicting combat losses in both your own Battle Segment and in the subsequent Allied Battle Segment (if the Allied Player chooses to counterattack or is compelled to do so because the pursuing French force ends its pursuit adjacent to an Allied force).

Try to destroy totally a force commanded by Bluecher, Schwarzenberg, Barclay, or Osten-Sacken if you have an opportunity to do so. If the Allied player loses Bluecher in January or February, he is virtually certain to lose the game. The elimination of any one of these other leaders who possess Bonus Points will significantly reduce the total offensive potential of the Allied forces. Remember that a Bonus Point is worth at least one odds shift to the right on the Combat Results Table, and can reduce attrition considerably as well.

Avoid exposing a force led by Napoleon to Allied attack and never allow Napoleon to become surrounded by his enemies. Only utter desperation justifies placing the Emperor in any position in which the force he is commanding can be wiped out. If Napoleon is eliminated, the game should end immediately in an Allied victory, no matter what the situation on the map may be.

IV. THE PLAY OF THE GAME: OPENING MOVES

Players who try to design "perfect plans" guaranteed to win *NAPOLEON AT BAY* are apt to experience a good deal of deserved frustration. The more complex such play is, the less confidence it will inspire. There are simply too many options open to both players and they have too little control over a great many important variables. Still, it is possible to say something about "optimum" Allied set-up positions and "optimum" French opening moves. This sort of analysis provides an opportunity to demonstrate how some of the axioms discussed above can be applied.

The remarks that follow do not apply to "short scenario" games. Players who enjoy problem-solving exercises will want to analyze these scenarios themselves. It makes much more sense to talk about the "best" way to achieve the limited objectives defined by the Victory Conditions of the short scenarios than it does to describe in detail the "best" way to win the campaign games. In the campaign games, where the ultimate objective is the mind of one's opponent, players usually find themselves abandoning their plans and falling back on general principles very quickly.

January 28:

The 1814 Campaign in eastern France might easily have ended almost as soon as it began. Bluecher's attempt to unite the Army of Silesia and the Army of Bohemia almost resulted in disaster for him and the Allied cause. As the campaign game with a January 28 start-date begins, Napoleon is poised to strike at Bluecher and Olsufief at Brienne. The Army of Silesia is badly divided and its communications are very vulnerable. In 1814 a captured dispatch warned Bluecher of his danger and prompted him to recall Osten-Sacken and Pahlen before the French struck. He and his command escaped from Brienne after hard fighting, and three days later the Army of Silesia counter-attacked successfully at La Rothiere. In *NAPOLEON AT BAY* the French may do much better.

The primary concern of the Allied Player must be to protect Bluecher, while the primary objective of the French Player should be to eliminate him if that seems feasible. The result of the Allied Pre-Game Forced March Phase will tell the French Player whether he has a good chance of accomplishing that end. In effect, this phase gives Bluecher an opportunity to save himself, but does not guarantee that he will make good use of that opportunity. Each Allied force should attempt to move Osten-Sacken's command first. If Osten-Sacken can move, he and Scherbatow should go to hex E1944, dropping Lieven at E1843. Then the Allied Player can try to move Bluecher to E1843 as well. If both of these attempts succeed—a 22% chance—Bluecher will be safe. If either Bluecher or Osten-Sacken *cannot* move, however, Bluecher's survival will probably depend on whether or not he can break contact if he is attacked by Napoleon (as he probably will be). The Allied Player can complicate the problem facing his opponent by moving Bluecher (but not Osten-Sacken) or Osten-Sacken (but not Bluecher) or by moving Pahlen; but he cannot insure Bluecher's safety. Moreover, even if the Allied Pre-Game Forced March Phase does leave Bluecher secure, the overall Allied position will still be weak. The Allied Player can reduce his general vulnerability if he succeeds in moving Yorck to E3536 and Horn to E3433 (if Yorck moves) or E3234 (if Yorck cannot move). Wrede and Frimont move to E3650, if possible, and Wuerttemburg would be better off at E2349 that at E2550. Ultimately, having done all he can to improve a bad situation, the Allied Player must sit back and see what French Player chooses to do. The Allied Player cannot even protect the Center of Operations of the Army of Silesia. The French have the initiative, and he must hope for the best.

For his part, the French Player must seize whatever opportunity awaits him when his first move begins. He must turn that opportunity into a decisive advantage, and he should be willing to spend a great many Administrative Points in order to gain such an advantage. For example, if Sacken, Bluecher, and Pahlen all remain in their original positions after the Allied Pre-Move Force March Phase, the French Player can begin his move by detaching cavalry units led by Defrance, Doumerc, Boursle, Milhaud, Pajol, Kellerman, and Germain and placing them under the command of Cavalry Major-Generals. Chataux should be placed under an Infantry Major-General. Curial and Rottemberg would be assigned to Ney, and Meunier should be transferred to Napoleon. Then Napoleon can use Extended March to move to E2145, with Grouchy

and Defrance, dropping Defrance at hex E2245. Ney uses Extended March to move to E2043. Victor can go to E2144 (again using Extended March), with Milhaud and Chataux, dropping Chataux at E2243. Then Martier should move to E1743 (in order to prevent Osten-Sacken from intervening in the coming Battle of Brienne). Once these moves have been made, Napoleon can attack Bluecher at odds of 18 to 6 (or 3 to 1) in Non-Affecting Terrain, if Bluecher fails to withdraw to E1945 during the first Allied Forced-March Segment. These odds guarantee that Bluecher will be compelled to retreat through enemy Zones of Control as a result of the Battle of Brienne, and that French pursuit will be able to destroy his entire force and remove him from the game. Ney also will be able to attack Pahlen with good prospects. During the French Individual Initiative Segment, the French Player can try to move Dounerc and Pajol towards Sezanne, and Macdonald towards Reims.

Although this opening requires the expenditure of nine Administrative Points (leaving the French Player between six, at most, and two, at worst), it has to be considered very carefully since it gives the French Player the chance to decide the outcome of the campaign (and win the game) on the first move. In "Rain" or "Snow", when Bluecher has only one chance in six of breaking contact with Napoleon, it is probably the opening that best exploits the Allied Player's inability to improve the position of the Army of Silesia in the Pre-Game Forced March Phase. In good weather, however, when Bluecher's chance of avoiding battle is one in three, the French Player must take into account how many Administrative Points he will have left should Bluecher escape. If an attack on Bluecher's force would drive the French Administrative Point total down below "four", the French Player ought to examine his other options.

Napoleon could turn north instead and attack Yorck or Horn. Meanwhile a French cavalry unit can make an attack on Bluecher that is certain to fail but that will force the Center of Operations of the Army of Silesia to fly, buying time to organize a defense of the south. As long as he blocks the road to Sezanne and delays the fall of Troyes for a move or two, the French Player can be confident that an attack on Yorck and Horn will raise French Morale at least one level (and probably more) with little short-term risk. For this reason, such an attack is probably the "optimum" French opening in most situations. It will appear especially attractive whenever the Allied Player succeeds in establishing a coherent defensive position for the Army of Silesia in the Pre-Game Forced March Phase. Any French Player who chooses this "northern option" must resign himself to the prospect of a long game, however, for he is foregoing the best opportunity to end the campaign with the one bold stroke that he is ever likely to have.

The Allied Player must make the most of whatever opportunities remain to him at the end of the first French Movement Phase. If Bluecher is under attack and in danger of elimination, he will try to break contact. Whatever has to be done to protect the Center of Operations of the Army of Bohemia should be undertaken. If Napoleon's force is vulnerable to counter-attack during the first Allied Player-Turn, the Allied Player should try to mount such an attack. If key crossings over the Aube and the Seine are left unprotected, Allied forces should seize control of them. If Napoleon has attacked Bluecher, Tettenborn may abandon Reims and advance on Sezanne in an attempt to disrupt French communications. Through no fault of his own, the Allied Player begins this scenario in a very unfortunate position. In this situation a cautious, conservative response to the first French onslaught is unlikely to succeed. The Allied Player will do better if he throws everthing he has at the forces attacking him. If you find yourself playing the Allied side in a

campaign game beginning on January 28, enjoy yourself. If you lose, you can always blame Bluecher for getting you into this situation in the first place.'

February 9:

Bluecher's victory at La Rothiere convinced him that the French army was disintegrating and that the campaign was virtually over. He grew careless. As Schwarzenberg's forces crossed the Seine, he marched north to the Marne and then west toward Paris, dividing the two Allied armies. The corps that made up the Army of Silesia soon found themselves strung out along the road to Paris, very vulnerable to the series of French counter-strokes known as "The Six Days Campaign of 1814". Once again Bluecher came very close to total defeat.

Although the French begin a campaign game that starts on February 9 with a "–" Morale Rating, they can remedy that situation very quickly by exploiting the vulnerability of the Army of Silesia. Since the Allied Player has no Pre-Game Forced Marched Phase, he can do little to improve his position before his opponent goes to work. He should move the Center of Operations of the Army of Silesia back to hex E0613, to shield Chalons from a French raid. Having done that, he must sit back and wait for the storm to break.

Given this situation, the French Player will do best to follow Napoleon's lead. That is, he should destroy Olsufief's command, take control of "the central position", and then turn on Osten-Sacken and try to annihilate his forces as well. As was the case with the January 28 opening, he will have to spend a good many Administrative Points in order to maximize the effectiveness of his army, but this time the result is even more likely to be worth the cost. The French Player should begin the game by assigning Doumerc, Kellerman, Germain, Defrance, Bourdsle, and Milhaud to Cavalry Major-Generals. In addition, he could transfer Nansouty to Grouchy and Chataux to Gerard. These changes increase the flexibility of the French Army considerably. The French Player can then move Napoleon, Ney, Grouchy and Meunier to W3729 where they can be joined by Mortier. Ricard can use Extended March to reach W3928, where he can prevent Bluecher from reinforcing Olsufief and can insure that Olsufief retreats *west*, away from Bluecher and toward Osten-Sacken. Marmont should move to W3533, to attack Karpow; Defrance goes to W3332 to prevent Karpow from retreating. Doumerc should be sent to W3027, taking Osten-Sacken out of Dispatch Distance. Finally, Oudinot will move to Pont-sur-Yonne, dropping Boyer at W2344 to cover the bridge at Bray. These moves will consume eight Administrative Points if all are made on Movement Commands. If the French Player begins his Movement Phase with only eight Administrative Points, he will probably do best to let Defrance try to move on Initiative. During his Individual Initiative Segment he can also try to move Gerard and Victor (but not Milhaud) back to Bray. Finally, he can attempt to send Macdonald or Kellerman to W2127 to attack Waslchow and increase the pressure on Osten-Sacken's force.

An attack of this sort forces the Allied Player to make a very difficult decision before he begins his first Forced-March Segment. Bluecher can safeguard his own troops by withdrawing towards Chalons; but if he does that, there is a very good chance that Osten-Sacken's entire command will be wiped out once Napoleon and Macdonald converge on it. Osten-Sacken must try to move out of danger on his own Initiative, but it is unlikely that he will get far by himself. The conservative Allied Player could write off Osten-Sacken and simply hope that he can resist long enough to allow Schwarzenberg to make real progress in the south. On the other hand, the Allied Player who plays *NAPOLEON AT BAY* the way Bluecher fought the 1814 Campaign will

send Bluecher and Horn to Osten-Sacken's rescue, while Yorck covers the bridge at Epernay. Whatever the Army of Silesia does, Schwarzenberg's command must push hard toward Nogent and Bray, inflict as many French casualties as possible, and attempt to destroy the bridges over the Seine that allow Napoleon to threaten the right flank of the Army of Bohemia. The Allied Player must be careful to cover the bridges at E0439 and E1040, too, in order to prevent French cavalry raids from paralyzing the Army of Bohemia by disrupting its communications. When two aggressive players start a campaign game at this point, their collision detonates one violent explosion after another, with very unpredictable long-term results. A flashing, tense campaign.

February 15:

After defeating Bluecher at Vauchamps on February 14, Napoleon wanted to pursue the Army of Silesia east and complete its destruction; but alarming news from the south compelled him to turn his main force against Schwarnzenberg instead. Victor and Oudinot had allowed the Army of Bohemia to cross the Seine and seemed unable to stop its stately advance on Paris. The politicians in the capital were beginning to panic. Napoleon left Mortier and Marmont behind, force-marched to Guignes with Grouchy's cavalry and part of the Guard, and on February 17 attacked Schwarzenberg's vanguard. Badly frightened, Schwarzenberg ordered his army to march east again. Aided by French mistakes, he managed to withdraw behind the Seine and then was able to disengage completely and flee to Troyes.

The overriding objective of the Allied Player at the start of a campaign game beginning on February 15 is simply to prevent the French Player from winning the game outright over the first three or four moves. A quick French victory is a real possibility if the Allied Player blunders. The Army of Bohemia is badly overextended and very vulnerable to a French counter-stroke. The Army of Silesia has been scattered and weakened by repeated defeats and has few Administrative Points available. Winzingerode is threatening Soissons, but Bluecher cannot provide Schwarzenberg with much support. Consequently, the Allied Player must pull the forward units of the Army of Bohemia back across the Seine as fast as possible, absorbing whatever attrition losses such a withdrawal entails. Then he must blow the bridges behind him in order to protect his Line of Communications. He can improve his chances of success when he sets up his forces by moving the Center of Operations of the Army of Bohemia and the Army of Silesia back to W3644 and E2123, respectively. Tschernis should be stacked with Schwarzenberg on W2243 and Schwarzenberg should try to retreat to W2344 during the Pre-Move Forced-March Phase. Wuerttemburg can attempt to pull back across the Seine to W1746, and Wittgenstein and Wrede can try to offer each other better support. The Allied Player should move Wittgenstein to W1839 if he can, and then move Wrede to W1841. If Wittgenstein cannot move, Wrede should try to shift to W1740. Pahlen would be slightly better placed at W1437 than on W1436. Bluecher can begin to fall back toward Chalons, but the other elements of the Army of Silesia might as well stay where they are for the moment.

Once his turn begins, the French Player is apt to experience a great deal of frustration. The Army of Silesia is vulnerable, but the French Player is confronted with the same predicament that Napoleon faced. The defense of Paris is collapsing and he must deal with that danger. He can win a Morale shift quite easily on the first game-turn by moving Napoleon's force south to attack Pahlen, dropping Ney and the infantry along the way, if necessary. After that, however, he will find it difficult to trap

any element of Schwarzenberg's force. Since the Allied Player is unlikely to be as frightened of his opponent as Schwarzenberg was of Napoleon, the French Player can't expect the Army of Bohemia to go tumbling back to Troyes in terror, either. Depending on what happens in the Pre-Game Forced March Phase, it may be possible to isolate Wrede and Wittgenstein on Turn One and then attack them later; but there will be many demands on French manpower and Administrative Points at this time, and this consideration may block the plans of more aggressive French Players. The French Center of Operations can be protected by setting it up at W1129, but Nemours must be reinforced, and the bridgehead over the Loing at Moret should be occupied and held. In addition, the French Player has to be wary of getting himself involved in a free-for-all so close to Paris against an opponent whose communications are secure. In the end, he will probably have to content himself with merely driving Schwarzenberg back over the Seine. Once that has been accomplished, the French Player can concentrate his forces in preparation for the next bout with the bulldog Bluecher.

The Allied Player should take full advantage of Napoleon's temporary pre-occupation with Schwarzenberg and reorganize the Army of Silesia. He should consider moving all of Bluecher's troops north of the Marne and destroying all of the bridges between Chateau-Thierry and Vitry. As this is being done, the Center of Operations of the Army of Silesia can move north toward Laon. Once the bridges over the Marne are down, it will be safe to try to switch the Supply Sources of the Army of Silesia from the eastern map-edge to the northern map-edge. With that operation completed and after Bluecher has been reinforced by Stogonof and Buelow, Bluecher and Schwarzenberg can resume their advance on Paris, moving simultaneously from different directions.

In the short run, at least, the play of the campaign game beginning on February 15 lacks much of the tension that the January 28 and February 9 set-ups generate. At the same time, it is probably better balanced than games with those earlier start-dates. The Allied Player who has a good sense of timing and a clear set of goals can build a position that will permit him to bring a great deal of pressure to bear on his opponent. The French Player, for his part, has to cope with the historical consequences of Napoleon's "play" of the French "side" from January 28 to February 14. The French Army lost a great many men and the Army of Bohemia had established a strong position within striking distance of Paris. He will find it difficult to instill in his enemy the sort of fears that so unnerved Schwarzenberg and gave Napoleon yet another opportunity to settle accounts with Bluecher.

February 23:

Napoleon hoped to catch the Army of Bohemia on the march near Troyes, but Schwarzenberg made good his escape across the Seine and continued his retreat toward Bar-sur-Aube—much to the disgust of Bluecher. Wrede's troops served as Schwarzenberg's rearguard. They held the east side of the bridge at Troyes and then withdrew east themselves, leaving the road north to Arcis-sur-Aube open to the enemy. Bluecher again marched north to the Marne, searching for Winzingerode and Buelow. Napoleon soon followed, for he desperately needed a victory that would break the Allied will to fight.

At the beginning of a game that starts on February 23, neither player has to worry very much about an immediate enemy attack; but the Allied Player has two critical problems to solve before he can resume offensive operations. First, he must place the communications of the Army of Silesia on a sound footing. That chore will be difficult to do. Second, both the Army of Silesia and the Army of

Bohemia must accumulate larger reserves of Administrative Points.

The first of these two problems complicates the solution of the second. The Allied Player will find that it is virtually impossible to place the Center of Operations of the Army of Silesia in a position that will insure that both Bluecher's force and Winzingerode's command are within Dispatch Distance of an active Center of Operations on February 27 when Winzingerode and Buelow can be given Movement Commands for the first time. If the Allied Player places the Center of Operations for the Army of Silesia on hex E1425, it will be very easy for his opponent to force it to flee on the first turn of the game by moving Marmont's force adjacent. If the Allied Player tries to use Tschernis and Schaeffer to protect a Center of Operations placed at Chalons, he merely provides Napoleon with new targets and postpones the total disruption of Bluecher's communications for a turn or two. He cannot prevent Marmont cutting Bluecher out of Dispatch Distance on the first turn either. If the Allied Player tries to evade this dilemma by positioning the Center of Operations of the Army of Silesia east of Vitry and then places Tschernis on E2133 and Schaeffer on E2436 to screen it, the French Player can counter by sending one of Marmont's cavalry units to Chalons and another to hex E1633. That will take Bluecher out of Dispatch Distance and expose his army's Center of Operations to attack from the north. Faced with all of these difficulties, the Allied Player can try to neutralize the French threat to the Army of Silesia's Center of Operations by placing it on E2145, where it can be protected by Schwarzenberg's forces. Tschernis can then be stationed at E1843, where he can defend the bridge over the Aube at Lesmont, while Schaeffer can be posted at E0139 and ordered to destroy the bridge there at the end of the first Allied Movement Phase. If he does this, the Allied Player can be certain that Bluecher's force will remain within Dispatch Distance at the beginning of the game; but he must also assume that Winzingerode and Buelow will remain out of Dispatch Distance—and out of his control—indefinitely. They will not be able to play an effective part in a drive on Paris (or even on Soissons). And if Allied pressure on the French position in the south weakens, they may quickly become vulnerable to attacks by Napoleon himself.

The Allied Player simply cannot accomplish everything that he wants to and needs to do. If he places the Center of Operations of the Army of Silesia in the south where it will be safe, he simplifies the problems confronting his enemy considerably. If he tries to maximize pressure on the French by positioning it in the center of the map, east of Vitry, he will either have to spend a great many Administrative Points on an effort intended to protect it or he will have to move it in order to avoid French raiding parties. It is not clear which of these alternatives represents the "optimum" solution to the Allied Player's dilemma. In deciding where to position the Center of Operations of the Army of Silesia and, by implication, in deciding what sort of strategy he is going to pursue for the rest of the game, the Allied Player ought to take the skill of his opponent into consideration. The better the French Player is, the more important it may be to maximize control over the forces commanded by Bluecher and Osten-Sacken by placing the Center of Operations of the Army of Silesia in the south, along the Aube. If the French Player is relatively inexperienced or defense-minded it may pay to gamble and put that Center of Operations behind the Marne, east of Vitry, in the hope that it will prove possible to combine the forces commanded by Bluecher and Winzingerode into an effective, well-coordinated army.

In any event, the Allied Player should certainly keep Wrede and Frimont right where they are,

holding the eastern end of the bridge at Troyes. They occupy an easily defended position, and there is no good reason why the Allied Player should try to simulate Schwarzenberg's dread of Napoleon and retreat. Instead of falling back toward Bar-sur-Aube, he should send most of the Army of Bohemia east toward Troyes as fast as its Initiative die rolls permit, while taking care to guard or destroy the bridges along the Aube. Because the Administrative Point totals of both Allied armies at the beginning of this scenario are so low, the Allied Player cannot afford to issue Movement Commands, save in dire emergencies.

The French Player will have to examine very carefully what his opponent does before the game begins and must try to deduce what the Allied Player's intentions are. He should do all he can to frustrate Allied efforts to keep both Bluecher and Winzingerode within Dispatch Distance. If possible, he should try to force the Center of Operations of the Army of Silesia to fly across the Troyes bridge. He must *not* send Napoleon storming across the Troyes bridge, for his chances of success are only 50% (at best) and the consequences of the success of such an operation can be almost as damaging as the consequences of defeat. Let the Allied Player take the risk that crossing this bridge entails. The French Player should make a major effort to seize control of the area between the Aube and the Marne and exploit the advantages that control over this central position offers. He can concentrate the striking power of the French Army at Sezanne, from where he counters any attempt the Allied Player may make to cross the Seine or unite Bluecher and Winzingerode. If the Allied Player does not move forward quickly in the south, the French Player should consider the merits of a quick dash north and an attack on Reims. It is quite possible to win the game with a series of blows aimed at forces caught out of Dispatch Distance and thus unable to either retreat or defend themselves effectively. In order to give himself this option, the French Player should position his Center of Operations at W1931, instead of W1740, and should seize control of the bridge at Epernay as soon as possible.

All in all, the French have the edge in the campaign game starting on February 23. The Allied Player must concentrate quickly, while conserving his Administrative Points, and he must push across the river lines before the French Player can take advantage of the isolation of Winzingerode and Buelow. In theory, the union of the the Army of Bohemia with most of Bluecher's forces should help the Allied cause; but the Allied Player will be hard put to exploit this advantage. He will have even more difficulty turning the scattered elements of the Army of Silesia into an effective fighting force. In this campaign the historical mistakes made by Bluecher and Schwarzenberg before February 23 severely handicap Allied Players cast in their roles.

March 3:

In campaign games beginning on March 3, the differences between the considerations that move NAPOLEON AT BAY players and the considerations that moved Napoleon and his opponents become even more apparent. Although his attempt to trap the Army of Silesia south of the Marne failed, on March 3 Napoleon still believed that he could catch Bluecher south of the Aisne and destroy his command in a decisive battle. Then he could retake Reims, gather in the troops besieged at Metz and Verdun, strike at Schwarzenberg's communications, and drive the Austrians and their allies from France. Meanwhile, Bluecher was falling back toward the north as fast as possible, trying to avoid battle and make contact with Winzingerode and Buelow. At noon on March 3 he was delighted to learn that Winzingerode had taken Soissons and that his escape route across the Aisne was secure. By

the time Napoleon caught up to him, Bluecher was ready to fight. The series of battles that followed seriously weakened the French Army and damaged Napoleon's relations with Marmont, a development that had serious consequences later.

The psychological situation that *NAPOLEON AT BAY* players face in this game is likely to be quite different from the one in which Napoleon and his opponents were enmeshed. The Allied Player knows that Winzingerode holds Soissons. He has full control over all of his forces. He also knows that Bluecher's army is more than twice the size of the force that the French Player can bring to bear against it. Unless he has no confidence at all in his own tactical ability, the Allied Player may well conclude that there is no good reason why he should flee across the Aisne at all. He may be quite willing to stand and fight in front of Soissons, mindful of the fact that time is beginning to grow short for the Allies. A retreat will take him farther away from Paris, expose Reims to attack, and free Napoleon for operations against Schwarzenberg. If the French Player wants a battle, why not give it to him?

For his part, the French Player now finds himself facing a number of difficult problems. While it may prove possible to win a series of tactical victories over Bluecher's forces, it is difficult to imagine a plausible series of events that will culminate in the destruction of the Army of Silesia. It is simply too large to be eliminated, barring colossal mistakes on the part of its commander. Worse, it is quite capable of launching an effective offensive itself, if left alone. The Army of Silesia poses at least as grave a threat to the French Army and to Paris as Napoleon poses to it. Nor is the situation much better in the south, from the French perspective. The road from Bar-sur-Aube to Sezanne is wide open, Macdonald's force is outnumbered and outflanked, and the Allied Player knows it. There is potential for disaster on this front, too, and a withdrawal to the north and west will soon be in order.

The Allied Player has no Pre-Move Forced March Phase in campaign games beginning on March 3, but he can still strengthen his position significantly. By placing the Center of Operations of the Army of Silesia at Laon instead of at Reims, he does a great deal to safeguard his control of Bluecher's forces. He should also consider placing Tschernis at W2721. By doing this he severely complicates any French attempt to win a quick Morale shift by attacking Tettenborn. The Allied Player should realize, however, that by using Tschernis to link Bluecher and Tettenborn in this manner, he is committing Bluecher to a fight against Napoleon should the French Player decide to chance an attack on his opening move. Then too, if Tschernis is used to support Tettenborn, he cannot be placed at another point that needs reinforcement—Reims. By stacking Tschernis with Langeron, the Allied Player frees Langeron's cavalry units to contest the crossing of the Marne. In the south, the Allied Player will probably do best if he places Karpow on E0753 at Ataman on E0853, while Doring should be stationed at E2349.

The French Player should take his first move with five goals in mind. First, he ought to try to win an immediate Morale shift if that can be done without endangering Napoleon and exposing the most important elements of the French Army to counterattack. Second, he must put as much pressure as possible on the Allied position at Reims. A quick victory over Langeron's force will bolster Napoleon's political position and pose a threat to Bluecher's communications (even if the Allied Player has moved the Center of Operations of the Army of Silesia north of the Aisne). Third, something must be done to block the roads between Soissons and Paris to prevent the Allied Player from sending cavalry units on mischief-making

raids behind French lines. Fourth, the French Players has to delay Schwarzenberg's advance as long as possible. (He can not hope to stop it completely.) Finally, at all times the French Player must be alert for the opportunity to eliminate Blucher or destroy a significant portion of his army. He may not crush the Army of Silesia, but he can still manage to throw his opponent off-balance. He must avoid succumbing to the natural (but fatal) impulse to regard Primary Rivers as fortress walls that can and should be defended. They cannot protect the foundation of the Empire now.

The character of the first French move will be shaped by the choices that the Allied Player has already made. The French Player should begin by placing his Center of Operations at W1931, rather than at W1740, in order to give Napoleon greater effective range north of the Marne. Then, if Tettenborn remains isolated at Chateau-Thierry, Extended Marches can bring Napoleon and Ney to W2722, Mortier to W2622, and Victor to W3621. If Napoleon drops one or two Infantry Major-Generals north of Chateau-Thierry to screen his attack and prevent Bluecher from interfering and if Victor drops another Infantry Major-General at W2923, the Tettenborn force is certain to be destroyed and the attacking force can pursue the defeated Cossacks to the south bank of the Marne, where it will be fairly safe from Allied counterattack. Marmont and his cavalry can guard the road to Paris. This opening gains a quick Morale shift and poses a threat to Reims, a threat that can be increased by sending Defrance to Epernay on Extended March if that move does not put too great a strain on the French Administrative Point reserve.

Since these maneuvers will probably leave the French Player in a respectable position if not a strong one, many Allied Player will consider trying to thwart them by placing Tschernis at W2721. That will force the French Player to make a difficult choice. He can either rely on Napoleon's combat abilities and attack Tschernis, hoping for the best; or he can simply cover the crossings of the Marne from La-Ferte-sous-Jouarre to Epernay and try to concentrate most of his forces somewhere along the south bank of the river. That first alternative seems risky, but the French Player must keep in mind that he has no "safe" line of play open to him at this stage. While he may be able to throw his opponent off stride by consolidating his army and then using it to attack Reims, he may also suddenly discover that the Allied Player has plans of his own and has launched a drive on Paris by attacking across the Marne or down the Ourq. He cannot be certain that Bluecher's position will be anymore vulnerable later than it is now. Once he surrenders the initiative in a game beginning on March 3, the French Player may never get it back.

In the south, the French Player should use a Movement Command to move Kellerman's cavalry corps to E0440. If Administrative Point considerations permit, another cavalry unit should probably be sent to blow the bridge over the Aube at Arcis. (The French will have their own Bridging Train soon and need not worry as much anymore about preserving avenues of attack.) In addition, the Ataman and Karpow contingents must be contained or destroyed. If these light cavalry units are not eliminated now, they will surely cause trouble later. Wuerttemburg and Gyulai do not represent much of a threat yet. The French Player doesn't have to worry about them until Wuerttemburg puts them within Dispatch Distance of the Center of Operations of the Army of Bohemia by deploying his Bridging Train. Meanwhile, the French Player can buy a little time by destroying the Troyes bridge.

If the French Player does decide to attack Tschernis, the outcome of the game may be decided right there. The Allied Player who understands the *NAPOLEON AT BAY* combat system should be able to bring his superior strength to bear effectively against Napoleon's striking force. Once Napoleon and Bluecher come to grips with each other, the Allied Player must hang on and match every French attack with a counter-attack. If the French Player declines battle on this first turn, then his opponent must deal with a different set of problems and make best use of the opportunities that lie before him. He must take control of the game and define the terms on which the next set of battles will be fought. The Allied Player should move St. Priest to Reims on Extended March, and use Langeron's cavalry to block the approaches to the city. The most effective way of defending Reims, however, is to have Bluecher attack somewhere else before Napoleon is ready to strike. In the south, Schwarzenberg must press forward as quickly as possible, absorbing sizable attrition losses if that is the only way he can pressure Macdonald. The Army of Bohemia has to march a long way before it can threaten anything that the French Player values. The time has come for Schwarzenberg to take real risks.

This campaign game puts both players to a severe test. Overall, the Allies begin with an advantage, but it is one that can quickly slip away. The Allied Player has to convince the French Player to start "playing defense". Once the French Player has committed himself to a defensive strategy, the Allied Player must steadily increase the pressure on the depleted French forces until they break. He must force battle after battle, accepting all of the risks that this path entails. A game that begins on March 3 belongs to the Allied Player who has both good judgement and strong will.

March 11:

The reverses that the French Army suffered around Laon left Napoleon in a desperate position, and the situation that confronts the French Player at the beginning of campaign games that commence on March 11 gives him little reason for optimism. In order to eke out the most marginal sort of victory he must repel the attacks of both Allied armies. For the moment he can hold Bluecher north of the Aisne, but Marmont has gotten himself into a very dangerous position and something must be done to help him. The French Center of Operations should be moved north to Meaux in order to put Marmont within Dispatch Distance. In the south, the whole French defense is on the verge of collapse. Schwarzenberg will soon be in position to take all of the southern garrison hexes and to drive on Paris as well. The center of the map is completely open, vulnerable to any cavalry raid the Allied Player cares to mount. Now, more than ever, the French Player needs a quick victory to rally his generals and the politicians of Paris, but while Langeron and Osten-Sacken can be beaten on the first French Player-Turn, any move north of the Aisne courts disaster. At best Napoleon will wind up entangled with most of Bluecher's army while Schwarzenberg drives west. At worst he will find himself trapped on the north bank of the river, with his communications cut and his escape routes blocked. Certainly this campaign game is one that will test the talents of the best French Player.

The Allied Player should try to complicate his opponent's problems before the game begins by placing Tettenborn at E0513 and Karpow at E0714, where they threaten Marmont's communications and protect Reims. Tschernis can reinforce Osten-Sacken. (At the first opportunity his infantry Strength Points should be transferred to other units in order to free his cavalry for independent operations.) In the south, Wuerttemburg's communications can be protected by stationing the Ataman force in Sens. Doring should be placed at E2349 to block raids aimed at Schwarzenberg's Supply Source.

The French Player has three possible targets if he is determined to mount an attack in an attempt to improve his Morale. His three potential victims are Langeron, Osten-Sacken, and St. Priest. Langeron is the most vulnerable; but if Napoleon marches against him, his forces may be cut off from Soissons by an Allied counter-stroke. Osten-Sacken is too close to the rest of Bluecher's army. Ultimately, then, the French Player will probably do best to follow Napoleon's lead once again and strike east. If he does choose to attack Reims however, he will have to decide whether to send Napoleon on ahead of the regular infantry and risk a one-to-one attack on March 11, using the Guard and some cavalry units, or to delay attack until March 13. If he waits until the second turn of the game he will be able to raise the battle odds to three-to-one, and that will almost guarantee a victory. (Indeed, if Marmont can interdict St. Priest's line of retreat, the French Player is certain to get a badly needed double Morale shift.) In contrast, a one-to-one attack has at best only a 50% chance of succeeding if St. Priest does not have to retreat through a French Zone of Control, and a 67% chance of succeeding if his path of retreat is blocked. In essence, the French Player must decide just how desperate he is, remembering however, that he can buy time and isolate St. Priest by detaching Cavalry Major-Generals and sending them off to destroy the bridges at W1408, W1710, E0310, and E0609. If the attack on Reims succeeds (whenever it is made), Napoleon can then move southwest towards a central position from which he can threaten the communications of both Allied armies as they move toward Paris. In the south, the French Player must hope for the best and expect the worst. He cannot hold the southern ends of the bridges over the Seine, but if he simply withdraws behind the river, splits up his forces and tries to defend every crossing, his depleted units will probably be overwhelmed after a short struggle. Still, Macdonald has no real alternative line of defense. He must try to avoid taking casualties while delaying the capture of Nemours and Fontainbleau as long as possible. Any uncommitted cavalry units at the French Player's disposal should be posted at the crossroads between Nogent and Chateau-Thierry. They will be needed in that area all too soon.

Once the French Player has made his initial move, his opponent will discover that the problems he faces are comparatively simple. The Army of Silesia must try to pin Napoleon in the north while the Army of Bohemia charges forward toward Paris and the southern garrison towns. The Allies are running short of time, but an advance from either the north or the south will bring Napoleon down. Schwarzenberg must move as fast as his Administrative Point supply allows, taking considerable attrition losses as he goes and attacking Macdonald's forces at every opportunity. The Allied Player must assume that Napoleon will attack his troops as they near Paris and win some of those battles. He must not be deterred by fear of that propect now, and should post Buelow, Schwarzenberg, and Barclay behind his forward detachments in positions from which they can come to the aid of the forces under attack. If the Allied Player can exploit his many advantages effectively, he should win. If he can not do that, he does not deserve to win.

March 21:

In games beginning on March 21, the most likely course of play diverges drastically from the historical course of the 1814 Campaign. Napoleon knew that the "game" he was playing would not end on March 30. He had to force his enemies to withdraw from eastern France, not simply stave off total collapse for ten days. He did not know exactly what "Morale rules" governed play of his game. He did not realize that an Allied march on Paris would destroy the will to fight of some of the marshals on whom he depended. Consequently, after retreating across the Aube on the afternoon of

March 21, Napoleon did not "play it safe" and fall back toward Paris in order to block any advance that Bluecher might be inclined to make. Instead he moved east, bypassed Vitry, and reached St. Dizier to the 23. (As *this* game begins his advance guard is marching toward Vitry.) He expected that this eastward lunge would unnerve Schwarzenberg once again and frighten him into ordering his army to fall back toward Chaumont and defend his supply sources. That proved to be a fatal mistake of course, and it is one that few French Players will make in this game. The Morale rules make clear how disastrous such a move can prove if Schwarzenberg ignores this threat and moves north to join Bluecher in a march on Paris. They also insure that if the French Player does not follow Napoleon's example this time, he does not have to worry much about losing this game. He can probably win a Morale shift before the first game-turn ends. If he does obtain one, his opponent has to do more than take Soissons and Pont-sur-Yonne and move within seven Movement Points of Paris in order to win the game. The Allied Player cannot realistically do much more than that if Napoleon moves back towards Sezanne with his main force on the second French player-turn while weaker detachments delay the capture of Soissons and harrass Schwarzenberg's advance on Pont-sur-Yonne. The Center of Operations of the Army of Bohemia is too far east, the French Player has too much ground that he can afford to give up, and the Allies have too little time left to exploit their Strength Point superiority.

Players who are unhappy with the unbalanced and "unrealistic" character of the Victory Conditions of this campaign game should consider using the optional Victory Conditions described in the article that follows. These optional Victory Conditions allow the French Player to obtain a draw if he delays the collapse of the Empire longer than Napoleon managed to do, but they force him to finish the March 29/30 game-turn with a positive Morale rating in order to win. If the French Player wishs to claim a historically meaningful "victory", he must take risks. He must defend points that he would otherwise abandon and make attacks that he otherwise would decline to make. If the Allied Player is also trying to win, this "end-game" can prove very interesting.

In games that use the standard Victory Conditions, players are really competing against their historical counterparts as well as against each other. They are trying to do "better" than their predecessors. In truth, there may be no other way to make a game that is both "realistic" and reasonably well balanced out of the 1814 Campaign given the overall disparity in troop strength between the two sides. The historical "game" may actually have been over for all practical purposes as early as March 9, when the Allies signed the Treaty of Chaumont, agreeing to continue the war against Bonaparte for twenty years, if necessary.⁵ Games that use these optional Victory Conditions will give the French Player some sense of the pressures that Napoleon operated under at this time. Certainly, he must play with the skill and daring of Napoleon at his best if he hopes to win. The odds will be against him, as they should be.

It does not matter much to the Allied Player which set of Victory Conditions are in force which he sets up his force for a game with a March 21 start-date. In either case, he can try to maximize his chances by placing the Center of Operations of the Army of Silesia at W3603 and posting Tschernis at W3305 to protect it. Once again, Doring should be stationed at E2349. Swichow and "Tschglkw" can not be stacked together, so he should place Swichow (with two Strength Points) on E2133 and "Tschglkw" (with three Strength Points) on E2132. Swichow cannot be repulsed and his defeat during the first French Battle Segment will not cause a

Morale shift. Since Nostitz and Karpow can not be stacked together, either, and cannot be assigned to a single Cavalry Major-General, Karpow can be placed on E0942 while Nostitz is placed on E0943. Doing that makes it possible to put Ataman on E0946, within force-march range of Troyes. During the Pre-Game Force March Phase the Allied Player can try to use Ataman to seize the Troyes bridge. Yorck and Kleist will attempt to move to E0616, while Tettenborn tries to go to E1425 where he will be harder to contain but cannot be surrounded. Bluecher should stay where he is. He may be needed to block and attack on the Center of Operations of the Army of Silesia.

For his part, the French Player will start this game with four immediate concerns, whatever Victory Conditions he faces. He needs to pick up a Morale shift, reduce the chance that Allied cavalry raids will paralyze his army by disrupting his communications, move the force commanded by Marmont out of danger, and cover the garrison hexes most vulnerable to Allied attack. Even if his opponent has positioned his forces well, the French Player can probably accomplish all of these tasks if he is willing to spend six to eight Administrative Points. (That would leave him with as few as three Administrative Points—a dangerous situation—or with as many as nine.) After assigning his cavalry units to Cavalry Major-Generals and Friant to an Infantry Major-General, the French Player must decide whether he will attack Tettenborn at Chalons or Swichow and "Tschglkw" at Vitry. If he attacks Vitry he is virtually certain to win the Morale shift he needs, but if the Allied Player has deployed his troops wisely, the effort will take longer than will a successful attack on Tettenborn and will leave Napoleon farther east then the French Player would prefer to have him be. By issuing one Movement Command, he can move Napoleon and Ney to E2032. Defrance's division can be moved to E2033 to watch the flank if his help is not needed to assure the success of the attack to come. If Swichow has been placed at E2133, that attack will force his withdrawal. The pursuit—by Napoleon, if no disaster threatens on the next move, or by Ney if it does—should stop at E2133, pinning "Tschglkw" and forcing him to make a hopeless attack in the following Allied Battle Segment, with a very high likelihood that his destruction will result in a gain in French Morale. If the Allied Player places "Tschglkw" at E2133, a simple five-to-one attack (after an Extended March) would also assure the destruction of Tettenborn's force at Chalons, but in this case the French Player runs the risk that his intended victim will succeed in breaking contact before the battle takes place.

If Tettenborn moves to E1425 and does not draw an attack, Macdonald and Oudinot should attack him, using Extended March to reach E1326 and E1426, accompanied by Milhaud and Kellerman. It is important that Tettenborn be prevented from striking at the French Center of Operations or from circling behind French forces that may be subject to Allied attack. If he does not force-march to E1425, some unit should be sent to E1326 to seal off the bridge across the Marne. Meanwhile, some other units must cover the road between Reims and Sezanne. The best way to handle this problem is to use Extended March to send Doumerc from W3514 to Epernay. If Allied interference makes it impossible, the French Player can send Grouchy to W3728. Meanwhile, Marmont should move to W2011, dropping Mortier at W3014 so that he can move Carpenter's division later. In the south, if the Ataman has not taken Troyes, Berkhein can be sent there, while Gerard moves to E0342. If Troyes has already fallen, Berkheim can go to W3041 instead, while Pacthos moves up to Pont-sur-Yonne to prevent it from falling to a raiding cavalry force. The only one of these moves that should be left to chance is Napoleon's advance on Vitry. Even that

deserves a Movement Command if issuing one does not drive the French Administrative Point total below "four". During the Individual Intitiative Segment the French Player can attempt to use forces that have not moved to cover routes that Schwarzenberg's cavalry might use to infiltrate the area between the Marne and the Aube. In the Bridge Segment of the first French turn, the French Player should try to destroy as many key bridges as possible. Doing that will not stop the Allied advance, but will buy a little time. At the end of this sequence of moves the French Player will not have many Administrative Points remaining, but he should have a coherent defensive position. In order to crack that position, his opponent will have to run great risks and give Napoleon more opportunities to demonstrate that his army can still attack effectively. From the French point of view, it is Bluecher who represents a mortal threat. His advance on Paris must be stopped.

An Allied Player who is confronted with this sort of defense cannot play conservatively, no matter which set of Victory Conditions govern the game, if he hopes for any result better than a draw. He is very far from Paris, and he still has a dangerous opponent blocking his path. Soissons and Pont-sur-Yonne are still vulnerable, but Fontainbleau and Nemours are out of reach, given the position of the Center of Operations of the Army of Bohemia. The Allied Player must simply advance as fast as he can, moving his Centers of Operations as often as he can move then without totally immobilizing his armies. He must turn loose his cavalry and send them west along every open road. Most important, he must attack at every opportunity and hope for the best. If the game is governed by the optional Victory Conditions, a French Player who is seeking a win will have to take major risks himself, and he may suffer major reverses as a result. If the Allies are to win, they must be ready to turn those reverses into disasters.

V. OVERVIEW

The French Player has a marked advantage in a campaign game that begins on January 28 and a somewhat more precarious one in a game beginning on February 9. In games starting on February 15 the early French Morale advantage is offset by the superior position that the Allied Player enjoys. This may be the best balanced of the seven campaign games. By February 23 the Allied Player has lost his positional edge and his communication problems swing the balance in favor of the French again. The Allied Player should be favored to win games beginning on either March 3 or March 11. His overall position in both games is sound and his manpower superiority has grown significant. The March 21 campaign game is very unbalanced if players use the standard Victory Conditions. The French Player should have little difficulty holding off the Allied charge west and south. If the optional Victory Conditions are in force, however, this game can turn into a very unpredictable free-for-all.

Overall, *NAPOLEON AT BAY* presents both players with an extraordinary range of problems and choices, risks and opportunities. To repeat, at the heart of each campaign game is a psychological struggle for control of play. If a player can take and keep the initiative and can force his opponent to react to what he does, he should win. Gaining the initiative will often be easy, given the starting position of the opposing sides on many start-dates. Holding the initiative is another matter, however. That is very difficult when playing against an experienced, aggressive opponent. Each move poses a new set of problems and places new demands on a player's tactical skills, sense of proportion, psychological insight, and strength of purpose. Once the opening moves of each game are over, both players usually have so many options to con-

sider that they are really free to play against each other, rather than against the game designer's system.

From the historian's perspective, the great virtue of *NAPOLEON AT BAY* lies in the fact that these options usually correspond to the options that Napoleon, Bluecher, and Schwarzenberg believed were open to them in 1814. Kevin Zucker has presented *NAPOLEON AT BAY* players with many of the problems faced by these men, but has not imposed the historical solution to those problems on the play of the game. The psychological struggle that lies at the heart of the game is analogous to the one that lay at the center of the 1814 Campaign itself, when Napoleon had to demonstrate to his army, his people, and his enemies that he could not and would not be beaten, and when his opponents proved that they no longer believed him invincible. *NAPOLEON AT BAY* is proof that it is possible to create a sound and instructive simulation that is also a challenging and absorbing game.

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[1]Napoleon as quoted by Gunther E. Rothenberg, *The Art of Warfare in the Age of Napoleon* (Bloomington: Indiana University Press, 1978), p. 147.

[2]Quoted by David G. Chandler, *The Campaigns of Napoleon* (New York: Macmillan, 1966), p. 955.

[3]*Ibid.*, p. 155.

[4]James Parmenter has worked out a set-up for a *NAPOLEON AT BAY* Campaign game that commences on 24 January. In effect, it frees the Allied Player from Bluecher's initial mistakes and lets the player make his own. *NAPOLEON AT BAY* masters who would like to have a modified version of this initial set-up are invited to send a stamped, self-addressed envelope to Andrew Blauvelt, 609 South Fourth Street, St. Cloud, MN 56301.

[5]Chandler argues that Napoleon's fate was sealed even earlier, on February 27, when the Emperor of Austria rejected his peace terms. See Chandler, *The Campaigns of Napoleon*, pp. 982-984. ☆

NEW SQUAD LEADER BOARDS AVAILABLE

Eight new geomorphic mapboards, destined for inclusion in the first two *ADVANCED SQUAD LEADER* modules scheduled for June 1985 release, are now available for separate mail order purchase. *Board 16* depicts a few farmhouses surrounded by large cultivated fields. *Board 17* shows a small village with large wooded areas, orchards, fields and even a pond or two about. Gently rolling level-1 hills interspersed by gullies appear on *Board 18,* while *Board 19* has a large open plain dominated by dense woods along one edge. *Board 20* is one of the densest city boards with both large industrial complexes and plenty of rowhouses, with a gully to keep things interesting. *Board 21* is a city section dominated by a large cathedral and central cemetery. *Board 22* has a typical section of the outskirts split by a stream. And on *Board 23* the edge of the city is marked by a canal running lengthwise along the board able to mate with river Boards 7 and 8.

It is stressed again that these boards will be available in future modules for the *ADVANCED SQUAD LEADER* system. However, for those impatient few, they may be ordered direct from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214) for $4.00 each. Please add 10% shipping and handling (Canadian orders 20%; overseas orders 30%). Maryland residents please also add 5% state sales tax.

THE CAMPAIGNS OF NAPOLEON
A Multi-Game Series based on One Proven System
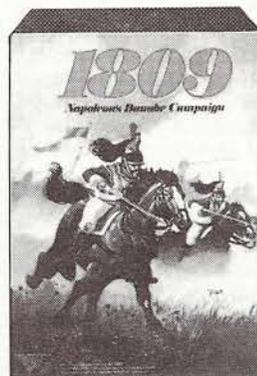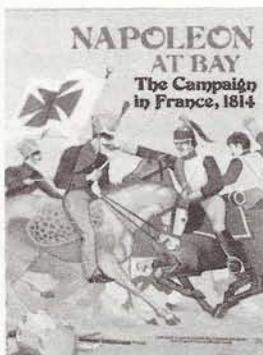
In the past three years, The Avalon Hill Game Company and Victory Games have published five games simulating the campaigns of the master general, Napoleon Bonaparte. Many readers, having enjoyed one of these definitive efforts by Kevin Zucker, may not be aware that there are others with common design elements available. Beginning with *NAPOLEON AT BAY*, these games were designed as a series, so that players are easily able to advance from one title to the next. *BATTLE FOR ITALY* and *HUNDRED DAYS BATTLES* are low-priced, fast-paced games which introduce the system's basic rules nucleus. A player who has played either of these may readily progress to *NAPOLEON AT BAY* and *1809*—the two Advanced Level games currently available. Finally, *STRUGGLE OF NATIONS* goes beyond any other Napoleonic wargame on the market in its complexity, realism and information on the most immense of all 19th Century campaigns.

BATTLE FOR ITALY (Avalon Hill—$6.00) is a quick-playing seven turn version of the Arcola scenario in the Zucker design *Bonaparte in Italy*. Napoleon's army is positioned between two Austrian armies bent on lifting the siege of Mantua. He must attempt to defeat them in detail, one after the other, before they can join and overwhelm his meager forces. This is the classic encounter in the wars of Napoleon. "A small map, a few counters, and a great game."

HUNDRED DAYS BATTLES (Avalon Hill—$6.00) is a simulation of the Waterloo Campaign in just four turns. Even harder to believe, it is actually a beautiful, challenging little game. *HUNDRED DAYS BATTLES* opens up new vistas for all who fancy themselves wargamers, especially those familiar with Napoleonic history. As in *NAPOLEON AT BAY*, only leader counters appear on the mapboard; here, these are corps and army commanders. Taking only an hour to play once the rules are mastered, it is ideal for a lunch break or early evening.

1809 (Victory Games—$18.00) is an operational level game covering Napoleon's 1809 campaign from start to finish, from the crossing of the Austrian frontier to Wagram. New rules consider politics (the capture of Vienna, effects of Viennese morale, Bavarian counter-insurgency),

bridging, and optional rules for fatigue and attack effectiveness. As such, it builds upon the firm foundation laid down by the mini-games above and serves as an intermediate to the absolute complexities found in *STRUGGLE OF NATIONS*. For many it is their favorite of the series.

NAPOLEON AT BAY (Avalon Hill—$22.00) is the operational level simulation of the entire two-month defense of Paris, considered Napoleon's finest campaign. He conducted it with subtlety and lightning speed against heavy odds, attacking isolated enemy forces on advantageous terms while covering forces on the river lines held off the hostile masses. Integrated Command and Administration rules are realized in this game of the series. The 31-turn Campaign Game and seven scenarios should provide all that any wargamer could hope.

But, finally, there is *STRUGGLE OF NATIONS* (Avalon Hill—$21.00). It is a more realistic, more complex, and more challenging game—and embodies the lessons learned in the previous games in the series. Players not only move and fight with their corps, but are responsible for all aspects of the direction and organization of their armies. The concepts of "Administrative Points" and "Center of Operations" are carried to their logical end and combined to make planning, supply and maneuver the essence of the game, as they were the essence of Napoleonic warfare. *STRUGGLE OF NATIONS* forces players to make complex decisions based on the interplay of strategy and logistics. It is, without doubt, the ultimate Napoleonic wargame.

Entry into the system is made simple with mastery of the engaging introductory games. The player that has mastered *BATTLE FOR ITALY* or *HUNDRED DAYS BATTLES* has already enjoyed hours of challenging play and has a firm background for tackling those games of the series with high complexity ratings. Only the veteran wargamer with an abiding interest in the Napoleonic Wars will want to plunge immediately into *STRUGGLE OF NATIONS*. But any wargamer can become accustomed to the feel of this elegant system with the introductory and intermediate games.

BY THE BOOK
Rules Clarifications and Corrections for NAB
By Andrew Blauvelt
with the cooperation and approval of Kevin Zucker

The following are intended as clarifications and corrections to the rules of NAPOLEON AT BAY. It is recommended that serious players institute such changes in their future games of this complex classic.

Rules Folder

Page 8, "III. Combat Phase. a. Forced March Segment, non-Phasing Player only" and **Page 19,** "Forced March" (clarification): A force that force-marches into a hex controlled by an Enemy force that is already in the Zone of Control of another Friendly force does *not* have to end the Forced March Segment stacked with or adjacent to that other friendly force. A force can *never* force-march into a hex that is controlled by an Enemy force that is not already adjacent to another friendly force. Example: Victor is on E2532, Mortier is on E2533, Yorck is on E2633, and Bluecher is on E2535. Bluecher can force-march to E2433, E2534 or E2633. He can *not* force-march to E2432 or E2632, because Victor is not adjacent to an Allied force.

Page 11, "In Supply" and "Changing the Supply Source" (clarification): After 25/26 February all units of the Army of Silesia do *not* have to draw supply from the Supply Source hexes on the *same* map-edge on a given turn. Units from the Army of Silesia can draw supply from the eastern and northern map-edge Supply Source hexes while the Center of Operations of the Army of Silesia is tracing communications through the Center of Operations of the Army of Bohemia.

Page 11, "Changing the Supply Source" (clarification): The initiation of change of Supply Source *does* force an Army's units to use the "0" column on the Attrition Quotient Matrix when tracing Dispatch Distance from the Center of Operations for the purpose of calculating attrition.

Page 12, "Supply Source Garrisons" and **Page 25,** "Intrinsic Garrison Strength" (clarification): Combat units stacked on Friendly Supply Source or Garrison hexes *do* have to attack adjacent Enemy forces. When a force is defeated in an attack on a Garrison hex or a Supply Source hex that does not contain other Enemy units, the defeated force loses the number of Strength Points that it would have lost had it been defeated by an ordinary Combat unit that did not (or could not) pursue.

Page 13, "Division of Command in the Allied Armies" (clarification and change): Delete the second sentence of this section. The units that are organic to Strogonof and Worontsof when they enter the game are considered part of Winzingerode's command. For the purpose of calculating attrition for the forces commanded by Winzingerode and Buelow, assume that they can use W3501, E0301, and E0501 as Supply Sources before 27/28 February. They can not receive Replacements until 27/28 February. Their Dispatch Distance is 18 Movement Points at all times. The fourth paragraph of this section should read as follows: "Russian divisions and regiments may be switched from one army to another, but Russian Leaders (except Major-Generals) may not." A Leader of one nationality—Russian, Prussian, or Austrian—may be subordinate to a Leader of another nationality, but a Combat unit of one nationality may only be placed on the Organization Track of a Leader of another nationality if it is assigned to such a Leader at the beginning of one of the scenarios (as Tschernis,Gurgalow, and Swichow are). When ap-

plying this rule, consider all Austrian, Bavarian, and Wurttemburg units—colored white, light green, and light blue, respectively—"Austrian".

Page 14, "Attrition Quotient Procedure" (clarification): If a force is out of Dispatch Distance at the beginning of a Friendly Movement Phase, it must use the "0" column of the Attrition Quotient Matrix when calculating its attrition, even if some development—the repulse of an Enemy force, for instance—brings it back within Dispatch Distance during that Movement Phase.

Page 14, "Attrition Quotient Procedure" and **Page 19,** "Extended March" and "Forced March" and Attrition Quotient Matrix (clarification): Cavalry units that use Extended March to move 10-13 Movement Points should use the 6-9 Movement Point "March" columns when calculating attrition. No French or Allied units that are subject to attrition can force-march more than *five* Movement Points. [For an optional alternative to these rules governing cavalry movement, see Page 28, "Optional Rules" (additions), below.]

Page 14, "Distribution of Attrition Losses" and **Page 17,** "Removing Losses from the Organization Display" (clarification): Attrition and combat losses must be distributed evenly within a force. In *both* cases, the first Strength Point loss must come from a unit organic to the Leader of the forces in question (if there is such a unit).

Page 15, "Elimination of Leaders" (change): Delete the words, ". . . cannot be eliminated, but . . .", from the last sentence of this section.

Page 16, "Creation of a Force," second paragraph (clarification): The commander of a multi-leader force can move as far as the units in that force with the largest Movement Allowance can move, if the slower units in the forces are detached from his command when they reach their Movement Point limit. Thus, the commander of a mixed force of infantry and cavalry can "drop off" a subordinate who commands all of the infantry units in the force after expending five Movement Points and then go on farther with the cavalry.

Page 16, "Initiative Comparison Procedure" (change): Delete the second sentence of this section and substitute: "When an Active Leader is trying to exit a hex that is in the ZOC of an Enemy force during a Friendly Movement Phase or Forced-March Segment, the Initiative of the Leader in that Enemy force with the highest Initiative Rating is considered to be the Passive Leader. In Pursuit situations, the Passive Leader is considered to be the Leader in the defeated force who has the largest Command Span."

Page 17, "Divisions with Both Infantry and Cavalry Constituents" (addition): The infantry and cavalry constituents of the four units that fall into this category can *not* be split up into independent forces. The cavalry constituent of one of these units can only be assigned to a Cavalry Major-General if its infantry counterpart is eliminated. The two constituents of each of these units, taken together, have a Subordination Rating of "one" when they are placed on a Leader's Organization Track. If these constituents are assigned to an Infantry Major-General, however, that Infantry Major-General still has a Subordination Rate of "two".

Page 17, "Creating and Disbanding Combat Units" (clarification): A unit may not be moved in the Movement Phase immediately following an Organization segment in which Strength Points

were shifted to it from another unit. Strength Points can not be shifted from cavalry units with a Movement Allowance of "seven" to ones with Movement Allowance of "nine" or from regular French cavalry units to Nansouty's Old Guard Cavalry Corps.

Page 17, "Leader's Organic Units' Maximum Combat Strengths" and Organization Displays (change): Delete this entire section. Assume that all Leaders have eight spaces on their Organization Tracks.

Page 17, "Effect of Battle Outcome on Morale" (change): This section should read: "For each battle in which a force commanded by Napoleon is involved, there may be a change of one space, either positive or negative, on the Morale Track. If the Allied force is defeated and loses at least two Strength Points more than the French force involved in that battle, Morale rises. If the Allied force retreats and is then wiped out, but does *not* lose two SPs more than the French force, Morale does not change. Any other result forces Morale to fall."

Page 18, "Garrison Effects" and **Page 25,** "Intrinsic Garrison Strength" (clarification): If a garrison is force to retreat after an Allied attack, but the victorious Allied force does not pursue into the garrison hex, the garrison immediately "comes back" and French Morale does not change. French Morale automatically increases after a garrison "come back" following the withdrawal of an occupying Allied force from the garrison hex.

Pages 18-19, "Movement of a Multi-Leader Force" and "Movement of a Multi-Hex Force" (clarification): Note that it is possible for a player to move different Leaders from the same force into different Enemy-controlled hexes, if the Movement Allowances of the units concerned permit. It is also possible for a player to move a subordinate Leader into a hex controlled by an Enemy unit without moving the commander or that subordinate into the ZOC of that Enemy unit. Example: Napoleon begins a French Movement Phase stacked with Marmont and Mortier on E2434. Bluecher is on E2434. By issuing just *one* Movement Commander or by rolling for Initiative successfully *once*, the French Player can move Napoleon to E2334 and his subordinates to E2335 and E2433. He could also move Napoleon and Marmont to E2233 and Mortier to E2334. In this second case, Napoleon and Marmont could not participate in the resulting battle between Bluecher and Mortier.

Page 19, "Entering Occupied Hexes" and **Pages 26-27,** "Bridging Trains" (clarification): Undeployed Bridging Trains can *not* be captured.

Page 19, "Entering Occupied Hexes" (change): Allied forces may move off the eastern, northern, and southern map-edges in both the Forced-March Segment and the Movement Phase. Such forces may return as Reinforcements during the Allied Movement Phase two full Game-Turns after they leave the map, or during any Allied Movement Phase thereafter. They reenter the map at the hex closest to their point of exit that is free of Enemy control.

Page 19, "Entering Occupied Hexes", second paragraph (clarification): A force may not retreat off the map if it can retreat through an Enemy ZOC or displace a Friendly unit instead. A force that has retreated off the map must reenter the map during the next Friendly Movement Phase at the map-edge

hex free of Enemy control that is nearest to its point of exit. (If more than one hex qualifies, choose the one closer to the nearest Friendly Supply Source.) Such a force reenters the game in the same manner as Reinforcements enter it. That is, it reenters during the Individual Initiative Segment, without a Movement Command being issued or an Adminstrative Point being expended and without the ability to make an Extended March. For the purpose of calculating Attrition, such a force traces Dispatch Distance from its Center of Operations or nearest Friendly Supply Source to the hex at which it reenters the map.

Page 19, "Force Integrity" (change): This section should read: "Two or more Leaders *may* stack in a single hex even if neither is capable of commanding the entire stack and they are not under the command of another Leader in an adjacent hex. In this case, however, the troops under the command of such Leaders cannot form one force for the purpose of movement or combat. They can *be* together, but they can not *act* together. They may not move together under one Movement Command. They may not combine strength in a single attack. If they themselves are attacked, the opposing Player may choose which of these forces he wishes to fight, after first learning the strength of each force. (He may not choose to attack a force that does not contain a combat unit, however.) The force that is not attacked may not add its strength to the defense, but if the force that is attacked is compelled to retreat, the force that has not fought must retreat as well, and is subject to strength loss if the elimination of the force that fought does not satisfy the final combat result. Forces that are stacked together under different Leaders *are* considered combined when calculating Attrition if they do not move during a Friendly Movement Phase. The limit of 7 1/2 Subordination Points per hex remains in effect at all times."

Page 19, "Stacking Effects on Combat and Retreat", first paragraph (change): This paragraph should read: "Units stacked in a single hex always defend with combined strength if they are all under the control of a single Leader (either directly, as his organic units, or indirectly, as the organic units of his subordinates). Units stacked in the same hex may never attack different hexes."

Page 20, "Repulse" (clarification and change): A successful Repulse in Non-Affecting Terrain requires seven-to-one odds, but a successful Repulse in Affecting Terrain requires odds of ten-to-one. In addition, each Repulse undertaken (whether successful or not) requires the expenditure of one extra Movement Point. If the Repulsing force enters the hex vacated by the force that has been repulsed, it must *also* pay the Movement Point cost for entering that hex, but it does not have to enter that hex before continuing its march. A force that moves adjacent to two or more Enemy forces simultaneously must either end its move or repulse all of those Enemy forces (defending with combined strength) at once. The player who owns a unit that has been repulsed may choose to destroy it rather than have it retreat (and, perhaps, displace another Friendly force).

Page 20, "Effects of Terrain on Combat" (clarification and addition): When a force is attacking Enemy units stacked in two or more hexes, use the "Affecting Terrain" column of the Combat Results Table if any one of the defending forces began the preceding Force-March Segment in Affecting Terrain. However, a player cannot force his opponent to shift from the "Non-Affecting Terrain" column to the "Affecting Terrain" column by force-marching a unit into an Affecting Terrain hex adjacent to an attacking Enemy force. Example: Mortier is on E1843 and Wrede is on E1944 at the end of the French Movement Phase. Allied Cavalry Major-General One moves to E1744 during the Allied Forced-March Segment. Mortier does *not* have to resolve the attack on the "Affecting Terrain" column of the Combat Results Table, even though Cavalry Major-General One is on the far side of the bridge at E1744/1843. (Note, however, that if the French Player had placed Marmont on E1943, intending to use both Mortier and Marmont in a joint attack on Wrede, the Allied player could break up that attack by force-marching Cavalry Major-General One to E1744. In this case, Marmont would now have to attack Wrede alone, using the "Non-Affecting Terrain" column, while Mortier would have to attack Cavalry Major-General One, using the "*Affecting* Terrain" column.)

Page 20, "Effects of Terrain on Cavalry Strength" (clarification and addition): The Combat Strength of cavalry units is also halved when they are attacking into or defending in Primary Town hexes. Again, when calculating the strength of cavalry units defending in Woods and Primary Town hexes, round fractions up. When calculating the strength of cavalry units attacking into such hexes, round fractions down. If a cavalry unit is part of a force that is attacking more than one hex and if only one of the hexes under attack is a Woods or Primary Town hex, you still halve the strength of the cavalry unit. When halving strength, halve the strength of each individual unit (not of all of the units of that type in a force combined). The Combat Strength of a cavalry unit with only one Strength Point is not halved when it attacks into Marsh, Woods, or Primary Town hexes.

Page 21, "ZOC and Command" (clarification): For the purpose of calculating Attrition, it is possible to trace Dispatch Distance *into* a hex that is in an Enemy ZOC, but not *out* of it.

Page 22, "Combat", introductory section, second paragraph (clarification): The Attacking Player decides whether he will use his Bonus Points to affect a Combat Result and whether he will add them to or subtract them from the die roll *after* seeing what that Combat Result die roll is.

Page 22, "Which Forces Attack" and "Multiple Force and Multi-Hex Combat" (clarification): There is no contradiction between these two sections. Note that while all Leaders who are in an Enemy ZOC at the beginning of a Friendly Battle Segment must "attack" an Enemy force (and must suffer the consequences of defeat of the attack), not all of these "attacking" Leaders may be able to add their strength to the attack or participate in Pursuit. They may be excluded from these parts of the combat process because they are not adjacent to the Leader commanding the force making the attack or because that Leader's Command Span is not large enough to control them.

Pages 22-23, "Combat Casualty Procedure" (clarification): Note that in cases where a defending force has fewer than four Strength Points, the attacker may lose more Strength Points than the defender loses.

Page 23, "Retreat of a Multi-Hex Force" (change): The last sentence of this section should read: "In this case, the Path of Retreat is considered to be the path taken by the Leader in the defeated force who has the largest Command Span, and for casualty determination purposes the Enemy Pursuit follows this path. When two separate, non-adjacent forces are compelled to retreat by a single Combat Result, the Path of Retreat of each one is calculated separately (though they may conceivably end their retreats stacked together, if their retreat priorities send them to the same hex). In this case, the victorious player may choose which retreating force he will pursue."

Pages 23-24, "Priority of Retreat Path" (change): Switch the positions of Retreat Priority "Three" and Retreat Priority "Five".

Page 24, "Displacement" (clarification): A force can not be displaced if it is already in an Enemy ZOC. A retreating force must stop if there is no path open and displacement would force a displaced unit to move into prohibited terrain or into an Enemy ZOC. If the pursuit then carries into its hex, the retreating force is eliminated.

Page 24, "Pursuit Bonus" (clarification): A pursuing force cannot receive a Pursuit Bonus if it contains a Bridging Train, but it *can* receive a Pusuit Bonus if it contains an Engineer unit.

Page 24, "Which Forces May Pursue" (clarification): The pursuing force must be *at least* equal in Strength Points to the length of advance that it makes.

Page 25, "When Replacements May be Added" (clarification and addition): A unit can not move in the Movement Phase immediately following the Organization Segment in which it receives Replacement Strength Points. A player cannot add Replacements to the units of an army on the Game-Turn after that Army's Center of Operations moves or while that Army's Center of Operations is inactive. Replacement Strength Points may be used to build a unit's strength up to "three", even if its scenario maximum strength is "one" or "two".

Page 25, "Reinforcements" (clarification): For the purpose of calculating Attrition, a force entering the game as a Reinforcement traces Dispatch Distance from its Center of Operations or the nearest Friendly Supply Source to the hex at which they enter.

Page 25, "How Reinforcements Arrive" (change): A player may delay the entry of Reinforcements indefinitely, even if a designated entry hex is free of Enemy occupation or control.

Page 26, "Supplement of Garrison Strength" (clarification): If French units stack in a garrison hex attack adjacent Enemy units, the strength of the garrison is added to the attacking units. The garrison is considered destroyed if the attacking force is compelled to retreat by the Combat Result.

Page 26, "Repair of Blown Bridges" (clarification): In order to attempt to repair a blown bridge, a force containing an Engineer unit must first spend a complete Friendly Movement Phase in one of the hexes into which the bridge extends. At no time during this Movement Phase may the Engineer unit be within the ZOC of an Enemy unit. At no time may an Enemy Combat unit be on the far side of the bridge under repair.

Pages 26-27, "Bridging Trains" (clarification): If a force carrying an undeployed Bridging Train is wiped out in combat, that Bridging Train is considered destroyed, not captured. Once a Bridging Train has been placed on the map, it automatically becomes usable at the beginning of the next Friendly Player-Turn. It may only be removed from the map and returned to its undeployed state during the Bridge Segment of a Movement Phase. A deployed Bridging Train may not be returned to its undeployed state if an Enemy unit occupies a hex into which it extends.

Page 27, "Bridging Trains" (change): Delete the sentence, "It may be moved out of the hex in the same turn it is crossed by units."

Page 27, "Function of Support Units" (clarification): When a Support unit is left in a hex unaccompanied by a Combat unit, the Player owning the force containing that Support unit must announce that no Combat unit is present in the hex.

Optional Rules

The following rules were not considered when *NAPOLEON AT BAY* was designed. Players who wish to increase uncertainty, alter play-balance, or increase the complexity and historical accuracy of *NAPOLEON AT BAY* as a simulation may wish to use one or more of these options.

Page 28, "Disorganization and Rally": A third Segment—"c"—follows the Battle Segment of each Combat Phase—a "Disorganization and Rally Segment". In this Segment, for each of his forces

compelled to retreat during the preceding Battle Segment, the owning Player rolls one die. If the die roll is greater than the force Leader's Initiative Rating, the force in question is immediately "disorganized". Any other result has no effect. Both Players may also attempt to rally forces that were disorganized in previous Combat Phases. If the die roll is less then or equal to the force Leader's Initiative Rating, the force in question immediately ceases to be "disorganized". In the case of a multi-leader force, the owning player may choose to have the entire force make one die roll using the Initiative of the force commander of the force commander or have some or all of the Leaders involved make separate die rolls, each using his own Initiative.

Effects of "Disorganization": "Disorganized" Leaders may not use forced March or attempt to move under Initiative. When moved using a Movement Command, they must end their march closer (in terms of Movement Points) to their Center of Operations. "Disorganized" forces may not attack voluntarily, but they defend themselves normally. If a "disorganized" force is compelled to attack, this attack is automatically made at the worst possible odds. "Disorganized" forces that are compelled to retreat again do not roll for additional "disorganization". "Disorganized" forces *can* destroy bridges. (Option for this option: "Disorganized" forces must shift down one line when they use the Attrition Quotient Matrix to determine Attrition during the Friendly Movement Phase.)

Note: "Disorganization and Rally" is used in *STRUGGLE OF NATIONS* and other games that employ the *NAPOLEON AT BAY* game-system. Players who want to master the system may wish to use this option in order to familiarize themselves with a concept that they will encounter again. It also adds an interesting dimension to *NAPOLEON AT BAY* itself. At the same time, however, players should realize that use of this option will usually reduce the Allied chances of winning the game.

Page 28, "Intelligence: Procedural Secrecy": Players who have a good grasp of the mechanics of *NAPOLEON AT BAY* and who trust their opponents can add an interesting dimension to the game by limiting the amount of information available to the other. If they wish to increase uncertainty, players can agree to keep secret:

1) The arrangement of units on the Organization Displays.
2) The result of Initiative die rolls.
3) The result of Attrition die rolls.
4) The result of die rolls for Administrative Points and total number of Administrative Points accumulated.
5) The addition of Replacement Points to Combat units and the total number of Replacement Points accumulated.

6) The position of subordinate Leaders who are present in a hex "underneath" a force commander with a sufficiently large Command Span, so long as that force is not adjacent to an Enemy force. That is, subordinate Leaders who are stacked with a force commander can be removed from the map until that force makes contact with the Enemy. (See Page 19, "Stacking: Suggestion".)

Use of some or all of these rules makes *NAPOLEON AT BAY* considerably more exciting, but it is obvious that they should not be used by people who play "for blood" unless a moderator of some sort is present.

Page 28, "Cavalry Attrition": For those who prefer a more complex treatment of cavalry Attrition, calculate Attrition for cavalry units separately, even when they move in forces which also contain infantry units, using the table provided below. Allow cavalry units to move more than five Movement Points, up to the limit imposed by their Movement Allowances.

Page 28, "Drawn Games": Players who want to better simulate the desperate political problems confronted by Napoleon during the 1814 Campaign can modify the Victory Conditions in the following way: If the Morale Marker moves off the negative end of the Morale Track before the end of the 29/30 March Game-Turn, the Allies win the game. If it moves off the positive end before that point is reached *or* if French Morale is positive at the end of the 29/30 March Game-Turn, the French win. If French Morale at the end of the 29/30 March Game-Turn is "-3", "-2", "-1", or "0", the game is considered a draw. The game ends immediately when the Marker moves off the end of the Morale Track.

Note: This rule puts great pressure on the French Player and reduces his chance of winning the game considerably, although adoption of the rules governing "Disorganization and Rally" might offset part of its effect. Use of this rule penalizes French Players who prefer "safe", conservative lines of play. For these very reasons, it captures the reality of the political situation that existed in 1814 better than the more "balanced" standard Victory Conditions do.

Page 28, "Three-Player Games": If three people want to play *NAPOLEON AT BAY* simultaneously and are interested in simulating some of the problems that confronted Allied commanders in 1814, they can split command of the Allied side. Players may adapt any rules regarding communications between Allied army commanders that they wish, but they might consider limiting the two Allied Players to one exchange of written notes per Game-Turn, and have this exchange take place

at the end of each Allied Movement Phase. (They could also make an exception to this rule by allowing unlimited discussion between the two Allied Players whenever Bluecher is stacked with either Schwarzenberg or Barclay.) Players should realize that *any* restriction on communications between Allied Players will reduce their ability to coordinate operations against the French Player. Players who are interested in increasing the historical accuracy of *NAPOLEON AT BAY* still more may want to try to devise different Victory Conditions for the two Allied armies.

Miscellaneous Tables

"Initiative Comparison Matrix" (clarification and change): If the Active Leader's Initiative Rating is "zero", use the "one" column on the Initiative Comparison Matrix. The Die Roll Modifier for an Active Leader with an Initiative Rating for "four" should be "plus two" (not "plus one").

"Pursuit Table" (clarification): When the modified Pursuit die roll is "nine" use the "eight/seven" line. If the result obtained on the "Length of Advance" table is "•", no advance can be made at all, even if the pursuing force is entitled to a Pursuit Bonus.

"Attrition Quotient Matrix" (change): The fourth category in the "1-3 APs Accumulated" column should be "8-10" (not "11-15")

Scenario Folder

Page 2, "How to Use the Deployment Charts" (clarification): During the set-up process, units may be switched from one Leader to another in the same hex if that is necessary to accommodate Command Spans.

Page 2, "Scenarios" (clarification and changes):

1) The French Player is the "First Player" in all scenarios.

2) All Centers of Operations are active at the beginning of each scenario.

3) At the beginning of each scenario the Allied Player does not have to state whether an army is tracing its communications to its own Supply Sources or to the other Allied Army's Center of Operation until the beginning of the first Allied Administrative Segment.

4) In each scenario both players have the option of moving their Center(s) of Operations from the position(s) assigned by the Map Set-Up. A Center of Operations may be placed on any Primary Road hex that is closer to its Supply Source than is the designated hex.

5) At the beginning of the 15 February, 23 February, and 3 March scenarios, the French Player has three unexpended Old Guard Infantry Replacement Points accumulated.

6) At the beginning of the 11 March and 21 March scenarios, the Paris Garrison still has all of its Strength Points.

Page 2, "Scenarios. Opinion/Morale" (change): Increase French Morale by "one" for the scenarios starting on 23 February, 3 March, and 21 March.

Page 2, "Garrisons Removed" (change): Delete this rule. Garrisons are never considered "removed".

Page 2, "Second Player's Pre-Game Forced March Phase, Procedure" (clarification): All of the Second Player's forces have the same Pre-Game Forced March Limit. Calculate that limit by finding the two opposing forces that are closest to each other (in Movement Points) and halve the distance between them, rounding all fractions *up* to the nearest whole number.

Page 3, "Map Set-Up" (changes):

1) General:

a) Units marked "?" may also be placed on the Organization Track of any Leader who

CAVALRY ATTRITION QUOTIENT MATRIX

MPs expended during									
Allied Forced March							0-3	4-7	8-9
Allied March/French Forced March						0-3	4-7	8-11	12-13
French March					0-3	4-7	8-11	12-13	
APs Accumulated					**Attrition Quotient**				
11+	7-10	4-6	1-3	0					
1-2					•	•	•	•	1/8
3-4	1-2				•	•	•	1/8	1/8
5-8	3-4	1-2			•	•	1/8	1/8	3/8
9-15	5-8	3-4	1-2		•	1/8	1/8	3/8	3/8
16+	9-15	5-8	3-4	1-2	1/8	1/8	3/8	3/8	1
	16+	9-15	5-8	3-4	1/8	3/8	3/8	1	1-1/2
		16+	9-15	5-8	3/8	3/8	1	1-1/2	3
			16+	9-15	3/8	1	1-1/2	3	5
				16+	1	1-1/2	3	5	*

Size of Cavalry Force in SPs

has room for them or within three hexes of a Friendly Center of Operations.

b) At the beginning of the 15 February scenario and all subsequent scenarios, Doring must be placed within three hexes of the Center of Operations of the Army of Bohemia *or* on the most direct route between the Center of Operations of the Army of Bohemia and Chaumont. In the latter case he need not be within three hexes of another Allied force, but he can not be within three hexes of a French force.

c) Add "MG5i (Tschernis)" to the Allied Set-Up. He should be marked "(Reinf)" on 28 January and should be listed as "?" in all other scenario columns. Note that on 21 March a Cavalry Major-General may be substituted for an Infantry Major-General.

2) 28 January: Oudinot and Kleist should be marked "(Reinf)".

3) 9 January: French Infantry Major-General Three (Charpent), Allied Infantry Major-General Two (Doring), Allied Infantry Major-General Four (Schaefer), and Allied Cavalry Major-General Five (Nostitz) should be marked "(Reinf)".

4) 15 February:

a) Napoleon, Ney, and Grouchy start at W2532 (not W2226).

b) Gyulai starts at W2349 (not W2248).

c) Allied Infantry Major-General One (who commands Gurgalow *and* Korff, not just Gurgalow, Strogonoff, and Langeron) should be marked "(Reinf)".

5) 23 February:

a) Langeron starts at E3219.

b) Winzingerode, Worontsof, and Strogonoff start at E0615 (not E0516).

c) Buelow should be marked "(Reinf)".

d) French Infantry Major-General Three should be marked "—" (not "W2540 (Boyer)").

e) In games beginning on this date, Allix enters the map as a Reinforcement on 3 March at W0345. On the same Game-Turn Gyulai enters the map at E1554, and Allied Cavalry Major-Generals One and Four enter at E0754.

6) 3 March: Ataman and Karpow can be placed under the command of a single Cavalry Major-General, or they can be placed on adjacent hexes.

7) 21 March: Add a Bridging Train to the French set-up, to be placed on the Organization Track of Napoleon or Ney.

Page 18-23, "Army Unit Manifests" (change):

1) 28 January:

a) Tettenborn should be assigned to Cavalry Major-General Six.

b) These units should be listed as "(Reinf)": Tschernis, Turtntsf, Pirch I, Kluex, Roeder, Galitzin, Ilwaski, Rosen, Udom I, Tschglkw, Paskwtsh, Sachwski, Pishnsky, Mesenzow, Helfrich.

2) 9 February: Nostitz, Schaefer, and Doring should be listed as "(Reinf)".

3) 15 February:

a) The following units should be listed as "(Reinf)": Schwichow, Chrwnsky, Schltchn, Rebeval, Arrighi, Korff, Gurgalow, Borsodin.

b) Hardegg should be assigned to Frimont (not to Wittgenstein).

4) On 15 February and every start date thereafter, Karpow should be assigned to Cavalry Major-General Four (not to Sacken).

5) 23 February:

a) The following units should be listed as "(Reinf)": Morvan, Zielinsky, Thuemen, Borstel, Krafft, Oppenhmr.

b) Gurgalow should have a strength of "eight" (not "six").

c) Borsodin should be listed as "2 Langeron".

d) Pr. Adam should have a strength of "two" (not "one").

6) 3 March: Souham should be listed as "(Reinf)".

7) 11 March: Janssens should be listed as "(Reinf)".

8) 21 March: Defrance should be assigned to Ney (not to Marmont).

Organizational Displays

Assume that all Leaders have eight-space tracks. Strogonof should have a Command Span of "three" (not "two").

Reinforcement Tracks

1) 30/31 January:

a) Gortchakof and Eugen enter the game as Wittgenstein's subordinates.

b) Lambert and Yermalof enter the game as Barclay's subordinates.

2) 3/4 February: Leval enters the game on Oudinot's Organization Track.

3) 5/6 February: Kleist enters the map at E3919 (not E3914) with Tschernis on his Organization Track and with Kaptsevitch as his subordinate.

4) 11/12 February: Worontsov enters the game as Winzingerode's subordinate.

5) 15/16 February: Korff enters the game at E3935 (not E3915) with Gurgalow. Both are on the Organization Track of an Infantry Major-General.

6) 13/14 March: Janssens enters the game at E3201 (not E3919).

☆

SO THAT'S WHAT YOU'VE BEEN PLAYING

			Rank Last Time	Times On List	Freq. Ratio
Titles Listed 106			Total Responses: 403		
Rank: Title	**Pub**				
1.	Squad Leader	AH	4	21	4.4
2.	Flat Top	AH	5	2	2.7
3.	Russian Campaign	AH	2	21	2.5
4.	Third Reich	AH	1	21	2.4
5.	Air Force	AH	—	1	2.2
6.	B-17	AH	9	4	2.2
7.	Diplomacy	AH	—	1	2.1
8.	Cross of Iron	AH	12	21	2.0
9.	G.I.	AH	3	11	2.0
10.	Up Front	AH	6	3	1.9
11.	Bull Run	AH	15	2	1.9
12.	Civilization	AH	16	2	1.9
13.	Panzerblitz	AH	18	4	1.8
14.	WS&IM	AH	20	6	1.7
15.	VITP	AH	7	7	1.6
16.	Guns of August	AH	—	1	1.4
17.	Civil War	VG	—	1	1.3
18.	Empires in Arms	ADG	10	2	1.2
19.	Bulge '81	AH	—	1	1.1
20.	Frederick	AH	—	1	1.0

An event, long anticipated, marks this edition of our listing—for the first time a title by our sister company, Victory Games, makes the rating. Not surprisingly, it is *CIVIL WAR*, their award-winning and innovative rendering of the entire war from the plains of Oklahoma to the hills of Pennsylvania. Looking over the other members of this fluctuating "top twenty", it strikes the editor that the recent issue (which itself was rated favorably) dealing with the air war had a significant impact on the listing. *AIR FORCE* and *B-17* surge forward. Returning to the list after a brief absence are *FREDERICK THE GREAT*, *BATTLE OF THE BULGE '81*, *GUNS OF AUGUST* and *THE LONGEST DAY*; *PANZER LEADER*, *CRESCENDO OF DOOM* and *TITAN* drop from it.

AVALON HILL'S BEST SELLER LIST

As is our custom, the editors once again present sales rankings for the Avalon Hill line of game titles based on totals for the 1983 Fiscal Year, which began May 1983 and ended April 1984. Figures for the All-Time List include all versions of a title sold to date, provided the game system has not radically changed in any subsequent printing over the years. *D-DAY* and *FOOTBALL STRATEGY*, by way of example, have collectively passed through eight different editions but each retains its original system. *GETTYSBURG*, on the other hand, has changed dramatically in each of its four versions and is therefore omitted from the list—even though the collective totals of its incarnations would normally place it in eighteenth place. Note that the entry for *BATTLE OF THE BULGE* on the All-Time List is for the original version, not *BULGE '81*. Titles are placed on the All-Time List only after having sold in excess of 100,000 copies while under Avalon Hill ownership. Sales rankings do not include sales made by a previous publisher.

1983 AH BEST SELLERS

Rank	Title	1982 Rank
1.	TELENGARD	—
2.	B-1 NUCLEAR BOMBER	16
3.	STATIS-PRO BASEBALL	5
4.	SQUAD LEADER	2
5.	COMPUTER FOOTBALL STRATEGY	—
6.	THIRD REICH	7
7.	FACTS IN FIVE	4
8.	B-17	—
9.	OUTDOOR SURVIVAL	6
10.	DECATHLON	—
11.	CIVILIZATION	8
12.	UP FRONT	—
13.	FLYING ACE	—
14.	WIZARD'S QUEST	3
15.	DIPLOMACY	20
16.	MIDWAY CAMPAIGN	—
17.	PANZER LEADER	10
18.	MYSTIC WOOD	—
19.	LITTLE ROUND TOP	—
20.	PENNANT RACE	—

ALL-TIME BEST SELLERS

Rank	Title	1982 Rank
1.	OUTDOOR SURVIVAL	1
2.	FACTS IN FIVE	3
3.	PANZERBLITZ	2
4.	PANZER LEADER	4
5.	TACTICS II	5
6.	LUFTWAFFE	6
7.	THIRD REICH	7
8.	SQUAD LEADER	8
9.	BLITZKRIEG	9
10.	FOOTBALL STRATEGY	10
11.	ACQUIRE	11
12.	MIDWAY	12
13.	STARSHIP TROOPERS	13
14.	D-DAY	15
15.	AFRIKA KORPS	14
16.	PAYDIRT	16
17.	DIPLOMACY	18
18.	BULGE (old)	17
19.	MAJOR LEAGUE BASEBALL	—
20.	WIZARD'S QUEST	—

SPAIN FOR THE SPANISH
RESISTING THE FRENCH IN THE PENINSULAR WAR

By David Perlman

Discreetly hidden within the gigantic edifice of *WAR AND PEACE* is a multi-faceted gem: *Scenario VIII, THE PENINSULAR WAR*. Elegantly simple yet challenging, The Peninsular War is the quintessential "little game", easy to play yet tough to play well.

This article will focus on Spanish play during the opening stages of the 1808 scenario. The Peninsular War is a superb three-player game, with the third player controlling the English-Portuguese forces; many of the suggestions made in this article assume the presence of this third player. Rather than try to present a perfect plan, all too susceptible to unexpected French interference, the author will present an overall doctrine which should pull Spain through the difficult early years and leave her in position to eventually take the offensive and drive the French north of the Pyrenees.

From the moment he was crowned Emperor, Napoleon was understandably uneasy about the possibility of a hostile Bourbon kingdom on the border of France. But in October 1807, King Charles IV of Spain —a paragon of incompetency —was kind enough to invite the French to invade his country.

The entire Spanish royal family was a depressing morass of stupidity, avarice, treachery and cowardice. The Heir Apparent, Ferdinand, had revolted against his father and asked Napoleon for assistance. Ferdinand was soon imprisoned and disinherited; his father in turn begged Bonaparte for troops "to restore order". Charles himself was merely a straw man for his Prime Minister, Manuel Godoy. When the Spanish populace revolted against Godoy's oppressive mismanagement, Charles fearfully abdicated in favor of Ferdinand.

Within the week, General Joachim Murat, in response to Charles' earlier request, arrived in Madrid with a French army. Murat was disappointed, since he had hoped to become King of Spain himself; Murat promptly persuaded Charles to renounce his abdication.

At this point Napoleon, his patience worn thin, summoned the protagonists to Bayonne and browbeat Charles into a second abdication (a record matched only by Napoleon himself), this time in favor of the Bonaparte dynasty. Napoleon appointed his brother Joseph, then serving as King of Naples, to the Spanish throne; Murat, his brother-in-law, was made King of Naples in consolation. Napoleon confidently predicted that the Spanish people would welcome the French as liberators. Of course, there were already some 100,000 French troops in Spain and Portugal.
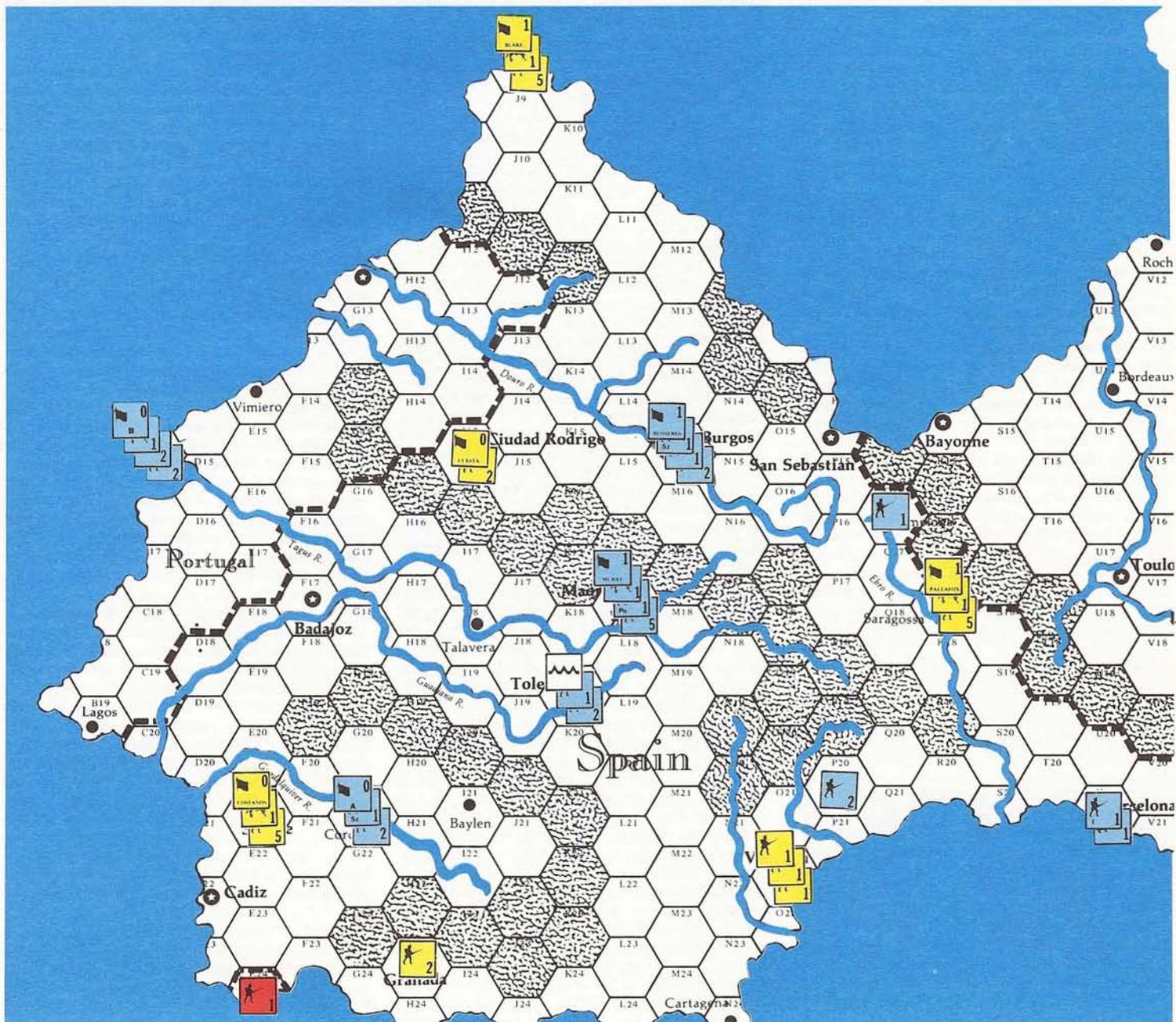
Before Joseph could reach Madrid the Spanish people rose in revolt against the "French atheists". Urged on by fanatic priests, the Spanish nation rose en masse, waging a bloody "People's War" in a way that civilized Europe had not witnessed in centuries. The Spanish partisans cut off stragglers, laid ambushes, and overwhelmed isolated outposts. Quarter was neither given nor expected, and atrocity became the favored art-form of both sides. "All along the road we found soldiers who had been murdered," a French sergeant wrote. "Some had been half-burnt, others had been completely dismembered, and some had been nailed to trees or hung up by the feet." Nor did the French restrain themselves. "We had been ordered that in the first village that fired on us we were to set fire to everything, and kill everyone, not even sparing babies in their cradles. For six weeks we did nothing but pillage and burn."

WAR AND PEACE derives its basic mechanics from Avalon Hill's *1776*. Both games use monthly turns, strength points (SPs), and Forced Marches. Tactical combat and face-down deployment are options which should be added after the basic system has been mastered. A key element in *WAR AND PEACE,* and especially in the Peninsular War, is attrition. Both sides suffer attrition every turn, modified by unit type, formation size, season, and supply status. Leaders, representing both generalship and logistics capability, are a new addition. Their variable rating (Napoleon is '3', Murat a '1', etc.) affects combat, and leaders are necessary to move infantry and militia SPs. Partisans and cavalry can move without leaders. Combat is also affected by modifiers for terrain, supply status, and morale, which varies according to unit type. French and English have a morale value of '2', Spanish regulars '1', and irregulars '0'.

Dominating strategy for both sides in the Peninsular scenarios is the Spanish-Portuguese replacement system. Each turn the Iberian receives points for each city not occupied by French SPs—two points for a major city and one point for a minor city. The totals for Spain and for Portugal are computed separately. Out of these replacement points, units from the Force Pool and dead pile are bought into play. A partisan or regular infantry SP costs six points, militia four points, and cavalry twelve points. However, the entire national force of irregulars must be on the mapboard before eliminated regulars can be replaced. The English can use their points, which are not related to city control, to purchase English regulars, *or* satellite troops, and the French player can replace lost infantry and cavalry SPs. While the French receive no direct benefit from controlling cities, they do succeed in denying replacement points to the enemy. Yet, if the French attempt to hold too many cities their armies become dispersed and their rear areas prone to raids.

When the war begins, in May 1808, the Spanish actually outnumbered the French. There will be a chance for some early coups, but the Spanish player must keep an eye on the timetable. The main French forces, led by the Emperor himself, will be arriving in October. The wise Spanish player will know when to give up his promising but limited offensives and fall back before the irresistible enemy.

The scenario lasts six years (72 turns), and in the early phase the Spanish player should attempt to lay a groundwork for sustained resistance. This will mean preserving his regulars by avoiding expensively protracted field battles. When the French have been bled white by attrition, when the dilatory English arrive in force, then will be the time to fight. Until that moment, the Spanish forces should assume the role of insurgent, dancing enticingly out of reach with the regular armies while raiding the French rear with partisans, militia and cavalry. The strategy of the Spaniard is similar to that of the

American in *1776*. He should advance boldly where he can and retreat cravenly where he must.

The mapboard for the scenario comprises the entire Iberian Peninsula. East-west mountain ranges divide the area into three natural channels: the plains of Old Castille in the north, the Tajus Valley in the center, and the Mediterranean floodplain in the south. Due to the movement penalty in mountains (and for crossing rivers), much of the action surges up and down these three channels. Both players, though, should remain aware of the potential for lateral moves, if the enemy neglects one front to concentrate on another.

Although the French move first, the initiative is with the Spanish in the early game. Scattered, outnumbered, and out of supply, the French have a limited number of good openings. The Spanish force at the beginning of the campaign consists of 25 SPs and four leaders. The Spaniard has three respectable armies, but one is isolated in the remote northwest and another is dangerously placed athwart the path of the powerful French June reinforcements. The Spanish player also holds three cities with modest forces. Valencia and Granada in the south are relatively secure, but Ciudad Rodrigo on the Portuguese border may well fall before it can be reinforced.

Blake's army begins the scenario at Corunna, in the extreme northwest corner of Spain. This force should march towards the sound of the guns, staging a demonstration (at least) to draw off French forces from the central and southern sectors, where the French player will want to concentrate his main effort. If Blake moves towards Burgos, he may attract the French reinforcements which would otherwise pursue Pallafox. If Blake heads towards Ciudad Rodrigo, he may delay the capture of this key fortress for several months. Corunna may be safely abandoned, since, should the French move to take it, the Spanish will have sufficient time to generate militia there and/or with the landing of a supporting force of Englishmen. Should the French decide to mount a major operation aimed at Corunna, the mountains in Asturia and Galicia provide good bases for partisans to raid the French supply lines. Personally, this author likes to send Blake into the mountains above Ciudad Rodrigo (detaching the cavalry SP, so it won't be attritioned) and to wait for the French player to commit his forces. If the French install strong garrisons in the northern cities, thus precluding raids, the army can be sent south to help defend Badajoz and the southern enclave. After bringing the army into the mountains, bring Cuesta up to join it, dispatching Blake to the south immediately where his better leadership is sorely needed.

Costanos' army, with the aid of militia, should secure the southern enclave. Here, behind the protective screen of the Sierra Morena, the Spanish can hold five cities and build up forces. If the French garrison in Cordoba hasn't retreated, it should be attacked at once. If allowed to remain, it can simultaneously menace all five cities and tie Spanish troops to an awkward static defense. If and when the French withdraw, or are eliminated, the Spaniard will want to send raiding parties towards Badajoz and/or Valencia to widen the front and compel the enemy to disperse his forces.

Pallafox's army begins at Saragossa, practically behind enemy lines. Depending on the French player's first move with the Madrid and Burgos forces, Pallafox has several attractive courses of action. The conservative move is to head south, towards Valencia, to absorb the garrison there, threaten the leaderless French in the region, and protect the eastern rim of the southern enclave. The boldest alternative is to move north, possibly attacking Burgos or Pamplona. This threatens the fragile supply line to Madrid and the south and is guaranteed to attract the French force arriving in

June. This move places Pallafox in the center of converging enemy forces, with Blake's army at least a turn behind in support. Any attempt to actually hold either Saragossa or Pamplona will probably end in disaster. Both are minor cities and can shelter only a fraction of Pallafox's army. With no relief column in sight, the French player will have time for the luxury of a siege. If the French have any luck, the Spanish have lost a quarter of their forces without even extracting a price in French casualties. Keep Pallafox outside the cities. Yet another potential stroke is to march Pallafox to the southeast, to threaten or even attack Barcelona. Even if but a feint, any move in this direction could compel the French player to bring in his reinforcements through Toulouse—a sight to delight the Spanish player. From Toulouse the French cannot threaten Spanish cities as quickly, and an offensive here forces them to maintain two lengthy parallel supply lines.

The method of combat resolution used in *WAR AND PEACE* takes some familiarization. Due to the potentially unlimited rounds of combat and the extremely bloody CRT, combat is expensive for both sides. Battles between small formations often end in mutual destruction, although one player may choose to voluntarily withdraw or be forced to withdraw by the tactical matrix or a complete collapse in morale.

The core of the Spanish army is the regular infantry. With its morale of '1', the Spanish regulars can, with decent leadership and clever use of the terrain, stand up to the French and give as well as take casualties. But since the Spaniard must replace partisans and militia before regulars, it's wisest to hoard these regulars in the early game. Oftentimes their best utilization is as a force in being, maneuvering and threatening but seldom actually fighting.

Militia are the hardest units to employ effectively. Luckily, they are the cheapest to replace and can be risked and lost without crippling effect. Militia forces alone cannot conduct protracted field battles, since a force with a '0' morale must retreat after a single round of combat. But militia are useful for supplementing the regular army. They can absorb attrition losses; and if the militia remain a minority of the force, they do not adversely affect the morale of that force. Another common ploy is to attack with a mixed force, using the militia morale in the first round of combat and accept losses among the militia; then the regulars take over. The drawback to this tactic is the possible demoralization result on the first round, which would affect the entire force. The best use for the militia is as garrison troops. Inside a city their morale rises from '0' to '1', and SPs inside a city are doubled on defense.

Partisans are one of the Spanish player's best weapons. Their drawbacks (movement allowance of '1' and the fact that they can never be stacked with another unit) are minor beside their strengths. They can be placed in any empty mountain or city hex, and they can withdraw *before* combat, unless attacked by a force containing cavalry in a clear terrain hex—a situation the French are rarely able to realize. Thus, partisans can be almost immortal.

Perhaps their prime use is found in cutting the French supply lines. If the line is stretched thin, there is usually a hex they can occupy which will sever it. This will automatically put the French at a disadvantage for attrition and forced march attempts; even if the French manage to restore supply during their turn, they will have to divert SPs and leaders from the front. The prudent French player will want to commit at least one SP of cavalry, one SP of infantry (to absorb losses) and a leader (to move the infantry into position). Multiply this by six partisans in Spain and it is readily apparent that the French player won't have enough power or energy left for anything else! In order to achieve

maximum disruption of supply, and to impede French movement (partisans can't be overrun), it's often useful to assign a group of partisans to a single sector. The passes above Madrid and the region around San Sebastien are excellent choices. Beware of grouping partisans too closely, however, as they can only retreat into an unoccupied hex. Partisans can be very helpful when faced with superior French field armies; a single partisan blocking a pass or a river crossing can delay an entire French corps for a turn. Depending on the stage of the game, and the balance of forces, the Spaniard may wish to send partisans on suicide missions. Due to the unusual CRT a single partisan can usually trade himself in combat for a French SP, regardless of inferior morale, leadership, and terrain. This tactic can be used to clear weakly-held French cities (which may force the French player to over-garrison the captured cities) or to create a gaping hole in the French supply line. Barring these rare cases, partisans should not usually attack; by instead forcing the French to attack them, they siphon away more resources than any direct action ever could.

The Attrition Table is arranged so that larger formations suffer larger losses. Groups of two or less SPs cannot suffer attrition. The French will probably hold rear cities and supply lines with groups of two SPs, while concentrating their offensive forces in corps of three to five SPs. The rules for reinforcement *during* combat by groups adjacent to either combatant put a premium on mutual support, not a trademark of the ambitious and arrogant Marshals who tried unsuccessfully to ignore each other.

A major Spanish advantage in the Peninsular War is that French reinforcements appear far from where the battles will be fought. The Spaniard, though, can build two SPs in any free Spanish city. Thus Victor's contingent in June, Napoleon's in October, and Soult's in November are in actuality two to three months from the front. If the Spanish player can whittle down the original French forces, he need fear little until December. A detail to keep in mind is that Napoleon must return to France in January, so he'll probably rush to the front to confront the Spanish with *anything* available. Since leaders can move ten, minus terrain costs, Napoleon could be in combat in October. If there is no viable French army in a position to strike, his brilliant leadership will be to no avail however.

Roughly then, the Spanish player can run wild until October or shortly thereafter. As French pressure builds, the Spanish forces should retreat to the redoubt and try to hold out. The English will be ready to undertake limited missions in September, and the Spaniard will plead desperately for intervention. This is why the scenario is tailored to three players. A cool English player will hem and haw, muttering about stale bully beef and illness in the ranks. Let the poor Spaniard take the full brunt of the French 1809 offensive. Then, when both other players are gasping for breath with shrunken armies mired in the plains of Spain, the English will march in for an easy victory.

The English have an excellent, albeit small, army which will be joined by satellite troops of a lesser quality. Their initial priority will be, of course, to reclaim Portugal and get its replacement system functioning again. During the winter of 1808 the English will hover on the Spanish border, possibly attacking one of the border fortresses, Badajoz or Ciudad Rodrigo. Winter attrition in Spain would give the English two negative modifiers on their attrition die roll, so deep penetration into the peninsula should not be seen yet. The English also have an amazing amphibious capability and the trick of being able to stage withdrawals by sea. This allows them to raid French-held areas, but usually at a heavy cost in English troops that can be ill-afforded. This is the

key difference between the two-player and the three-player versions of Scenario VIII. The Spanish player tends to use—and lose—the English during early 1809. As a separate entity, the English delay intervention until they can make a decisive and inexpensive move. The tension between Spanish interests and English interest works to the French benefit, giving them an even chance in a scenario where they may be overmatched by a unified Allied command.

With the above commentary firmly in mind, a typical French opening and Spanish response might develop as follows:

It is May 1808. The French force in Lisbon leaves a single SP behind and moves east in an attempt to open a supply line and threatening both Badajoz and Ciudad Rodrigo. The cavalry is sent to Vimiero, negating the Portuguese replacement system (since with only three replacement points—two for Oporto and one for Lagos—no units can be purchased from the Force Pool). The first English troops, under Arthur Wellesley, arriving in August, will probably take back a Portugese city; Moore's force will recapture the other in September. By sending a cavalry unit to Vimiero the French player assures that he'll be able to withdraw it during July, when his leaders will be busy elsewhere and will not be committed to holding a hopeless position with immobile infantry.

The Cordoban garrison has three options: entrench, seize another southern city, retreat. If it stays, there is a fair chance it will be attacked by Costanos' army, so the French withdraw beyond the mountains by forced march.

The troops in Burgos can move out to attack Ciudad Rodrigo, but they'll want to establish firm supply for, without such, they cannot advance into the city. And too, should the Spanish retreat into the city, the French will need to be in supply to beseige. Without supply, their offensive strength is halved, which makes attacking the city at all a risky proposition.

If the leader Bessieres is to move his troops into position, then the supply line will have to be created by the Madrid force. The cavalry unit can be used to link Burgos with Pamplona for the moment, but it is very vulnerable to partisan attack. Murat will leave at least two SPs in Madrid and march west with the remainder, to link up with the approaching force from Portugal and occupy Talavera and Badajoz.

The leaderless garrison of Toledo should entrench. If the Cordoban troops have retreated to a safe position, the French player may send his southern leader to pick up the Toledan garrison or the troops stationed near Valencia on the next turn. The single SP in Pamplona is an easy target for the Spaniard, but the French player cannot reinforce it effectively without ignoring San Sebastien, a much more valuable possession.

Spanish doctrine for this first move has been discussed. Presented with this French move, the Spanish player might consider sending Costanos north to shield Badajoz. Pallafox moves to attack Pamplona or San Sebastien, then retreats after the first combat and round if attacked in turn by Victor. If Ciudad Rodrigo has fallen, Blake's army force-marches toward it. This should make the French player hesitate; he must either garrison the northern cities in force or abandon them to Blake and Pallafox. If the north is strongly held, the two Spanish armies can then swing south, to recapture Madrid or Toledo.

The French cavalry unit linking Burgos with Pamplona is a tempting target. Its elimination would put two enemy groups out of supply. The Spanish player builds a partisan in the mountains and moves it out to hamstring the horses and massacre the Frenchmen. This leaves enough replacement points to purchase three SPs of militia in the threatened cities of Badajoz and Saragossa,

left empty by Pallafox's advance. These weak militia garrisons will cost the French both time and troops they can ill afford.

The three main armies can roam the plains while the expendible militia whittles down the French forces. This state of affairs will run until winter and the French replacements put a damper on such a strategy. Then the Spaniard will have to fight tenaciously to maintain his bases in the south while preserving isolated strongpoints in Valencia, Corunna and/or Badajoz. If the English come in to help, the situation should clear by early spring. If the Spanish player can genetrate sixteen replacement points each turn during the spring and summer of 1809, he should be able to build up his forces beyond danger. The French reinforcements slack off in 1812, so but hold out a few more years using superior wit and skill, and the game is over.

And thus, Spain remains Spanish while Napoleon's dreams of empire lay in the dust of Iberia.

Comments on Spanish strategy are welcomed by Mr. Perlman, P.O. Box 81, New Salem, MA 01355.

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CONTEST 120

It is the first turn of a game of *HUNDRED DAYS BATTLES* and you've elected to try your hand with the French. Immediately you are beset by a number of problems; decisions must be made. Not least of these are how to most effectively organize your forces and where to enter them. Our contest is deviously simple: submit what you consider to be the best organization and movement for the French entry onto the map on Game-Turn 1.

On the display entry, list each leader subordinate to a commander (if any), the final hex occupied by each commander and leader, and whether the leader or commander will move as the result of a Movement Command or on his own initiative. For example:

Marshal Grouchy—
Movement Command—0509
Lt. Gen. Mouton, 0509

indicates that Lt. General Moulton is subordinate to Marshal Grouchy. They are a force moved by a Movement Command to hex 0509. It is not necessary to note entry hexes or attacks. Lt. Generals below which are assigned to a commander may be stricken from the list; do *not* enter any information on the line for such Lt. Generals.

The answer to this contest must be entered on the official entry form (or a facsimile). Ten winning entries will receive Avalon Hill merchandise credits. To be valid, an entry must be received prior to the mailing of the next issue and include a numerical rating for this issue as a whole, as well as listing the three best articles. The solution of Contest #120 will appear in Vol. 21, No. 2 and the winners in Vol. 21, No. #4 of The *GENERAL*.

FORCE-MARCH TO VICTORY
An Advanced Course in Tightrope Walking
By Neil Schwarzwalder

Alan R. Moon's article "The Aggressive Tightrope" (Vol. 16, No. 1) detailing French openings and strategies for *NAPOLEON* impressed me so much I went out and bought the game. I have since spent countless hours playing this simple and elegant game, starting with Mr. Moon's ideas and investigating variations of same to keep pace with the improving play of my opponents. I was then delighted to see Mr. Moon's sequel on Allied play, "The Battle of Brussels" (Vol. 17, No. 4), since his strategy and setup were similar to my own—although I still detect several weaknesses. Ever since, it has been clear to me that effective Allied play makes the "Aggressive Tightrope" strategies obsolete. It is just too easy for the Allies to block movement on the main roads, delaying the main French attack until the sixth turn. This gives the Allied player two extra turns to consolidate his forces, making a French victory virtually impossible. If the French don't attack in strength by their fourth turn, they may as well retreat back to France and wait until next year.

In short, the French must risk early forced-march losses to defeat one Allied army before significant reinforcements arrive. Those few CVs lost through force-marching will seem trivial compared to cooling your heels on turn five, watching the Allied hordes gather. And when your lackadaisical troops finally do attack, it will be an act of desperation. So if you're facing an experienced Allied opponent, why not get a little "desperate" from the start? By moving aggressively you can defeat the Allies early, provided your troops prove their stamina.

In this article I intend to show how competent Allied play can delay a slow French army and to offer four French strategies to overcome these obstacles. All four stress the forced-march.

ABOUT FORCE-MARCHING

Obviously you do not want to just start force-marching everything in sight and pray for good die rolls. Losses are practically inevitable, so you want a clear plan which will minimize your losses and place you in a superior position *and* make those losses you do suffer worth the effort. Here are what I consider valid reasons for a forced-march:

1) To secure a road for the future passage of your army;

2) To consolidate your forces to move effectively within the two group per turn movement limit;

3) To surround or partially surround enemy units in a battle you have a reasonable chance of winning;

4) To get as many units into a major battle as possible;

5) To get units into position to be brought up later in the game, especially when such units may be stuck in or near France for the entire game if they do not force-march.

If a forced-march accomplishes one or more of these goals within the framework of an effective plan, it is probably worth the risk.

You should study carefully the composition of any force you will speed along. A quick route to your goal is mandatory, so think carefully before risking your powerful 3CV artillery or cavalry. Resist the temptation to force-march only your 4CV infantry while preserving your 3CV units. You will need infantry to tie up enemy columns and to secure your flanks; and too, two 3CV infantry frequently are not as useful as one 4CV and one 2CV. Roll for your heavy infantry sparingly. Finally, be wary of the wide-eyed opponent; conceal your pieces as you take your force-march losses and let him guess whether that is a 3CV or a 2CV cavalry unit you just turned down.

GHENTING THE LEAD OUT
(The Western Approach)

When you first look over the map of *NAPOLEON*, the western approach may seem to be the ideal French strategy. Your forces threaten both Ghent and Brussels from the start and make your opponent either defend both cities rather weakly or surrender one. Your Allied player is thus placed on Sherman's "horns of a dilemma".

Unfortunately for the French, the horns aren't very sharp. The roads out of Grammont, by which you can threaten both Allied cities, are very constrictive; thus your main advance must be along the Conde-Ghent road and/or along the Mons-Brussels road. To effectively threaten both the cities simultaneously, as Mr. Moon proposed, you must split your infantry/artillery units between these two roads while dispatching your cavalry/horse artillery up the middle to add offensive power to whichever city you finally decide to attack. You thus do to yourself what you are trying to do to your opponent—divide the forces available. You lose much of the benefit of the fork by attacking with only a portion of your command and risk complete disaster when the Allies attack your divided army. About the only way you can win with this strategy is if your opponent makes the error of defending Ghent with a large portion of his Anglo-Dutch. But, if he abandons the city, accepts the attrition for a couple of turns and then counterattacks, you are in serious trouble. And if you allow him to block your advance, he may not even suffer the attrition losses.

The sole way I see around these difficulties is to concentrate your forces against one Allied city. The advantage of threatening both cities simultaneously will be lost, but you do retain the option of attacking the other city if the opportunity arises. The Allied player will still be forced to guard against that possibility. Even if you have to retreat from your main attack, you may yet be able to eliminate the seventh Anglo-Dutch later by attacking exposed units or a weakly-held city (an option you don't have with other strategies).

The first western opening (see Diagram 1) has Brussels as the primary target. In this strategy you'll advance your infantry and artillery along the Mons-Brussels road while your cavalry, with some infantry support, travel to Alost via Grammont. Your units will converge on Brussels on your fourth turn. My discussion will assume that there are two or three Anglo-Dutch units in Grammont (when playing the Allies I prefer the three unit setup) and

DIAGRAM 1
THE WESTERN APPROACH—BRUSSELS

Starting in:

1. **Conde**
   *three 3CV cavalry to Grammont (via Leuze and Ath)
   *two 4CV infantry to Ath (one via Leuze, one via Mons)
   *one 2CV cavalry to Enghein (via Mons and Soignes)
   two 4CV infantry to Mons

2. **Soire**
   two 2CV cavalry to Mons (via Maubeuge)
   two 2CV horse artillery to Mons (via Maubeuge)
   two 3CV artillery to Mons
   two 3CV infantry to Mons
   *one 2CV artillery to Mons (via Binche)
   *one 3CV infantry to Mons (via Binche)

(*) indicates unit must be force marched

Map Key: Squares = infantry; Circles = artillery; Diamonds = cavalry; Stars = horse artillery. Color of a unit indicates the unit's position at the beginning of turn; color of arrow indicates movement for that turn. Color code: Blue = first turn; Black = second turn; Red = third turn; Brown = fourth turn. A colored box around units indicates the units remain in the town until the turn corresponding to the box's color.

that all remaining Anglo-Dutch forces are on or north of the Brussels-Ghent road.

For this strategy to work, you must secure Grammont and Soignes on your first turn so you can reach Hal and Alost on your third turn. If either of these towns are blocked during your night move, you will be stuck. My opening has the French attacking Grammont and occupying Enghien on the first turn. The unit in Enghien secures Soignes. You'll have to feel gutsy to try this opening, as it is necessary to force-march all your 3CV cavalry and one 2CV cavalry plus a few infantry. (If you don't feel lucky, it is suggested that you skip right to the Ghent opening.)

If the Allies have three units in Grammont and decide to stand, you can use the Enghien cavalry and one Ath infantry to reinforce the attack. But you *must* leave a unit in Ath. Under the rules, a clever opponent could retreat a cavalry unit via Oudenaarde and Renaix to Ath once you vacate the town, blocking your advance on the coming night move. On your night move (assuming you win at Grammont), shift the Mons cavalry/horse artillery to Grammont and the Mons infantry/artillery to Soignes. Use the second move to bring the Ath infantry to Grammont.

You are now in position to attack Alost from Grammont and force-march to Hal from Soignes. If your opponent has left Ghent open, you can move there with your weakest cavalry. If Ghent is occupied by one Anglo-Dutch unit, you may wish to move three units there from Grammont, then reinforce Alost with two of these. But if the Allies retreat from Alost your western forces will be rather spread out, so think carefully before committing yourself to a Ghent move which may weaken your attack on Brussels the following turn.

On your fourth turn, attack Brussels with everything you have available. You should be able to muster fourteen or fifteen units for the battle; go for a quick rout before those overwhelming Allied reinforcements arrive. Concentrate on killing Anglo-Dutch units.

In the Ghent opening (see Diagram 2), you split your force between the Conde-Ghent road and the minor roads from Ath to Ghent. The object is to reach Ghent on your third turn (just before the Allied night move) while moving enough strength into the area to prevent a decisive Allied counter-attack.

On the first move, your advance forces reach Renaix and Ath, while a single cavalry unit is force-marched to Oudenaarde to secure the road for the third turn attack on Ghent. You present the Allied player with three possible responses: 1) accept the Oudenaarde move and concentrate the Allied forces in Brussels; 2) attack Oudenaarde from Grammont assuming there are three units Allied units available there; or 3) attack Oudenaarde from somewhere else. If the Allies leave the Oudenaarde unit alone, on your second turn you will move the three 3CV cavalry and one horse artillery in Conde up to Renaix, the four infantry/artillery units from Mons to Ath, and the remaining Mons units to Soignes (from where they can be brought up later). On your third turn, the Renaix horse attacks Ghent, with the infantry going to Oudenaarde for possible reinforcement while the Ath force attacks Grammont.

If you win in Ghent, the Allies will lose a unit to attrition and should have lost other units in the battles. You will have given them only three turns to consolidate, so you should be able to attack exposed units on your fourth turn. But, be careful not to leave yourself exposed; it is best to solidify your positions in Ghent and Sottegen and wait. If the Allies choose to attack, they will have road and river limitations to contend with as well as a strong, centralized enemy. You may have a good chance of eliminating the seventh Anglo-Dutch unit at this point and can retreat from battle when this is
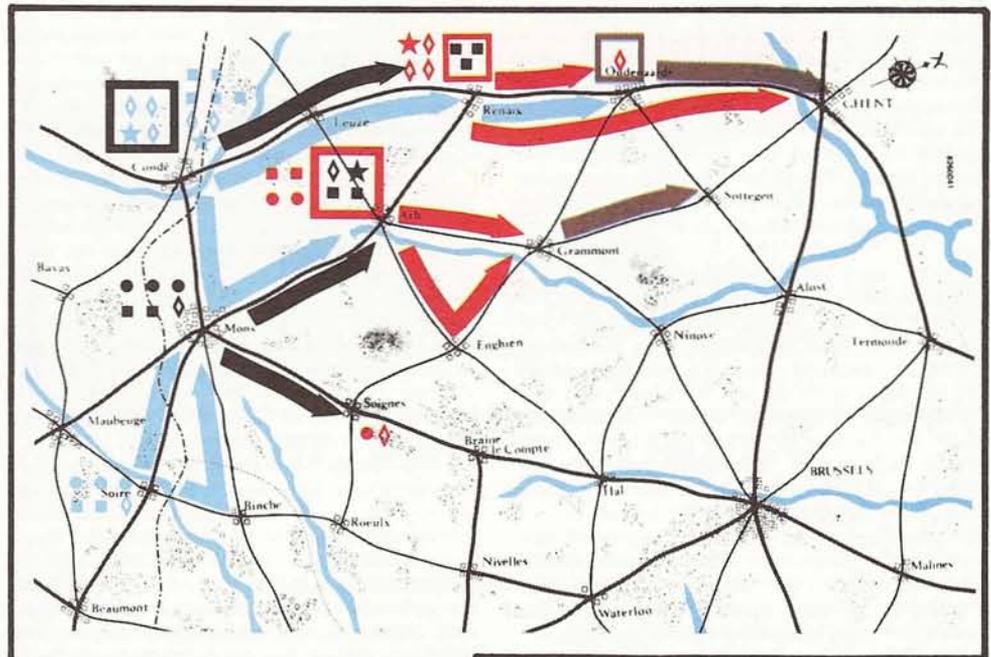
DIAGRAM 2
THE WESTERN APPROACH—GHENT
Starting in:

1. **Conde**
   *two 4CV infantry to Renaix
   *one 3CV infantry to Renaix
   *one 2CV cavalry to Oudenaarde
   *one 4CV infantry to Ath (via Mons)
   *one 3CV infantry to Ath (via Mons)
   one 2CV cavalry to Ath (via Mons)
     three 3CV cavalry (hold)
   one 2CV horse artillery to Ath (via Mons)
     one 2CV horse artillery (hold)

2. **Soire**
   one 3CV infantry to Mons
   one 4CV infantry to Mons
   two 3CV artillery to Mons
   *one 2CV artillery to Mons (via Binche)
   one 2CV cavalry to Mons (via Binche)

(*) indicates unit must be force marched

DIAGRAM 3
THE CENTER APPROACH—BRUSSELS
Starting in:

1. **Soire**
   *one 2CV cavalry to Enghein (via Mons Soignes)
   three 3CV cavalry to Mons
   two 2CV cavalry to Mons (via Maubbeuge)
   one 2CV horse artillery to Mons (via Maubeuge)
   one 2CV horse artillery to Charleroi (via Binche)
   *two 3CV infantry to Charleroi (via Binche)

2. **Philipeville**
   two 3CV artillery to Laneffe
   two 4CV infantry to Laneffe
   *two 4CV infantry to Charleroi
   *one 2CV artillery to Charleroi
   *one 3CV infantry to Charleroi

(*) indicates unit must be force marched
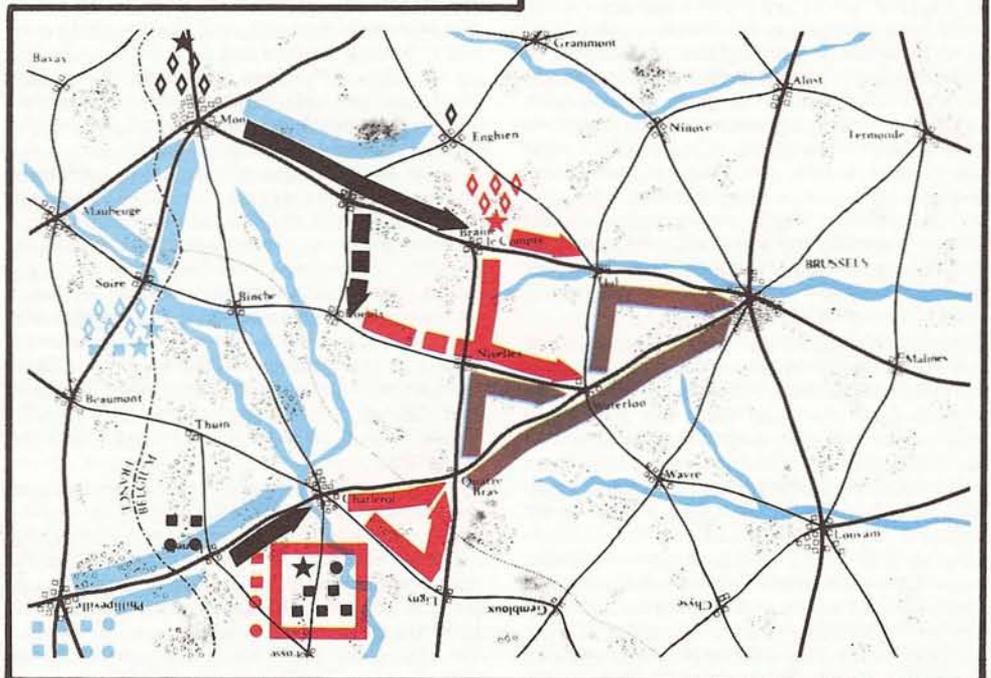
accomplished. Now Brussels and the Prussians are within range. One word of warning: you must guard against surround attacks by leaving one or two units at strategic points as you move to deliver the *coup-de-grace* to the Anglo-Dutch. Otherwise, you may find yourself taking losses even after the seventh Anglo-Dutch unit has fallen because you cannot retreat. The Ghent strategy is particularly susceptible to this Allied ploy. Be especially careful to protect yourself immediately before your night turn.

Now what if the Allies do attack the Oudenaarde cavalry on their first turn? This isn't as bad as it may look, for the enemy will be forced to commit three units to do it. If these come from Grammont, that city is open for your night move; you can move in the cavalry from Mons and take the Conde horse to Ath. If Ghent is weakly held, you'll still be able to take it by force-marching cavalry from Ath on your third turn, unless the Allies use all their movements to shuffle blocking units. If the Allied player strongly defends Ghent, you have him cornered for a devastating fourth turn attack. In the latter case, you should probably take Alost on your third turn to box him in completely.

If your opponent attacks Oudenaarde from somewhere other than Grammont, so much the better. There will be at least four Anglo-Dutch units to suffer pursuit fire on your third turn advance, and you'll still get to Ghent and Sottegen in good shape on your next turn. The elimination of the Anglo-Dutch army will be in hand.

BRUSSELS BEFORE DARK
(The Center Approach)

In "The Battle of Brussels", Mr. Moon was well aware of the potential for stalling a slow French western advance. But I was surprised that he didn't mention a similar, but even more effective Allied strategy for dealing with an overcautious French center advance. If the French player confines himself to a trudging advance along the Charleroi-Brussels road (the Conde-Ghent diversion rarely amounts to much), a Prussian unit from Gembloux can be placed in Quatre Bras to delay a French move there until the French third turn. A second Prussian unit placed in Waterloo on the Allied second or third turn completes the block. Now the French player must be content with taking Waterloo on his fourth turn, and then sit there on his coming night move. The Allied player thus gets two extra turns to pull in his remaining units in exchange for losing two Prussian units. Forget it Bonaparte.

The key to a successful center advance is to secure Waterloo on your third turn, allowing you to attack Brussels on your fourth turn. You can use the brute force method by force-marching your heavy cavalry to Quatre Bras on turn one, then move these to Waterloo on your third turn while your remaining units plod along behind. If the Prussians leave Wavre and Gembloux open, you can risk sending a cavalry detachment along this route to Waterloo. But don't count on this second approach being available very often. Once you occupy Gembloux, Prussians have a way of popping up in Wavre.

My approach (see Diagram 3) is to have most of your cavalry/horse artillery advance along the less restrictive western roads to Waterloo, while the rest of your units move up the main road from Charleroi toward Brussels. This plan has the advantages of being difficult to block, getting more French units into battle sooner, and leaving fewer units behind in France than does a more direct approach. This requires quite a bit of force-marching initially to allow you to stay comfortably within the two groups per turn movement limit, but a couple of the moves need explanation. The one 2CV cavalry is force-marched to Enghien in order to secure Soignes against the Anglo-Dutch blocking units in Grammont. If your opponent has only two units in Grammont, you can safely place this cavalry in Soignes. The two units force-marched from Soire provide a larger pool of undamaged units to choose from on your third turn advance. The two weakest units can be left behind. These two units and the cavalry in Enghien (or Soignes) will be well placed to be brought up after Brussels is won.

On the second French turn the western cavalry force goes to Braine le Compte, while the units in Laneffe go to Charleroi. On turn three the western cavalry take Waterloo, while sending one horse artillery unit to Hal to secure the road; the Charleroi units move to Quatre Bras. On your fourth turn, all six cavalry units in Waterloo advance to Brussels via Hal while the Quatre Bras units force-march into battle or are left as reinforcements in Waterloo. Both horse artillery (one in Waterloo and one in Hal) are left to make the best use of your first reinforcements.

You should have thirteen units in the fight (assuming you force-march all the infantry and artillery) on your first battle turn and fifteen on the second ranged against between twelve and seventeen Allied units. Unless the Allies have a preponderance of infantry, you should try to smash one column with your cavalry and achieve a rapid rout. Against strong infantry, you may want to bleed one column and kill as many Anglo-Dutch units as possible. (More on battle tactics later.)

There are still ways for your enemy to block your advance, of course. But there are several routes to Waterloo available when you head west. To seal off all of these approaches would require an excessive number of units, mainly Anglo-Dutch, and would use an extra Allied move, weakening the Brussels defense. The one disadvantage of this opening is that you'll only attack Brussels along two or three roads and a sneaky opponent may be able to seal off your legal retreat routes.

ON TO LIEGE (The Eastern Approach)

An eastern approach usually offers both players an exciting game. Once the French cross the river running between Namur and Liege (the Meuse), there are so many roads that both sides can move rather freely. This approach, however, is tried so infrequently that the action is novel and unpredictable.

One thing is predictable: the French probably won't win. When the French player moves east, his opponent can stall, avoiding battle except to inflict unacceptable casualties and retreating before the eighth Prussian is killed. By the time that the Prussians have been defeated, the French have to scurry back to Brussels and the Allies can win just by retreating out of reach. Usually, the French player can win only if his opponent is generous enough (or bloodthirsty enough) to fight it out in Brussels instead of running.

Still, there is hope. Because of the infrequent use of an eastern approach, few Allied players are well prepared to deal with it. Some even leave Liege stripped of defenses, inviting an attack. Mr. Moon failed to consider all of the French options in his Allied setup, assuming an eastern approach automatically meant Liege was the main target. But . . . Namur, not Liege, is the key to my eastern approach (see Diagram 4). This city alone offers a dual threat against Liege and against Brussels, offering you your only hope of tearing the Anglo-Dutch away from Brussels while you attack the Prussians.

To stand a reasonable chance of winning, you must be aggressive initially. The coming night move and the two group movement limit will hinder you too much otherwise. You should also send only a minimum of infantry and artillery east, since it will take too long to get them back to Brussels intact. I favor sending only three infantry east to provide just enough defense, while your cavalry carry the offensive burden. Dispatch the rest of your army towards Brussels where they will be needed later. Your forced-marches to Namur and Huy guarantee you at least one of these towns for the night move advance. If the Prussians move to make such an advance foolhardy, this opening should allow you to get six units across the river on a third turn advance. The Huy unit also provides an opening to Liege which the Prussians will have to deal with eventually. Other units are force-marched to Charleroi to consolidate your center position quickly.

Subsequent moves are more difficult to describe due to the wide range of options available to both players. I will therefore offer general ideas on this strategy and only a few specific suggestions to counter possible Allied countermoves on the first couple of turns.

There is no "perfect" Allied move. If your opponent tries to block in Huy or Namur, he'll be committing himself to a forward position where it will be impossible to consolidate the Prussian Army. If he moves east to protect Liege, you can move against Brussels and tackle an isolated Anglo-Dutch army. If he moves to Brussels, he leaves Liege exposed along with those helplessly weak units. And if he tries a mixture of these—probably the most attractive counterstrategy—you can bring some of your central force via Ligny to bear and still be within range of Brussels when his Prussians are gone. Even if he does some fancy footwork and escapes before you've eliminated the eighth Prussian unit, you should still be able to drive him away from Brussels and engage the Anglo-Dutch unhindered.

The first Prussian move will set the tone for the rest of the game. Your opponent basically has four options: 1) attack your cavalry in Namur; 2) attack your force in Huy; 3) move east to protect Liege; or 4) consolidate his units in Gembloux or Perwez. To consider your response to these options, let's view them in this order.

1) If he moves to Namur, it should develop into an even game. It will probably be too risky to move on Huy now, so consolidate your force in Charleroi and Ciney. Then, attack Namur with the Ciney units and the horse from Charleroi on your third turn. If the Prussians stand to fight in Namur, do as much damage as possible before their inevitable rout. Charge every column you are able.

2) If the opponent moves to Huy, be sure to thank him for his consideration. Move your Dinant and Laneffe horse units to Namur and the remaining units to Charleroi and Ciney. You now have enough strength in Namur to withstand any Prussian counterattack and can move on the unconsolidated Prussian groups on turn three: Gembloux or Perwez from Namur and Huy from Ciney. Force-march a couple of infantry units from Charleroi to Gembloux if you are paranoid about the center.

3) If he moves east, again show your gratitude. He's practically giving you the game. Consolidate your units in Namur, Charleroi and Ciney as above and attack where you will on your third and fourth turns. Go for Brussels on your sixth turn.

4) If he consolidates in Gembloux or Perwez, the odds are not on your side but a chance for victory remains. Use the cautious approach described to counter his move to Namur; now move to Namur on the third turn. Attack his position on your fourth turn, bringing up units from Charleroi if he advances his St. Trond units on his second turn.

In any case, try to separate the Prussians from Brussels. If you attack the Prussians in Gembloux or in Perwez, force-march a unit to Wavre or Chyse if the routes are open. Try to surround him if it can be done without weakening your assault. If the route to Liege is viable, advance a single unit to there on your third turn but don't divert your main force east. Be sure to move your slow units in Charleroi whenever the chance arises; preferably, even to Quatre Bras.

TACTICS AND TRICKS

NAPOLEON is mainly a game of strategy, but tactics are also vitally important. Unsure, inept tactics can ruin the best of strategies.

In general, I favor Mr. Moon's idea of charging one column with all your cavalry. But, I think this charge should be directed at one of the flanks while a strong infantry charge is made up the middle to tie up enemy units. Some infantry will be needed to support your cavalry charge, of course, but keep it minimal. Your infantry will be necessary for your defense.

The ideal way to support your cavalry is with massed artillery. If you distribute your artillery evenly among your columns, your opponent is presented with tempting targets for his own advance. Although it may be annoying to take losses in a column from unopposed Allied artillery, by using your own in conjunction with a cavalry charge, you discourage the forming of squares and make an Allied countercharge suicidal. If the Allied infantry do form squares, do enough damage with your supporting infantry and artillery to make your opponent reinforce. Those reinforcements can't square up so, if you charge again, you will have double CV against his unsquared units with your cavalry and double CV against his squared units with your infantry. Thus, a meat grinder effect, decimating the enemy ranks and eventually leading to a rout. But, be flexible. If the Allies heavily reinforce the flank you attack, or if other opportunities arise, be ready to pull back and charge somewhere else. Keep the first column engaged with infantry, and position more infantry in the rear to guard against an enemy charge there.

When the Allies charge *your* weakest flank, you'll have to face the decision as to whether to form square against his cavalry. If he has an abundance of infantry or artillery, your choice is easy. Otherwise, you will need to weigh the benefits of holding your flank for a couple of turns while your forces rout the enemy column against the disadvantage of having reinforcements being destroyed by enemy cavalry while the squared infantry and artillery suffer enemy artillery and infantry fire. If you're devoid of infantry reserves anyway, you may *have* to go to square and hope for the best. If a choice is presented, I think it's usually best to fire at full CV instead of forming squares, and hope for a quick rout in another column or to do enough damage to deter the enemy.

In small scale battles, a wider variety of tactics is possible. If you have a strong cavalry force with some infantry support (as would occur in the attack on Alost in my suggested western approach), you may want to experiment with the placement shown in Figure 1. All of your infantry go into the middle column, with weak cavalry flanks. After studying the Allied setup, attack the weakest flank with your cavalry reserves, charge the infantry and the cavalry on the far flank up the middle, and shift a strong infantry unit to face the strongest enemy flank. In this manner, you pin down most of the enemy units and make it costly for them to retreat, inflict maximum casualties, and adequately protect your flank.

Once you have handily finished off the seventh Anglo-Dutch or eighth Prussian, retreat from the battle. You're now usually better off retreating immediately, even if it means losing a couple of CVs in engaged columns. If you decide to wait until the next turn to withdraw, you may very well want to charge with your cavalry the weakest Allied column and unlimber your horse artillery. These units can fire on the turn you rout yourself and not lose strength.

Another point to be made concerning retreats: watch out for the sneaky retreats (see Figure 2) of

The Compleat Diplomat

c. kibler
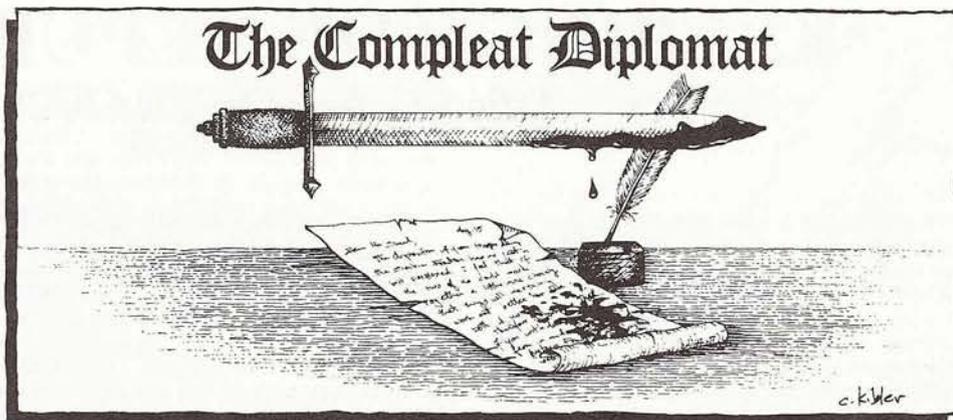
HOME, SWEET...WHOOPS!
By Rod Walker

Readers of this column, and of *THE GAMER'S GUIDE TO DIPLOMACY*, are no doubt aware that, with respect to The Game, I'm generally a fairly cautious player. At least I *counsel* caution, particularly with respect to an overhasty stab in 1901. You will notice, for instance, that in the *GUIDE* the openings I favor are those which do not too overtly threaten any neighbor. However, one of the aspects which makes *DIPLOMACY* The Game is the endless opportunity for surprise and the most hideous of treacheries. This time, therefore, we are going to be reckless. I am going to tell you why you should ignore my recommended "safe" route to victory (if there is any such thing) and, instead, go right for the gut.

Every game has its psycological element, of course, but I submit that in no game is this so pronounced as in The Game. In your typical two-sided tanks-and-dice or cavalry-and-dice clone, you know who your enemy is and you expect him to attack you. No surprise in that at all. Positional and material advantages have their psychological aspect, I admit; but nothing has the demoralizing bite of a knife in the back, to the hilt! And there are times when there will be no better moment for it than 1901.

A good head start can be an advantage in *DIPLOMACY*. You have to be careful that this does not get you targeted as "Public Enemy Number One" by your neighbors, but if your diplomatic skills are sharp, you can avoid that. In any event, you are not going to get ahead without taking chances. With that in mind, what am I suggesting you do in 1901? Nothing less than this: you make a firm, detailed alliance with a neighbor. You plot and plan with him and make mutual pledges of eternal friendship until they're coming out your ears. Then, if you can . . . take one of his home supply centers!

Please note: don't just take a neutral center you promised to him. Don't just support somebody else against him. This sort of wimpy betrayal will just make him angry. You want to devastate him, so only a *home* center taken by *your* troops will serve.

Why a home center? The normal player can sustain a good deal of loss without feeling depressed about it. The Russian player can, for instance, shrug off his failure to get Sweden, even while he is making plans for exquisite revenge against Germany. However, whether or not he realizes it, the average player has a good deal of emotional involvement tied up in his home centers. You would be surprised at the number of players whose emotional/psychological reaction to the loss of a home center is, "All is lost!" This reaction is going to be compounded if the player who did it to you was the one you thought was your best ally in the game. The reaction to that event, emotionally, will often be, "Everyone's against me!"

Once you get that reaction from your victim, from that moment on he is almost certainly lost. The jolt you have just administered has great potential for causing him to miswrite orders, play carelessly, and flub his negotiations. Why he may even go off and sit in a corner and let you carve to suit yourself. Even hardened, experienced players can react that way, although in those cases you may have to take extra care to be particularly brutal about it. Open guffawing and chortling as your unit waltzes into his home center should definitely be made. In postal play, some particularly snide and hard-core gloating should be considered.

The idea, of course, is to set the stage for the rapid demise of the victim. Once you go for the jugular, you don't want him hanging around to cause trouble later. You can even look on it as an act of mercy. Put him out of his misery.

The strategy of getting a home center will, in some cases, limit your options. For England, the only available victim is France. For Turkey, it is Russia. The other Great Powers have three or four choices. However, once you have set your goal, you must pursue it ruthlessly. Even if you fail to grab the center, the attack itself may be sufficiently unnerving.

The important aspect of this is how it is approached. If you hardly negotiate with the guy at all and then attack him . . . well, what surprise is *that*? He's probably laying for you. No, you must actually seem virtually to ignore the player who is in fact your principal ally. You must spend much of your time making "buddy-buddy" with your victim. The betrayal must not be merely unexpected; it must come as a shock.

One way to appear to ignore your main ally is to have a note ready for him. Appear to say only a few words to him, but slip him the note, which lays out your plan in some detail and stresses the need not to talk too much together in 1901. You can then touch base with him briefly later, to insure you have his consent to the plan. (If you feel you just can't trust him, you can always fall back on the alliance you didn't intend to keep and go with that.) Of course the note could be used against you, but that is only one of the risks you will probably need to take.

Risky though it is, this strategy can be very profitable if it works, and your victim folds up like so much Kleenex. Would it work if it were used on you? I believe it might, read this column next issue for some ideas about why it should *not* work on you.

Rod Walker is the editor of DIPLOMACY WORLD and the author of Avalon Hill's THE GAMER'S GUIDE TO DIPLOMACY. He is past recipient of every major award in the DIPLOMACY hobby, member of the DIPLOMACY Hall of Fame, and namesake of the Avalon Hill funded annual Award for Literary Excellence. ☆

KEEPING THE REPUBLIC FREE
Allied Defense in FRANCE 1940
By James Deininger

No matter which order of battle is picked, the Allied player faces a difficult problem in trying to stop the German player from achieving his goal in *FRANCE 1940*. The German possesses some type of advantage in almost every facet of this game. Although each advantage is in itself minor, the cumulative effect gives the German player a striking superiority over his Allied counterpart. In the following article I will discuss how these German advantages can be negated and how the Allies can win the campaign. By win, we must understand that I mean the Allied player will retain most of the territory, without losing too many units in comparison with the German losses, and will have turned this war into a replay of WWI with a relatively static front. The historic orders of battle will be used as the basis for this discussion. Although it is difficult, it is by no means impossible for the Allied player to win in this situation—as I hope to show.

The first requirement for the Allied player is that he *not* think defensively. An aggressive Allied player who constantly watches for opportunities to counterattack the German units, who revises his tactics and strategy to meet changes in the German deployment and who takes carefully calculated risks stands an excellent chance of winning. The Germans, because of their overall superiority, can afford to play it safe; the Allies cannot. The Allied player must be willing to take risks if he wishes to win.

The mapboard can be divided into two geographical areas. First is the Maginot Line. The second is the area to the north of the Line. The strategy and tactics used along the Maginot Line will remain relatively the same until the Allies are forced back from this area and thus forced to adopt those tactics used in the area north of the Maginot Line. In the area north of the Maginot Line there are three distinct phases into which the campaign can be divided. The first is the movement to contact—the German forces advancing on the main Allied position. The second phase is the battle along the front line—the German player trying to inflict casualties by frontal assaults. The third phase is the German attempt, after the frontal battles, to encircle the remnants and exploit—the Germans spreading out across France to garner victory points. Clearly the Allied player should try to do everything in his power to prevent the third phase from occurring. We will begin the discussion with the Maginot Line.

The Maginot Line

Contrary to popular belief the Maginot Line was probably worth the effort put into it, at least according to the mechanics of this game, if it is used properly. The Allied line will usually range from Antwerp to Namur to the end of the Maginot Line and thence run along the Maginot Line to the flooded hexes (a total distance of 33 hexes). The Maginot Line occupies twelve of these hexes.

The German forces cannot enter these hexes until the forts in them are destroyed. Any units deployed behind the Maginot Line cannot be touched until the Maginot Line is broken. Although forces could be deployed inside the forts, this should never be done; a CA result would force the Allied units to counterattack with a chance of being eliminated. The Maginot Line should be used as a shield for Allied units until the Allied player decides to commit them in an attack or blocking action. I recommend that the following units be deployed behind

the Maginot Line in the indicated hexes: a 2-2 infantry in hex 413 and hex 348; a 2-8 in 283; a 6-6 in 218, 187, 156; and three 2-6s in hex 252.

The French 2-2s are only useful for blocking purposes; once committed they are tied down and almost useless. The 2-8 can get to a penetrated area quickly and help as a blocking unit. The 6-6s can be used to counterattack to seal penetrations in the Maginot Line. The 2-6s are to be used for quick raids out of the Maginot Line, for blocking units and to help surround any enemy forces which penetrate the front. All these units can be readily used as a general reserve if the situation begins to deteriorate near Sedan.

There are only two ways in which the Germans can attack the Maginot Line and penetrate it: by using three infantry corps, two artillery units and an air unit against one of the corner forts (such as 217, 185, or 154) or by dropping parachute battalions on the forts. If the first option is used there is only a 33% probability of success of destroying the fort. To widen the breech in the Maginot Line sufficiently for a decisive attack to be made would take many turns; with the Allied reserve counterattacking the units attempting the breech, one should be able to stalemate any German advantage till the end of the game.

If the Germans commit their airborne troops, they have a good chance of breaking through on a wide front in one turn. The odds are that three to four of the airborne troops will be successful and destroy the forts in their hexes. However, there will probably be a undestroyed fort between these destroyed forts which can be used as a point of resistance. By advancing an Allied unit into this remaining position, you slow the German advance and make it possible to counterattack in such a way as to destroy the German units which have penetrated. Every attempt should be made to destroy the enemy units trying to penetrate this area; with the help of undestroyed forts, the reserves in this area and carefully planned counterattacks taking calculated risks, the Allies should be able to stop the Germans in their tracks. With the Allied units placed as previously indicated, even if the forts are destroyed no penetration in depth could be made by any mechanized units.

The Allied player should not sit contentedly behind the Maginot Line but should take every opportunity to attack German units in this area. If the German player attacks and is forced back his units should be retreated in such a manner that they can be attacked and hopefully destroyed by the Allied units in the subsequent turn if possible. The Allied mechanized units should attempt raids into Germany in coordination with the infantry units. Perhaps the German player has carelessly placed an infantry, artilley, or mechanized unit in a position where it can be attacked and destroyed. Perhaps the mechanized units could penetrate the German front and get close enough to the German air units to attack them (highly unlikely but the Allied player should review every possibility every turn). If the artillery units are carelessly placed, perhaps the 2-6s can advance into their zones of control, attack and destroy them, then retreat behind the safety of the Maginot Line.

By using the Maginot Line as a shield and the forces behind it as a sword, the aggressive Allied player can keep the German off balance and inflict casualties on his forces by alternately attacking and defending from behind the Maginot Line. Perhaps the Maginot Line was worth the expense after all; if used in the correct manner, it could have been very effective against the Germans.

Control of the Air

The Allied air units are inferior to the Germans in a number of ways. Their range is two hexes less than the German air units, which makes its almost impossible to fly air superiority missions. Secondly, they cannot fly interdiction missions to slow down or block German forces. Third, they are outnumbered four to one in this situation. Clearly only a few of the many missions can be flown by Allied units: close support, CAP, and interception.

The Allied air units should be placed far enough back so that thy will be out of range of German air superiority missions. For example, hexes 964 and 957 are recommended since the German air units cannot attack them until they move their air bases closer and the German forces will be advancing through the Netherlands and Belgium and into range of the Allied air units. By placing an air unit

Illustration 1
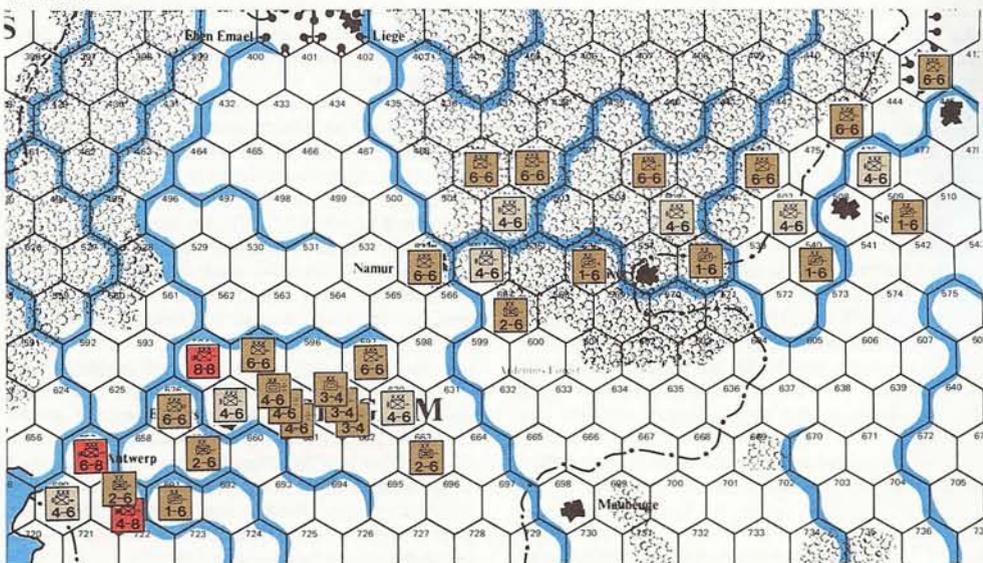
on hex 957 one can intercept any interdiction mission by the Germans against the Dutch, so the Dutch unit can escape an encirclement by air units. The Allied player should put one 2-2 infantry under each air unit; this will prevent the Germans from attacking the air units with airlanding regiments. This is one of the few places the French 2-2s prove to be effective.

The Allied air forces should be used each and every turn for one of the missions previously mentioned. They are only useful to the Allied player when in the air and that is where they should be used unless the German player has moved his air units within range for an air superiority mission. If this occurs, the Allied player must decide if he wishes to fly his unit and risk its possible destruction in the next turn or retreat the base to a safe position. A retreat to a safe site is recommended unless the Allied player can gain a substantial number of points by using it for a close support mission. Whenever the air unit is not used for interception or close air support it should be used for close air patrol over key positions. This forces the German player to use his air units to intercept these aircraft, leaving less air units to be used in executing his close air support missions. Remember, keep those air units *flying*!

The Stages of Collapse

We will now discuss the first phase of operations to the north of the Maginot Line. The Dutch and Belgian forces are weak and cannot hope to stand against the onslaught of the German forces. In the actual campaign they had planned to fall back, delaying the Germans as long as possible, onto the Allied defensive positions; this is precisely what they must do in this game. The following deployment is recommended: Dutch forces on hexes 554 and 556; Belgian 4-6s on hexes 345, 375, 405, 435, 432, 462, 429, 546, and 493; Belgian 2-7s at 369 and 399. If the Germans attack all three neutral countries on the first turn, they can only gain a total of 8 points and would not be able to penetrate deeply into Belgium. The main Allied forces could move in and start setting up a defensive zone while the Belgians could withdraw to positions just in front of the Allied line and form a defensive screen without being subject to German attack on Turn 2 (except possible by German mechanized units which would then be subject to destruction on the Allied turn if they held their advanced positions).

If the Germans advance into Luxemburg and Holland on Turn 1 but not Belgium, the Allied player will have to withdraw the Belgian units to new positions where they cannot be attacked on the second turn, except for a few units in critical areas which must be sacrificed to delay the German advance. Obviously only a minimum number of units should be put in positions where they can be attacked and even they should have a retreat route open. Behind these screening units which can be attacked, other Belgian units are positioned so that if the first units are destroyed the second unit will prevent the Germans from breaking through and disrupting the Allies defensive zone before it has been completed. The following locations are recommended if the Germans choose this alternative: Belgian 4-6s on hexes 505, 470, 468, 499, 497, 494, 591, and 557; Belgian 2-7s on 464 and 434. This will expose only five units, worth 16 points, to destruction; in addition no major German breakthrough will occur.

Assuming the German player follows this alternative and attacks Belgium on Turn 2 and destroys the 16 points, now what should the Allied player do? He has no real choice. He must move into Belgium and set up his defensive position, pull his surviving Belgian and Dutch units back and place them in their proper position within the defensive zone and prepare to meet the full German attack. When this is done the final phase of the movement

to contact will have been completed and the main battle between the Allies and the Germans will begin.

Illustration 2 shows the initial placement of the BEF and the French forces. From these positions the Allied forces can advance to their natural line in Belgium and consolidate there. Their flank near Sedan is well anchored. If the main effort is attempted through the Maginot Line, forces can be quickly switched to that area. The Allied player must decide the kind of defensive zone he wants. As already described it will run generally from Antwerp to Namur to the end of the Maginot Line. Allied units must be behind a river or in a forest if at all possible since this will increase the odds in favor of the Allied player.

The Allied player has two alternatives. He can put his units on line one next to the other in a linear formation forming a solid wall of units from hex 411 to hex 689, or he can form a defense-in-depth where units are put one behind the other with every other hex being left empty of units except for the corners of the defensive zone. (Refer to Illustration 1 for this idea shown graphically.) Each type of defense has strong points and weak points, at least at first glance.

The linear formation consists of having units one next to the other all the way along the line. The advantages to this type of defense is that units can only be attacked on a two-hex front (except at the corners of the "Line" such as hex 594). No enemy units can penetrate the line before the attack phase to increase the odds. Only after the attack where a unit has been eliminated or pushed back can the mechanized units advance to cut into the line.

But there are many disadvantages to this system. First, a total of 21 Allied units are required to man the line. A cruel fact—the Allied player does not have 21 high quality units to put in the line and would have to commit lower quality units, which could be attacked at higher odds by the German player. Secondly, few reserves would be present since most units would be on line, and the Allied player would not be able to effectively counter any major German move. Third, if airborne and airlanding regiments are landed directly behind the line and the Allied units are attacked in the proper manner, they will be forced to withdraw to the side or be destroyed by retreat restrictions. A clear path free of Allied zones of control would then exist which the German mechanized units could then pour through, encircling a large number of the Allied units. Once the Allied units are surrounded, there is almost nothing they can do to escape destruction. The result would be decisive victory for the Germans.

Now let's return to the one advantage of the linear formation mentioned: the small two-hex frontage the German must attack on. This actually proves an advantage for the Germans, not the Allies. The German can launch 2-1 infantry attacks against Allied units, while the Allied player could only respond with a 1-1 infantry attack or 2-1 using the Allied armor. With a CA result the Allies would be attacking at 1-2 odds and have a 33% chance of being destroyed. Clearly, in only a few turns of the 2-1 German infantry attack the Allies will be greatly weakened. Therefore the linear formation has no advantages and several noticeable disadvantages for the Allied player.

The first advantage of the defense-in-depth (staggered or "zone" defense) is that the Allied player only needs ten to eleven high quality troops to act as the front-line covering force. The ten French 6-6s and the British infantry units can easily fill this requirement. The Belgian and Dutch units can be put directly behind the front line covering force, even if the front line units are attacked from four sides and the defender is forced to retreat. he can retreat onto this secondary covering unit (#3 of retreat priority). The secondary covering unit will

probably not be attacked since the odds would only be 1-1, even with German infantry. The German player would have to start fighting higher risk battles or resign himself to seeing the first line covering force withdraw unharmed to the secondary unit's position.

The smaller units, such as the armored cavalry or mechanized infantry, should be spread out behind the second line. They can act as a paratroop screen. This type of a defense adds depth at the expense of allowing the front line troops to be attacked at higher odds. Since there will be troops immediately behind the front line, any breakthrough attempt must be a slow grinding event instead of a quick punching movement. This makes it easier for the Allies to react to any threats of encirclements and makes it extremely difficult for the Germans to achieve a large encirclement. Trying to cut off the enemy supply by dropping paratroops or airlanding regiments would be risky since there is a 33% chance of failure for an airborne unit in attempting to land, plus covering units could destroy the German regiments before relieving forces would reach them. Trying to drop a unit *directly* behind the front to break open a hole would become impossible with the only result being the loss of the airlanded unit.

Of course one major problem is that the odds the Germans attack the front with will be much greater . . . or is this a problem? By increasing the odds one or two columns, there will be a greater threat to the survival of the attacked unit; however, there is still a fair chance of the unit surviving this type of attack. If the German player inserts his units into the spaces between the defenders for the attack, these units can be counterattacked by Allied units in the Allied turn. The Allied player must be aggressive if he hopes to win; he must attack every chance he has. With this system, the Allied player can now obtain decent odds against the German units and inflict irreplaceable casualties.

One very effective way of destroying German units is to surround them, cutting them off from supply. Normally the German player will not put units in a position where they can be destroyed; however, if the Germans are forced to retreat, the Allied unit can advance into the vacated hex. Every time the German units are forced to retreat the Allied player should try to retreat them in such a way as to make it possible to encircle and destroy them or others on the Allied turn. There are normally a few opportunities for this to occur in an average game; take every one.

The French armored units are very inefficient compared to their German counterparts; however, if used properly, they can still be very effective. They should be kept concentrated in the north near Brussels. They can be used to stalemate the German armored spearhead or used in raids where they advance from the Allied line to attack a weak German position before returning to the rear in the mechanized movement phase. Sometimes the German player will attack a position with infantry and lose the battle; the Allied player could then retreat the German units in such a way as to create a hole in the German line. Normally the German player will fill this hole during the mechanized movement phase with his mechanized units. If the German player is not very careful he may put his mechanized units in an untenable position. Make the attack, even if at low odds.

This defensive zone is not a static position but a dynamic one. The positions of individual units must be changed each turn to stalemate each new German attempt to breakthrough. An evolving defense will throw the opponent offstride, often destroying his concentration and leading him to expose units to counterattack. The German will find that each new attack he has worked out will be less effective than he had planned. For example, if the Germans advance strong armored forces into a position where on the next turn they could attack a secondary screening unit, the Allied player should switch this secondary unit with a stronger unit. Similar simple ploys must be in mind constantly.

By following the above general observations—counterattacking enemy units whenever possible—it may be possible to halt the Germans on the Allied line. If not, then the third phase of German operations opens. For the Allies, only one consideration is important: what to do if a breakthrough occurs or is imminent. By using the defense-in-depth, a breakthrough and encirclement will be almost impossible to execute in one or even two turns. The German player will have to resign himself to grinding through the front, a slow and dangerous attack. But eventually, the line may crack and then . . . breakthrough!

If a breakthrough does become imminent and the Allied player can no longer put effective resistance in front of the German forces, he could try to put up a weak screen (such as French 1-6s) while his stronger units are put behind this screen. This would allow the Allies enough time to transfer units from a quieter sector to the critical point to halt the German advance. If this is not possible and a breakthrough becomes imminent, the Allied player must pull his entire line back a few hexes to a new position. This may give him time to move up reinforcements and set up his defensive zone. Encirclements are to be avoided at all costs. During these withdrawals some Allied units may not be able to reach the new positions; the Allied player must decide if he will support these units with other units, all of which could then face destruction or if he should resign himself to simply losing these units. The decision will depend upon the situation. Please keep in mind that one of the main reasons for the Allied defeat was that they had to continously commit their reserves to bail out their infantry units from destruction and to cover the infantry withdrawals; don't let this unhappy cycle happen to you.

If units become encircled it will be almost impossible for them to breakout. Every attempt should be made to seal the German penetration and then to destroy the German units. Attacks as low as 1-3 or even 1-5 with air units supporting could be used if necessary. At times even these low-odds attacks will not achieve the desired result. The Allied player must then try to build a new position further back from the penetration and resign himself to losing the encircled units. He must carefully look for any opportunities to save the encircled units, in-

cluding evacuation. If this is not possible he should try to have encircled units hold out as long as possible, tying down as many enemy units as possible; this may give him time to construct a new defensive position.

If it becomes necessary to begin this third phase of operations, chances of victory for the Allies are greatly reduced. However, by counterattacking aggressively and looking for targets of opportunity the Allied player can turn the German advances into a costly series of battles for the Germans. Do not become disheartened if a retreat becomes necessary; after all an aggressive player stands an excellent chance of hurting an enemy who is conducting a pursuit.

The Allied player faces a tough challenge in this situation; but, by being aggressive, analyzing the situation carefully, and taking calculated risks he can emerge victorious over the German player even in *FRANCE 1940*. Strategy and tactics are not a set of static rules; they must be constantly changing to conform with the situation. If the Germans find better tactics (and they are a lot more flexible in their options than you) to use the Allies must review their tactics and determine what will be effective to counter the German moves. By using dynamic tactics the Allied player can stay one step in front of the German player and emerge victorious, even in the historic order of battle.

All of the above has been posited for the novice player. *FRANCE 1940* is the finest introductory wargame in the hobby. It has drawn an unfortunate reputation, due to the "imbalance" inherent in the design. Hopefully, I have shown this "imbalance" to be as imagined as it is pervasive. ☆

AH Philosophy . . . *Cont'd from Page 2*

Recognizing this trend some years ago, Avalon Hill has nurtured the art of the box cover. In some cases famous paintings proved to capture that essential flavor of adventure that fit the game under development. Thus, a portion of the oil on canvas by Edward Moran, "First Recognition of the American Flag" (used by courtesy of the US Naval Academy Museum) graces the lid of *WOODEN SHIPS & IRON MEN*; a section of "Prinz Eugen" by Claus Bergen (used by permission of the US Center of Military History) is found on the cover of *BISMARCK*. Even today, the developer may find an existing masterpiece that distills the impact of his design. Recent examples from Avalon Hill include "Scotland For Ever" by Lady Butler (original in the Leeds Art Gallery) for *HUNDRED DAYS BATTLES* and a portion of the "Cyclorama" found at the Gettysburg Park Center (used courtesy of the National Park Service) on the cover of *LITTLE ROUND TOP*.

However, this effort often proves expensive or, usually, simply insufficient. Few such classic artworks exist to suit the historical actions simulated in the multitude of games now on the market. Into the breach steps the historian/artist. The original works of many fine artists are found on the box covers of Avalon Hill games. Striking examples—by such as Kenn Nishiuye, Chris White, Rodger MacGowan, Joe DeMarco, and Jim Talbot—bring the action and excitement to the forefront. Each artist has his personal style and field of expertise, but all share a creative genius and grasp of the dramatic unrivaled in the industry. Further, given the exacting expectations of Avalon Hill game players, their artwork is accurate down to the smallest detail. For they know that their efforts will be scrutinized most critically by thousands each year. The slightest error will bring a slew of letters to Avalon Hill pointing it out to us.

Probing beyond the cover, the discriminating game player will turn next to the mapboard. It must impart a great deal of vital information in a concise format, be accurate within the confines of the

rules and of history, and be appealing. As important is the fact that it must be readily useable for long periods of time (i.e., not cause eye strain); after a few hours spent over a fuchsia-and-pink map with three-point type, I—for one—would be blind for the next several days. The considerations when producing a mapboard are awesome in their complexity. Color schemes (contrasts *and* coordinates), scale, text insertions, layout, borders, occasional tables; all must be integrated into a finished, functional whole.

Mapboard art is of two types: the laboriously-crafted mechanical and the hand-painted layout. The best recent example of the "mechanical" approach is Dale Sheaffer's effort on *BULL RUN*. Each color is laid in on a separate overlay to produce a final composite that is extremely functional, conforming as it does to the hex grid. Exacting research is matched by exacting amberlith and pen techniques. On the other hand, Charlie Kibler best exemplifies those artists who paint mapboards (over which is superimposed a hex grid). His recent work includes the new *ADVANCED SQUAD LEADER* mapboards (advertised elsewhere in this issue) and those for Craig Taylor's soon-to-be-released *FIREPOWER*. Again, hours of research are translated into an overhead view of the battlefield. Dozens of preliminary sketches may preceed the final accepted version (as with Chris White's mapboard for *DRAGONHUNT*).

Of course, without suitable counters, all this effort goes for naught. The playing pieces must also be exact, and information-rich, *and* artistic. On counters complex functions are quantified and represented by numbers and symbols and colors. Further, a point often overlooked is that they must be compatible with the mapboard in terms of both information and aesthetics. Can any of us imagine *SQUAD LEADER* without its distinctive figure silhouttes and overhead views of vehicles (and their careful use of color and, its lack, to impart information)? Yet it was an innovation in its day. Superior counters enhance a game, bringing information and color and a "flavor" to the play. Without them, a difficult game system can become an impossibility.

From large-scale artboard paste-up to final die-cut counter, Dale Sheaffer has shown his deft touch at Avalon Hill for several years now. Perhaps the reader has forgotten, or never seen, the early attempts at counter "art". It is an illuminating experience to pull one of the "classics" from the shelf, and look at the components—especially the counters. Compare them to those today, with multiple colors, fine printing, and superb organization of game data. As with the maps, advances have been made and the task of the garphics artist has become more difficult. A task, I might add, that they have handled with skill and innovation.

So what is all the above but a paean of praise to artists, you ask? It all serves by way of introduction of my viewpoint on a topic current in the trade. Recently, Mr. Richard Berg presented in print a calculated call for the "Awards Committee for the Game Manufacturing Association" (GAMA, the folk who present the annual Charles Roberts Awards at ORIGINS) to recognize their efforts in the industry by the presentation of one or more awards for "graphics". I wish to add my small voice to those in the hobby who would approve of such a move. The "Charlie Awards" are an honor, and it is long past time that the gamers *and* the industry acknowledge their debt to the creativity of a handful of talented people. Mr. Berg has eloquently and concisely shown that they are deserving; I support his suggestion wholeheartedly.

And, even if GAMA does not, I'd like the artists to know that I—for one—appreciate them more than a few kind words can express. ☆

THE LOWLANDS GAMBIT
An Allied Approach for FORTRESS EUROPA
By David Meyler

The military history of the Netherlands, from the earliest times, has been dominated by a single physical element—water. *FORTRESS EUROPA* is one of the few games that adequately represents the unique geographical characteristics of the Rhine delta area. These characteristics, and how they affect an Allied landing in Holland, will form the basis of argument in the following discussion. Much of this discussion must be general in nature due to the variables and hidden deployment options open to the German player. These can provide any prospective invasion force with a nasty suprise.

Historically, the Lowlands have been a popular center of operations for English armies on continental Europe: from the Earl of Leicester's expedition of the 1580s, through Marlborough's army of the War of Spanish Succession, the abortive invasions of 1799 and 1809, to the Waterloo Campaign. The Netherlands also has been one of England's staunchest traditional allies, although relations, to put it mildly, were not always cordial. Additionally, Great Britain had important economic interests there. This historical link was a major factor in the German decision not to invade Holland in World War I. They might get away with occupying Belgium alone, but adding Holland would probably be too much provocation. There was no question about eventually reducing Dutch resistance, but with the many water barriers a quick conquest was highly unlikely. British intervention could only result in a hostile army sitting on the borders of Germany itself.

The reason usually stated, that Germany needed a neutral Holland for an economic outlet in case of a blockade, is illogical. No one in the German High Command seriously considered the possibility of a long war—the only situation in which a blockade was a threat. Further, all their diplomatic information indicated Britain would stay neutral, even if Belgium was attacked. It would have been rather absurd to assume the British would allow unrestricted trade through the Netherlands, in any case. Dutch shipping, in fact, was confiscated by the Allies during 1917 and 1918, bringing their trade to a virtual standstill. By 1918 food shortages were as severe in Holland as they were in Germany.

The Germans in World War II similarly felt the need for a rapid conquest. They used a revolutionary combination of armor, air power and paratroops to overcome the traditional water barriers when they invaded in May 1940. As it turned out, this was only partially successful, and the paratroops suffered heavy losses. In retrospect, however, German fears had been unfounded. The Allies had had no plan nor the resources to make a major landing in the Netherlands. The unexpectedly rapid collapse of France made such a landing impractical in any case. But this outline reveals two important factors: German sensitivity to the Netherlands, and the good defensive terrain of Holland.

If one takes a look at the map, German sensitivity is easily enough understood. An enemy established in the Netherlands has easy access to the north German plain, and faces no strong defense line until the Weser. The West Wall and Rhine defense system are out-flanked and by-passed. A southward penetration from this position faces only two moderately noteworthy lines: Dusseldorf-Ruhr-Hannover and Frankfurt-Main-Erfurt. The Danube need not be considered, for if the Allies have reached this far the game is certainly over. In *FE* terms this puts four of the five major German cities within Allied reach. Bruxelles is within easy

reach of Dutch beaches, and Paris should fall indirectly if a major threat is made on the German homeland.

But we're getting ahead of ourselves. We have to get on the beaches and out of Holland first. Getting on the beaches is no real problem. With aircraft, amphibious tanks and naval support the Allies can usually get ashore anywhere they want. The Dutch beaches can be hit by 32 factors on the first impulse, followed by 16 on the second. German forces in the Netherlands Military District are quite small, although they can be easily reinforced (at the expense of other beaches, of course). I tend to favor a British-led invasion force, to make use of the 79th Armoured Division. This totals a force of three 6-4 infantry divisions, two 5-4 infantry divisions, the armored division, and paratroops and/or commandos as necessary. American units can be used instead for mixed invasion forces, but this creates problems of coordination.

Where the landings should be specifically made depends on the German defense. A strong landing must be made in the Rotterdam area, as this port is vital for supplies and its strategic position. Units landing at a port are not affected by flooded terrain. They can, thus, land at Rotterdam and immediately move farther, towards the east or the south—assuming the bridgehead has been expanded this far. It is also beneficial to attack defenders on the beaches to inflict major casualties. A maximum force of 24 factors can be gathered for a single attack (two 6-4's, one 4-6 and eight naval factors), supported by a minimum of three TAC (giving a favorable adjustment of three odds columns, with +2 to the die roll because of the armor). An enemy force of 24 factors will be forced to retreat (and faces elimination half of the time).

Such a concentration of force will usually not be necessary, however. It is more likely that the German will place his strongest units one hex back from the beaches, forcing the Allies to attack during the second impulse without air support. However, the Allies can reinforce with 16 factors, and invasion stacking restrictions are removed. The German, meanwhile, will be limited to one unit per hex in the flooded terrain. German counter-attacks will face similar restrictions. No intelligent German will fight for these hexes, untenable as they are. It is much better to defend behind the row of flooded hexes. The Allies then, should be able to consolidate a virtually invulnerable position on the Rotterdam-Amsterdam peninsula (Holland proper).

Moving off the beaches, however, is another matter. Attacking across the flooded area is as difficult for the Allies as it is for the Germans. Essentially, there are three types of water obstacles. Most important is the Ijssel Lake (that blank space of blue south of the dyke). It is what restricts movement out of Holland in the first place. Second are the flooded polder regions, and third are the Rhein-Maas river systems. These obstacles divide the Netherlands Military District into four distinct areas. The first, which has already been discussed, is the Holland peninsula. The problem is to break out of the peninsula into one (or more) of the other three areas.

The Maas and Rhein rivers bisect the district on an east-west axis. To the south is the Flanders-Brabant plain, containing Anvers and Bruxelles. An invasion of Germany must still pass through the north end of the West Wall if launched from here, however. A strong presence in this area is, nevertheless, invaluable in applying pressure on the Arnhem

area to the north. The plain can only be reached from Rotterdam through hex EE5 (the Moerdijk bridge to those familiar with the 1940 campaign), and this route is easily blocked. A passage can eventually be forced with paratroops and air support, but don't expect it to happen quickly.

To the north is the Groningen corridor, which opens onto the north German plain. The only route to the corridor, however, is across the dyke (the *Afsluitdijk*). Units defending on, or behind, the dyke are doubled on defense and, worse yet, do not have to retreat. Actually, I question allowing any attack over the dyke. Some 30 kilometers long and only about 50 meters wide, offering no cover to an attacker, it is a most imposing military obstacle. The 1st German Cavalry Division, equipped with armored cars, and reinforced with an infantry regiment and heavy artillery, supported by dive bombers, made successive attacks over two days in May 1940, against a Dutch fortified position on the dyke at the Kornwerderzand sluices held by only 240 men. The Germans were bloodily repulsed each time, not even getting to within 750 meters of the position. In 1945 the Allies simply by-passed the whole area, sealing up the remaining Germans in Holland in a massive siege, and waited for their surrender. In *FE*, any attempt to breakout over the dyke will result in a long battle of attrition.

The Arnhem area comprises the central inter-river district. It is cut off from Holland by a north-south band of flooded territory. It is a congested area to get through even if one gets over the inundations, and this is no easy feat. The treatment of flooded terrain in *FORTRESS EUROPA* is quite interesting. Flooding in this case was not achieved by breaking a hole in a dyke and letting the water pour in. The land was initially drained in successive stages, by use of a fantastic series of canals and dykes. By opening specific sluices a fairly systematic inundation can be achieved. The largest dykes, usually surmounted by major roads, remain above the flood level, as do high points of land. Flooding, therefore, does not create an impassable body of water. It does force large bodies of troops to disperse, and restricts movement such as to end it whenever a flooded hex is entered. Like the battle for the dyke, any offensive here would soon bog down into a grim slugfest of attrition. Where, then, can a quick breakthrough be achieved?

The answer is, simply, at another beach. Therein lies the origin of the title of this article. The gambit in this case is the "sacrifice" of the first invasion. Once firmly ashore, an Allied beachhead in Holland can only be reduced at a great cost—a cost the German player cannot afford. Instead, for the duration of the game the German opponent can look forward to a strong enemy force virtually on the doorstep of Germany itself—a force that can never be safely ignored. On the other hand, the Allies can only breakout after a long and hard battle of attrition on a narrow front, but can tie down important German reserves by their mere presence there.

For the Allies now, the second invasion will be decisive. Exactly when and where it should take place depends on the German reaction to the first invasion. It should not be so close that the Germans can easily concentrate in one body against both beaches. But it should not be farther away than the Normandy peninsula. The general direction of advance for the second front forces should be the Flanders-Brabant plain. In conjuction with the troops in the Holland beachhead, a general breakthrough should be achieved north of Essen, by-

Variations on the Theme

Central to this article are the effects of flooded terrain. It might be of interest to introduce flooded terrain to other games where relevant, to represent its tactical and strategic influence at different time periods, and on different scales. The following presents optional rules to this effect.

THIRD REICH:

1. Treat hexsides K26/K27 and K26/L26 as if they were all water, traversed by crossing arrows. Hex K26, therefore, is treated as one hex island.

(Rationale—It will make the Netherlands harder to take, and will provide some historical incentive to use paratroops to untriple the defense, as the Germans did in 1940. It will also allow for an invasion of the Hague, letting players try the tactics discussed in various articles on THIRD REICH.)

THE GUNS OF AUGUST:

1. Treat hexside M6/N5 as all sea.

(Rationale—The Afsluitdijk was not begun until 1918, so we're talking about a 30-kilometer gap of open sea—if only the Pas de Calais were so easy to cross.)

2. Hexes I7, J7, K7, L6, M6, and N6 are considered flooded.

3. Units entering a flooded hex must stop and end movement for that turn, including advance after combat (and the German special movement phase on the first turn), but not retreats. Rail movement is not affected by flooded terrain.

4. Units attacking out of a flooded hex must subtract one from the die roll. The effects of other terrain still apply, but die roll modifications are not cumulative (i.e. attacking from a flooded/river hex is −1—not −2).

5. The effects of flooded terrain are not applied during snow conditions.

WAR AND PEACE:

1. Hexes JJ3, JJ4, II5, GG5, and GG6 on board 2 are considered flooded hexes.

2. It costs one movement point to leave a flooded hex, in addition to any other terrain costs.

3. Only up to five strength points may attack out of a flooded hex. The total number of strength points in the hex are still used to determine losses. A maximum of five strength points may advance after combat out of a flooded hex.

4. The effects of flooded terrain do not apply during winter turns.

(Rationale—Combat was even more restricted during the Napoleonic era than during World War I, due to the lack of long range, breech-loading artillery—invaluable in supporting an attack on a narrow front. On the other hand, movement is less restricted due to the smaller and less encumbered armies of Napoleon's time; they were not dependent on rail lines as were World War I armies, and they did not have to carry about that massive artillery with its tons of ammunition that were vital to a trench-war style offensive.)

passing the vaunted West Wall. This is stated as a general course of action, not as an absolute certainty. Leaving a large number of troops static in the Holland beachhead may seem to be a costly diversion. But until the second invasion comes the German will be unsure as to where the Allies will concentrate. Even after the second invasion the Allied player can shift attention from one beachhead to another. Concentration should be maintained on the second front to avoid dissipation of resources. Timely offensives in the Netherlands Military District should divert German reinforcements from the main front.

This plan does not promise a certain or easy victory. To summarize, it hinges upon two principles. The first is closeness to Germany. As pointed out in "The Von Stauffenberg Plan" by David Perlman in The GENERAL (Vol. 17, No. 4), for the German there is no retreat here. He must stand and fight, and the fighting will be sheer attrition. The Allies, however, control the tempo of this fighting, choosing when to apply pressure—and ultimately attrition favors the Allies with their numerical superiority. The second factor is the excellent defensive terrain in the Netherlands, allowing the Allies to establish a strong beachhead. Combined with a second invasion the main thrust is to create confusion in the mind of the German player. What is the main threat? How much strength should be used to contain it? In the final analysis the Allies can afford a mistake; in this instance, the Germans cannot.

A Word About Arnhem

While agreeing in principle with David Perlman's statement that Arnhem is a weak spot in the German defense, I don't feel it is as historically inaccurate as he implies. Attacking along a south to north axis, a methodical offensive with plenty of air support will eventually ensure the fall of Arnhem. Market-Garden in September 1944 was anything but methodical and had less than adequate air support. Trying to break through two river lines and a city, held in part by SS armor, in one attack is certainly less than a sure thing in our FORTRESS EUROPA. On an east-west axis, Arnhem indeed becomes untenable against a concerted attack. In May 1940, the Dutch had only a small delaying force in the city. Their main position was behind the inundated area. An Allied landing in the Netherlands will lead to a similar situation, except they'll be going west to east. Once past the polders, Arnhem becomes vulnerable, especially if faced with a second force pushing north out of Belgium. The Allied defeat at Arnhem in 1944 was not so much due to the inherent strength of the position, as it was to bad planning.

☆

MEET THE 50 . . .

Mr. Howard Newby is 34, single, holds a BS in biochemistry and serves in the US Army, residing in Edgewood, Maryland.

Favorite Game: War in Europe
AREA Rated Games: CIV, JUT, BB'81, DD, AK, SL, 3R, TRC, STAL
AREA W-L Record: 64-19-9   **% Time PBM:** 10%
Gaming Time/Week: 12 hrs.   **Play Preference:** FTF
Hobbies: Military history
Pet Peeve: Being defeated by the dice.

Mr. Newby comments on the expansion of AREA FTF play:

"I like AREA-rated play because it will generally weed out those who are immature, poor players and/or quit when in danger of losing. I prefer FTF play, feeling it to be the best test of the ability to think "on one's feet". The games were designed for such play, and PBM in multi-player games is difficult at best. One thing I would hope to see are clubs that encourage AREA-rated games being played at club meetings with an audience (or not). The officers could guarantee the integrity of the games for AREA purposes. This would be a tremendous boost to AREA play, which until now has been viewed primarily as a PBM society."

THE CORSICAN FACTOR
British Wasp Tactic in THIRD REICH

By William B. Searight

In biological terms, a wasp is a small winged, hymenopterous insect which is largely carnivorous and possesses a formidable sting that can paralyze its victims. Compared to a human being, its size and weight is tens-of-thousands of times smaller, yet it can still strike apprehension, fear, and even terror in individual human beings. Applying this parable to military tactics, the idea of employing a small insignificant force to influence or cause a drastic effect upon a much larger adversary can be labled the "Wasp Tactic".

This tactic is ideally suited to British military operations prior to American entry into the war in Avalon Hill's *THIRD REICH*. Not necessarily by choice, but rather by neccessity, it is used; of all the major powers, Britain possesses the smallest total number of combatant (infantry and armor) units prior to 1942. Added to this burden is Britain's plight of defending far flung and widely separated outposts and colonies. Therefore, early in the war, Britain must make some effort to sting the Axis. Such an effort can be interjected through the use of the "Corsican Factor".

Corsica—The Wasp Nest

Corsica is a small island, lying off the Italian coast and north of Sardinia, whose strategic value is often neglected and overshadowed by the opening shots of World War II. The French are unable to spare a garrison for the island as all active and mobilized army units are desperately needed on the Western Front, while the British are more concerned with mobilizing their own Expeditionary Force to aid the French and in strengthening British outposts in the Mediterranean. Since there is no apparent advantage to controlling Corsica, and as it becomes Vichy territory after the fall of France, the island is strategically pushed to the wayside due to more pressing military matters in the minds of the players. With the demise of France and the establishment of a Vichy Government, the Germans waste no time in positioning Vichy infantry or a Vichy fleet in Ajaccio, making it impregnable to seaborne invasion. How then could the British intervene in Corsica—and why should they even attempt such a ploy?

During the initial set-up, Corsica can be held with a French fleet, but once Paris is in danger of being occupied by the Axis, the French fleet must be pulled out and replaced with a British ground unit (i.e., Spring 1940). When France (along with Corsica) does become Vichy, Rule 49.6 states that all British units must leave Vichy territory during the British SR phase. But the British strategy is to remain in Corsica. Since there is no British fleet in Ajaccio to SR out the unit with, the British can legally remain. Of course by doing so, the British will, at the start of their next turn, have to declare war on Vichy France.

Critics may be appalled at the thought of declaring war on Vichy France so early in the game (this does not automatically cause activation), and in some cases they may be correct (i.e., a large Vichy force exists on the continent and all overseas French colonies are Vichy). But since these conditions can not be predetermined, the British player must be in a position to take advantage of the situation. If the above factors do develop to a point where it is detrimental to the British, one can always remove

the British unit at the beginning of the next turn to avoid declaring war. It's important first to thoroughly weigh the pros and cons before deciding which course of action to take, since holding onto Corsica can have an immense tactical and strategical effect upon the Axis.

The Wasp Sting

Appropriately, Corsica's shape is rather like a stinger: narrow with a sharp point. In fact it is a barbed stinger in the side of the Italians. Being so close to the Italian and Vichy mainlands, the psychological impact of this can make even the

calmest Axis player(s) apprehensive. The overall effect may vary from player to player, but there is no escaping the strategic value of such a forward Allied base.

In the early years (from the fall of France until the Summer of '42), Corsica can act as Britain's unsinkable carrier in the Mediterranean, where aircraft would pose a constant threat to the three Vichy and Italian beach hexes within Corsica's range (see Figure 1). Airpower is a much more potent and versatile weapon then shore bombardment. Unlike fleets who must return to far away bases, aircraft on Corsica can: provide ground support to an Allied seaborne invasion; fly counterair

The Wasp Nest—The yellow lines indicate the extent of the range for air (dashed) and paratroops (solid) based in Corsica. The green lines indicate the same for air (dashed) and paratroops (solid) based in Malta.

missions over Axis air within DAS range of the beach hexes; fly intercept missions to turn back such Axis DAS; provide ground support for ground units breaking out of a bridgehead or port.

The important factor is·that the Italian player will never know at just what point in play British action might occur and could lead to Italy. This could easily force Italy into retaining half her airforce for defense of Italy, instead of sending it all to North Africa against the British and strengthening her northeast beach defense, near Rome and on the island of Sardinia, (meaning less forces available for use against the British in Egypt). The British need not take immediate action. Just having this capability will force Italy to counter react in some defensive manner. Failure to do so would only create a favorable opportunity for the British to launch an invasion against the Italian mainland in 1941.

1942—The Expanding Stinger

From this period on, with Germany locked in a life-and-death struggle deep within Russia, Italy can expect very little or no military assistance from her Axis partner. By now, Italy's armed forces have been totally committed while the Allied strength will constantly become stronger due to American entry into the war. The year 1942 also ushers in a new Allied force—the parachute unit. Without strategic reserves, Italy is ripe for defeat by the resurgent Western Allies.

The strategic impact of basing parachute units in Corsica can be seen in Figure 1, where the paradrop range encompasses Rome, three beaches, and seven Italian ports (including Sardinia). In addition to Italy and Vichy France, even parts of Germany and Yugoslavia fall within range. If the Allied parachute units were to be split between Corsica and Malta, all of Italy's strategic targets would be bracketed (i.e., Rome, five beaches, and ten ports). Because of this, for the Italian armies to attempt to defend previous conquests (Yugoslavia?, Greece?), Lybia, portions of Egypt, Sardinia, Sicily, *and* the Italian mainland would be a military debacle.

The axiom of "he who defends all, defends nothing" is appropriate in Italy's case. With ever increasing Allied airpower entering the Mediterranean basin during 1942, Italy is caught on the horns of a dilemma. With up to three Allied air units based on British/American airbases in Corsica and one air unit in Malta, the Italian airforce will be outnumbered two to one. Such airpower based on Corsica (with both parachute units) would force Rome to be so heavily garrisoned (say, both 3-3 infantry and the Folgere parachute) that only a handful of 2-3/2-5 units, plus weak cannon fodder infantry and replacements would be left to protect the rest of the Italian Empire. Whereas in the past, the Allies were either forced to mount a massive seaborne invasion against the Italian mainland or leapfrog from North Africa over to Sicily and then fight their way up the Italian boot to Rome, it is now possible to get ashore much easier.

Several Italian ports lie within Corsica's range—notably those on the coast boardering the Tyrrhenian Sea. When protected by single 1-3 infantry or replacements, a Allied parachute attack with ground support would achieve 5-1 odds, no matter how much Italian air was within DAS range. (Note: DAS can only be three times the basic strength of the defending unit.) Even if the selected port was held by a 2-3 infantry, the Allied attack would be at 3-1 odds (i.e., two parachutists attack with six supporting air factors, while nine reserve air factors are left to intercept any Italian DAS). An example of such tactics against a garrisoned Genoa would be for the parachute units to be dropped onto Genoa and Milan (both attacking Genoa with ground support) and, during the SR phase, four armor/infantry are brought in. It would be im-

possible for the Italians to force the Allies back into the sea through attrition, as both cities are strategic objectives. As for a direct attack, it would be nearly hopeless. With only local reserves available (and only able to attack Genoa from one hex), any Italian assault would be doomed to failure.

Sardinia—Sicily

As can be seen, the Italian mainland defense is just too vulnerable to parachute attacks. Against the Italian island of Sardinia, this is even more true. A single parachute unit dropped onto Cagliari would secure the port and cut off supply to the beach's defenders. Unable to move or attack, they would be quickly eliminated through isolation. By placing a parachute unit in Malta, the same tactic could be used against Messina in Sicily. Either of the above would set the stage for an early Italian Surrender (26.7C). If you decide to use these options rather than a direct capture of Rome, then it is preferable I feel to capture Sardinia rather than Sicily, since Genoa and Milan are still within respective parachute ranges of Cagliari and Ajaccio. With both Corsica and Sardinia under Allied control and Allied ground units in northern Italy, the Italians could be forced to surrender in the Spring of '43 (if all other prerequisites are met).

Vichy France

Up until now, our strategy has been directed against Italy, but the same tactics would apply towards Vichy France. To start, Britain is not technically at war upon the establishment of Vichy France, even though Corsica is British occupied (49.3). Therefore, on the following Axis turn, Vichy units cannot conduct offensive attacks against the island (although the Axis players could), until the Axis turn after Britain declares war on Vichy France. A point to keep in mind is that Vichy France is not automatically activated by an Allied declaration of war, even with Axis intervention. Only by using the table in 49.42 or Variant Counter #3 can Vichy France become an active Axis Minor Ally. Hence, before activation occurs (and German intervention), any Vichy casualties (i.e., through Vichy attacks, British naval interceptions, or counterair missions) are permanently lost. From Corsica, all of Vichy France's coastal targets are within parachute range. In its war against the Vichy, England does not fight alone. Besides having Free French forces, the British also have another French Ally-the partisans.

Once Germany has launched an attack on Russia, French partisans can be armed in Vichy France to further sting the Axis. Although too weak to attack openly, the partisans can still use an Allied Attrition Option. Even though there exists only a 33% chance of inflicting casualties, the option costs the Allies nothing and can be utilized turn after turn to harass the Vichy forces. The values of such partisan activities are obvious: 1) If Axis forces have not yet intervened or Vichy France is still inactive, any Vichy attrition losses would be permanent. 2)The same permanent loss would apply if inactive Vichy forces suffered an exchange during an Offensive Option of their own against the partisan(s). 3) If activated as a German Minor Ally, such an Offensive Option would have to be paid for by Germany. Something Germany would like to avoid, since BRP expenditures, at this time, are already being consumed at a rapid rate on the Eastern Front.

Closing Comments

The concept of using Corsica as a British outpost is novel and, to my knowledge, the enhanced military applications of such a strategy have never been fully explored. Why? Probably it is simply due to the fact that occupation of the island does require

a declaration of war on Vichy France; many British players feel that having Germany and Italy as enemies is quite enough without adding an enraged Vichy France.

It is true that although the immediate advantages are not noticeable, the "Corsican Factor" shows as the war progresses; Corsica's importance will escalate to a point where Italy's very existance hangs in the balance. With Corsica so near the Italian mainland, air and parachute units alone could open up the flood gates. A landing could allow ground units to be sea escorted ashore without ever having to fight it out on the beaches by a massive seaborne invasion. Looking at Figure 1 again, one can see the distinct difference in strategic and tactical Italian areas covered from both Corsica and Malta. Corsica, with its centralized location, encompasses a much larger operating area than Malta, although there is actually no difference in physical ranges (four hexes for air, six hexes for parachute).

Under past conditions, Italy could hope to last until late '43 or early '44; but with the "Corsican Factor" interjected, Italy would be fortunate to survive until early '43, thus shortening the Mediterranean war by as much as a year. In my opinion, the above facts definitely warrant holding onto Corsica during the dark early years of the war. To prevent an Italian seaborne invasion, a British fleet could be based in Corsica, even though it would run the risk of being subjected to air attacks. In accomplishing such an invasion, Italy would have to pull out half or all of her airforce from North Africa, thus dooming any projected advance towards the Suez Canal and cause her armies to come to a grinding halt before El Alamein. If Italian air is diverted to stage air attacks on Corsica, British air can also be spared for DAS cover over the British fleet. Having a British fleet in Ajaccio prevents an Italian seaborne invasion, but there still exists a smaller danger—that of a parachute attack. Small because only Germany possesses airborne troops this early in the war and it is very doubtful whether the German player would be willing to jeopardize his unit on such an Italian adventure, especially since the Italians would be unable to provide sufficient support—a seaborne invasion force or shore bombardment factors (Corsica is a two-hex island). And were the German parachute unit to be positioned within drop range of Corsica, it would be a simple matter for the British to reinforce the island's garrison, making a German airborne attack suicidal.

Critics may point out that defending the island sufficiently could lead to a weakening of Egypt's defense and a possible loss of the Suez Canal. It is possible, but not probable. Even if this were to happen, the loss of 25 BRPs would be a cheap enough price to pay for shortening the war and an early Italian collapse. The more troops Italy has tied down in Africa, through offensive adventures, the less there will be for Italy's own defense in 1942.

The British player has total control over the option of seizing Corsica. There is nothing the Axis can do to prevent the British from implementing this strategy, while the British retain the option of terminating the operation without having to declare war on Vichy France or at any time after. As long as Britain holds onto the staging areas of Gibraltar, Malta, and Corsica (supplied from England if necessary), Italy is doomed. And once Italy is defeated, it is a simpler matter for the Allies to move over the bits and pieces of Italian conquests to gain numerous strategic objectives.

From this one small island, the "Wasp Tactic" can initially harass the Italians and, as the war progresses, Corsica will become a veritable wasp nest from which multiple stings (air, parachute, and seaborne invasion forces), can be launched to swarm over the Italians and Vichy French.

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ACTION AT ARCOLA
Strategies for BATTLE FOR ITALY
By Rex A. Martin

BATTLE FOR ITALY, Avalon Hill's divisional-level mini-game, recreates the desperate French campaign in Northern Italy during the early weeks of November 1796. While a challenging contest in its own right, *BATTLE FOR ITALY* (along with the companion mini-game *HUNDRED DAYS BATTLES*) also serves as a ready introduction to the complex game system found in AH's *STRUGGLE OF NATIONS* and *NAPOLEON AT BAY*. For an investment of only six dollars, the gamer can explore and experience the best Napoleonic simulation system on the market. And for those novices still hesitant, perhaps a word or two on the strategic depth of this deceptive little game will encourage them to try it.

The campaign in the north was, quite probably, the most difficult period of France's Italian adventures of 1796-1797. Two Austrian forces, under Marshal Alvinczy and Lt. General Davidovitch, threatened to converge on the French (weary and worn from eights months of fighting) from the north and east. They would join together at Verona, sweep aside the French rearguard, destroy their supply lines, and march south to raise Bonaparte's siege of Mantua. Napoleon despaired; at one point he wrote the Directory contemplating the destruction of his army and speculating that the hour of his death was near. During the climactic battle at Arcola, Bonaparte hurled himself into the teeth of the vicious combat on a bridge over the River Aldone, nearly drowned, and had to be

restrained and removed to safety by his worried aides.

But, as the French, there is no reason you need be quite so frantic yet . . . merely clever.

The Situation

Once again, the players of this game are presented with the classic Napoleonic dilemma so beloved of game designers: an outnumbered force with superior commanders operates on interior lines against two converging enemy threats, each powerful but (relative to the French) poorly officered. Here the situation is complicated by the short game length; classic manuevering in the Napoleonic view is in its infancy. Further, the French player must defend two distinct and separate points—Verona and the major roads south off the mapboard.

A casual glance at the line-up of brigades shows that Bonaparte's army numbers, initially, only twenty-six infantry *Strength Points* (hereafter, SP) and one cavalry SP. Three additional infantry SP will arrive with General Kilmaine on the third turn of play. Worse than the mere inferiority of numbers, these French SP are spread across the Italian plain. Bonaparte, with Vaubois under his command, guards the pass at hex 1605 with nine SP. Massena and Augereau command the largest French concentration (fourteen SP) at Verona, able to move quickly by primary road to meet either developing Austrian thrust. Finally, Major

Generals hold the flanks with forces at Legnano (Vial-one SP) and Peschiera (Macquard—three SP). Unfortunately, these French forces are too distant to support each other with ease; only the higher French initiative among the commanders saves them from total disaster.

The Austrians muster some forty infantry and four cavalry SP initially, split into two major forces. Lt. General Davidovitch (with nineteen SP) will enter one of the three western roads leading south, putting him in opposition to Napoleon. Marshal Alvinczy, with Marshal Quosdanovich and Lt. General Provera, enters on the road to Bassano with twenty-five SP. Here too, on the third game turn, enters the Mitroski Brigade—offsetting the French reinforcements of the same turn.

The Austrian victory conditions are certainly straightforward enough. By the end of seven game turns the Austrian player must exit ten or more SP south off the board between the hexes 0106 and 0112, inclusive—in effect raising the siege of Mantua. Alternately, the Austrian player wins by occupying the fortress of Verona . . . if it is within *Dispatch Distance* (ten cavalry movement points) of either hex 1907 or 1821 at the end of play. Without doubt, the first is by far the easier to attain. Too, should one fail to reach this "line of departure", the resilient Austrian player can make a quick attempt at seizing victory by capturing Verona with the remnants of his army. Hence, we will concentrate on the potentials of the quick win

in this article, but ever mindful of being in position to capture Verona should the French player allow the opportunity to arise.

Austrian Alternatives

The Austrian player faces a number of decisions each turn of the game, not the least of which is to whom to assign the crucial *Movement Command*—Davidovitch or Alvinczy. The force assigned the command *will* automatically be able to move (unlike all others, including the French); the chances for any other Austrian to do so is, at best, only fifty percent. If the Austrian player were able to mount his threats simultaneously and coordinate his eastern and western prongs, the game would soon be over. However, it is normal for one of the Austrian advances to be stalled each turn, frustrating even the most carefully contrived coordination. With this in mind, we will reject any thought of using one force to "pin" the French while the other wins the game. Instead, we will mount *independent* thrusts that, together, may well stretch the French to the breaking point. It is perfectly possible for the French to solidify and crush one of the advancing Austrian armies. But, the time taken to do so will bring the other to the threshold of victory. And, finally, only luck will take the Austrian over the threshold.

On the first turn of *BATTLE FOR ITALY*, the Austrian is advised to bring his strength onboard. Use the Movement Command to activate Alvinczy. His powerful force is certainly capable of taking Verona on its own, assuming major casualties are not taken beforehand. Or, at the very least, that similar attrition has been inflicted on the French. But Verona is not the target—not yet. On the first turn, shift Alvinczy's entire army to San Bonifacio (hex 1217), here to keep Napoleon's and Massena's attention while Davidovitch enters either this turn or the next. San Bonifacio is an ideal defensive position, a hillside village surrounded on four sides by the River Aldone. An ideal spot to await developments.

(As an aside, a note of advice for any aspiring Austrian player. Always strive to leave your forces in a defensive posture at the end of your Movement Phase, for the French units will have a double move —by virtue of their superior initiative ratings—before next you march. In effect, Napoleon or Massena can combine and strike your dangling force even though one or the other is still distant at the time the Austrian move is completed. Indeed, it is their great advantage in this game. Don't cater to it. Place your forces in affecting terrain, taking advantage of any rivers, mountains and fortified towns available.)

If the die allows, Davidovitch can march onboard during the Austrian Movement Phase or French Forced March Segment. Regardless, he must enter on the second turn—for you will award him the Austrian Movement Command to insure this. As he enters the map, Davidovitch has a choice of three paths; the one selected will determine the course of western operations for the rest of the game.

First, Davidovitch may enter on hex 1907 along the primary road across which Bonaparte sits firmly astride. The foolish Austrian player may, if he enters here, use him to assault Napoleon's nine SP and risk immediate *Disorganization*. However, due to the fact that the attack must be launched from a mountain hex, it would be resolved on the 1:1 Affecting Terrain table, an unpleasant one for the unmodified attacker. This is even more true when comparison of Napoleon's and Davidovitch's initiative ratings (on the Matrix) shows that the chance of meaningful pursuit should the Austrians "win" is nonexistent. The best that could be hoped for with Davidovitch is equal attrition and French disorganization, which would discomfort the

French to a small extent only; while the worse result would see Davidovitch eliminated from further consideration as his force is severely battered and forced to retreat. In short, the risk is not worth the small gain.

Of more use strategically, if the Austrian player wishs to enter Davidovitch on the primary road—which he may do since it does keep Davidovitch within "Dispatch Distance" of 1907 with ease—would be to pose him as a threat. Shift him to 1806 only if Napoleon is still in position (as for instance, if Davidovitch enters on the Austrian first turn). If Napoleon has departed, bring him on to hex 1506 during the Forced March Segment. Now the Austrian lurks on the road, ready to descend on Verona or to debouch into the plains in a single march. And the Austrian position is virtually impregnable; with only three French units able to attack (Rule 11.23), these nineteen SP will be an ever-present threat.

Or, Davidovitch may enter on hex 1905. Certainly if a first-turn assault on Napoleon is absolutely deemed necessary by a blindly aggressive Austrian, then Davidovitch should attack at the best odds possible, that is from 1705 across the Adige. Now he faces a 2-1 Affecting Terrain battle, giving him a 50% chance of "winning". Unfortunately, once again the Pursuit Table proves that the *best* the Austrian can hope for is equal attrition and minor French discomfort. However, if the French have left the pass for greener pastures, by entering at 1905 and marching to 1603, Davidovitch could break out along the coast road. Indeed, the overwhelming consideration here is that the 1603 position lies within "Dispatch Distance" of the Austrian headquarters. Unless countered, Davidovitch will certainly be given the Movement Command to march thence to 1104.

Should Napoleon still be in place when Davidovitch enters, the Austrians could march along Lake Garda to 1502. Here, in perfect peace (for no French attack would be dared), the Austrian player can contemplate Davidovitch's dash for the village of Vallegio. However, by this move to 1502 he has irrevocably committed Davidovitch and cut him off from receiving any Movement Commands (being outside "Dispatch Distance"). His dash to win will be luck-ridden; the player must remember to roll for his command on every Austrian Movement Phase and French Forced March Segment. Given a one-third chance of moving each die roll, odds are that Davidovitch will cover the four marches necessary to go from 1903 to 0106 (optimum path)—if unopposed—by the end of the fifth turn. Given this state of affairs, the French may use Macquard to attempt to block the movement while Napoleon and Massena face Alvinczy. But Davidovitch can deal with this easily enough; destroy the French facing him. If Macquard is removed, and *if* Davidovitch presses onward to Mantua, rest assured that some French forces facing Alvinczy will be drawn off. On the other hand, Bonaparte himself may move to deter Davidovitch.

Recommendation? If Bonaparte is in place on 1605 when Davidovitch enters, move the Austrians to hex 1502 from 1903. If Napoleon has departed, march to 1603 after entering on 1905. As the reader can see, Davidovitch is attempting to reach Vallegio and thence break across the plain to victory. The French player will surely see this too and, hopefully, react with aclarity—shifting vital forces from his eastern wing. Meanwhile, Alvinczy is the soul of inaction. But not for long . . .

On the second Austrian turn (the second French Forced March Segment at the latest), Alvinczy's command begins its parade southward. Maintaining unity, the Marshal pushes his entire force to 0719. This is the moment of greatest danger, for it is the moment the *combined* Austrian command is most vulnerable. Vial is of no concern, and may be

stricken from further consideration; alone, he cannot even delay developments for either Provera or Quosdanovich can easily *Repulse* (Rule 8.0) his one SP. However, if Napoleon and Massena have moved to coordinate operations as is usually the case, you face a swift strike from an impatient opponent seeking a quick win. In the resulting 1:2 Non-Affecting Terrain combat, Napoleon's *Combat Bonus* will almost insure victory and Austrian disorganization. Stalled, unable to rally, Alvinczy is a sitting duck for further French assaults. And defeat would not harm French forces greatly in terms of casualties. A more subtle, and more serious, consequence of defeat looms however for the French player astute enough to recognize it; Napoleon and/or Massena may be badly out of position and possibly disorganized. Hex 0719 is within "Dispatch Distance" of 1821 (if unimpeded) and will certainly receive the next Movement Command, allowing the Austrians to sidestep the French and draw near to the primary road to Mantua.

Once in hex 0719, the unwieldy Alvinczy army is slated to be split, bringing even more flexibility (and risk). Lt. General Provera (with 14 SP) will henceforth make his own way, while the Marshals screen him to the north. Either force may take the victory by exiting the mapboard. Now both Provera and Alvinczy cross the Adige, bypassing Legnano. Provera pushes to hex 0319; he is now but one turn from exiting the board via the Mantua road and should be able to defeat any last ditch defense by Kilmaine (although the delay could prove costly). Alvinczy's force marches to 0516—or any other spot suitable—to protect Provera and themselves mount a threat to either exit the board or move north to seize Verona. It is now, usually, 18/19 November (at the latest).

Of course, all the above is merely the *outline* of an offensive strategy. The clever Austrian player must take advantage of sudden opportunities (say, a failed French initiative die roll) or react to unexpected reverses. Above all, keep in mind that *BATTLE FOR ITALY* is a game of maneuver. If Massena should reach Arcola ahead of you, bypass it; if Vaubois imposes himself in front of Davidovitch, shift the threat to Verona. Keep moving. You must be adaptable. Set the pace, and keep the pressure intense. Make the French player gamble the game on the throw of the die!

But, if all has progressed according to plan, Davidovitch nears Vallegio even as Alvinczy sits on the outskirts of Borlone and Provera bestrides the road to Mantua. The French player faces a disastrous dilemma—for he has been out-maneuvered.

French Frenzy

From the vital first turn, the French player must plan for a fight. For this, he is blessed with the high initiative ratings of Bonaparte and Massena. Further, the French commanders are seemingly designed for offensive action: all but Vaubois (who is destined to spend the game under Napoleon's thumb) are graced with a Combat Bonus. Which is vital, for the French must attack. A passive French player will lose in the face of Austrian competence. Don't merely react; attack!

Needless-to-say, this is not to be taken as the *l'attaque a outrance* of a century later. The French player must carefully marshal his meager forces, combine and strike a telling blow, block the other Austrian army, and finally countermarch with Bonaparte to face the other threat. Fortunately, the *Command Span* of Napoleon allows him to control Massena, Augereau and Vaubois. If Macquard can be absorbed also, the French Army can meet either Austrian force on equal terms—a 1:1 battle. Given the Combat Bonus of Bonaparte, this is enough to do the job—just. One prong of the Austrian ad-

THE 1776 EXPERIENCE
A Look at The "Good Guy" Strategy
By Peter Croft

What other game would a Limey write to a Yankee rag about but *1776*? But the pleasure of the game isn't limited to putting right the regrettable aberration of the American Rebellion (vital as that is, especially in a Presidential election year). What exactly it is, I don't know, but *1776* was instantly, for me, a game that stood out from the rest—possibly because of the speed and mobility that are the game's framework, possibly because of the original rules that take it out of the normal rut, possibly because of the very beautiful mapboard. Whatever the reason, *1776* is up there in my pantheon of all-time greats, along with *WOODEN SHIPS & IRON MEN* and *DIPLOMACY*.

So I was a little perplexed to read John Lockwood's comments "The 1776 Thesis" in The *GENERAL* (Vol. 16, No. 2). My perplexity arises from the fact that his suggested English strategy runs clean contrary to that which I have found the most effective. That in itself wouldn't be of great import—I don't claim that I or my opponents are the game's greatest strategists. But I honestly believe that there are solid arguments against this thesis. Boiled down to essentials, his idea is that the Brits (hereinafter known as the "Good Guys") should make an almost immediate transfer of strength from Boston to the South, thereafter concentrating on building up there and advancing north. Let us look at a few of the many points against this course of action.

The first point, of course, is the historical record. Now none of the Good Guy commanders were military geniuses, admittedly. But they never thought for an instant of making their main effort anywhere but the North—and they must have had some idea of the way things were. What actually happened was that they doggedly sat it out in Boston until March 1776 when the buildup of the dastardly rebels in general and of artillery in particular, forced them to evacuate to Halifax, leaving a great deal of useful material behind for the rag-tag circus. And that is what the game reflects—if anything, too rigidly. By Feb 1776 the dastardly rebels can have numerical superiority outside Boston. In April the artillery arrives and they have a 3-2 with -1 on the die against the only major Good Guy force on the board. Admittedly there is a substantial risk. If the rebels lose seriously, the Good Guys gain a huge advantage. But the potential gains are even greater. If the Good Guy army, supply, and base at Boston are wiped out, their campaign suffers a permanent and serious weakening, and is delayed by a few potentially vital months as the British try to bring in fresh forces from the north. The need to use transports as a more or less permanent ferry system cuts into flexibility. If the rebels decide to use the magazine to build a fort at Boston, the Good Guys may have to spend four or five months reducing it. And so on.

Given my view of the balance of advantage towards an early assault on Boston, you will see that I am hardly likely to agree with Mr. Lockwood's thesis that the Good Guys can spare up to 6 BR plus two fleets to launch an attack elsewhere. The more pressing question is whether they can spare their first reinforcements (Force A) for use somewhere else. In Boston, they more or less ensure that base's survival, to the point where the Dastardly Rebel might as well start looking elsewhere for something useful to do. In addition, the massing of sea capacity gives the Good Guys some genuine flexibility. However, in my opinion, Force A is best used against Charleston, where a 3-2 can be gained in

March 1776, given a modicum of skill in handling the TM in the first two months and a willingness to abandon Ninety-six. An early fall of Charleston is a big boost for the Good Guys, as otherwise it rapidly builds up to the point where a really major expedition is needed to take it. And a firm hold on Charleston is essential for the conquest of the South.

So much for the opening play of *1776*. In the wider context of correct Good Guy strategy, it is necessary to start by studying the rules, the mapboard and, again, the historical context to understand why abandoning the North and invading the South really is getting hold of the wrong end of the stick.

The fact of the matter is that the North was where the chief threat to Good Guy rule existed; it was there that sentiment against Good Guy rule was strongest, for reasons that will be clearer to American readers than to me (for some reason this war is always rather skated over in our schoolbooks). If the rebellion were to be crushed, it had to be done where it had started and it had to be done quickly. Any rebellious country contains a majority of waverers whose main object it is to lead a quiet life—and to do so will join the strongest party around. To abandon the North would be to allow the rebels to consolidate their position: accustom themselves to ruling and the people to being ruled. Incidentally, this course would have been a major blow to morale and prestige. Now it seems to me that the rules reflect this state of affairs very nicely indeed. Abandoning the North leaves the Dastardly Rebels their very best areas for reinforcements, where they will be able to build up armies of major size.

But a further flaw in the Southern option is that it forces the Good Guys to divide their forces—they can't reasonably hope to redeploy Force B (Quebec/Halifax) in the South. Defeat in detail becomes a real possibility. Assume that the Good Guys do as Mr. Lockwood suggests and do overcome the initial difficulties, transferring South en masse and advancing rapidly North. However fast he goes, this is likely to take some time. Ninty-Six will take a month or two to reduce. Any moderately competent rebel player will be able to cause considerable delay by jinking about in the hills along the rivers, or by launching hit-and-run raids along the rolling prairies south of Hillsboro. But all that over, the Good Guys finally start mopping up South Central, and advances to the Susquehanna. What then?

Well, for a start, they are going to have to divide their forces, one part west to Wyoming and thence north to Stanwix, the other to Philadelphia and New York. (If they don't, the Dastardly Rebel will simply gather in the neglected areas and bash off merrily down South and undo all the good work of however long it took to subdue that region.) He will find himself facing a CA of great strength that will have built up without disturbance and will have the vital interior line of the Hudson-Mohawk valleys to work from. As a rule they will be entrenched, sometimes fortified. He will find himself facing a series of bloody and bruising battles without the strength needed to secure success—and never forget that to win, the rebels need only survive, but the Good Guy has to annihilate. At very best he will be down the ten or so points needed to garrison the South adequately—maybe more if the rebel player still has a few CA lurking penned up in the mountains. The enemy will have every chance he could reasonably

hope for of breaking through the advancing wave and getting clear in the South with an army of seven or eight CA. Once that happens, the Good Guys can kiss America goodbye: everything will have to stop while he detaches a force of at least twice the strength to hunt it down. And don't forget that the enemy army will be picking up strength as it "liberates" cities.

Meanwhile the Good Guy position worsens the farther north he goes. So far from concentrating, he has to spread out more and more. Substantial garrisons of BR are required for Philadelphia, for example. The land area gets wider and more rugged, so that the Good Guys find themselves operating either in a series of weak, separated columns liable to heavy loss, annihilation, or avoidance, or exposed to disastrous infiltration through large gaps in the line.

It would be a poor rebel player who could not spin out a war like this far enough into 1778 to ensure French intervention. The Good Guy then has to shuffle a large army back South (in fact probably well before the French intervene, to be sure it gets there on time) to race up and down the coast against the constant threat of the landing, picking up interphase reinforcements, and mopping up American garrisons. One good rebel ploy is the "Great Southern Loop", landing at Norfolk, threatening to fork north into the Middle States and paralyzing the Good Guy there, looping off via Hillsboro and Camden, and descending to Savannah or even Charleston, leaving three or four CA to tie down twice that number BR for months. With this strategy, or any of the numerous equivalents, the Good Guy has little chance of fulfilling his very onerous victory conditions.

I'm not saying that Mr. Lockwood's strategy can't work. A successful battle in the Middle States and he may be there (though the smart rebel can diminish his chances of that vanishing point, I'd have thought). In any case I've caricatured the strategy—he would retain a powerful force in the North, and it might even do well. What I am saying is that the plan flies in the face of common sense, and that there is a much better one available.

The Croft Play

The first point to notice is that the Good Guys can prevent the French from intervening at all. If he controls all strategic towns by May 1778, and there are no rebels on the board, the game is won. This is quite definitely achievable, and should.be the Good Guy's first objective.

All considerations for doing this are found in the North. The rebel player cannot simply abandon the two northerly areas without a fight. He will be fighting when the ratio of strength is at its worst. The British strength can be brought into action with the minimum delay. After the Spring '76 interphase, the Good Guy has a strong force of TM and Indians in the Middle States, while the rebel forces there drop catastrophically. The Good Guy objective is to clear the New England area, and then to link up with Force B and the TM/Indian force somewhere between Albany and Ticonderoga to establish the all-important Hudson/Mohawk line (a line so important that it is in many ways the key to the game). If by late 1776 the Good Guys have cleared the country to the north of that line and established a strong enough force on it to prevent it from being crossed, they are well on the way to victory. Year 1777 can then be spent driving South against rebel forces reduced in number and without

natural refuge or other means of confusing the issue in the open country, which narrows the farther south you go anyway. An additional advantage is that in Winter '78, when you need to be at your best to hunt down the last surviving rebels, you can operate at full movement capacity.

Even if the Good Guy fails to crush rebel resistance before the French intervene, their position is still reasonably good. He will probably need to leave a major army in New England, to ensure that if the French do land there, they suffer heavily in both numbers and supply even if they can't be wiped out. New York and Philadelphia must be fortified and well-garrisoned, making advance difficult. None of the other Middle States strategic towns are anywhere near the sea. By these means it can be made very difficult for the Dastardly Rebel's backstabbing Froggie allies to make any decisive impact.

So much for the broad brush picture. In greater detail, the Good Guy's objectives should be as follows.

First, hold out in Boston until Force C arrives there. If possible, Force A should be sent to Charleston round which your TM should be massed to prevent rebel reinforcements reaching it—but not too close, just guarding the river crossing. Force B should advance as best it can along the St. Lawrence River towards Montreal and ultimately Ticonderoga. If the New England CA runs for Maine, it will have to hold back to guard against an invasion of Canada and/or the escape of the CA to the main battlefront via St. Johns. The free hand which the Good Guys will have in the Middle States will more than compensate.

In Spring '76, subdue New England. If you can't reach Norwich, get near enough to stamp on reinforcements in June 1776. If he stops to fight, fight him gleefully; at this point almost any ratio of losses is worth smashing his main field army. If he runs for Maine, follow with enough force to prevent him reinvading and send the rest into the Hudson Valley as fast as possible to take advantage of his absence. If he retreats there, follow up. Your vast force of TM/Indians should have captured Stanwix and hemmed him into Ticonderoga. If he becomes aggressive with his Middle States replacements, lurk in Stanwix. In general terms, never let up; your job is to catch him and kill him.

Catching, of course, isn't the easiest of exercises. Don't forget to hem the enemy in with single detached TM (not Indian) units, even BR units if need be, so that they either have to go the way you want or lose two movement points on Automatic Elimination and be just as automatically caught your next turn. *Don't let them capture Quebec.* If it's in any danger, destroy the fort. Stuck in there, they can force you to use half your army in a remote corner of the board. Bateau movement makes life difficult for you, but keep it in proportion; it's only a real nuisance on Lake Champlain and tributaries, where a piece of artillery in St. John's will prove very effective.

If you catch him, the battle should be at good odds for you. Don't take any risk of him escaping; grind forward in a Frontal Assault two in three rounds at least. To you, a battle that sees any of his men getting away is a battle lost since with his extra speed you will probably not catch him again.

All this achieved—and with your vast numerical advantage you really should be able to get somewhere near—by the Winter of 1777 you should be on that vital Hudson-Mohawk line. Once there, you have nullified his speed advantage. To approach the line means either toiling over very difficult country, while you zoom effortlessly up and down the banks (build a few bateaux and you'll go even faster) or going via the Philadelphia/New York pike, in which case you mass at New York and crunch his bones.

During Winter '77, you toil carefully forward towards Wyoming and Philadelphia, and when the Spring comes with faster movement and bonus supply, wade straight off south without further delay. If you've worked things properly, he'll be weak from fighting and winter reductions, and he doesn't get much help from the two southern areas. The best he will be able to do is a delaying action over country wildly unsuitable for it.

So much for the basic strategy. There are, of course, various refinements and additional points to consider, as one of the great advantages of being the Good Guys in *1776* is that you dictate the course of the play.

Beware of the winter season. It's easy to slack off in December, watching the frost creep up his stacks. But remember that in December he moves eight hexes, and in January you only move three. It's his best moment for a breakaway. And by April, when the position is reversed and you have a better-than-usual chance of catching him, he may have roused all New England. Remember Paul Revere!

Some captious critic may argue that I am ignoring seapower. The Good Guy fleets are handy items, and I agree that some use should be found for them. One is to keep them off New England, ready to evacuate the garrisons of Newport and Boston—seven good BR in all—in case the Dastardly Rebels do invade. They come in handy to rush reinforcements to Quebec. But probably the best idea is to have them ready to use for a rather more daring variant on the strategy outlined above by seizing Philadelphia at an early stage from the sea.

The disadvantages of this are obviously: that it weakens your main drive on the Hudson-Mohawk line, and leaves a vulnerable body of troops on which the enemy can concentrate. For this reason I don't advocate the strategy unless the Good Guys have scored a substantial early success (e.g., destroyed ten or so CA in battle). But if they have, the Philadelphia Plan offers great advantages.

First, it removes a vital reinforcement mustering base from the rebels. If your western attack is going well, he will virtually be forced to bring on his Middle States reinforcements at Wyoming, which effectively removes the option of an advance on New York, and restricts him to a plod through broken territory to Stanwix. Second, a British force at Philadelphia can be used for intercepting the constant, infuriating, dribble of reinforcements from South Central to Middle States, thereby reducing immensely the effectiveness of his efforts in the Middle States. Third, the force can intercept defeated troops retreating from Middle States to regroup and reinforce in South Central, thereby making the final drive on the south much easier. Inability to use the coast road in general is a nearly intolerable cramping of the rebel style. Fourth, it is after all the "Cradle of the Revolution" and all that rot. Not all wargamers have the ice-cold, clinical, super-intellectual outlook of you and I, do they? Regardless of the strategic picture, an awful lot of *1776* players will automatically divert a strong force to eject the British, while your main field army makes hay with what's left of him. Nor is there any real danger if you keep a fleet handy: you can spend six happy months marching up and down the gangplank while he fumes on shore. Seapower at its best. Fifth, if all goes well your Philadelphia army can leap over the Susquehanna and invade the South at great speed, thereby saving a useful month or so. Sixth, the town forms a fine starting point for your quarterly two BR, not to mention the winterly one.

Concluding on seapower, my view is that for the first two years (i.e., while the Good Guys have numerical superiority) it is no more than a useful auxiliary, enabling you to parry threats, to redeploy fairly rapidly in winter, and to shift your weight marginally. But it shouldn't be the mainstay of your

campaign, and you should never use it just for the sake of it.

Another, minor, point is the seizure of Alexandria with your intrepid South Central TM as soon as possible. The rebels will naturally muster their reinforcements there so as to funnel them through to the crucial Middle States battlefields as soon as possible. To delay them for a vital month or so, occupy Alexandria.

One nasty spanner that can spoil the perfect symmetry of the Croft Play (which is why I have skated over it up to now) is the resistance of Charleston. As I say, you can get a 3-2 with careful use of Force A and your Deep South TM. But if that fails, Charleston can be built up to formidable strength by the time you can afford reinforcements from the more vital job of restoring the North to loyalty. You may have to detach an expeditionary force to seize it, lavishly equipped with scarce supply and artillery. If Force A doesn't make it, shift it on to Savannah, which you have to take at some stage or other and can prove awkwardly inaccessible.

If you do take Charleston early on, just sit in it. Force A isn't strong enough to do much else in the South, but it is strong enough to hold there (especially with its winter reinforcement). If you go adventuring, the RM hanging round Camden will sneak in while your back is turned. If by some miracle you get a chance to advance in the Deep South, remember that it is an awkward area. Its center of strategic gravity is a point about half-way between Ninety-Six and Charleston. From there you have to go in about three different directions at once—Ninety-Six itself, Augusta/Savannah, and Camden. When you have dealt with these, and only then, go for Hillsboro. He will be forced to muster there, and at that distance you'll have ample warning of where he is heading.

CounterMeasures

The real purpose of this article is to offer an alternative to Lockwood's strategy for the Good Guys. But it wouldn't be fair to bang about on them without at least offering some hope to the Dastardly Rebel.

At first—indeed, second, third, and fourth—glance, their position is very difficult. But, remembering that crack about "Summer Soldiers and Sunshine Patriots", and brimming over with treason and malevolence, they sit down to work out their best course. The brightest spot on the horizon is undoubtedly those tremendous victory conditions the British face. Unless the Good Guy controls all but *two* of the twenty-four towns by the end of the last move so firmly that the Dastardly Rebels cannot retake *any* of them, you lose. And half the towns on the board must be among those required. The practical consequences are that if the rebels can survive at all, he has won. With French intervention, the game becomes a defensive one for the Good Guys—even a desperate one. His job is to survive for the longest possible time in as many places as possible with as many threats as possible.

The second bright spot is his speed. Allied to his dreadful numerical inferiority, it means that his job (put crudely) is to run and run and run. Not ashamed at all, he'll simply smile and survive. Coupled to this is that little card that says "Withdraw". With its help, he can keep his puny little armies in being.

All this given, what is the best rebel strategy? His first objective is to try to destroy the Good Guy force in Boston if he gets any chance at all. If he can't, or the first die roll is too adverse and he doesn't want to risk his supply, he'll withdraw as slowly as is consistent with not getting caught by Force C.

This extremely large armament really makes New England untenable by him, unless the Good Guy plays very badly indeed. But before he finally has to beat it, he should have two quarters' worth a reinforcements—8 CA for New England and the

same for the Middle States. He'll probably (if he's smart) bring on the first eight at Norwich and start a diversionary campaign towards Lake Champlain and Canada, picking up the remains of the Canada invasion force and threatening to return to New England at the same time.

Depending on how the Good Guy splits up the strike force (if at all), he'll bring on his Middle States men at Ticonderoga—abandoning the Lower Hudson to the enemy militia—and join the Norwich force. He may not be able to beat Force B, but with a bit of luck he may be able to force it a good way back. What applies to the Good Guy applies in reverse to him: keep a force in being north of the Hudson/Mohawk as long as possible.

One of the most useful rebel aids to this is the building of bateaux. He should never let a chance go by. They can be his best friends, slipping in under your nose by forming a vital ferry over Lake Champlain as the Brits close in.

If he retreats his original 18 CA together towards New York and finds himself under hot pursuit, he might attempt to split the British force even further by pushing on towards Philadelphia. (He won't stop to defend the Big Apple; stuck out on its no-retreat peninsula, you've no idea how fast it turns into a can of worms. The only point in defending it is to prevent Force D landing there and saving itself the slog through New England before it gets to where the action is). Alternatively, he can abandon the southern Middle States altogether and zoom up the Hudson with the aim of securing a substantial victory round Lake Champlain before Puffing Billy gets there.

It would be possible to go on discussing strategic options indefinitely. His aim is simply to keep a force in being—nothing more—and how that can be done obviously depends on how you play it. The random thoughts above should illustrate at least some of the relevant considerations. But the only general maximums are to run, withdraw, build boats, and keep himself in a position to threaten. It's for these reasons that Norwich is such a vital town. Not only is it worth 3 CA an interphase . . . not only is it a vulnerable and isolated Good Guy garrison as he whizzes round and round Lake Champlain . . . but it offers the best opportunity for a strike into Canada, New England, or the Middle States for the Dastardly Rebels.

The longer he can survive, the larger the force he will be able to build up in Philadelphia. Every interphase the rebel player gets some sort of reinforcement in the South Central and these, accumulated, make his second field army. Hovering at Morristown, it pins down a large force at New York and poses a permanent threat to New England via Danbury—not to mention the one to the Hudson Valley.

Farther South, he has few interests in South Central except as a recruiting ground. If the British invade it, he will thank his lucky stars (and stripes) and make use of your weakness elsewhere. He can afford to lose the region and you can't afford to garrison it. In the Deep South, he will try to reinforce Charleston as soon as you let him, and build it up as fast as he can. You must capture it to win, and he can stuff it so full of troops and supplies that it becomes a very tough nut indeed. Failing Charleston, he'll bring on reinforcements in Camden and hope to hang on in the west. Sooner or later the Good Guys will have to move north to take Camden and Hillsboro, leaving him with a fair chance of a sudden swoop somewhere down the Savannah valley.

The Dastardly Rebel should not try too much. If by Spring '78 he is still there with a substantial force covering Philadelphia or Wyoming, he is doing well in the game. If he has one established north of the Hudson-Mohawk line, he is winning. From this point on the Good Guy has to start worrying about the Froggy ally.

There are three things to remember about the French. One, there weren't all that many of them—one normal size Good Guy army can hit them very hard. Two, they are slow on land. The rebels are used to zooming around at Mach 8; they are Mach 7 snails. Three, they can give the rebel command of the sea.

It therefore follows that he uses them as a permanent seaborne threat to liberate conquered areas and produce CA reinforcements where none existed before, rather than bogging them down on land. (The exception is if he gets a chance to do a Yorktown—i.e., combine to smash a major body of troops.) The pet Frogs should be landing and rousing the area, then disappearing to repeat the trick somewhere else. The effect will be at once to slow you down and to weaken seriously your main field army.

One caution: if they can't land safely, they won't. Losing a significant number of FR, or their supply, is serious. If he can't land though, it will be because you have tied up a major percentage of the Good Guy field army in garrison, which will suit him just as well.

Taking Quebec while you shake your fist from the banks of the Savannah can be unnerving. Let us not mince our words—it is fun for the rebels. But he can't let the joy of adventuring in obscure corners of the board blind him to the vital importance of preventing you from moving by sea. He must try to keep those powerful French fleets where you cannot sail and march to meet the threats.

The Dastardly Rebel should not neglect the West Indies option. It has its value as a sure-fire way of distracting your strength, particularly if that strength is a long way off. Grabbing Savannah and sailing off to the West Indies is a great way of making sure that you can't reconquer the south till he has built up a strong force to defend it.

So there it is: how to crush/foment rebellion in one easy lesson. On the whole I think I'd still rather be the Good Guy in this game, but there are distinct compensations for the Dastardly Rebel, particularly if he can bring the French in good and proper. There is imbalance; but *1776*, more than most wargames, is rarely hopeless for either side, and it doesn't often lose its interest. ☆

Arcola . . . *Cont'd from Page 34*

vance must be neutralized first; Davidovitch seems the logical target.

Turning to specifics, the first task for the French player is to muster his resources. Transfer LeClere to Augereau during your Command Phase. Bring Napoleon, trailing Vaubois along in his wake, to Verona and take Augereau in hand. If the initiative roll allows, send Macquard there also. Meanwhile dispatch Massena to meet with Vial at some convenient, and *safe* spot. (I've found Isola—hex 0412—serves this purpose admirably, for a number of reasons explained later.) Thus organized, Napoleon's force is a match for Davidovitch, while Alvinczy must deal with Massena. When Kilmaine arrives, Dallemag will also be transferred to Massena and the useless French General allowed to fade from the scene.

Bonaparte lurks in Verona, waiting for Davidovitch to clear the mountains. The French force should be safe there from the worse that the Austrians can do; it is, after all, a fortress. Once Davidovitch descends, the French must strike at him. Given the primary road net, this should not be too difficult. In the resulting 1:1 Affecting Terrain battle, the pursuit may well put paid to enemy hopes of bringing Davidovitch offboard and so winning. If Davidovitch has not been greatly hurt (in the case of a high die roll in battle) *and* if Alvinczy is quiescent, strike the Austrians again. If Davidovitch can be driven back into the mountains on the third and fourth turn and disorganized, he cannot take much role in the game so long as Verona is occupied by the

French. Even if Davidovitch recovers and threatens this key fortress, it is an essentially empty threat for he is simply too poor a commander (initiative-wise) to be effective once he has lost half of his force.

Turning to General Massena, we find he has marched south. As stated above, I like to position him in Isola. From here he may block any of the vital primary roads in the south. From here a detached brigade may move to cut the "Dispatch Distance" route to Alvinczy in, at most, two marches. From here Napoleon may be reinforced or Verona defended. And Kilmaine may reach Isola with ease upon the turn of entry, an important addition.

Massena has but one purpose: to block Alvinczy's exit from the mapboard to relieve Mantua. So much is dependent upon the actions of the Austrians that to discuss detailed action for Massena is pointless. However, bear in mind that he must remain a "force in being" until Napoleon arrives to deal with the Austrian thrust. One can keep an eye open for an opportunity for an attack on a detached contingent, but don't expect such to occur. Do not be overly concerned with the fall of Verona to Alvinczy; "Dispatch Distance" can usually be interdicted on the sixth or final game turn—forcing the Austrians into one last desperate attack.

With Davidovitch turned away, Bonaparte must hurry to shore up Massena. Once again, the French must attack. If losses to Bonaparte's army have not been severe, look for a 1:1 battle in the open plain. A major defeat of the Austrians now could shatter their army; a disorganized result would virtually freeze them in position, out of "Dispatch Distance". Even a 1:2 attack serves the purpose (66% chance of victory, although the pursuit is not as devastating.

By seeking to disorganize, by attacking frequently with Napoleon, the French have a fair chance of victory in *BATTLE FOR ITALY*. Of course, the player must recognize the risks inherent in this strategy. A failed initiative roll to move is tantamount to disaster—especially if it is Napoleon who fails. A battle loss—a 33% chance usually—may bring disorganization, although rally is almost assured (66% for Massena and 83% for Napoleon). As the reader can see, the French initiative is their strength; it can be, however, their downfall at a crucial moment for they are forced to rely so heavily upon it. But one cannot concern oneself with thoughts of what may go awry if one intends to win with the French. Play with confidence and gusto.

Climax

BATTLE FOR ITALY is a fast-paced, tense little game, perfect for those interested in Napoleonic warfare and seeking an introduction to wargaming. The Austrian must lumber forward, be willing to accept frustration, await the hoped-for French blunder or mishap, and bask in the pleasure of a near-run victory. For his part, the French player is dependent on the initiative of Bonaparte and his own skill for the winning touch. It is my experience that just such situations elate and enthuse those new to this hobby. (I would highly recommend this title for that intellectual you'd like to see take up wargaming—and you can't beat the price.)

Featuring conflicting offensives, each with a distinctive flavor, *BATTLE FOR ITALY* is also ideally suited for the veteran gamer. It can be a tense, exciting game. After playing one side, switch roles. And, since play is quick with an experienced opponent, the game is perfect to pass the odd hour or two. The ideal tournament game. The above suggestions on strategy are very basic and simplistic, meant as introduction only. I would urge those so inclined to perfect their own brand, building upon the experience of previous play. You might find this little gem rather addicting. ☆

THE EMPEROR AT WAR
Napoleonic Concepts in War and Peace
By Craig Posey

Due to the nature of the *WAR AND PEACE* game system, the French Player will have to reconsider his strategic conceptualizations regarding warfare. In the vein of *1776*, unlike *THIRD REICH*, the *W&P* mapboard is dominated by open spaces with troop concentrations dispersed around the board. In this study of French tactical and strategic considerations, we shall use the words of the Emperor, translated into game terms, to guide our course of action. We shall first look at the army, then its strategic and tactical formations, followed by a look at selected scenarios.

Within the game, the Grand Army is divided into four principal parts: the Marshalate and assorted corps commanders; the Guard; Regular and Allied infantry; and, the cavalry units, Guard, Regular and Allied. The proper handling of the army is the sum of its parts, and these parts will be discussed in that order.

Speaking of his Marshals, Napoleon, repeatedly, let it be known that, "Those people think they are indispensable; they don't know I have a hundred division commanders who can take their place." The total French force contains twenty-one officers: one point unit (the Emperor); four 2 point units; nine 1 point units; and seven 0 point units. These General officers constitute the prime motive force of our infantry, and their leadership modifiers (their point values) contribute greatly to our combat potential.

An infantry unit can only march from its current location if it begins its turn in a hex with an officer unit, and accompanies that officer unit a maximum of six hexes, excluding terrain considerations, but including forced marching. All general officers, except Davout in the 1812 scenario, can transport a maximum of ten strength points of infantry per turn, the equivalent of 50,000 troops. Upon reaching the battlefield the true power of the general officers is revealed. Due to the leadership modifiers of these officers, they can greatly effect the outcome of the battles in our favor. Therefore, in any battle we desire to have the highest leadership modifier available.

Since we have four classifications of leaders, based upon their modifiers, we must realize that each classification of leader has a certain function within the game system. Napoleon, as our only 3 point leader and, as our Emperor, functions as our supreme field commander, historically, his position is that of commander of the reserve corps. He will be with the main army, but to its rear, as we shall see later. Our 2 point leaders (Davout, Soult, Lannes and Massena, the latter two with Napoleon since 1796) will accompany, in the majority of cases, Napoleon and command the main corps, as they are the equal to or better than all enemy commanders, except Wellington. The single point commanders serve two functions: first, commanding secondary independent corps and; second, aiding in transporting reinforcement and replacement units to the front. Since our zero point leaders (see chart) have no effect upon combat, they serve only one purpose, the creation of a relay system whereby reinforcements are transported to the front.

"Soldiers of my old guard, I take leave of you. For twenty years I have seen you always upon the path of honour and glory (1814)." The proper use of the Guard in *W&P* seems to confuse some players for in Volume 17, Number 1, we find on page 7, reference to three separate battles in the 1813 scenario calling for the commitment of the Guard in the same turn. This is clearly illegal, and unhistorical, since the rules state, "if a French force under Napoleon's leadership possesses any Guard strength points, the French player may announce that he is committing the Imperial Guard." Historically, the Guard should be stationed with the Emperor and form the backbone of the main army's reserve corps. It is historically true that in 1812 the Guard was an independent corps under Marshal Bessieres with 56,169 Guardsmen (112,482 by 1814), but only one officer could order the Guards into battle, the Emperor. The prime functions of the Guards are to inspire the other troops in our main army and to form the final reserve of fresh troops for the pivotal attack.

"Of the three arms—cavalry, infantry, and artillery—none must be despised. All three are equally important (St. Helena)." The regular army members, infantry and cavalry, French and Allied, form the basis of our army and bear the brunt of combat. Remember, "Troops are made to let themselves be killed (1817)."

Infantry forms the bulk of our forces, and as such, its proper use is of great importance. In most of the scenarios, the split in the French forces between French regulars and Allied troops is approximately 1.6 to 1 (ranging from 3 to 1 in 1815 to 1 to 2 in 1812), therefore, as a general tactical rule, all lead corps should be composed of French and Allied troops combined, but no more than forty-nine percent Allied. In game terms this combining of French and Allied troops will gain certain advantages. First, the Allied troops will not detract from the total morale of the corps. Second, Allied troops will be used to garrison the line of communications. Third, the Allied troops will be available to absorb combat and attrition losses. These advantages will insure maximum French regular participation throughout the game. The use of French and Allied troops in detached corps should be based upon availability and their assigned tasks.

Due to the effect of cavalry (its presence or absence) upon the field of combat, we can see that all corps should be accompanied by at least one strength point of cavalry. As a general rule this is true, but there are exceptions, for as Clausewitz stated, "Cavalry can the most easily be dispensed with." In those scenarios within which the French have an extended or exposed supply line (1812, for instance), consideration must be given to the creation of flank guards, primarily composed of cavalry, to ward off attacks upon the supply line by enemy units. Where terrain permits, due to cavalry's independent movement ability, flying corps should be created to threaten extended enemy supply lines or seize objective hexes, sowing consternation in the mind of the enemy.

The main army is our next area of consideration for "these three things you must always keep in mind: concentration of strength, activity, and a firm resolve to perish gloriously (1804)." As the French player will discover, and the other players soon learn to adopt, Napoleon's primary march formation, the "batallion carre" is ideally suited to the *W&P* game system.

The standard "batallion carre" consisted of four independent corps marching in a square formation with a cavalry screen, though a three corps triangular formation serves the same purpose for our efforts here. The function of this formation is to offer maximum flexibility combined with maximum security of the line of march. In game terms, this translates to maximum troop concentration in the minimum amount of space, so as to maximize combat potential, while minimizing attrition on the march.

As a defensive formation the "batallion carre" is a world unto itself, especially when, in the case of the French, the formation is officered by three two point leaders and Napoleon, acting as commander of the reserve. If a lead unit is attacked, its function is to survive the initial round of combat. After the first round all other units of the "batallion carre" will attempt to reinforce, causing an escalating battle against an enemy caught in his own trap, as the formation can carry a maximum of 40 strength points of infantry and Guards (except the 1812 scenario), accompanied by cavalry. The combined weight of the massed Guard Army, with its morale advantages (Guards, if necessary) and leadership potential (Napoleon) should prove destructive to any attacker.

As an offensive formation players will find that the "batallion carre" is highly adaptable, being able to combine in part or whole for overruns and then subdivide again, or to fight major field battles against the enemy forces. The "batallion carre" gives its commander two ways to fight a field battle, an escalating battle as described above or the combining of the army into one mass for the initial attack, so as to overwhelm the enemy.

One problem is this act of concentration of troops and its effect upon the next turn's attrition phase. Once again the "batallion carre" comes into its own, primarily because the rules allow for its reformation after combat.

How? In an escalating battle the lead units are adjacent to the enemy, and all units will, when battle is fully joined, be in one hex. If this situation is allowed to exist, this maximum concentration will create excessive attrition losses, something that cannot be allowed by a competent commander or player. So, the player must use the rules, strictly, to allow a solution. The solution is in section Q, paragraph 1: "At the end of each round of combat, immediately before he attempts to commit additional strength points, each player may voluntarily withdraw any of his forces which *were* committed to field battle during the round . . ." Therefore, even though the enemy has been destroyed, or has withdrawn, the victor still has certain options: first, a portion (one corps) can advance into the vacant square (Q.3.): second, two other corps can *withdraw* since they *were* committed to a field battle to the adjacent flank hexes: and, third, the remaining corps holds its position and forms the reserve. There is only one criteria in this reformation, Q.1.a., as amended in Vol. 17, No. 1; "If a withdrawing force does not occupy a city hex, it must retreat one hex in any direction, providing it ends its withdrawal no further from a friendly supply source (in terms of movement points) than the hex it originally occupied." Thus, the important aspect is that the flank forces cannot end their withdrawal further from their supply source. In some cases this will dictate that the lead unit not advance, but rather hold its position while the other three corps withdraw to their respective positions, thus reforming and limiting the effects of the next turn's attrition.

The use of this formation need not be confined to the French player, as all players will find this formation quite valuable, especially the Austrians in the 1809 (Wagram) scenario of *WAR & PEACE*, where Charles and his two subordinates, when joined by John and the regulars from his group, create a "batallion carre" for use against Davout and

cohorts around Ratisbon and Munich. Since this formation occupies four hexes the Austrian player will find that it fills the Danube Valley region, precluding the possibility of the French stealing a march and bypassing his main army. It should be obvious that use of this particular formation also protects the Austrian line of communications with Vienna.

As can be seen it would be unlikely in any scenario for either side to create more than one of these formations, primarily due to the large commitment of troops and high point value commanders to it. In the context of the campaign game it is possible that the French player might create two such units. It must be remembered that while the commanders seek the pivotal battle with their main army, the use of detached corps within historical and game terms is valid.

The detached corps serves many purposes of importance to the security of the main army, and the strategic concepts of the commanders. The detached corps should be used to: 1) protect the line of communications; 2) act as flank guard protection for the main army; 3) conduct siege operations; 4) threaten the enemy line of communications; 5) attack isolated enemy units; and 6) act as reinforcements or points of reorganization for the main force.

We have given consideration to the parts of our army and its sum total, now we must give consideration to the mechanics behind launching our offensive. We are especially concerned with the creation, and protection, of our line of communications.

The thing to remember in choosing a direction of march is that, "The Art of War is like everything that is beautiful and simple. The simplest moves are the best (1818)." Thusly, we desire to achieve the goals set for us in the scenario victory conditions in the shortest possible period. The victory conditions will, to some extent, dictate our line of march.

Our line of march will be long in some cases, necessitating a chain of units protecting our line of communications to the rear. The fragility of this line of communications is such that steps must be taken to assure that it not be irreparably broken. First, where it is possible place your units on the line of communications in cities, preferably two units to a city. Second, create more than one line of communications. Third, establish in the case of extremely long lines of communications flank corps, preferably of cavalry, to aid in protecting the line of communications. Last, threaten the enemy line of communications with cavalry so that he will not concern himself as much with yours.

These then are our basic principles of strategy as the French player. First, establish what the victory conditions are, and find the most direct method of achieving them. "Military science consists of first calculating all the possibilities accurately and then in making an almost mathematically exact allowance for accident." Second, create our "batallion carre" and any necessary independent corps and choose their lines of communication. Third, use the "batallion carre" to destroy the main enemy force and seize the prime objectives. Last, assure the protection of our lines of communications with the "batallion carre". One object must

be a quick, decisive campaign. Therefore, we shall next go on to an analysis of French options in some of the scenarios.

The Scenarios

In order to facilitate our discussion of selected scenarios, from the French viewpoint, we shall adopt those courses of action presented originally in Vol. 17, No. 1, for our opponents, as being correct. This exercise will allow prospective French players to see the principles we have just discussed put into practice.

Austerlitz—1805

In the Austerlitz scenario, the victory conditions require that the French seize and occupy Vienna by the end of the game. Since troop losses are of no consideration the French player has only the following consideration to bear in mind, how to get to Vienna by December and take the city. Due to the initial disposition of French troops the route of approach is already chosen, namely, the Danube River basin. Terrain dictates require this approach, primarily, because it is the route of least resistance. The other reason for holding to this historical approach is that of time, the French player has only five turns (four with the optional rule presented in Vol. 17, No. 1), to march a minimum of ten hexes, an average of two hexes per turn (2.5 with the optional rule). There is only one other consideration; when will the Russians reach Vienna. It will take a maximum of five turns (four for the Grodno force, three for the Lublin one) for the maximum Russian force to be there. The French choices are: 1) destroy the main Austrian army around Ulm, and then race for Vienna; or 2) contain the Austrian force around Ulm and run for Vienna immediately. Both courses of action have certain distinct advantages to recommend them as will be seen. To destroy the forces of Prince Ferdinand will offer the French commander two advantages: the available Austrian forces at Vienna on the last turn will be greatly diminished and; the French line of communications will be secure. The disadvantages to this course of action are: time delay for combat; reduced French forces at Vienna and; increased Russian participation at Vienna. The second course, bypassing the main army and containing it while marching straight for Vienna has several advantages also: maximum French presence at Vienna; minimum Russian participaton, and; time savings. The disadvantages of this course are an insecure line of communications and a fragile advance force susceptible to counter attack. In this case, due to the considerations in question: victory condition; terrain, and time; possibly the latter course of action might be preferable.

Jena to Friedland: 1806-1807

The key to this scenario is to bring the Prussian army to ground as soon as possible. The victory conditions dictate that the French player must deprive the Russo-Prussian player of control of all major cities in Prussia, Saxony and Hanover. We

must therefore maneuver or drive the Prussians out of ten cities stretching from Holland to the border of Russia.

Our first requirement is to choose our line of communications, one that allows us to use our force march abilities to cover the maximum territory and confront the main Prussian army in the least amount of time. This being the case, our main army will march northeast towards the Prussians. As this is occurring the flank corps under Marshal Brune (B leader) and King Louis (an Allied leader) will march into Hanover and press on to join the main army around Berlin. The southern forces under Marshals Messena and Marmont, along with Prince Eugene shall march north to join the main army.

The first turn the French start to create their "batallion carre" with Marshals Lannes, Davout and Soult forming around hex 3B11 and threatening Weimar. The carre is formed from the troops of these Marshals plus those under Marshals Murat, Ney, Bernadotte and Augereau (A leader), who are then dispatched to the rear to collect dispersed troops. We have concentrated thirty-one strength points, of which seven are cavalry, in three squares. With the battle for Weimar concluded we should find the Prussians behind the Elbe at the end of the October move.

With the Prussians behind the Elbe, the French "batallion carre", now fully united and powerful will assault the Prussian lead unit at the Elbe line. The combined weight of thirty strength points coupled with Napoleon's leadership modifier and French morale should force the river line. In the north the assault on Cassel occurs, clearing Hanover.

The December turn sees the Prussians on the other side of the Oder and retreating eastwards to join the Russians. Our main French army continues to pursue the fleeing Prussians inflicting as much damage as possible. We should see the Prussians evacuate or at least minimally defend the majority of his cities in hopes of sapping our strength or delaying the "batallion carre". This must not happen. Flying corps, composed of the troops originally under Marshal Brune, Louis and the Bavarians should now command by the one point leaders: Murat, Ney, and Bernadotte, are charged with taking the cities. The most cost efficient method of taking these cities, due to the length of the scenario, will be to drop off the strength points needed to create our line of communications, and lay siege to the cities. Winter and Spring will see the French army gathering in its reinforcements for the final battle. We must allocate at least three turns for the final battle as the combined Russo-Prussian army will surely concentrate their forces for the defense of one of the eastern cities (Warsaw or historically, Konigsberg), logically the Russians will opt to defend around Konigsberg and give us Warsaw with minimal problems. Why Konigsberg? True, the capture of Warsaw will give our army one strength point of Polish troops per turn, but distance will make at least one reinforcement useless. This is not a major consideration, but the flow of Russian reinforcements, overland or by sea, from Memel, should cause the Russian player to choose Konigsberg.

The last three, and possibly four, turns will see the "batallion" assaulting the main enemy army. We must try to demoralize the portion of the enemy army that we attack, forcing it back and allowing us to advance. We must attack the portion of the enemy army closest to Konigsberg. We desire to force the enemy either away from the city (unlikely) or force a field battle at the city gates. Maximum concentration at the city gates is mandatory. We will launch the Guards on the first turn and create as much damage as possible. Demoralization of the enemy at this point will force points into the city and the remainder of the army away towards Memel. If it is the last turn we must assault the city,

The Unnamed French Commanders

Leader	1805	1806	1809	1812	1813	1814	1815	Spain 1808
A	St.-Cyr	Augereau	Oudinot	Augereau	Reynier	Morand	D'Erlon	Dupont
B	Augereau	Brune	MacDonald	Oudinot	St.-Cyr	MacDonald	Gerard	Junot
C	—	Mortier	—	Reynier	Vandamme	Maison	Suchet	Lefebvre
D	—	—	—	MacDonald	—	Suchet	Rapp	—
a	Deroi	Louis	Victor	Vandamme	Unknown	—	—	—
b	Brune	—	Lefebvre	St.-Cyr	Werde	—	—	—

if not we besiege the city and let a turn or two of attrition take its toll before we assault, while the remainder of the main army pursues the Russians and holds them at bay.

Wagram—1809

In this scenario we shall see our enemies pretending to be French, for one turn at least. The problem was due to misinterpretation of orders and incompetence on the part of Marshal Berthier, a great clerk, but a terrible commander, which created a state of confusion on the part of the French. This situation was reversed by the Emperor at the last instant. Since we know the attack is coming, we must arrange our initial placement of troops to allow for maximum survival. We must then create our "batallion carre", pursue the main Austrian army, capture Vienna, Prague and Cassel, and hold these cities, all in eight turns.

By placing his units judiciously, the Austrian commander can create, as I indicated earlier, a "batallion carre" of their own of 33 infantry, 6 landwehr, and six cavalry strength points; a total of 45 points, led by three single point leaders (John, Louis, and Hiller) and commanded by Charles. This gives the Austrians a force more than capable of dealing death and destruction.

Survival of our army must be based upon creating the biggest concentrations of troops we can, followed by voluntarily withdrawing after the first round of combat. The reason for large troop concentrations is to avoid overruns and 4-1 combat odds, both of which lead to automatic elimination. In order to create this status the following setup should be considered: the forces under Marshal Davout and the b Allied leader (Marshal Lefebvre) concentrate at Munich (4 infantry, 6 French cavalry, 5 Bavarian infantry, 1 Bavarian cavalry all led by a 2 point leader); and all remaining units are to concentrate around Ulm, the troops of Massena and the A leader (Marshal Oudinot) in Ulm.

Allowing for maximum Austrian troop concentration in the field battle around Munich, the Austrian Commander can achieve 2:1 odds with a −2 modifier in the French favor. True, the Austrians can inflict a maximum of six points of damage, assuming a "12" dice roll, but with an average dice roll of "7", converting to "5", our losses would be only two strength points while the Austrians lose three. Due to necessity we will withdraw westwards after the first round to join the forces under Massena.

This maximum Austrian concentration will work in our favor, because it leaves the southern (Italian) flank open for French exploitation. If we use the attack suggested for the Austrians in Vol. 17, No. 1, we foresee an attack on Munich by no more than 27 strength points, or odds of 1.5:1, by the Austrians. Even with this reduction in odds we will still withdraw southwest of Munich to preserve our forces.

Turn two sees the French army with a chance to do considerable damage to the main Austrian army, assuming as before, the Austrians have not adopted and, at the end of turn one, reconsituted a "batallion carre". Instead of the direct frontal approach (assault) depicted for the French we shall create a "manoeuvre sur les derrieres" (maneuver against the rear) of the Austrian Army now out of order. Davout marches his cavalry against the infantry unit at B16 overrunning it and cutting one Austrian supply line. Massena marches his force from Ulm to LL16. Napoleon marches the Guard from Strasbourg to LL15, while Davout, joined by Allied reinforcements at A17 cut the last Austrian supply line and complete the arc. The Wurtemburgers then march into Ratisbon to complete the isolation.

This is one of the few instances when it behooves the French player not to attack. Let the rules operate against our opponents. First, on the next turn for attrition purposes the Austrians find themselves out of supply. Second, when they are forced to attack out of this position, if they so choose,then they are halved for combat purposes. The Austrian choices are two fold, retreat northwards and leave the way to Vienna open or attack towards Ratisbon.

Turn three sees our French army destroying the Austrian infantry unit at E17, cutting the Austrian supply once again, while the concentrated French force attacks the Austrians at Ratisbon. We should see the Austrians demoralized and in retreat northwards. Turn four sees a portion of our French army pursuing the Austrians northwards while a portion captures Vienna. Assuming viable Austrian play we should see all of his troops concentrating for the defense of Vienna, and relieving pressure upon our other forces. If the Austrians adopt the "batallion carre", we must destroy each of its four parts in turn, ruthlessly, hitting it hard, and demoralizing it before the remainder of its troops can reinforce. Still the outcome should be similar, but reaching Vienna will take longer than bypassing the main Austrian army.

Napoleon in Russia—1812

"My brother Alexander stops at nothing. If I liked, I could promise his peasants freedom. He has been deceived as to the strength of his army, he does not want to make peace; he is not consistent. A man who is not the strongest should be the most politic; and his policy should be to make an end (1812)." Our goal in this scenario must be victory; by the fastest, easiest, cheapest means. The march through Smolensk to Moscow is historical, but can spell the end of the Grand Army, just as it did for the Emperor. Historically, the march on Moscow could not cause the Russians to surrender, after all, the Tzar was in St. Petersburg, the occupation of Moscow did not threaten him personally.

The proper course of action for our armies must be the "Northern Approach" depicted previously in the *GENERAL*. We shall find that this course of action should offer us several advantages: first, a shorter supply line; second, conservation of strength; and, third, increased freedom of action. The shorter supply line directly effects the other two advantages because fewer troops will be necessary to create the line, rushing troops to the front will be faster due to its proximity, and since it will take fewer turns to reach our objectives we shall have several turns leeway in consolidating our advanced positions.

Our army will cross into Russia in two groups ("Batallion carre"), one between Memel and Kovno aimed at Riga, and the other between Kovno and Grodno aimed towards Smolensk. Marshal Davout will command the northern group and Napoleon the southern one.

Davout's northern wing must concentrate upon marching, the French and their Allied troops can maintain a four point movement factor throughout the majority of the game. We can expect at this rate that Davout will be in St. Petersburg on turn four (August, 1812) to assault its fortifications. We must give Davout, initially, a fairly sizeable command, primarily, because his supply line will be 14 hexes long. Due to supply problems we will be stationing the remainder of the Prussian force around Riga and detaching a French corps south of the lake at Z4 so as to protect Davout on the last leg of his journey.

Our southern force has Schwartzenberg and his Austrians as a flank guard at Grodno to anchor the advance. The main army now advances north of Grodno straight for Smolensk in standard "batallion carre" formation, with two to three flank corps. One corps operates on the southern flank between the point units and the Austrians, the other unit(s) operate north of the main army linking our main army with Davout's flank guard.

Using this course, victory should be ours, with enough of an army left at the end of the game to assure victory. Go for the easy victory, let the others be fancy and go for broke.

We shall leave our discussion of the scenarios at this point. I believe that the principal theories discussed earlier in this article should be clearly evident in use. Remember the keys to success in *WAR AND PEACE* are proper use of officer units, concentration of force, and speed of action.

Proposed Rules Additions (Optional Rules)

For the consideration of all players, I will at this time offer three optional rules that should increase the realism of the game without adding to the complexity of a neat and highly playable game system.

1) Historically, Napoleon maintained an inordinately large personal household. In fact the size of Napoleon's personal staff during the 1812 campaign included 3,983 officers and troops, which included two Marshals and thirteen generals. I suggest that in those scenarios in which all zero point leaders are not committed in the order of battle, that the French player be allowed to create these additional officers in hexes occupied by Napoleon. This would also be in keeping with Napoleon's habit of creating new corps during a campaign as well as changing the corps compositions.

2) In the vein of the French Guard rule, consideration ought to be given to the effect of cavalry, directly, upon combat. In this particular case it does not seem to be unrealistic to grant a plus one modifier to the side that orders in a cavalry charge against their opponent's army. Player A, the commander of the larger force having the option first, declares his intent to commit his cavalry strength points against the enemy, the modifier is then applied to the side utilizing this option, if either so chooses. The history buffs of the readership will, no doubt, mention the effectiveness of the "batallion square" as an anti-cavalry tactic, and this is true, but . . ., the square is a bastion of strength and a death trap at the same time. Unsupported cavalry assaulting a square formation can be literally torn to shreds, witness the demise of the French cavalry at Waterloo, but against supported cavalry a defenders choice against a cavalry charge is not so clear. To use a standard French tactic, as the cavalry thundered forward the defender must choose to form square or maintain a line formation. If our opponent chose to form a square we would order the cavalry to veer off and our artillery would open fire and infantry would advance to attack. Infantry fire combined with the effects of the artillery would tear the square apart. If our opponent should choose to maintain a line formation then the charge is pressed home rending his line and allowing our infantry to advance into the gap. The defense formation will have little bearing upon the effect of the charge. The greatest effect of this charge bonus would be the losses to cavalry sustained by the declaring player in the charge attempt, since as a penalty all losses possible will be taken from his cavalry. Any player who has had to retreat and did not have sufficient cavalry strength points for his rear guard knows what the effects of a lack of cavalry are.

3) In escalating field battles wherein a reinforcing corps is separated by one hex from the original combatant of its army in relation to the combatant of the opposing army causes a flank attack situation In those situations where this exists, the side achieving this position gets a plus one (+1) modifier for combat purposes. This effectively recreates napoleon's perchant for an attack against the enemy's flank or rear, causing panic in the opposing army. ☆

Squad Leader Clinic

Smoke

By Jon Mishcon

"Smoke gets in your eyes." Those who play *SQUAD LEADER* hum Jerome Kern a lot. My mental imagery of smoke in World War II readily leaps to destroyers dancing in and out of lowlying screens or heavy bombers slashing through thick black columns. I don't easily visualize smoke for ground force use. Therefore, let's first discuss how frequently ground forces "blew" smoke.

Although smoke was used more often in the closing years of the war, it was moderately commonplace throughout all of World War II European combat. Certainly the Americans used much more smoke than did either the Commonwealth/UK or German troops—and those folk used it more than anyone else. German and UK forces seemed to reserve smoke for specific localized assaults or to help cover withdrawals. The Americans used smoke willy-nilly: street fighting, river crossing, hill approach, visual flank protection, fortified position assault, removal of wounded as well as utilizing great rolling clouds for any assault or withdrawal. Perhaps those interested in games or history think smoke was used infrequently because it has so little visual impact. (Little combat photography of smoke—you can't see anyone or anything to take a picture of.)

How was smoke applied? Smoke producing agents come in three "flavors". Most smoke agents contain a powder that, when ignited, burns with low heat and gives off dense smoke. Hence, the first kind is pyrotechnic. All nations used also chemical mixtures (titanium or carbon tetrachloride or oleum/pumice) that form smoke when they come into contact with warm moist air. These unignited

mixtures I call flameless smoke. Flameless smoke is generally thinner than the pyrotechnic kind and heavily dependent on atmospheric conditions. Lastly we have the rapid air oxidizer—the only one of significance is white phosphorous. WP oxides so rapidly when it contacts air that it generates intense heat and smoke, independent of air temperature and atmospheric humidity. The smoke is quite thick but the heat is so intense that it causes the WP smoke to billow up, thus forming gaps in the screen. Naturally the heat and acrid smoke are quite noxious to anyone in the immediate vicinity.

Shells that carry smoke agents come in three basic types. The *bursting* type explodes when it hits the ground, scattering its contents. This type shell was commonly used to deliver WP and flameless smoke. Its major advantage as a delivery system is that the firer can switch from HE to smoke and back without adjusting gun alignment. The bursting effect unfortunately tends to scatter pyrotechnic smoke agents ineffectively. The second common type of shell is the *base ejection* type. This shell has a fuse which ignites the pyrotechnic smoke agent inside the shell. The pressure buildup then forces the agent intact out the base of the shell to fall, smoking, on the target. Obviously this type of shell may be safely fired toward one's own troops because the shell itself passes overhead. Equally obvious is the fact that if you fire HE at a target and then want to switch to base ejection smoke shells, you must adjust your gun's elevation and start the process of zeroing in all over again. WP and flameless smoke can't be delivered by base ejection methods. The last basic shell type was the *con-tinuous emission* shell. This type contained a pyrotechnic agent but, rather than dropping the smoke agent, the smoke was emitted from little holes in the shell casing as the shell flew. As this type of shell left a narrow trail of smoke in the air rather than on the ground, and the little holes were easily subjected to blockage when it did strike the ground, this method of smoke delivery went essentially unused during World War II.

Besides shells, smoke was also delivered by "grenades" and smoke generators. Smoke grenades might contain the flameless mixture in a thin glass shell that broke open when thrown. Other smoke grenades were unbreakable containers that ignited pyrotechnic mixtures. WP grenades simply exploded, showering WP everywhere. Smoke generators were essentially inefficient combustion engines that mixed oil and air to produce dense clouds of smoke. These generators were bulky and required a lot of fuel, so were only found in carefully orchestrated actions.

Tactical usage determines the kind of smoke and delivery system. Pyrotechnic and flameless smoke are low, clinging, and non-irritating. Best used as a visual barrier between you and the enemy. That way he can't see your approach or retreat. If retreating, place the smoke screen close to you so your movement falls within its blind zone (if there are any elevated observers). If attacking, drop the smoke close to your target so as to minimize the time your attacking troops are not covered by its cloaking effect. Generally speaking, you rarely want to actually place smoke on any place your troops will move as it tends to mess up organization.
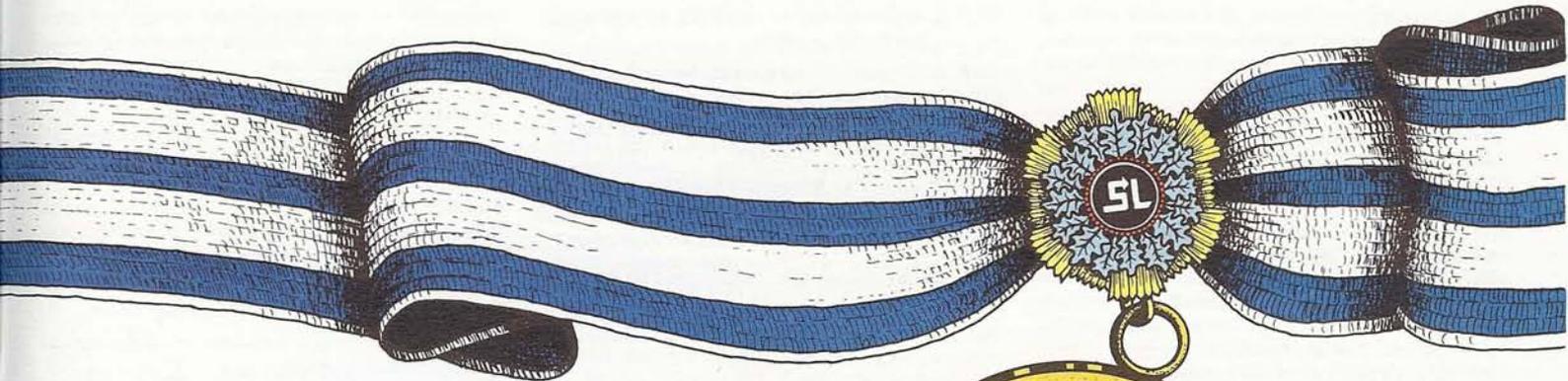
WP is a different matter. This devilish invention is essentially an explosive firebomb. A nice side effect is the intensely acrid white smoke that instantly appears. Place WP wherever you need a fast appearing screen, or you need a tall column of smoke (on or before a church spire), or atop a protected target (bunker, trench, or cave) where its fumes will assail those within while its smoke blinds their vision.

Smoke is always subject to dispersal by even a moderate wind. This can be compensated for by high capacity, stationary smoke generators or layered smoke screens—but generally speaking any significant wind will simply disperse smoke to ineffectiveness. Europe has more windy days than otherwise, so don't expect to use smoke all the time.

Let's see how the *SQUAD LEADER* system represents these elements of smoke usage.

17.7 LOS traced along the hex edge of a smoke-filled hex is unaffected by the smoke in the hex.

20.1 Smoke has no effect on CC.

22.1 Flamethrowers unaffected by smoke.

24.0 & 63.22 Smoke cannot be placed in a water-filled hex.

24. Smoke in a first-level building affects all higher levels of the building in that hex and vice versa.

24.2 Only Assault Engineers may place smoke and only one per turn.

24.3 Smoke must be placed in Prep Fire Phase.

24.3 Engineers may place smoke only in or adjacent to their current hex.

24.3 Passengers may never place smoke.

24.5 Units moving through smoke pay 1MF penalty; 1/2 MF for dispersed smoke.

24.6 Any fire group tracing LOS into, out of or through single smoke hex adds one die DRM to IFT roll.

24.6 Two smoke counters in one hex has no increased effect.

24.6 Fire group tracing LOS through two different smoke hexes add two dice DRM to IFT roll, but DRM may never exceed +6.

24.6 Smoke affects all levels.

24.6 & 44.21 Smoke has no effect on Area Fire.

24.6 Fire penetrating smoke is not Area Fire.

24.6 & 44.23 Fire through smoke onto a unit moving in the open is subject to the full moving in the open DRM.

24.8 Smoke is removed at the beginning of the next friendly Prep Fire Phase.

35.1 Units overrun in smoke get one die DRM to IFT roll.

41.3 Tanks or SPGs may fire smoke at onset of Prep Fire.

41.4 German tanks and SP guns may discharge smoke in own hex.

46.7 Smoke blocks correction of SR/FFE unless the smoke is from the FFE.

59.7 Smoke from fires block all levels.

60.4 Mist from river has same effects as smoke.

63.22 Any 70mm gun or larger may fire smoke. Runs out on a dice roll of 8 or more.

63.31 Only smoke and HE can be fired indirect.

63.36 Onboard guns may fire smoke indirect.

64.52 The NbW92 may fire smoke with depletion number of 8.

64.7 Guns that try to fire smoke and roll greater than 7 may opt to fire AP, HE or no effect.

64.8 German AFVs, except halftracks, have smoke candles. These may be used to place smoke in the AFV's hex.

69.7 A target cannot be acquired; no acquisition maintained by firing smoke.

72.4 AFVs overrunning a smoke hex attack at half effectiveness.

73.5 Defensive fire versus doubletiming unit in smoke qualifies for –1 DRM.

83.4 SS units may not normally make smoke.

92.81 Charge may be executed against units in smoke-filled hexes that otherwise allow charges.

100. Smoke rounds that miss cannot be placed in adjacent hexes.

101.3 Aircraft may attack units in smoke-filled hexes with usual smoke DRM.

101.821 Mistaken air attacks may occur against friendly AFVs in or adjacent to smoke-filled hexes.

102.63 Mild breeze halves smoke effect DRM (FRU).

104.22 British player must buy smoke ability separately for his Engineers.

104.55 No Finnish smoke grenades.

106.1 Bypass in smoke costs 1MF.

107.61 & 107.7 Units subjected only to smoke from FFE not victim to suppression.

111.3 No smoke in heavy wind.

111.46 No smoke in rainstorm.

111.54 No smoke other than that from fires in falling snow.

114.51 Ski units pay 2MF per hex in smoke.

119.6 Smoke gives AFV +1 DRM for MG immobilization attempts.

129.3 French AFVs cannot fire smoke.

134.3 All British tanks, scout cars, and armored cars carry smoke dischargers. Both British and German smoke discharges may be refilled.

141.7 Generally US squads may place smoke in or adjacent to themselves with a smoke making capability of 3 on die roll. A die roll of 6 possibly eliminates all regular US squad smoke making ability.

141.72 If US squad rolls a 1, it may choose to place either smoke or WP.

141.72 & 141.75 German, British, Free French or Commonwealth Elite and first line squads have a limited smoke making ability. They may not place WP.

141.73 US squads specially designated as having smoke making capability may place WP with a 1 or 2 die roll. If a 6 rolled, the squad alone runs out of smoke.

142.7 A –2 DRM for fire on crews reloading smoke discharges.

144.35 Smoke from burning AFV is a level 4 obstacle but its smoke effect is always –1 due to localized origin.

144.94 An AFV may discharge smoke in own hex before unloading passengers.

145.5 Ordnance uses building target type (+1 DRM) for effective placement of smoke.

145.5 Only indirect fire can smoke building hexes if player doesn't have LOS to ground floor of building.

145.5 Ordnance cannot place smoke in own hex.

147.2 Vehicle equipped with smoke mortar may place smoke, on die roll less than or equal to 8, anywhere within TCA and three hexes of vehicle.

147.3 Vehicles equipped with smoke pots may automatically place smoke, once only, in their hex if not in motion.

148.5 Conventional smoke is a two-level obstacle. All non-WP smoke is conventional. Smoke no

longer blocks all artillery observation but adds smoke DRM to accuracy and extent of error, unless FFE generated smoke itself.

148.51 Conventional smoke must be placed at start of PFPh.

148.52 Smoke dispersed in mild breeze or in harassing fire—effect halved (FRU).

148.523 LOS traced along a single smoke hexside has smoke effects halved (FRU). If smoke is dispersed, then effect quartered (FRU).

148.524 Any fire traced into, but not through, smoke is subject to –1 DRM (but never less than 0).

148.6 WP smoke is a four-level obstacle. May be placed in any fire phase.

148.63 No such thing as dispersed WP.

148.64 WP smoke DRM always –1.

148.65 WP in hexes causes everyone, except buttoned-up AFVs, to take a morale check of some kind. Critical hits are possible.

148.66 WP may cause fires.

148.8 If onboard ordnance rolls depletion number while trying for smoke, that gun may not fire.

148.8 Depletion numbers do not apply to normal offboard artillery.

150.3 Smoke may interfere with aerial artillery observation.

158.1 Units advancing into CC and smoke may take –1 DRM in CC.

158.1 Units with smoke making ability may, if in melee, place smoke in their own hex.

162.222 Smoke grenades may not be placed in adjacent hex if that hex is two or more levels higher.

162.42 Climbing units may receive smoke effects DRM.

163.13 PreRegistered Fire may place smoke.

166.5 Units out of command may not place smoke.

169.7 Terrain fires have smoke rising four levels above the level the fire occurs in.

Assuming that we are using *G.I.* rules, we can see that smoke is an effective, although not opaque, screen. It is more time consuming to call in offboard conventional smoke. WP is noxious, quickly available, and less effective a curtain than is conventional smoke. Americans will have an overwhelming preponderance of smoke both from their greater squad production ability and offboard artillery advantages. Certainly the US, as sole possessor of WP, holds a powerful trump card. Generally speaking, the rules are a fair reflection of combat usage. Now let's review use of smoke in a few scenarios. (As the rules changes are so marked from one gamette to the next, I shall limit my remarks to our use of smoke in the *G.I.* scenarios.)

Scenario 33: The Germans are welcome to try and use smoke from their squads for crossing key hexes. More often, the Americans will use it to cover exposed gliders.

Scenario 34: The SS rarely use smoke. The US player calls in lots of offboard smoke to permit the Allies to close with the SS. This is most often true when the SS are clumped up in two or three buildings. The major push to assault the SS usually comes in Turn 6 or so and then the smoke is shifted across the river to permit the crossing of AFVs.

Scenario 35: The control tower is literally pasted by US WP turn after turn.

Scenario 36: The US player should eschew smoke, its persistence giving the German too much cover. The German will use his engineers to lay a lot of smoke as his assault moves up out of the –1 open terrain.

Scenario 37: We find the German desperately needs to have his Panthers lay smoke, first by main battery, then after advancing by smoke dis-

chargers, to allow the SS squads to cross the open. The only time we've used smoke as the Americans is in setting up assaults on the AFVs.

Scenario 38: The Americans frequently use smoke to cross open hexes after the weather reverts to clear. Little German use of smoke.

Scenario 39: We find smoke most useful for the Combat Engineers. The defense of Board 6 often rests on a flamethrower or demo charge attack made through smoke. The Germans usually don't want to pay the movement costs and the rest of the Americans are too busy firing HE and AP.

Scenario 40: American player should try to leave a smoke screen behind his squads to assist in his retreat.

Scenario 41: American can again use smoke to hide behind. The Germans seem never to use it. (Would you block your Tiger's LOS?)

Scenario 42: If the British can get smoke, it may help screen the passage of his DD Shermans. Smoke rarely appears however.

Scenario 43: Another scenario where smoke is rarely seen.

Scenario 44: Our standard has been to call all the American special Turn 1 artillery fire as WP. Another example of its use as both cloak and as dagger. Obviously the Americans use squad smoke to cross the canal. There seems little German use of smoke.

Scenario 45: The Americans again use smoke to help cross open hexes.

Scenario 46: We find little use for smoke in this scenario.

Scenario 47: Both sides occasionally use smoke to cross key clear hexes.

Obviously *G.I.* has brought back much of the heavy appearance of smoke that characterized the original *SQUAD LEADER.* If anything, I would guess that this is more due to the fact that so many scenarios take place on windless days. Scenario designers should take note.

Smoke may be the infantryman's nemesis or friend. Your skill with it will mark your graduation from the rulebook to the battlefield. A new scenario has been provided in this issue's insert to allow players to experiment with the ideas contained herein.

After Action Report— Concentration of Force

This note continues the series of commentaries in the Clinic pertaining to the scenario published in a previous *GENERAL* (Vol. 20, No. 4). The intent of these reports is to provide the player with one of numerous possibilities for defensive setup, attacker initial position and basic tactical approach. Having had several months to examine your own approaches to our Clinic scenario, the reader can now compare his findings with our summation.

GERMAN: Place one 4-3-6 in each of the hexes V9, P9, J8 and E9. Place two 4-4-7s in each of R9 and M6. Place two 4-6-7s and one leader in each of X5 and J1.

AMERICAN: Enter in line abreast in hexrows DD, EE and FF *or* A, B and C.

ATTACKER'S TACTICS: Use leaders and heroes to act as MMG firebase (they don't count for Victory Conditions). Smoke should be reserved for crossing key open hexes. Remember that your job is to exit. Don't fight until you have to.

DEFENDER'S TACTICS: Once the attacker enters, move all units toward the southern corner of the flank the American has chosen. Don't hesitate to encircle the US player if he has left an insufficient rear guard. Recall that you also have a chance for smoke if you must cross key open hexes (e.g., hex X4). ☆

enemy units which move to cut off *your* retreat routes. Suppose you join battle and/or reinforce along two roads. Enemy units can retreat from the battle along roads you have not used into towns you do not currently occupy, even if you passed through those towns or reinforced from them. If they occupy those two towns you used, you now have *no legal retreat route.* You have been surrounded by the units you defeated. Therefore, always join battle along as many roads as possible. It is prudent too to leave one unit behind or retreat a weakened unit to guard your back door.

PLAY BALANCE RULES

In his "Aggressive Tightrope" article, Alan Moon suggested several rules variations to improve the balance of the game. Some of these rules would change the victory conditions, either by increasing the number of French units that need to be eliminated for an Allied win or by giving the French the victory if neither side fulfills its victory conditions. But these proposed changes ignore the historical necessity Napoleon faced: to achieve a decisive victory. Napoleon launched his campaign to consolidate his political strength and to stop the Allies before they could overwhelm his reconstituted army. Only a decisive victory could have accomplished this.

Only two of Mr. Moon's new rules preserve the basic thrust of the game:

1) Improve the French morale so that a one or two die result is needed for a unit to return to reserve;

2) Allow the French player to move three groups on his first turn.

The first rule is of obvious benefit, but the second doesn't help much unless the French move east. My alternative is to allow the French to exercise the option of moving three groups in any one turn of the game. As long as this extra French move remains unused, the Allied player must consider many more possibilities. This rule makes for a much more exciting game.

Another rule that I would add to those of Mr. Moon's improves the French chances on the first turn forced-marches. Instead of a one, two or three die roll bringing a lost CV, make it a one or two die roll for French units—on the first turn only. The rested, confident condition of the French troops at the beginning of the campaign provides the rationalization for this. And, of course, this rule would take the sting out of those necessary French first turn force-marches I've described above.

FINAL COMMENTS

NAPOLEON recreates one of the most exciting campaigns in history in a simple way—no six-unit stacks of counters, no CRT, no complicated playing aids. All too many "wargamers" look down on this elegant game as but a step above *Stratego.* Yet *NAPOLEON* remains a reasonably realistic strategic simulation that is also fun and, most importantly, feels like Napoleonic warfare.

I don't claim that the strategies presented here are perfect; but I do believe they will improve your chances against a good Allied opponent. My main hope is that my ideas will give you some ideas of your own and help elevate the play of this fine game. For those interested in an exchange of ideas and strategies, contact Mr. Neil Schwarzwalder, 218A Craighead, Missoula MT 59801. ☆

DIAGRAM 4
THE EASTERN APPROACH—
LIEGE/BRUSSELS

The map shows moves up to turn three of the "cautious" scenario, where the Prussian units make a French move to Namur unhealthy on the second French turn. If the Prussian move permits, the French could move the Dinant and Laneffe horse units to Namur on their second turn.

(*) indicates unit must be force marched
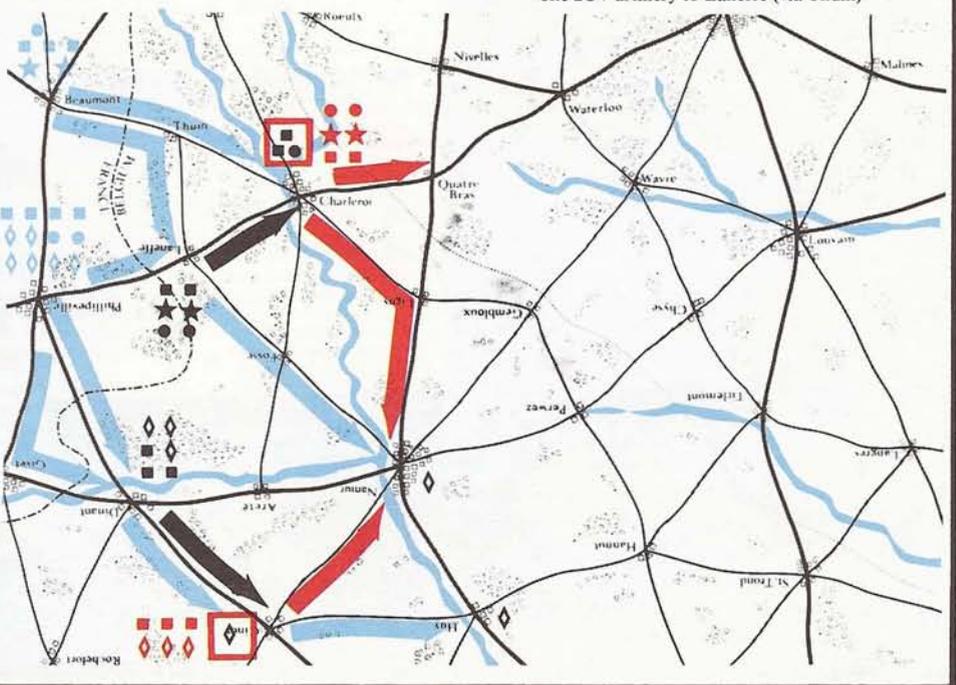
Starting in:
1. Philipeville
   *one 2CV cavalry to Huy (via Dinant and Ciney)
   *one 2CV cavalry to Namur (via Laneffe and Fosse)
   one 2CV cavalry to Ciney
   two 4CV infantry to Dinant
   *one 3CV infantry to Dinant (via Givet)
   three 3CV cavalry to Dinant (via Givet)
   two 3CV artillery to Laneffe
   one 3CV infantry to Laneffe
2. Beaumont
   two 2CV horse artillery to Laneffe (via Thuin)
   *one 3CV infantry to Charleroi
   *two 4CV infantry to Charleroi
   *one 2CV artillery to Laneffe (via Thuin)

Letters to the Editor ...

Dear Sirs:

This letter is in response to Mr. Paul Teitelbaum's letter that appeared in Vol. 20, No. 3. I am not going to enter into a debate on the vices or virtues (if any) of the Nazi military machine or its leaders. The facts of WW2 speak for themselves, as they do for any war.

Our hobby is a bloodless rendering of the horrifying wars of the past. There is even a glimmering of wars to come in it. Yet most of the people associated with it are political pacifists, sensible men who abhor violence. Unfortunately, among themselves, the devotees of the hobby rarely show the same quiet consideration. Mr. Teitelbaum is but the latest example.

If we as a society are to judge every book by its cover, how much will we lose? If we as a hobby are to judge every game by its cover, then I hold little hope for its continued development. Even worse if we base that judgement on personal considerations of topics found offensive or glamorous. I know that the hobby has its share of bigots and mental midgets, but I believe that the large majority of modern wargamers are intelligent individuals. I've seen the hobby grow. I have lived through the "crazy club period" to witness the evolution of quality organizations such as the AREA and AHIKS. I only wish I had more time to put into the hobby.

If Mr. Teitelbaum is truly severing his ties because of the cover of UP FRONT, then I feel sorry for him. He displays just the mentality that allows all extremists to exist. Covers and artwork are used to catch the eye and infuse the game with color and character. It is never done (to my knowledge) to glorify a group, individual, period, government or anything else. Anyone who knows Don Greenwood or his work realizes he would never be party to glorifying the Nazis or any extremist group.

In conclusion, I felt that someone should stand up to the type of prattle Mr. Teitelbaum spouts. The products of the company and the man should speak for themselves, but it needs reinforcement (obviously) for some.

Robert Jamell
Wilkes-Barre, Pennsylvania

★★★★★

Dear Mr. Martin:

I have just read Mr. McLaughlin's article in a back issue of The GENERAL about "Napoleon's War At Sea, Naval Rules Changes for WAR & PEACE" and the accompanying articles on naval strategy by Kenneth Waido and Bill Parsons (Vol. 19, No. 5). There is one possible course of action for the French player to take in September 1805 which was not mentioned, and I thought I might raise it even though the arguments have perhaps gone dead.

I have played WAR & PEACE many times, and several times French strategy at sea has been to sail the fleet at Toulon, including the transport laden with troops and the transport at Boulogne (also with troops), and try to take Plymouth in order to capture the British transports. Because Plymouth is not garrisoned, my reading of the rules is that the French transports and accompanying warships can sail directly into Plymouth if they are not intercepted and stopped. Of course, Nelson sometimes stops the Toulon fleet. But the British must always lift the blocade of Amsterdam or Brest in order to intercept the transport from Boulogne. Sometimes they fail to stop one or both of the French invasion fleets, and so lose Plymouth.

The assumption behind this strategy, borne out by my own experience, is that the French lose the war at sea after a few years anyway; thus, any losses incurred in temporarily knocking out or capturing those British transports are justified as a means of slowing down the British. I have never seen how the French, even with allied transports assisting and encountering no naval resistance, can get enough troops to Britain to conquer it if London is adequately garrisoned. So the possible loss of French transports or naval units in an operation against Plymouth seems quite an acceptable risk. Sometimes the French losses have been heavy in doing this; sometimes light.

The main problem for the French player is that the British can blockade them in Plymouth until the British army can arrive from London overland. But, without those transports in 1805 and 1806, the British player is practically helpless: they are the only British transports available early in the game and without them he cannot send production points to his allies, not to mention the loss of troop-carrying capacity. Recovery is slow, dependent on capturing French ships to swap, and in some games has taken years. The British also

lose the production points while the French barricade themselves in Plymouth.

I realize that the new rules (taking prizes and towing them to a home port) may make it difficult for the French player to get away with this ploy. But they still have one or perhaps two chnaces to run any blockade imposed before the Royal army comes up. On the other hand, if the French should succeed in running the blockade and getting back to France with the transports in tow, the game is practically won.

This whole scenario has begun to seem so unlikely to me—would the British really place their transports in an undefended port while French fleets are on the loose?—that I have taken to altering the initial British deployment by placing in Plymouth two or three infantry units originally placed in London. Does any of your other readers see this state of affairs as a problem? If so, I would be most interested in hearing their solutions.

David Scarboro
Reading, Great Britain

★★★★★

Dear Editor,

In DOWN WITH THE KING, I notice that Fandonian ladies are as susceptible to gout as men. As a physician, I assure you that only 10% or less of gout patients are women. Consequently, players should assume that the "Gout" chit for a lady refers to some other disease or play a variant rule. In our circle, a lady with "gout" is assumed to be pregnant instead. She loses a PP, as men do, only if unmarried. If married, she gains a PP. Ambitious players may even go further. If the affected lady is engaged, but not yet married, the engagement is called off and she is the subject of "Scandal". If a married lady, using the Optional Rules, is foiled in a "Seduction" attempt by an Informer or Treachery and draws "gout" the next turn, she and her paramour are objects of "Scandal". Of course, no lady that has been pregnant while unmarried may ever marry a Royal Character.

One last point, in my recent article "Gentleman's Guide to Fandonia" (Vol. 20, No. 3), the last paragraph should read: ". . . calculated by Summing the Constant and variable Components. VG and VM . . ." And my thanks to Avalon Hill for a most enjoyable and unique game. I never tire of it.

Michael Anchors, MD
Rockville, Maryland

★★★★★

Dear Mr. Martin:

Just a note of thanks for your efforts in publishing an "informal RBG" for PBM and Solitaire. Due to a lapse in my GENERAL subscription, I wasn't aware that my previous letter had been printed until I saw a reference to it in the current issue.

I agree with Mr. Kelly's remark, by the way. I don't really recall just what I said in my last letter, but I have never advocated putting more effort into the "solitaire variants" of any game. On the contrary, I don't believe anyone—including those who play games mostly by themselves—really wants to see these variants. WIZARDS, CONQUISTADOR and GUNSLINGER are all good games; but whether I'm playing with friends or alone, I never play solitaire variants that are included in the rules. I don't like "puzzles" that much, and I don't think most gamers do. Personally, I would advocate not wasting time on the design of such variants.

What I do advocate is consideration of the "alternate reality" concept in the standard, two-player version of the games. I was in a hobby shop yesterday afternoon, where I overheard a conversation between two wargamers. One of them picked up a game and said, "This one is great. I even had fun playing it by myself!" That's what I'm trying to suggest—that game designers try to make a game so good that it's even fun to play by oneself. My whole point is that game designers would do well to try to craft systems that are suitable for pbm and solitaire, as well as competition. Why? Because if the game is so good that it's fun to play even alone, then it is a really great game.

If I look at the back of a game box and read, "Solitaire Version Included", I put that game back on the shelf. If the design/development team

had to devise an artificial solitaire variant for it, I can be assured that it's a mediocre game design. It may sound crazy, but after fifteen years of wargaming, I'm quite certain that the long sought after "key to the classics" has a great deal to do with "solitaire suitability". Your survey seems to bear this out. Designers would do well to give this some serious consideration.

On another subject, I'm glad you're publishing more history articles these days. Thanks also for sticking to your guns with regards to the "Adventure Games" dispute. It's great that Avalon Hill is growing and diversifying, and The GENERAL reflects that trend. I suspect that the SQUAD LEADER series and THE LONGEST DAY mark the end of an era in wargaming and GUNSLINGER, UP FRONT and the microcomputer line represent the beginning of a new age. I'll be looking forward to your new releases in the coming years.

Patrick Carroll
Mountain View, California

★★★★★

Dear Rex:

I enjoyed your article "The Lonely Numbers" (Vol. 20, No. 6). You mentioned in it to let you know how lousy luck contributes to the game. I've now flown 357 missions, and out of these I have had only three crewmen complete 25 missions and just one plane out of 56 survived to the elusive 25-mission mark. I think you will agree, this is a lousy survival rate.

You mentioned at the conclusion of your article that the game has a "minimum of bookkeeping". I've gone the opposite by keeping stats on everything concerning the missions—crew stats, bombing percentages, fighters encountered and destroyed, everything for over 300 missions. Well, back to my bomber, now on its 11th mission. I should be able to improve my survival rate this time, since this plane has already received two "rabbit's feet" which should see her through the deadly 25.

Thanks once again for a very informative article.

Robert Olinski
El Paso, Texas

I must stand in awe of anyone who could (or would) play any game 357 times. As for myself, when the Amber Renee went down due to detonation of her bomb load onboard midway through her second 25-mission run, I lost heart and have not yet recovered.

★★★★★

Dear Mr. Martin,

One day after reading your article in The GENERAL, I flew a mission to Abbeville (fourth in my campaign) that refuted your claim that the first ten were "milk runs". After an uneventful flight to Zone 3, the Eileen (named for my girlfriend) ran into three waves of fighters over the target. The radioman and the port waist gunner were seriously wounded but no substantial damage was done to the plane, and two Germans went to Valhalla. Approaching the target, Eileen was hit with heavy flak. Nine hits were taken, including five port wing, one starboard wing, one tail and two waist. Engines #1 and #2 were taken out. OUCH. The rudder was hit also. Bombs had to be jettisoned immediately. The Eileen turned around for the long, long trip home.

Flying through one zone, Eileen faced four waves of fighters. Fourteen planes in all attacked. Piece by piece, the Germans took Eileen apart. The engineer (named R. Martin, by the way) was KIA and the navigator took his place. The ball gunner was wounded and his turret jammed. The flap controls were shot away; the ailerons were dismembered. The bombadier was killed and the nose gun knocked out. At this point, things didn't look too bleak. Aside from crew losses and the two port engines, the only significant damage was to the flaps and ailerons. Landing modifier would only be −2.

Next zone. One wave of fighters! 33!! Four 109s!!! Poor fighter cover provided no help. Eileen was down to the top turret (manned by the navigator) the port and starboard guns (manned by the starboard waist gunner) and the tail turret. Rudder hit; control cable hit; intercom and radio out; another rudder hit; waist gunner KIA.

Worse, Engine #4 is taken out.

As the Germans recede to the east, the weather worsens. The plane is losing altitude with only one engine. Fog is closing in—bad weather is rolled. Major Prasse can barely control the plane, flying on one engine with no rudder, flaps or ailerons. After crossing the English coast, he orders the remaining crew (tail gunner, copilot and navigator) to bail out. The copilot refuses, but the major pulls his .45 and states, "Heroism is the privilege of command".

The plane keeps dropping. In back are the seriously wounded radio man and the trapped ball-gunner. Prasse spots a field, freshly plowed. No time for choices. He takes the Eileen in, gear up. Too late, he sees a ditch. The B-17 flips over and bursts into flame, killing all onboard (landing modifier −8; die roll 5). Prasse received the Medal of Honor. Back home in New Orleans, Eileen married the copilot.

Eric Prasse
New Orleans, Louisiana

I particularly like the phrase, "Heroism is the privilege of command". But I'll pass up any commentary on that remark. Better luck next time.

★★★★★

Dear Rex:

Just received Vol. 20, No. 6 and it's a beaut! As usual, you did a nice job editing my articles. The artwork is especially eye-catching. Only a few small problems with the Aircraft Data Cards, and I think that any experienced players will catch the errors.

The Blenheim ought to have a gunnery factor of "1" in all Medium and High sectors. The aircraft profile of the Hampton was dropped off entirely and there were no dividing lines between the Climbing Deceleration and Diving Deceleration modifiers on Screen #4. In "Zero!", on page 19 delete "if his Limit Speed permits".

Again, many thanks for all your efforts and the hours of pleasure you've brought us. The GENERAL has come a long way under your management.

Michael Anchors
Rockville, Maryland

★★★★★

Dear Sirs:

For the first time in 17 years of wargaming, I have finally found a reason to write to your letters column. I want to thank the editors for the hilarious letter from Mr. Martin Williams of Santa Fe. Unfortunately, the letters column is only four columns long, and two and a half were wasted on Mr. Williams and the AH rebuttal. Avalon Hill did not need to answer his letter; your own subscribers would have seen to that. Mine follows.

Mr. Williams, you are either a child writing to Avalon Hill pretending to be an adult, or you have lived your life in a showbox. Not only is your knowledge of wargaming quite limited, but you seem like the sort of person who willingly goes into a pornography shop and then writes letters to the local newspaper about smut! And such intimidating language you use: "sick fascination", "destructive activity", "intelligent and pleasant folk", "subtle attitude"; give us a break. You know, I observed a Nazi rally once and that is the only place I've ever heard the line "intelligent and pleasant folk". You, my friend, are a naive person. Those of us who are wargamers must feel sorry for you because you are so distraught over the facts of life.

Your next to last paragraph was quite illuminating. You've got quite a vivid imagination. In all these years of wargaming, I have yet to experience or meet anyone who has experienced these feelings. Obviously you did not serve in Vietnam or you'd know why Cambodia was bombed. Have you ever read the history of that war (or are you like a lot of Americans who prefer to ignore it)? Why do I ask? Because I am an Army paratrooper with 12 years in service. I have done work that would make you pale and tremble in your shoes. I don't do it because of, in your words, "enjoyment and glory". I do it because that's my job.

Your attitude on wargaming reflects your attitude towards today's military and the people who perished in past wars. It's a fact that Mr. Martin and Mr. Hamblen have to answer you in a polite manner, because they're professionals. I won't extend you that courtesy.

SSG Patrick Murphy
82nd Airborne Division

★★★★★

NAPOLEON

Q. What happens if two forces enter battle and neither wants to advance to engage and neither has artillery units? How is the battle or retreat resolved since units of both sides may not end a turn in the same town?

A. In such cases, the attacker is obliged to advance at least one unit to engage, repeating this obligation until a result ot the battle is obtained.

Q. Can a force retreat from battle to the town that the attacker came from or moved through to get to the battle if the retreat route is via legal roads?

A. Yes.

Q. If a cavalry unit fires and so is then unable to retreat from the battle, but the remainder of the force elects to retreat, is the cavalry unit destroyed in the retreat even though not engaged by enemy cavalry?

A. Yes.

Q. There are four 1 CV units in one column. One is eliminated. The other three must each check their morale. If one of these breaks, must the other two then make an additional check as well? In other words, must a unit check its morale each time a unit breaks, or just once after the initial unit breaks or is eliminated?

A. Each unit in a column must only check its morale for each unit that is broken or eliminated by *enemy fire*. Units do not need to check morale for units subsequently broken during this process.

THE QUESTION BOX

WAR & PEACE

Q. How do units inside a city and a relief column in an adjacent hex outside the city combine in combat against a besieging force in the city hex?

A. Either (1) the relief column may initiate combat with the besieging force with the besieged attempting to reinforce combat on the second round; or (2) the besieged force initiates combat with the relief force attempting to reinforce during the second round. The besieging force remains in the hex and receives any terrain or entrenchment bonuses. If the besieging force withdraws or retreats, it must leave the hex; if the besieged are defeated, they retreat or withdraw into the city.

Q. Can you clarify the Campaign Game victory conditions for the French player?

A. The French player wins an automatic victory at the end of any turn in which the French player controls 15 production cities and one of the following three countries have been *conquered*: Russia, Spain, England. The cities controlled include Paris and those within the conquered nation; only cities that are marked with black of red infantry symbols qualify.

Q. Since France can conceivably have been conquered and forced into being a neutral state in 1815 (with no hostile troops allowed into France at the end of the game), does the French player still win for holding Paris, unbesieged, as per Campaign Game victory conditions?

A. No. The "Paris condition" only applies if France is an active (non-neutral) state which has *never been conquered*. If France has been conquered or is currently neutral, the French player wins only if he holds the most production cities.

Q. According to Rule G2c of the Campaign Game, if Russia and Turkey are at war, Kiev is not considered a production city. Does this apply when determining if Russia is conquered?

A. No. It is merely a penalty for the Russia player for being at war with Turkey. In order to conquer Russia all productoin cities, including Kiev, must be taken.

Q. Can a player voluntarily retreat his units through hexes containing enemy units if another retreat path is open?

A. No.

Q. Since unsupplied units are halved in combat, it is necessary to remove twice as many factors to satisfy losses? Likewise, since units in forts are doubled, can removing one strength point satisfy a result calling for the removal of two?

A. No on both counts. Although a modified combat value may be used to determine the number of SPs of the Smaller Force on the CRT, all losses are taken at face value.

Q. When a fleet is on blockade and it moves to intercept an enemy fleet (whether it fails or is successful) is the port still blockaded?

A. No; a fleet that tries to intercept an enemy fleet must abandon its blockade.

Q. Rule XG1 of the Campaign Game prohibits rolling to change Spain's allegiance unless the French player moves Spanish units or invade Spain with 20 or more SP. If Spain is attacked by England and Spanish forces are forced to retreat by combat, does this constitute movement and thus allow an allegiance die roll?

A. No, only voluntary movement allows such a roll.

STRUGGLE OF NATIONS

Q. Are Russian Cossack cavalry considered "light cavalry" for movement purposes?

A. Yes.

Q. When does the french player begin using the "French Autumn Attrition Quotient Matrix"?

A. August 15-16.

NAPOLEON AT BAY $22.00
Strategic Game of the Campaign in France, 1814

A poor response to Avalon Hill's latest Napoleonic entry brought relative low ratings. Although using the same system as the popular and well-ranked *STRUGGLE OF NATIONS*, the Overall Rating for the game would place 29th on the ongoing RBG chart—if enough response had been received to justify its inclusion. Unfortunately, with such a low sample base *NAPOLEON AT BAY* will not appear.

Most, if not all, of the ratings for the individual categories are near the "median" for Avalon Hill titles listed on the RBG. Ironically, but one—that for "Authenticity"—is above the average; this merely reinforces the reputation that Mr. Zucker has established for the ability to integrate complex historical data into a playable format. Purchasers should take note of the reader-generated estimates of game length. *NAPOLEON AT BAY* is not a game for a casual evening's play; it is instead a complex (as indicated by the readerships' rating of "Complexity"—one of the highest to date) and challenging simulation, meant to inform as well as entertain. Ratings for the components indicate that buyers can expect the usual Avalon Hill standards of quality.

Although not to be included on the continuing RBG at this time, the complete ratings for *NAPOLEON AT BAY* are as follows:

Overall Value: 3.55
Components: 3.86
Map: 3.78
Counters: 3.93
Player's Aids: 3.24
Complexity: 7.04
Completeness of Rules: 3.58
Playability: 3.91
Excitement Level: 3.50
Play Balance: 3.39
Authenticity: 3.16
Game Length:
   Shortest: 3 hrs., 59 min.
   Longest: 18 hrs., 14 min.
Year: 1983
Sample Base: 23

AVALON HILL RBG RATING CHARTS

The following Avalon Hill games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of "18" equates to three hours).

WARGAME RBG

Title	Overall Value	Components	Complexity	Completeness of Rules	Playability	Authenticity	Game Length Shortest	Longest	Year	Sample Base
1. GI	2.02	1.93	10	3.01	3.38	1.88	12.84	35.33	1982	264
2. COI	2.06	1.95	9	3.29	3.13	1.99	11.61	29.27	1978	532
3. 3R	2.21	2.67	10	3.81	3.40	2.73	25.94	69.24	1981	273
4. COD	2.23	1.97	10	3.12	3.08	1.85	12.15	30.20	1980	224
5. TRC	2.29	2.53	4	2.52	2.12	3.11	17.44	37.74	1976	540
6. SL	2.31	2.09	8	3.48	2.87	2.45	10.17	27.90	1977	680
7. UF	2.42	2.26	4	2.57	1.31	2.84	4.84	13.05	1983	58
8. B-17	2.51	2.62	3	2.52	1.86	2.21	3.30	11.50	1983	87
9. WS&IM	2.53	3.04	6	2.93	2.67	2.39	7.01	34.90	1975	464
10. W&P	2.61	2.76	5	3.46	2.93	3.04	13.04	57.19	1980	374
11. BB'81	2.67	2.46	4	2.53	2.94	2.91	19.62	35.09	1981	277
12. TLD	2.68	1.95	8	3.72	3.54	2.04	24.44	170.68	1980	119
13. VITP	2.72	2.86	2	2.89	2.22	4.52	16.96	22.36	1977	420
14. CAE	2.85	3.01	4	2.32	2.89	2.52	25.14	32.57	1976	252
15. SON	2.92	3.03	10	3.72	4.09	1.92	29.50	81.78	1981	123
16. SOA	2.97	2.79	3	2.73	2.41	3.88	18.22	22.57	1981	232
17. FE	3.00	2.72	7	3.21	3.21	3.00	21.17	49.05	1980	345
18. FRED	3.00	3.41	4	2.93	2.58	2.75	12.25	24.67	1983	58
19. SUB	3.08	2.64	8	3.13	3.08	2.74	9.41	26.15	1978	281
20. MD	3.13	3.51	3	2.80	2.21	3.44	14.75	20.74	1964	395
21. AZ	3.17	2.72	7	3.18	3.86	2.68	18.63	63.40	1978	292
22. PL	3.19	2.94	7	3.31	3.13	3.50	9.49	25.80	1974	479
23. 1776	3.21	2.97	7	3.09	3.03	3.10	10.16	45.09	1974	373
24. FT	3.23	3.12	10	3.22	3.67	3.16	24.51	57.39	1981	196
25. PB	3.35	3.08	6	3.73	2.90	3.94	10.35	23.07	1970	448
26. BIS	3.45	2.96	6	3.43	3.25	3.06	12.41	26.35	1979	248
27. AAOC	3.52	2.95	5	3.02	3.26	3.07	15.52	26.53	1978	239
28. FITW	3.53	3.14	6	3.17	2.94	3.72	16.14	30.01	1981	100
29. CL	3.54	3.35	5	3.15	3.33	3.79	12.53	25.53	1975	136
30. DL	3.61	4.02	7	3.85	3.22	3.29	6.66	19.94	1981	120
31. GOA	3.66	3.37	5	3.67	3.79	2.98	18.68	60.06	1981	297
32. WAS	3.71	3.67	1	2.48	2.37	5.98	9.09	12.71	1976	396
33. GE	3.72	3.12	6	4.64	4.41	2.84	13.25	57.13	1977	248
34. AF	3.74	4.16	7	3.98	3.34	3.35	5.61	16.02	1980	192
35. AIW	3.74	3.05	8	2.92	3.52	3.06	8.69	25.36	1977	308
36. LRT	3.75	3.60	4	3.53	3.39	2.96	13.04	17.00	1982	56
37. TR	3.80	3.76	3	3.33	3.60	3.70	9.51	25.79	1980	72
38. WAT	3.83	4.17	2	2.95	2.64	5.00	17.08	23.13	1962	296
39. NP	3.87	3.29	3	3.27	2.56	4.89	9.69	14.40	1978	159
40. AK	3.92	4.38	2	3.30	2.48	5.09	14.49	19.13	1964	492
41. AL	4.03	4.05	5	3.69	3.18	3.57	12.34	17.93	1974	217
42. TB	4.06	3.53	7	3.48	4.47	2.50	11.28	32.50	1975	304
43. RW	4.14	3.14	5	3.32	2.91	3.98	4.22	21.15	1973	311
44. JU	4.17	3.20	6	3.61	3.83	3.22	16.01	36.66	1974	193
45. PAA	4.17	4.24	5	3.79	3.99	3.70	15.51	25.24	1981	144
46. DD	4.22	4.07	2	3.04	2.88	4.64	17.54	26.25	1977	367
47. CH	4.39	3.80	4	3.35	3.52	4.67	14.76	24.96	1961	140
48. STAL	4.39	4.29	2	2.88	2.75	5.83	20.57	28.85	1963	320
49. LW	4.45	3.75	5	3.77	3.79	4.79	13.36	34.14	1971	372
50. FR	4.79	3.49	4	3.47	3.75	4.06	16.27	26.95	1972	244
51. BL	4.73	4.16	7	3.65	3.77	5.27	20.43	41.44	1965	336
52. TAC	5.62	5.25	1	2.79	3.23	6.34	11.70	19.29	1961	285

COMING UP NEXT TIME

Our look at the air war flew high, scoring an overall rating of 2.76 for Vol. 20, No. 6 of The GENERAL. Mr. Anchors' treatise on the use of the Zero in the AIR FORCE system headed the list of articles among some spirited voting and compliments for all. Please note: a number of readers listed the Victory Insider in the polling; although appreciated, their votes were disallowed. The Victory Games insert is intended as a bonus; please do not list it when selecting the three best articles on the contest reponse form. The ratings for all articles in Vol. 20, No. 6—based on a random sampling of two hundred responses—are as follows:

The second issue of HEROES recently "hit the stands", filled with articles on the burgeoning Avalon Hill line of fantasy and science-fiction games. As with the first, to be found in its pages are several devoted to boardgames. This time Mr. Peschel's energies were concentrated on ELRIC, the Avalon Hill title based on the classic Melnibonean series by Michael Moorcock. Two fine articles, by Glenn Rahman and Jeffery Seiken, bring a new scenario for this exciting and savage fantasy and a fresh look at the characters of doomed Melnibone. Subscription rates for HEROES are the same as to The GENERAL and are available from The Avalon Hill Game Company. Specific back issues of HEROES may be had for $3.00 each.

The recipient of the 1984 Rod Walker Award was announced recently at the DIPLOMACY convention held in conjunction with ORIGINS in Dallas. This year's award for literary excellence went to Mark Berch for his article "The Sleaziest Player of All Time: Shep Rose" which first saw print in Diplomacy World. Nominated by a committee of four—Rod Walker (editor of Diplomacy World), Larry Peery (editor of Xenocogic), Gary Coughlan (editor of Europa Express) and Rex Martin—the award is administered by The Institute for Diplomatic Studies and determined by popular vote among the subscribers to a number of DIPLOMACY 'zines. Our congratulations to Mr. Berch, who was selected from a distinguished field of seven for this honor by his peers.

The recent Avalon Hill-sponsored tournaments at ORIGINS brought a number of excellent players to the fore. In the ACQUIRE tournament, Dennis Prewitt took first place, with David Mancey in second and Scott Snodgrass in third. A fierce competition in the perennial WAR AT SEA left John Weber supreme (Carl Olsen placed second; David McCarthy, third). The parallel tournament of VICTORY IN THE PACIFIC saw Anthony Terrana win out, Paul Sopen in second place, and George Young in third. Surviving numerous dangers and rounds in CIRCUS MAXIMUS, Ken Scott prevailed, with David Bock and Jeff Truitt close behind. In another wild raid, the B-17 pilots Anthony DeFilippo, Ken Nica and Robert Paslay (in that order) pressed home their missions and returned to base triumphant. And, no surprise this, Ken Whitesell took home the honors in the BANZAI competition (Mike Arms, second; Jeff Cebula, third). By all reports, the tour-

Infiltrator's Report

naments were well-attended and the competition was intense. It certainly appears that the above gentlemen deserve the accolades.

Contest 118 brought a large number of entries. Unfortunately, it appears that the contest log pad was difficult to read for many and every entry contained errors, given that the Me110 had only two shots remaining. In all fairness, rather than disallow the contest responses, Craig Taylor selected the best based on four shots. Even with this allowance, many of the submitted solutions contained illegal moves. However, enough were correct to permit winners to be selected. In order of highest "Total Hit Table Numbers" (in parentheses), the following are awarded an Avalon Hill merchandise credit: W.Z. Plyler, Charlotte, NC (71); Kevin Heagerty, Ossining, NY (69); Stanford Matsuno, Gardenia, CA (66); Dana Moreland, Torrance, CA (64); Scott Nussbaumer, St. Louis (64); Michael Macek, Merritt Island, FL (62); Ron Black, Oil City, PA (61); Dave Ratliff, Monroeville, IN (61); Frank Calgagno, Billings, MT (56); Elliot Kwock, Pasadena, CA (55).

Contest No. 119 was an exercise in UP FRONT probability. There were five possible courses of action that might have resulted in an American victory, but the object was to find the one with the highest likelihood of success. An analysis of each of the five possible options follows.

Using the Hero card to rally Watson and then moving Group A forward to Range chit 2 could possibly result in a gain of 5 Victory Points, but only if the game does not end before the American gets another turn so as to play terrain on his moving group. If the American refuses to fill his hand at the conclusion of his turn (4.5), the German can still be left with four cards in the deck to dispose of in order to end the game. The outcome then depends solely on the contents of the German hand and his reaction to the American move. Any German move which will exhaust the draw pile or gain four Victory Points will result in a German win. Obviously, any Fire card which can be used will end the game regardless of results due to the number of RNCs which will have to be drawn to resolve the attack. There are 29 Fire cards which can be used with the 10 FP factors available to German Group A at Relative Range 4, and 37 Fire cards usable with 14 FP factors should the German be fortunate enough to have the other Rally card. In addition, there are 16 Rally cards of strength 2 or more which, when played on Group A will result in a gain of at least four Victory Points. This does not include an additional six Rally 1 cards which would suffice in combination with the other Hero card. In addition, any combination of the 10 remaining Hero, Rally 1 or Sniper cards will suffice to exhaust the draw deck due to the two card draw of the German player to refill his hand and the two RPC's necessary to resolve the Sniper attack. Discounting the five removed Building cards, the five terrain cards in play, and the six cards in the American player's hand, we see that the German has 5 chances at a 45/146 occurrence of winning the game outright by possession of one card or roughly an 85% chance of winning even without considering the permutations that a combination of Hero, Rally 1, or Sniper cards would effect. Thus, we can safely assume that the chances of this move resulting in an American win are considerably less than 15%.

Obviously, the solution whatever it may be, lies in another course wherein the American player guarantees that the game ends with his turn.

The next best solution is to use the Rally card to rally Watson, while using the Hero card to allow Group C to fire on Group C with a Fire Strength 1 attack on the building which is at Relative Range 5 and the only target which can be seen from the Gully. This move will end the game when the American refills his hand at the end of his turn but is assured of gaining only one Victory Point for rallying Watson. There is a 16.7% chance of drawing a black 3 or better to pin Wolff (and gain two Victory Points) and a 4.9% chance of drawing a black 5 or better to result in Bernhoff's Panic (a gain of 1 or 2 Victory Points), but there is a 79.2% chance of no effect whatsoever, meaning that this option will net the necessary three VPs to win only appproximately 20% of the time, and this is before calculating the possibility of the German holding a Hero card to unpin Wolff instantly, or a Concealed card to reduce the strength of the attack, or Bernhoff routing away for only one VP instead of two.

The third best choice is to Hero Watson for one sure VP, and discard the Sniper (and any other card) on Pvt Beck in Group B. Drawing the RNC to resolve the Sniper attack will consume the last card in the deck in combination with the American refilling his hand. There is a 49.4% chance of drawing a 0 or 1 RNC and losing the game 16-15. However, there is a 30.9% chance of drawing a 2 or 3 RNC which, after allowance for Wound and Panic/KIA possibilities will result in one VP for a Rout or Wound 27% of the time, and a 19.8% chance of drawing a 4, 5, or 6 RNC which after allowances for the possibility of a Wound result, and the addition of Panic/KIA results will cause a two VP KIA and a 17-16 victory 23.7% of the time.

The fourth best choice is a close relative of the third but involves making the Sniper attack on Group A instead of B. Attacking Group A is clearly a superior choice to attacking Group B because pinning any of the non-pinned men will result in a loss of two German VPs claimed for Aggressive Action (barring existence and immediate play of a German Hero card), or a four VP swing for an outright KIA. Therefore if the Sniper attacks any of the unpinned men (a 50% chance) there is a 1.4% chance of incurring a one VP Wound, but a 30.9% chance of a two VP pin, and an 18.4% chance of a four VP KIA. However, should the Sniper attack a pinned man, the chances for a one VP Wound or Rout are 24.3% and a two VP KIA only 26.3%. The net result is that a Sniper attack on Group A will net the 3 or more VP switch needed to secure a win 37.8% of the time.

However, the best choice is to make the Sniper attack on Group C. Both groups occupy the same range chit, have the same proportion of pinned/unpinned troops, and will lose the same amount of VPs to a Pin result. The percentages of the Sniper RNC draw remain constant throughout. The difference is in the Panic value of the Pinned Targets. Because Bernhoff has such a high Panic value (6 compared to the 2 and 3 values of the pinned men in Group A), he is much less likely to Rout (one VP) and consequently more likely to suffer a Panic/KIA result (two VPs). The net result is that a Sniper attack on Group C will result in the necessary 3 or more VP shift 40.4% of the time. As the percentage of a sniper miss result remains constant throughout at 49.4%, the single most likely result is still a German win, although the probability for a draw or American victory is greater. In calculating these figures, no attempt was made to alter the probability of the RNCs drawn based on the Action cards currently in view as it is believed that this capability is beyond the ability of almost all players and for that reason no RNC was shown in the contest illustration.

OPPONENTS WANTED OPPONENTS WANTED OPPONENTS WANTED

★ GENERAL BACK ISSUES ★

PANZERGRUPPE GUDERIAN
$18.00
The Battle of Smolensk, July 1941

INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right (1 equating "excellent"; 5, "average"; 9, "terrible"). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *FRANCE 1940*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 19, No. 4. Sub-categories are indicated by italics. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for **Complexity** and **Year of Publishing** have been provided; do not rate these categories.

1. **Overall Value**	___
2. **Components**	___
2a. *Mapboard*	___
2b. *Counters*	___
2c. *Player's Aids*	___
3. **Complexity**	4
3a. *Complexity*	___
4. **Completeness of Rules**	___
5. **Playability**	___
5a. *Excitement Level*	___
5b. *Play Balance*	___
6. **Authenticity**	___
7. **Game Length**	
7a. *Basic/Shortest*	___
7b. *Advanced/Longest*	___
8. **Year of Publication**	1983

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 token 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, Alpha Omega—AO, Amoeba Wars—AW, Anzio—AZ, Arab-Israeli Wars—AIW, Assault On Crete—AOC, Bismarck—BIS, Blitzkrieg—BL, Battle Of The Bulge—BB, Bull Run—BR, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Civilization—CIV, Conquistador—CON, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Down With The King—DWTK, Dragonhunt—DH, Flat Top—FT, Fortress Europa—FE, France 40—FR, Frederick the Great—FRED, Freedom in the Galaxy—FG, Fury In The West—FITW, Gettysburg—GE, G.I.: Anvil of Victory—GI, Gladiator—GL, Guns Of August—GOA, Gunslinger—GSL, Jutland—JU, Kingmaker—KM, Legend of Robin Hood—LRH, The Longest Day—TLD, Little Round Top—LRT, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Napoleon at Bay—NAB, Origins—OR, Outdoor Survival—OS, PanzerArmee Afrika—PAA, Panzerblitz—PB, Panzer Gruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Squad Leader—SL, Stalingrad—STAL, Starship Troopers—SST, Storm Over Arnhem—SOA, Struggle of Nations—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Titan—TT, Tobruk—TB, Trireme—TR, Up Front—UF, 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.

_____ _____ _____

_____ _____ _____

_____ _____ _____

NAME_____ PHONE_____

ADDRESS_____

CITY_____ STATE____ ZIP_____

CONTEST 120

Emperor Napoleon—

1.

2. [REDACTED]

3.

4. [REDACTED]

Marshal Ney—

1.

Marshal Grouchy—

1. [REDACTED]

Gde. Lt. Gen Drouot—

Lt. Gen. d'Erlon— [REDACTED]

Lt. Gen. Reille—

Lt. Gen. Vandamme— [REDACTED]

Lt. Gen. Gerard—

Lt. Gen. Mouton— [REDACTED]

Maj. Gen. INF 1—

Maj. Gen. INF 2— [REDACTED]

Maj. Gen. CAV 1—

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 _____

AACHEN'S PALL

Scenario P

AACHEN GERMANY, October 15, 1944: The American hand had closed about Aachen. The city fell slowly. Street by street, then house by house the GIs squeezed out the Germans. Finally the Wehrmacht headquarters in the Hotel Quillenhof was in sight. The massive hotel structure proved impervious to direct 75mm fire from supporting Shermans. As the GIs launched their first assault, Colonel Corley called on a self-propelled 155 for direct fire support.

Board Configuration

Only rows A-Q inclusive are playable.

VICTORY CONDITIONS

VICTORY CONDITIONS

For the US player to win, there must be no unbroken German multi-man counters in any hex of Building 1G6. The German player wins by avoiding the US victory conditions.

TURN RECORD CHART

✠ German sets up first					
☆ U.S. moves first	**1**	**2**	**3**	**4**	END

Aachen HQ set up any whole hex north of Row H, inclusive:

4-4-7	10-2	7-0	HMG 6-16 B12
5			**2**

Elements of 3rd Battalion, 26th Infantry Regiment set up any whole hex south of Row J, inclusive:

6³-6-6	9-1	8-0	MMG 4-12 B12	44a 6 1PP X11+	2S/10PP	155
7				**2**		

(ELR 4)

SPECIAL RULES

P.1 No Sniper Generation (174.1), Equipment Possession (164.), Command Control (166.) nor Battlefield Integrity (93.) rules are in force.

P.2 The 2 1/2 ton truck is the ammunition vehicle for the M12. Should the truck fail a 1 MC, it is destroyed and there will be no wreck left in the hex. All other units in the hex are also destroyed. All American units in adjacent hexes to the truck must take a normal morale check. The truck cannot be moved into bypass.

AFTERMATH: The GIs moved to the attack through a limited smoke screen. The Americans were almost in possession of the Hotel when the Germans launched a final counterattack. The Americans fell back in the face of this new threat. It would be three more days before the hotel would be firmly in the GIs' grasp. The keystone of Aachen's bitter defense fell as smoke collected in the heated air above.

VICTORY
INSIDER

NATO
THE NEXT WAR IN EUROPE

Victory Games Inc.

NATO: THE NEXT WAR IN EUROPE

By Bruce Maxwell
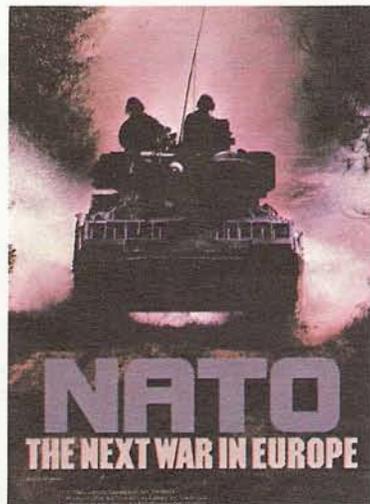
The following article is written by the game's designer. The first part of the article provides a brief description of the game itself. The second part describes the individual scenarios and offers detailed strategies for optimum play. The third part provides some general tips on how to use various game features to their best advantage. The final part of the article contains a completely new scenario.

If the Warsaw Pact decided to invade Central Europe tomorrow, would NATO smash the invaders on the border, defend doggedly all the way to the Rhine, or collapse like a house of cards? What level of surprise would the Warsaw Pact have to achieve in order to guarantee success? What level of readiness would NATO need in order to guarantee deterrence? Are there any guarantees of anything in such a situation? *NATO, The Next War In Europe,* is a simulation designed to provide players with a model for answering just these kinds of questions. It is also designed to provide players with an action packed game that can be played to a conclusion in a single setting, something very rare for games of its scope.

GAME DESCRIPTION

NATO is a strategic level simulation of a NATO/Warsaw Pact conflict in Central Europe. The map covers Europe from Belgium to Poland and from Austria to Denmark. Each hex covers fifteen miles of terrain, and each game-turn covers two days of real time. Ground units are represented primarily at the divisional level, though a fair number of independent NATO brigades are included. Air units are represented abstractly through the use of Tactical and Operational Air Attack Points.

The game allows players a great deal of flexibility in moving their troops. Troops may be moved using two different forms of road movement, rail movement, and by air, helicopter, and naval transport.

Combat is executed through a conventional odds system, though with special modifiers for the allocation of Offensive Support (which doubles the supported units) and for Chemical Strikes (which provide a variable column shift). Air Attack Points attack enemy ground units independent of friendly ground units, and may also be used to counter enemy movement capabilities and blunt enemy offensives.

Every effort was made to keep the individual rules modules as simple and clean as possible, while including a separate rules module on each salient aspect of modern warfare. Thus the game has few complex mechanics, but a great deal of breadth. Special rules cover such areas as airborne, airmobile, and amphibious operations, air defense, chemical and nuclear warfare, NATO border troops, the West Berlin garrison, national surrender, refugees, Warsaw Pact militia, and U.S. Reforger reinforcements.

There are three scenarios included with the game: the Strategic Surprise, Tactical Surprise, and Extended Buildup scenarios. Each scenario starts with units in their peacetime positions. Play begins with a pre-war game-turn during which the players can maneuver their units in preparation for war. Play then proceeds through the first two weeks of the war, or through the first month, depending on how long a game the players desire.

STRATEGIC SURPRISE SCENARIO

The Strategic Surprise Scenario examines the consequences of a Warsaw Pact surprise attack, launched directly from barracks positions. In this scenario, NATO is caught absolutely flatfooted and must run like hell in order to avoid complete destruction in the opening rounds of the war.

Warsaw Pact Opening Strategy. During the pre-war game-turn, the Warsaw Pact player is limited to moving only his units in East Germany, and then only via tactical road movement. He should make the most of this turn to concentrate his various armies along their natural axes of advance.

The 20th Guards Army should be kept around Berlin to take the city on the first turn of war. The 2nd Guards Tank Army should be concentrated along the border just across from Lubeck. The 3rd Shock Army should be concentrated in the salient just north of Madgeburg. The 1st Guards Tank Army and the 8th Guards Army should be concentrated along the border between Kassel and Wurzburg.

During the opening turns of the war, the 2nd Guards Tank Army should be used as a northern pincer, and the 3rd Shock Army as a southern pincer to surround Hamburg. Once this has been accomplished, both of these armies should drive across the Weser and head towards the Ruhr. The 1st Guards Tank Army should be given the objective of taking Kassel and then driving Northwest to the clear terrain behind the Weser. Once there, it should wheel West again and also drive for the Ruhr. The 8th Guards Army should be used to support the 1st Guards Tank Army by shouldering some of the initial offensive action around Kassel, and then providing flank security against a U.S. counterattack from the south. In the far South, the Olomouc and Boleslav armies should drive towards Nurnberg, and then wheel South to seize the belt of cities from Munich to Ulm.

The Warsaw Pact has overwhelming conventional superiority in this scenario, a superiority which is made almost absolute if he uses chemical warfare. Therefore he should not be worried especially about destroying NATO units. Rather, his objective should be to advance his forward units as far as possible, as fast as possible, without regard for his flanks. The key to victory is a successful drive into the Ruhr city complex.

In line with the emphasis on high speed advance, the Warsaw Pact player should make maximum use of his air power to interdict NATO ground units, since these units start the scenario scattered all over the map. A deliberate interdiction strategy can prevent the NATO player from ever assembling enough units at the front to form a line. Therefore resist the temptation to pound targets along the front: pin them in the rear instead.

The adroit use of airborne and amphibious troops is an essential to success in this scenario. On the first turn of war, the War-

saw Pact player should drop at least one regiment of airborne troops on each of the U.S. Reforger sites along the French border. This action will eliminate most of the U.S. reinforcements. The Warsaw Pact player should use his one available Helicopter Transport Point to drop an airmobile unit behind the West German division defending Kassel, thus setting up a Flank Attack against this unit in conjunction with the 1st Guards Tank Army.

The Warsaw Pact player lacks sufficient troops to be able to afford to send a whole army up into Denmark. He should therefore attempt to take Denmark entirely through the use of his specialist troops. On the second turn of war, the Warsaw Pact player should allocate every single point of air, helicopter, and amphibious transport to placing airborne, airmobile, and amphibious units adjacent to Danish city hexes (note that these units cannot be placed directly into these hexes since enemy city hexes can only be entered via tactical road movement). As Denmark's territorial reinforcements do not arrive until the NATO player-turn of game-turn four, this action gives the Warsaw Pact player two more player-turns to seize the number of cities required to force Denmark to surrender.

NATO Opening Strategy. The NATO player is denied any opportunity to move during the pre-war turn. He must therefore watch passively as his front line units are blown to pieces during the first turn of war. Once the NATO player does get to move, his survival requires that he should avoid battle anywhere east of the Weser, in the North, and anywhere south of Wurzburg, in the South, for as long as possible. Disregarding Hamburg, which is a lost cause, the NATO player has quite a bit of ground to give on both of his flanks before he loses a major city. He should give up this ground, keeping his forces intact and trading space for the time to bring up reinforcements. Only when the NATO player is forced back across the Weser, in the North, and into the city belt from Munich to Ulm, in the South, should NATO stand and fight.

A prime NATO tactic in this delaying phase is to move two steps worth of units (i.e. a force which exerts a Zone of Delay) next to the lead units of an opposing army, while retreating all other friendly units out of range of that army's next move. The sacrifice force pins the whole army down for an entire turn at a cost that would certainly be exacted anyway were that army free to advance unhindered. In addition, the NATO player should not waste his air power trying to knock steps out of his opponent. Rather, he should use it for road interdiction missions against large enemy stacks. In this manner the NATO player can buy a great deal of time.

While running like hell on the flanks, the NATO player should concentrate as much as possible in the center. His prime objective is the defense of the Ruhr, and hence it is in the center that he must hold as firmly as possible. Forces should be stripped from each of the flanks and sent to the center, and the center should receive the lion's share of reinforcements. In this way, the NATO player may be able to prevent the Warsaw Pact from actually penetrating into the Ruhr without losing his entire army in piecemeal battles.

One of the biggest decisions that the NATO player must make is whether to defend Denmark or not. If the Warsaw Pact player plays properly, Denmark should be a lost cause. However, if the Warsaw Pact player is outrageously unlucky, or fails to press Denmark sufficiently hard, the NATO player would be well advised to try to hold the country. This can be attempted by sending the West German 6th Panzergrenadier Division up the neck of Schleswig-Holstein to hold Flensburg and by whisking two West German Luftland airborne brigades into Denmark at the first opportunity to hold Danish cities against Warsaw Pact airborne and amphibious attack. Properly managed, such a move can force the Warsaw pact to divert the entire 2nd Guards Tank Army up into Denmark and away from the crucial drive on the Ruhr.

TACTICAL SURPRISE SCENARIO

The Tactical Surprise Scenario examines a situation in which NATO detects a Warsaw Pact invasion buildup and mobilizes 48 hours before it is actually launched. This warning time allows NATO frontline units to form up along the border and greatly enhances the survivability of NATO's air force. Concomitantly, however, the increased scale of the buildup undertaken by the Warsaw Pact provides for a much more powerful opening blow and a quicker stream of Pact reinforcements.

Warsaw Pact Opening Strategy. During the pre-war game-turn, the Warsaw Pact player may move all of his onmap units and enter all of his Polish and Czech Category I reinforcements using all available means of transport. The Warsaw Pact player is therefore able to concentrate his forces almost anywhere he wishes along the border. It would be presumptuous to suggest that there is a single optimum strategy when so many different axes of advance can be pursued. Nevertheless, the Warsaw pact player faces two basic choices. One choice is to mass all of his forces along the East German border for a knockout blow across the North German Plains. This strategy requires that the bulk of the forces in Czechoslovakia and Poland be channelled Northwards, leaving only a thin screen of troops along the Czech border.
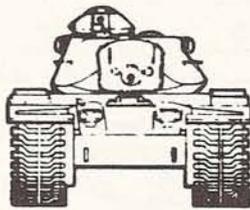
Weapons of the NATO Alliance
M60A1 Mobile Battle Tank
ARMAMENT:

1 · 105-MM MAIN GUN

1 · 7.62-MM COAXIAL MACHINE GUN

1 · .50-MACHINEGUN IN COMMANDER'S CUPOLA
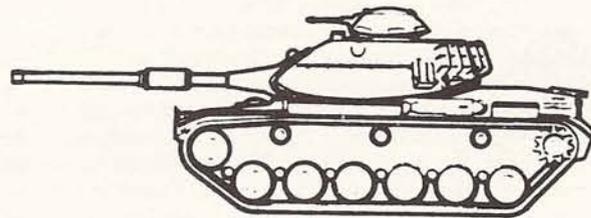
RECOGNITION FEATURES:

(1) WEDGE-SHAPED TURRET

(2) BORE EVACUATOR TWO-THIRDS DOWN

FROM MUZZLE

(3) SIX ROADWHEELS WITH SUPPORT

ROLLERS

Alternatively, the Warsaw Pact player can adopt a broad front strategy aimed at pressing NATO all along the line. In this case, the best approach is to support four major thrusts: 1) North of Hamburg, and thence into Denmark, 2) through Kassel, and thence towards the Ruhr, 3) through Wurzburg, effectively splitting NATO in two, and 4) towards Munich, and the city belt behind it.

The North German Plain strategy aims at the outright destruction of the NATO forces in Northern Germany during the first three turns of war before they can be effectively reinforced by U.S. troops from the South. If it succeeds, the Warsaw Pact player should be very close to the Ruhr by the end of two weeks. The broad front strategy, on the other hand, aims at exacting a high rate of attrition all along NATO's line, with the expectation that as NATO's line thins towards the end of the game, the Warsaw Pact player should be able to break through in several different places and seize a large number of minor cities all along the front.

My experience to date indicates that the broad front strategy is generally more effective. Firstly, it forces NATO to defend everywhere. This means that NATO is less able to concentrate at a specific time and place for a serious counterattack. Secondly, because the Warsaw Pact player is in a position to strike anywhere along the line, albeit with less concentrated firepower, he can take advantage of local opportunities wherever they arise. Today's local opportunity is often tomorrow's major breakthrough.

Thirdly, the North German Plains strategy relies very heavily on keeping NATO off balance through a process of continuous breakthroughs. If the Warsaw Pact player ever runs out of steam for even one turn, NATO can form up a line of solid Corps (two division stacks) in the North, using rail movement to transfer units from the South. Once this occurs, the Warsaw pact player will find it very hard to regain his momentum. Finally, the Warsaw Pact player is especially vulnerable to NATO's superior airpower when advancing across the naked plains of Northern Germany. Whole armies can be battered to pieces on these plains. Taken together, I recommend that the Warsaw Pact player develop a number of different thrusts in his original pre-war deployment, and try to keep NATO guessing as to which is the main thrust.

Whichever strategy the Warsaw Pact player adopts, he should deploy all of his armies in East Germany along the border during the pre-war game-turn, leaving West Berlin to be taken by whatever Polish units cannot be moved forward for lack of rail capacity.

Since NATO cities are considerably harder to come by in this scenario than in the Strategic Surprise scenario, it is essential that the Warsaw Pact player pick up Denmark. Once again, if this can be accomplished solely by airborne, airmobile, and amphibious troops, the Warsaw Pact player will be in a much better position than if he has to send a whole army up the neck of Denmark. The key to achieving this end is a little technique called the "Danish Gambit."

The Danish Gambit is played as follows. On the first turn of war, the Warsaw Pact player uses every available transport point to land airborne, airmobile, and amphibious units adjacent to Copenhagen. He must manage his landings so that Copenhagen is entirely surrounded by Pact units and sea hexes, and therefore vulnerable to a Flank Attack. He allocates both of his Operational Air Attack Points to attacking the Danish Sjaelland Division in Copenhagen itself, hoping to knock a step out of it. He then launches a ground attack with his adjacent specialist units, preferably supported by a chemical strike.

Two times out of three, this strategy will knock Denmark out of the war immediately. Once Copenhagen is taken, the Warsaw Pact units on the island are back in supply (convenient if the Marine HQ sank in the assault), and all of the specialist troops are then available for further operations on the mainland.

NATO Opening Strategy. During the pre-war game-turn, the NATO player may move only his non-French units in West Germany, and then only by tactical road movement. Nevertheless, this movement is sufficient to place a considerable number of NATO units up along the border. The key strategy is not to defend too far forward. The NATO player should deploy his troops so that they form a continuous line exactly three hexes from the border. This deployment means that all Pact mechanized infantry divisions will be unable to move more than one hex into West Germany on the first turn of war, and that only Pact tank divisions will be able to attack NATO units on that turn.

These consequences stem from the fact that the West German border hexes act like NATO Zones of Delay on the first turn of war. A Pact mechanized infantry division has a Movement Allowance of Four, and like all units must pay one extra Movement Point to enter or leave an enemy Zone hex. Thus a Pact mechanized infantry division along the border at the start of the first turn of war would have to pay two Movement Points for the first West German hex entered, and two for the second hex West German entered. If the second hex entered is also in a NATO
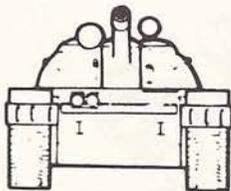

Weapons of the Warsaw Pact

T-55 Main Battle Tank

ARMAMENT:

1 - 100-MM MAIN GUN

1 - 7.62-MM COAXIAL MACHINE GUN
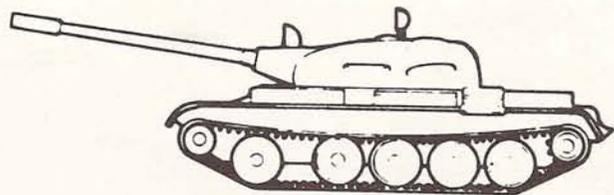
RECOGNITION FEATURES:

(1) FIVE ROADWHEELS; GAP BETWEEN NO. 1 AND NO. 2 ROAD-WHEELS; NO SUPPORT ROLLERS

(2) DOME-SHAPED TURRET

(3) EVACUATOR AT END OF MUZZLE

(4) FLAT ENGINE DECK

Zone, the mechanized infantry division lacks the extra point required to enter it. This strategy allows NATO to defend as far forward as possible without getting clobbered at the outset.

A second very important NATO strategy is to defend Denmark as heavily as possible. He must use air ferry during his pre-war game-turn to move two West German Luftland brigades into Copenhagen, thus thwarting an easy Warsaw Pact campaign against the capital.

A minor but crucial point is that the NATO player must be very careful to garrison his Reforger Sites during his pre-war game-turn. A failure to garrison these sites before the reforger units appear will allow the Warsaw Pact player to inflict heavy losses on NATO for the cost of a couple of airborne regiments.

The NATO player will find that his opponent will inevitably outflank Hamburg from either the North or the South, necessitating an abandonment of Schleswig-Holstein and a retirement to the Weser. However, the following strategy can cause the Warsaw Pact player a good deal of grief. The NATO player should leave two NATO divisions behind, one in each of the city hexes of Hamburg. Preferably, these divisions should be West German, since West German units can use Hamburg as a source of combat supply.

Back to back, these two divisions are invulnerable to flank attack. Furthermore, since they occupy key city hexes, they are very hard to dig out. The Warsaw Pact player is faced with the alternatives of either spending one or two whole turns doing nothing but attacking Hamburg, or bypassing the city and leaving two powerful West German divisions in his rear. This gambit is generally well worth the eventual loss of the West German units.

Once the first turn of war has passed, NATO should defend as far forward as the situation allows. The belt of rough terrain running from Hannover to Wurzburg forms an ideal defensive position, and the NATO player should attempt to hold onto it for as long as possible. This will often mean absorbing an extra step loss in order to avoid retreating. The most critical piece of terrain for NATO is the Weser river. Once the Warsaw Pact has breached this river, NATO tends to collapse fairly quickly.

Perhaps the most difficult decision to make in this scenario is whether to launch a counteroffensive. By "counteroffensive", I refer to a full-blown NATO counterattack backed by the lone NATO Offensive Support Marker. This action can totally unhinge the Warsaw Pact player's plan of action if timed correctly. On the other hand, the concentration required for the counterattack can easily leave other parts of the line fatally weakened. Inevitably, this decision depends upon local circumstances, and cannot be answered in the general case. However, having been burned by many of my own counterattacks, let me offer two pieces of advice.

The first is that if the NATO player wishes to counterattack, he should ruthlessly avoid using his air power to attrite Warsaw Pact attacks on his own units. Instead, he should use his air points to weaken the point that he intends to counterattack, and to interdict adjacent Warsaw Pact stacks which might otherwise be able to plug the hole he intends to create. The second is that he not counterattack anywhere near one of his opponent's main axes of advance. This strategy may do his opponent a lot of damage, but it won't secure a breakthrough.

Instead, the NATO player should attack somewhere where his opponent's line is very thin, make a breakthrough, and then head straight for one of his cities. This strategy will force his opponent to divert reinforcements piecemeal to a sector where he can't generate any real mass. The net effect on his own offensives will be much greater than a frontal assault.

In testing, we found that a counterattack into Czechoslovakia or back up the Hof Gap (towards Karl Marx Stadt) was frequently the most effective approach, especially since NATO generally has good striking power on this front even before reinforcement.

The NATO player should be particularly alert to the possibility of suddenly railing a large striking force to a weak spot in the Warsaw Pact line. NATO's interior lines of communication can be exploited in this fashion to generate instant counteroffensives against points which the Warsaw Pact player cannot possibly reinforce for one or two game-turns. Good planning, rail movement, and deliberately applied air power are the ingredients for a successful counterattack.

EXTENDED BUILDUP SCENARIO

The Extended Buildup Scenario examines a situation in which both sides have prepared for war for some time before hostilities actually commence. NATO is not at all surprised by the timing of the attack. Both sides are ready to pour reinforcements and reserves into the fray, and the total amount of ready firepower is staggering. The level of destruction in this scenario far outstrips either of the other two scenarios. On the other hand, the high unit density makes for much stronger lines, and hence a greater ability to absorb punishment without breaking. Play in this scenario generally falls into two phases. In the first phase, each side pounds the other in a brutal war of attrition. In the second phase, whichever side has lost the war of attrition suffers a major breakthrough, and the game enters a more mobile state.

Warsaw Pact Opening Strategy. The Warsaw Pact player faces a much smaller range of options in this scenario than he does in either of the other two scenarios, largely because NATO will be able to defend with whole Corps-sized stacks regardless of where the Warsaw Pact player chooses to attack. Generally speaking, the Warsaw Pact player's best axis of attack is across the North German Plain between Hannover and Hamburg. The reason for this is the simple fact that this axis contains most of the NATO cities near the border, and hence it is the only axis where a modest advance will harvest a fair number of Victory Points. Elsewhere, the Warsaw Pact player would have to achieve a major breakthrough in order to garner any Victory Points.

A second, and somewhat riskier strategy, is to make the main push between Kassel and Hannover. A breakthrough across the Weser in the early stages of the game will yield truly wonderful results in that it will outflank NATO's defenses around Bremen and hence collapse NATO's entire Northern defense. On the other hand, the defensive turn terrain in this sector is excellent. If the breakthrough does not materialize early on, the Warsaw Pact player will quickly stop dead in his tracks.

Regardless of where the Warsaw Pact player chooses to make his main effort, he should be extremely careful to place all of his resources squarely behind this effort, and nowhere else. The Warsaw Pact player cannot hope to break NATO except by inflicting a very high rate of attrition along a very narrow front. This strategy requires meatgrinder tactics utilizing at least three armies shoulder to shoulder, each with Offensive Support and backed by all of the air power available (and chemicals too, if used). The fourth Offensive Support Marker should be used to maintain a secondary front as a diversion, or to meet the inevitable NATO counterattack when it materializes.

The Warsaw Pact player must always be careful to station a second echelon army immediately behind his breakthrough sector, ready to take over when a forward army gets depleted, or to exploit a breakthrough if one is achieved.

The Warsaw Pact player gets a reinforcement army each game-turn for the first four turns of war (Category II divisions arriving from the Western Military Districts of the Soviet Union). These armies are small and weak, and thus poor candidates for Offensive Support. Therefore, they should not be used in the breakthrough sector. They are quite useful, however, for shoring up weak sections of the line, providing flank security, or countering NATO counteroffensives.

One of the most difficult decisions facing the Warsaw Pact player is whether to go after Denmark or not. Denmark is so heavily defended at the start of the scenario that it is fairly proof against an attack by purely airborne, airmobile, and amphibious troops. To take the country, the Warsaw Pact player will have to allocate at least one, and possibly two armies, which will be mercilessly exposed to superior NATO airpower all of the way up the neck of Denmark. Further, these armies will be sorely missed when the Warsaw Pact reaches the Weser. On the other hand, the six Victory Points that come with Danish surrender look very at-

1809 DESIGNER'S NOTES

By Kevin Zucker

The 1809 Campaign is known for its culminating battle of Wagram, one of the costliest victories of Napoleon up to that time. In addition to that victory was a defeat at Essling and one victory that slipped away. Both of the latter were firsts for Napoleon, and proved that he was no longer the unconquerable victor of Austerlitz. His Spanish campaign of 1808 had been inconclusive, and his very next campaign in Russia was way beyond his abilities. He was, in short, already tottering on the edge of a decline.

He did manage to win the 1809 campaign, but it took three months of negotiations afterwards to clinch the spoils. In addition, the near success of the Austrians raised hopes throughout Germany. For public opinion, this was a pivotal year of the turning against Napoleon, and it may be that no victory could have prevented that turning except one which led to a withdrawl of French troops quartered in Germany. Wagram was not a great victory, but it was better than Borodino, Luetzen and Dresden in that it did lead to a cessation of hostilities. Because of its fame, players will probably seek out the Wagram scenario in *1809*, but I urge them to consider the Campaign scenario.

Administration in 1809

If the rules to the game could be compared to a machine, the Administrative Points (APs) would be the "governor," a small part which controls the activity of all the other parts. If compared to a living being, the APs would represent the heart. It is extremely important then that the levels of APs available to the players not be arbitrarily chosen, but based as closely as possible on the effects we see in history.

The Administrative Points perform two functions. First, their expenditure is required to order a force's movement. Second, having fewer accumulated APs results in higher March Attrition. If the Accumulated AP level is low, not only will forces be required to move under an Initiative die roll (the alternative to having an AP expended for their movement), but the marches they make will be shorter since attrition can be kept in bounds only by limiting march distances. This regulating effect is not a rigid limit; players will at times have to move without regard to attrition effects in order to bring the enemy to battle or complete a telling maneuver.

Players have the freedom to expend large amounts of APs to keep all their forces in motion, but after several turns of this, their APs will begin to run out and attrition will become a serious problem. At this point, a halt will have to be called so that APs can be accumulated. Here, the player who has hoarded APs will be able to hound an exhausted army, though it is likely that to some extent a player will be forced to match the level of APs expended by his more prolific opponent.

How, then, were the available levels of APs determined? Obviously there is nothing in the historical records we can refer to which is analogous to APs. They are not a static thing, like an army staff or a quantity of wagons, foodstuffs or money. They represent a dynamic — a question of how well all those components of the Administration were put to use. They are sort of an overall Army Effectiveness rating. The personality of the Commander-in-Chief would have a lot to do with this, but the contribution of his Chief of Staff would be equally important. Lack of resources would be a factor. Ultimately, it is much easier to determine the effects that these imaginary APs had in the actual campaign on attrition and tempo. For this purpose, we needed to determine the historical attrition, which required a complete idea of all the troops coming into the theatre.

Attrition in 1809

Including the reinforcements which appear on or before 5-6 May, the French Army begins the campaign with 189,000 men. Losses during the Abensberg-Eckmuehl phase were 10,000, plus the 3,000 men of the 65th Rgt. captured at Regensburg. There were then 176,000 with the army on the morning of 24th April (Table 1). At the battles of Neumarkt and Ebelsberg, 3,700 men were lost. That leaves 172,300 nominally still with the colors.

We know that on about the 16th of May, the French Army numbered 167,000 men in its infantry and cavalry formations. We can conclude, then, that March Attrition exceeded replacements by 5,300 men in the period up to the 16th of May. We know too that French replacements in the same period were 12,600, so that March Attrition should have been 17,900. Considering the rapid pace of operations, that is a rather low figure.

From 19th April to 16th May is fourteen game-turns. At the end of the period, the largest forces, those most susceptible to attrition, were Davout's with 18,000, Massena's with 26,000, and Oudinot's and Vandamme's with 12,000 each. (Lefebvre's corps was actually operating as three separate columns against the Tyrolese insurgents). Massena's units were down 7,000 from their initial strength of 33,000. If we assume that Massena's combat losses were equal to the replacements he received, his march attrition could be estimated as 7,000 men, or two-fifths of the army's total march attrition in the period.

Davout's force as composed on 19-20th April was also reduced by 7,000 men in the period. However, his III Corps took the brunt of the Austrian offensive at the outset of the campaign, so its combat losses were probably greater than the replacements received by about 2,000, making its total march attrition for the period 5,000 men. The remaining 5,900 men lost to march attrition were spread out among Oudinot, Vandamme and the other French leaders.

Knowing what levels of attrition are desired, it was simple to work backwards to the number of APs the French needed to begin the campaign. Massena's loss should be 1 SP when marching 5 movement points, on an average die roll of 3 or 4, after his strength falls to 30 or below. For Davout, who has a Bonus Point, attrition losses would average ½ SP under the same conditions, assuming these long marches were made only in good weather. Massena would be able to make seven such marches in the fourteen game-turns of the period, and Davout ten, without likely exceeding historical attrition rates. To achieve these attrition rates, the French need to be on the "22-43 APs Accumulated" column on the Attrition Table. In order to allow the French to remain on this column throughout the period, and still move along at a historical clip, I put them near the high end, with 37 APs.

Our working figure for Attrition still lacks historical documentation; we need to proceed further into the campaign to check its accuracy (see again Table 1). Our figure for French losses at Aspern-Essling is 20,000. If this figure is combined with the previous combat loss figures, the total is 33,700; including casualties from the 65th Rgt., (captured) would make it 35,000. Of that total, the proportion of wounded can be estimated as 70', or 24,500. The actual number of men in hospitals on the 1st June was 46,400 (from among the formations we are concerned with), which means approximately 22,000 were hospitalized due to non-combat attrition between the start of the campaign and the 1st of June. This is in line with our attrition figure of 17,900 up through 16th May.

* * * *

While the French were making their rapid march down the Danube, the main force of Austrians under Charles was hastening across the mountain pass at Cham and into Bohemia. They paused for one day at Budweis, and then recommenced their march on Vienna (see Table 2). In game terms, this march cost 29 APs and 36 Strength Points to Attrition, after adjusting the March Phasing to minimize attrition.

Following this 236-mile march, these five forces continued to lose an average of 760 men per corps per turn through May 19th. On the Attrition Table, this would require no more than four to six APs Accumulated, with marches of two or three MPs. And that is where the Aspern-Essling Scenario begins.

The Real Administration

This is how the AP levels were determined, but what factors are involved in the Army Administration, the actual stuff represented by the APs? There are two broad categories: General Staff, including troop movements and intelligence; and Support Services such as commissary, paymaster and medical. For the Administration to perform effectively, these elements would have to be in good working order.

Rating the General Staff

What is the basis for quantifying the efficiency of the army staff? A convenient measure is the amount of time it takes to deliver orders and communications. That is, what use does the staff make of its time?

Here we see Napoleon's best advantage. The time it took for an order of his to be drafted, delivered, executed, and reported back to him was done on a 24-hour schedule, while the Austrians rarely found their orders carried out in less than 24 hours.

Consider the following example from Petre's history: "Pire', despatched by Davout at 7 PM on the 21st, covered the 37 miles of dangerous, crowded road which separated him from the Emperor in 7 hours, and was shown into Napoleon's quarters at 2 AM." With the detours required on his way, his average speed was 5.3 m.p.h.

Davout had fought the Austrians until dusk, after 6 PM. Pire' was an important field commander who was sent because Napoleon refused to heed Davout's written despatches. Davout had already sent no less than six reports to Napoleon through that day, but Pire's arrival half-hour report on the battle changed the entire picture, and every decision concerning the next 24-hour's operations was made between 2:30 and 4 AM — the last moment when marching orders for the dawn could be sent.

Of the seven orders drafted, one attached Wrede to Bessieres, one concerned defensive positions at Ingolstadt; and one to Bessieres described the other orders, since Napoleon felt confident with Bessieres' initiative.

One cannot find a lot of wasted time in the staff process, from Pire's hurried ride (commencing minutes after the battle's end) to the despatch of the next morning's orders — unless it be with Napoleon's stubbornness in sticking to his preconceptions. But by operating near peak efficiency, Napoleon and his staff were able to issue only four "movement commands."

On the same morning, the Austrian Archduke Charles issued his movement orders at 8 AM — four hours after Napoleon's — for an attack on Davout to commence between noon and 1 PM. With at least four hours' headstart, the 35,000 troops of Davout were able to escape a blow by 74,000 Austrians. The Austrian orders were changed to meet the French counter, but were issued so late that 32,000 men were unable to engage the French during the decisive battle that day. These Austrian orders were stymied due to quicker French staffwork. The Austrians were forced to react to a *fait accompli*, their own initiative was lost, and the successive waves of orders

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TABLE 1: FRENCH ARMY STRENGTH LEDGER

As of 19 April	189,000
Losses at Abensberg-Eckmuehl	-10,000
65th Rgt. captured at Ratisbon	-3,000
As of 24 April	176,000
Losses at Neumarkt & Ebelsbg.	-3,700
As of early May	172,300
March attrition: 19 Apr. - 16 May	-17,900
Total replacements: 23 Apr. - 16 May	12,600
As of 16 May	167,000
Losses at Aspern-Essling	-20,000
As of 23 May	147,000
Reinforcements (Eugene's Army of Italy, Marmont's XI, Grenier & Grouchy)	37,000
Replacements: 21 May - 27 June	54,000
March attrition: 17 May - 1 July	-30,000
As of 4 July, 1809	208,000

TABLE 2

CHARLES'S MARCH FROM CHAM TO BUDWEIS: 28 APRIL - 5 MAY
Duration: 4 turns
Average March: 25 miles per turn on Primary Road
Phase Breakdown: 4 March Phases & 1 Reaction March
March Distance per Phase: 5 MPs.
Number of Forces: 5
Composition of Forces (Strength): I(28), II/IR(20/12), III(13), IV(15), Klenau (8).
APs Accumulated: 14-21
APs Expended: 12
Weather: Mud
Attrition Result: I(11), II/IR (inc. Chas. ★ 10), III (marched two turns longer, 4), IV(3), Klenau (2).

CHARLES' MARCH FROM BUDWEIS TO VIENNA: 7 - 15 MAY
Marches:
    Budweis - Weitra (March 5, Reaction 2) - 8 May
    Weitra - Zwettl (March 4) - 10 May
    Zwettl - Neupoella (Extended March 9) - 11 May
    Neupoella - Mold (Reaction 4) - 12 May
    Mold - Wetzdorf (March 5) - 13 May
    Wetzdorf - Goellersdf (March 5) - 15 May
APs Accumulated: 22-43
APs Expended: 17
Weather: Mud
Strengths: I(17), II/IR(22), III(9), IV(12), Klenau (6).
Resulting Attrition: I(4), II/IR(5), III(2), IV(3), Klenau (1).
Total Attrition 28 Apr. - 15 May: I(15), II/IR(15), III(6), IV(6), Klenau (3).
Adjusted to Play: I(12), II/IR(12), III(5), IV(4), Klenau (3): Total is 36.
Replacements and Ldw.: I(8), II/IR(7), III(26), IV(12), Klenau (5).

cancelled each other out.

The Support Services: The Commissary

Feeding the troops meant supplying 28 oz. of bread, 4 oz. of rice, plus meat and wine to each soldier every day. The quantity of the ration varied. Odier, writing after the wars, gave ½ litre as the wine ration. Rice and bean rations of one ounce were considered a minimum by Napoleon. An order of 14 May 1809 specified sustinence:

Independent of their bread ration of 24 ounces, soldiers will receive:

- at breakfast, soup and 1/16 pint eau-de-vie.

- at dinner, soup, six ounces of meat, beans and a demi-pot beer or wine.

- at supper, beans and a demi-pot beer or wine.

The ration comprises 24 ounces of bread, 4 ounces soup, 6 ounces meat, 2 ounces rice or 4 ounces beans, 1/16 pint eau-de-vie, 1 pint beer or 1 bottle of wine, every day.

To provide these vast quantities required billeting on the population or else local purchases at inflated prices, thousands of wagons and river barges, and independent drivers and teams. Each shipment was organized by an agent of transport detailed from Headquarters. Further, forage was seized locally by the troops themselves, receipted for and paid after the war.

Odier says a division of eleven thousand men would theoretically be assigned 51 caissons. If each carried 1.2 tons, there would be 12 lbs. of capacity per man. Exactly ⅔ are devoted to food, 30 of those to bread. The cost of one month's rations for eleven thousand men is calculated as 81,438 francs. (These are 1809 prices, derived by reducing Odier's figures by 58[7].) The cost of feeding the French army of 200,000 in 1809 would have been 1,480,700 francs per month.

Odier also estimates that transport of a year's provisions for a corps of 40,600 men would cost 504,000 francs, or 210,000 francs per month for the army of 1809. These figures are of course theoretical, and the French Army could not have transported its full ration requirements even if that had been the intention. Almost everything except bread was gotten locally, and even bread was transported from central bakeries within the theatre.

The Treasury

Napoleon brought 20 million francs into Germany at the start of the 1809 campaign, an amount considered adequate for three months. A further fourteen million francs of the Austrian treasury were captured on the occupation of Vienna, but this sum was probably not even employed for war purposes. Further forced contributions were levied on the Austrians in 1809, which went towards the army's payroll. The pay owed the army for the period May to August alone amounted to 33 million francs.

The June and July wages were the first to be paid not by the French treasury, but entirely from contributions from the occupied territory. For the purpose of collecting these contributions, the "circles" of Korneuburg, Krems, Znaiem, Bruenn, and Pressburg were organized. Funds taken from Vienna were also employed as wages. In the two months prior to July 12th, the French had drawn nearly ten million florins (31 million francs) from the city, and demanded enormous requisitions of supplies. On 15 July, Count Daru was ordered to initiate the collection of these contributions in the amount of 100 million in paper, with which to pay without delay, the army for June, July and August. This order was repeated on 7th September.

An indemnity of 200 million francs had been imposed on the Austrian provinces after mid-July. By 30th September, however, only 50 million francs had been received. The Treaty of Pressburg, signed on the 14th of October, stipulated a balance of 85 million francs, to make a reduced total indemnity of 135 million francs. These cash payments were a primary war aim: to make the war pay for itself. Probably, even after deducting the costs of feeding and billeting the troops, paying their salaries, and purchasing all their equipment, the French made a profit of about 70 million francs on this campaign, though it's doubtful they ever collected the whole amount.

The cost of the campaign over a three month period can be broken down ever further. The cost of provisions for one man could be about 30 francs, or six million total for an army of 200,000. Forage for each horse: 50 francs or 2.5 million for 50,000 horses. Salary for each soldier, around 42 francs, or 8.4 million. Hospital costs, 8.7 francs, 1.7 million total. Transport of provisions: 3.1 francs per man; 630,000 in all. Other costs would total 10.5 francs per man for 2.1 million, and 35.5 francs per horse for 1.7 million. The total cost: 23 million francs.
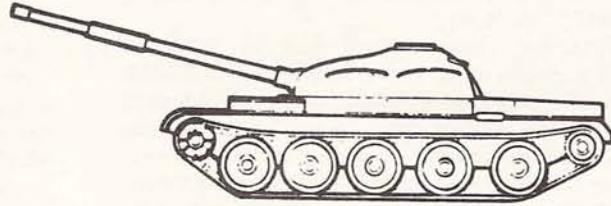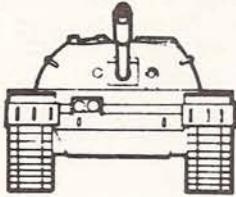
Weapons of the Warsaw Pact
T-62 Main Battle Tank

ARMAMENT:

1 - 115-MM MAIN GUN

1 - 7.62-MM COAXIAL MACHINE GUN

1 - 12.7-MM AA MACHINEGUN

RECOGNITION FEATURES:

(1) SMOOTH, ROUND, PEAR-SHAPED TURRET

(2) LONG GUN WITH EVACUATOR ONE-THIRD DOWN

FROM MUZZLE

(3) FLAT ENGINE DECK

(4) FIVE ROADWHEELS; LARGE GAPS BETWEEN NOS. 4

AND 5 ROADWHEELS; NO SUPPORT ROLLERS

◄5

tractive when so very few other NATO cities are within easy reach. If the Warsaw Pact player uses chemical warfare, he should probably spare an army or two against Denmark. If he does not use chemical warfare, however, NATO's airpower will generally rule out this move.

Since Denmark is too well defended to succumb to specialist assault, and since NATO's reforger sites will also be defended, the Warsaw Pact player must come up with an innovative use for his specialist troops. The marine units can generally be used along the Danish neck to support a landward advance. They are especially useful for creating a Flank Attack against Kiel or Flensburg. The airborne and airmobile troops should also be used for Flank Attacks, or used en mass to isolate a whole sector of NATO's line from reinforcement.

NATO Opening Strategy. During the pre-war game-turn, the NATO player may move all of his units outside France by any means available. NATO can thus form a very solid line all along the border. Since the Victory Conditions do not require the Warsaw Pact player to take very many cities, the NATO player should defend as far forward as possible and trade units for space ruthlessly.

This is the one scenario in which NATO may be able to defend east of the Weser. If the Warsaw Pact player does not use chemical warfare, the NATO player should make every effort to hold onto Hamburg. This will require a tenacious defense of the forest strip connecting Hamburg and Hannover. The other critical piece of terrain is the Weser river between Minden and Kassel. This sector offers excellent defensive terrain, and a stubborn defense here can bleed the Warsaw Pact white in fruitless frontal assaults. The loss of this line, however, will seriously unhinge operations farther North.

The best part about this scenario is NATO's substantial capacity for generating a counteroffensive. NATO has the troops and the airpower to make a serious dent in the Warsaw Pact line. Because the mechanics of the NATO Offensive Marker allow the NATO player to put only one nationality at a time on the offensive, the best choice is the West Germans, whose troops are most abundant. The greatest concentration of West Germans is in the West German I Corps stationed in the North. These two facts encourage the following NATO strategy, which, in testing, turned

out to be remarkably effective.

During the pre-war game-turn, the NATO player should shift the three West German divisions of the III Corps as far North as possible, sending the British I Corps to the South to fill the gap. This move places seven or eight West German divisions between Hannover and Hamburg. This area is precisely where the main Warsaw Pact axis of attack can be expected to fall. However, during the first and second turns of war, the only major Warsaw Pact army that can attack into this sector is the Soviet 3rd Guards Shock Army. Later it will be reinforced by three or four follow on armies, but at the start it must operate alone. This is precisely when it is most vulnerable.

A careful examination of the terrain in this area will reveal that the 3rd Guards Shock Army is cut off from the 2nd Guards Tank Army to the North by Hamburg and the Elbe. It is cut off from the 1st Guards Tank Army to the South by Hannover and the Harz mountains. If the NATO player hits the 3rd Guards Shock Army on game-turn three with the entire weight of the reinforced West German I Corps, using the Offensive Support Marker he receives on that turn, he can decimate it in two quick turns. The terrain prevents the Warsaw Pact player from immediately reinforcing the stricken army, and a NATO success here totally unhinges the 2nd Guards Tank Army to the North. Carefully played, this counterattack can knock the Warsaw Pact player back across the border before he knows what hit him.

Success, however, can be a player's worst enemy. The key to using this strategy effectively is knowing when to withdraw again. The 3rd Guards Shock Army can be reinforced by two Polish armies and by two Soviet Category II armies two turns after the initial West German counteroffensive. If the NATO player fails to pull back when these forces arrive, he risks getting completely enveloped. Furthermore, the success of the counteroffensive is very likely to prompt the Warsaw pact player to initiate chemical warfare, if he has not done so already. Once the West Germans have wiped out the 3rd Shock Army, they should be withdrawn into defensive positions immediately.

No doubt, there are a great many other innovative approaches for a NATO counteroffensive. However, wherever the NATO player chooses to counterattack, he should be careful that he has not seriously stripped his line in other sectors. The Warsaw Pact player still packs an enormous punch, and a poorly conceived

counterattack is the surest way for NATO to lose this scenario. Neither side has much margin for error when the Victory Conditions are so tight.

GENERAL POINTS OF PLAY

Air Power. Most players naturally tend to use their air power to knock holes in opposing units. This is frequently not the best use of air power. The NATO player should be very conscious of using road interdiction against large Warsaw Pact stacks, especially during the opening turns of war. The cumulative effects of such delaying actions can sometimes make an enormous difference in the course of play. Similarly, the Warsaw Pact player can make very effective use of road interdiction to block NATO reinforcements from entering a breakthrough sector.

To maximize the combat effects of his air power, the NATO player should seek to defend in positions surrounded by adjacent clear terrain hexes. These positions allow his air power to exact a high penalty from attacking Warsaw Pact units. It is especially important that the NATO player sets up such kill zones in front of the larger Warsaw Pact armies and then hits them for several turns in a row. In this fashion, these armies can be worn down enough to ruin the extra leverage that they derive when given Offensive Support.

Airborne and airmobile units. From the Warsaw Pact's perspective, these units are best used against Denmark and the U.S. Reforger sites. Nevertheless, both players should be extremely alert to any opportunities to use these troops to generate Flank Attacks by dropping behind opposing units. In this role, they can be incredible force multipliers.

HQ Units. Beside their obvious role in providing logistical support to friendly units, HQ's should be used religiously to sit just behind friendly frontline stacks in order to guard their rear from enemy airmobile descents. Since HQ units cannot be struck by enemy air power (by virtue of the large number of men they actually represent and their high dispersion), they are excellent rear area security units and should be used as such.

The only counter to this tactic occurs when the Warsaw Pact player employs chemical warfare. He may then drop airmobile units adjacent to a "rearguard" HQ, strike it with chemicals, and attack it using the airmobile units at descent odds. If the HQ unit is displaced or destroyed, the airmobile unit can advance into its hex and then generate a Flank Attack against the NATO stack which the HQ unit was protecting. This airmobile/gas combination can be especially devastating against a NATO HQ carrying the NATO Offensive Support Marker.

Low Quality Troops. The NATO player gets a great many low quality brigades as reinforcements. He should always keep at least one of these units in each frontline stack. This way, when he wishes to sacrifice a unit rather than retreat, he can sacrifice a unit with a low combat value.

SCENARIO DESIGN

Since the game provides the players with the starting positions of all of the units stationed on the map, and since it also provides three separate reinforcements schedules keyed to different mobilization assumptions, the players have in their hands the basic building blocks required to design their own scenarios. The basic variables that can render dozens of different situations are the nations involved, the timing of each side's mobilization, the political conditions leading to activation, and the victory conditions that each side is striving to meet. The combinations are virtually endless.

In the next issue of the *Victory Insider*, we will publish a new scenario for NATO by Bruce Maxwell. Look for Scenario 4: The War of Nerves!
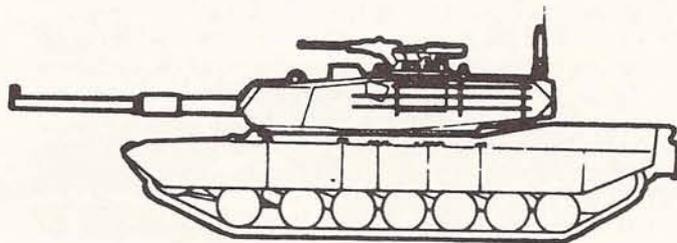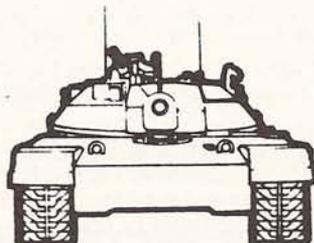
Weapons of the NATO Alliance
XM1 Mobile Battle Tank
ARMAMENT:

1 - 105-MM MAIN GUN

1 - 7.62-MM COAXIAL MACHINE GUN

1 - 7.62-MM MACHINEGUN AT LOADER'S HATCH

1 - .50-MACHINEGUN AT COMMANDER'S CUPOLA

RECOGNITION FEATURES:

(1) SEVEN PAIRS OF

ROADWHEELS

(2) SIDE SKIRTS

(3) LONG FRONT SLOPE

(4) LOW, FLAT—TOPPED,

SLOPING-SIDED TURRET