

GENERAL

★ AVALON HILL

\$3.00

Volume 23, Number 4



George I. Parrish, Jr.

★ ★ The AVALON HILL GENERAL

The Avalon Hill Game Company's *GENERAL* is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of our games of skill. Historical articles are included only inasmuch as they provide useful background information on current AH titles. The *GENERAL* is published by The Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the game buff. The Avalon Hill Game Company is a division of Monarch Avalon Industries, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Martha Burman at the executive offices at the company, 4517 Harford Rd., Baltimore, MD 21214.

Publication is bi-monthly with mailings made close to the end of February, April, June, August, October and December. All editorial and general mail should be sent to The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. One year subscriptions are \$12.00. Two year subscriptions are \$18.00. All domestic subscriptions sent via bulk permit. Domestic First Class Delivery and all subscriptions to Canada and Mexico must pay an additional \$12.00 per year postage charge. All overseas subscriptions must add an additional \$18.00 per year postage charge. Send checks or money orders only. The Avalon Hill Game Company is not responsible for cash lost in transit. Those with a current American Express, VISA, MasterCard or Choice may call 800-638-9292 toll free to renew subscriptions or order merchandise. Absolutely no complaints or questions will be handled on this number. Any business other than a credit card purchase must be handled by mail. Address changes must be submitted at least 6 weeks in advance to guarantee delivery. Paid advertising is not accepted, but news of importance to the gaming community is solicited. Convention announcements must be received at least 3 months in advance and contain information pertaining to The Avalon Hill Game Company's games in use.

Articles from subscribers are considered for publication at the discretion of our editorial staff. Articles should be typewritten, double-spaced, and embrace the tenets of good English usage. There is no limit to word length. Accompanying examples and diagrams should be neatly done in black or red ink. Photographs should have caption and credit line written on back. Rejected articles will be returned whenever possible. Potential authors should be advised that all outside submissions become the sole property of The Avalon Hill Game Company.

EXECUTIVE EDITOR: Donald J. Greenwood

MANAGING EDITOR: Rex A. Martin

GRAPHICS: Jean Baer, Charles Kibler and Regina deSimone

COVER ART: George Parrish

AREA Technician: Brenda Parrish

GENERAL Subscriptions: Richard Snider

Purchase of Games, PBM kits and parts: Michael J. Tharle

FOREIGN DISTRIBUTORS: Overseas readers are urged to make subscription arrangements with the appropriate agent, AUSTRALIA: Jedko Games Ltd., 134 Cochranes Road, Moorabbin 3189, Victoria; GREAT BRITAIN: T.M. Games, Chart House, Station Road, East Preston, Littlehampton, BN16 3AG; HONG KONG: Wilkinson (Far East) Co., 1741st Floor, Peninsula Centre, 67 Mody Road, Kowloon; ITALY: Selegioch s.r.l., Via Fumagali 6, 20143 Milano; JAPAN: Post Hobby, Yoyogi, Cityhomes Bldg. 26-5, 5-chome Sendagaya, Shibuya-ku, Tokyo 151; LEBANON: Nassar Trading Post, Makdissi St., PO Box 113-5284, Beirut; SINGAPORE: Wong International Entr., 6 Jalan Sinar Bulan, Singapore 1750; SPAIN: Joc Internation de F. Matas Salla, Sant Hipolit 20, 08030, Barcelona 6; SOUTH AFRICA: Gamma Games Ltd., PO Box 2904, Capetown 8000; SWEDEN: Target Games, Frihammen, S-100 56 Stockholm; WEST GERMANY: DAS Spiel, Rentzelstrasse 4/Ecke Grindelalle, 2000 Hamburg 13.

Rules Questions: R&D, NOTE: all questions should be diagrammed. No questions can be answered which are unaccompanied by a self-addressed envelope. Questions must be based on rules of play (not historical or design matters) and be based on the current rules edition. Questions on more than one game must be listed on separate pages and accompanied by a separate SASE for each game.

IF YOU CHANGE YOUR ADDRESS: Inform us immediately. The Post Office destroys magazines even if you leave a forwarding address. **The Avalon Hill Game Company assumes no responsibility for issues lost due to an invalid address.** Please state both your new and old address.

AH Philosophy Part 118

On 10 January, my father died at the age of 59. Over the course of 35 years he guided and molded me, and in the process he taught me a great deal about playing games. Understand, my father was never a great one for playing games; he had other interests and concerns in his life. But there were the times when he sat down with his children over a game board or a deck of cards. He did that for the love of us—what child can resist the undivided attention of its father, or the challenge of matching and measuring up to him? After all, isn't that how most of us youngsters judge that we've reached adulthood. Inevitably, as with most occasions, my father took this simple pastime as an opportunity to pass on some of his philosophy.

He taught me that to play any game, you have to know the rules. Without that knowledge, you will surely lose. With it, you can analyze and evaluate, calculate and take action, and win. Life's that way. A respect for others, a practice of honesty,

a willingness to work hard, a joy in being inquisitive, a devotion to (you pessimists can read "selfishness for") yourself and your family, a readiness to take a gamble if the stakes are high enough—those are some of the rules my father taught me. They must work. I never realized how well-respected and well-liked he was until I returned home to Helena to make my goodbye to him. To win, you simply have to know the rules and hold to them, which is more difficult than you might think. But there's no point in playing any game if you don't play to win. "Anything worth doing, is worth doing right." So I play to win, but I don't break the rules. And I expect that simple dictum to be what motivates my opponents as well.

My father taught me that luck has its place, to acknowledge it, but that skill can overcome luck. "You make your own luck, you aren't driven by

Continued on Page 34, Column 3



GRAND—AND GRANDIOSE—STRATEGY

Playing *EMPIRES IN ARMS*

5

By Bruce Milligan

DESIGN ANALYSIS

The Emperor's Word

9

By Craig Taylor

TETE-A-TETE WAR & PEACE

The Grand Campaign Game for Two

10

By Ken C. Campbell

WE MAY FRIGHTEN THEM TOO MUCH

Strategy in the Austerlitz Scenario

13

By Martin Shaw

THE ROYAL NAVY TRIUMPHANT

The Wooden Wall of Empire

19

By James M. Lutz

FATE OF EMPIRE

A Solitaire Variant of *STELLAR CONQUEST*

30

By James Werbaneth

THE ALLIED SCHOOL OF STRATEGY

Freezing the Force March

35

By James Chung

BAMBI'S WAR

Tips for Playing *YELLOW STONE*

40

By Michael Anchors

THE EMPIRE STRIKES BACK

An Aggressive Britain in *THIRD REICH*

41

By Nayyer Ali

Knights of the Air

They were a part of Europe's "next generation", asked to march to war before they had tasted of life's joys and sorrows.

They were cut from a special cloth, singled out to do a job that demanded intelligence, endurance, steadiness and coordination of the highest order.

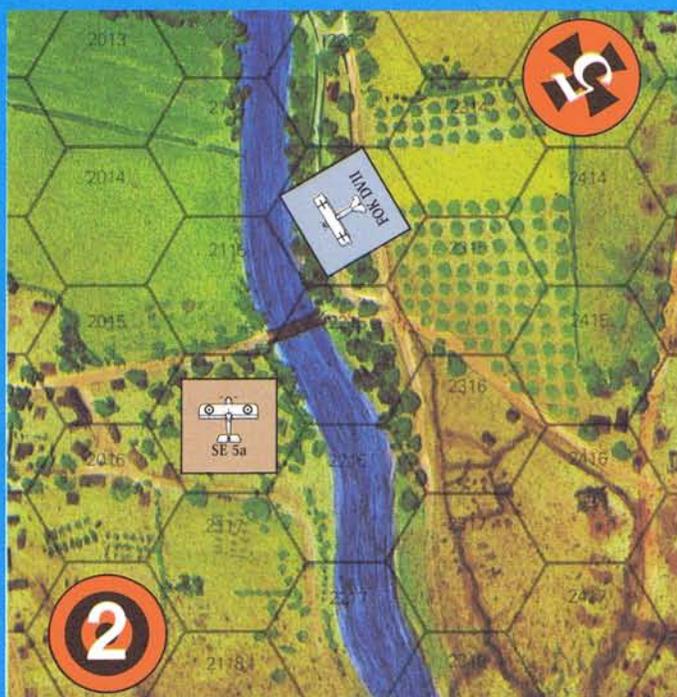
They duelled to the death in fragile machines, only just invented ten years before, miles above the earth.

They were brave soldiers to their comrades in arms and heroes to their public.

*They were the fighter pilots of the Great War—**THE KNIGHTS OF THE AIR.***



Avalon Hill's game, **KNIGHTS OF THE AIR**, recreates the deadly combat of the World War I air war. You learn to fly the great airplanes of the period much in the same way the Aces did—right in the cockpit using control stick, throttle and rudder pedals. Each kind of warplane included in the game has been carefully researched to present the same strengths, weaknesses and idiosyncracies it demonstrated in real life. Once you have learned the tricks of your aircraft, you can dare to risk all in a dogfight. Air combat is conducted in a series of maneuvers as each pilot tries to position his plane for the killing run. With experience, new and more complicated maneuvers become available so that the ace can barrel roll and loop rings around the novice. Your success will depend upon your ability to master your plane and to exploit the weaknesses of your enemy's.



Some Features:

- Your abilities improve with experience. An Ace can react quicker, aim his gunfire more accurately, and undertake more complicated maneuvers than a novice can.
- Each kind of airplane in the game has been designed to perform just like its real-life counterpart. Rates of climb and dive, maximum and stall speeds, and turning abilities all compare favorably with test flight results.
- You guide your airplane on the gameboard using real controls. You adjust speed with the control stick and the rates of dive and climb with the throttle.
- Special attention was directed, during the design, to develop a simple method of allowing one plane to tail another. The reflexes of both airplane and pilot are a crucial factor in this procedure.
- With the wide choice of airplanes included, a practically unlimited variety of dogfights may be staged. Many of the greatest warplanes are here—the Sopwith Camel, SE 5a, SPAD, Nieuport, Bristol Fighter, Fokker Triplane, Fokker DVII, Albatros, Pfalz, Roland and more.
- Special solitaire scenarios have been created to restage attacks against Zeppelin airships and two-seater warplanes.

KNIGHTS OF THE AIR is now available for \$35.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, Maryland 21214). Please add 10% for shipping and handling (20% for Canadian orders or 30% for overseas orders). Maryland residents add 5% state sales tax.

TV WARS

For decades, what we see on television has been tightly controlled by network programming executives chasing the almighty Nielsen ratings. Now in **TV WARS** you can step into their shoes and make the decisions about what programs Americans will be watching in their living rooms each night.

Here's your chance to see if you can lead a network to the top of the ratings chart. Each player is a network president overseeing a vast array of programs and stars. Players bid for new programming, sign up big-name talent, and acquire first-run movie rights. Critics affect a show's chance for success with their reviews. Sponsors reward top-rated programs by paying more money for commercial time. And players engage in frequent "ratings wars" wherein prime time

line-ups vie for supremacy in each scheduled time slot. Only the most skillful programming decisions can prevent your shows from being cancelled. Line-Ups, Emmys, network movies, mini-series, newscasts, even sports coverage, are all represented in this fast-paced game of strategy for all ages. Players will enjoy the nostalgic recollection of old TV favorites as they return in parodied form to do ratings battle with current hits.

TV WARS is available now for \$24.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add 10% shipping and handling to all orders (20% Canadian orders, 30% for overseas orders). Maryland residents please add an additional 5% state sales tax.



Prime Time Line Up		BEST NETWORK NEWS Bonus + 5
Time	Program	Bonus
8:00	Monday Night Rugby	
8:30	OTW 9	
9:00	OTW 9	
9:30	80 Points	
10:00	Sue Grant	Pool Review - 31 TV TIMES
10:30	40 Points	

ABS

Prime Time Line Up		
Time	Program	Bonus
8:00	Die-nasty	
8:30	DRAMA 90 Points	
9:00	Rambo	+ 10 Carol Burnett
9:30	100 Points	
10:00	ACTON	
10:30	Play One Only	

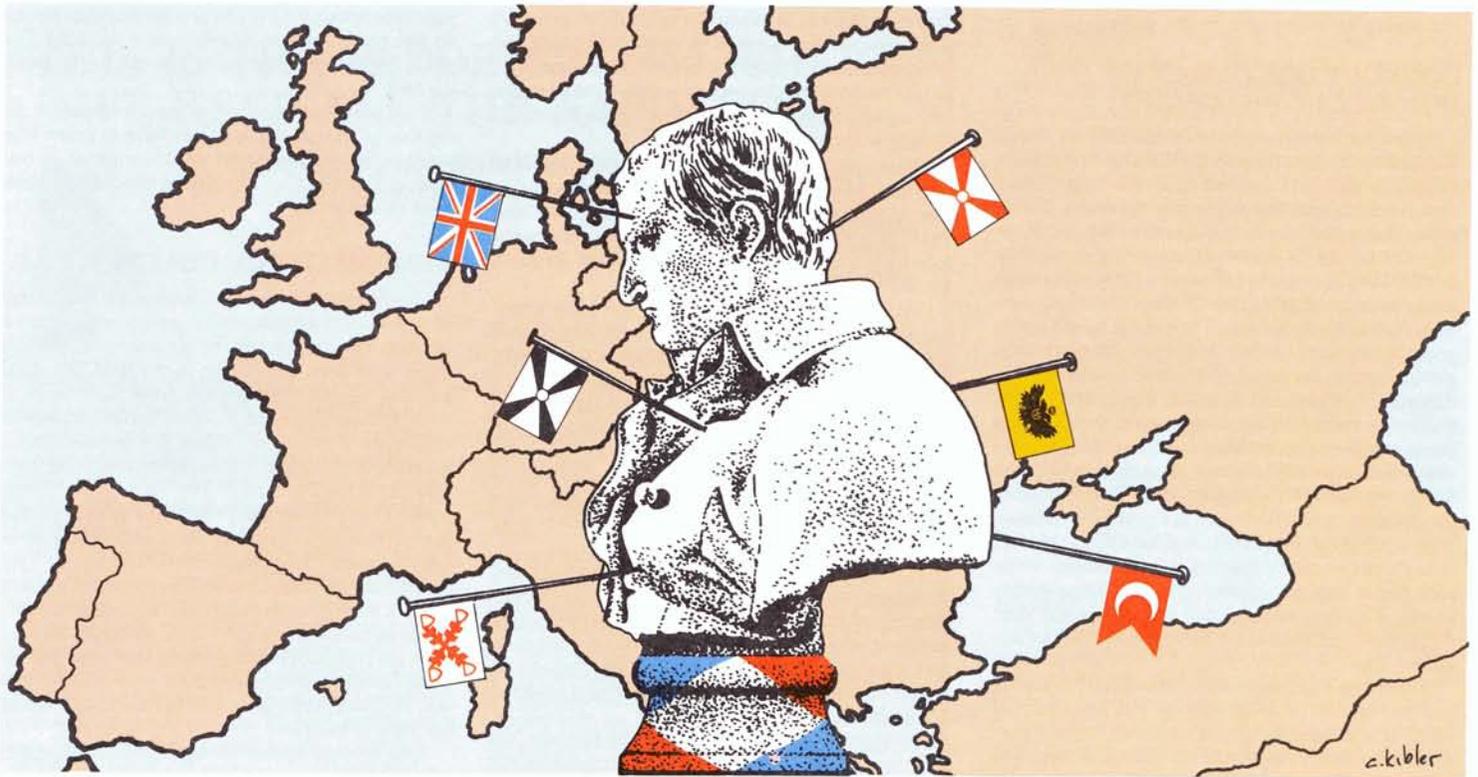
CBA

Prime Time Line Up		
Time	Program	Bonus
8:00	Nuts Landing	
8:30	DRAMA 60 Points	
9:00	People Are Funny Looking	
9:30	OTW 9 40 Points	
9:30	Beers	
10:00	SITCOM 80 Points	
10:00	Dr. Killjoy	
10:30	DRAMA 20 Points	

PBC

Prime Time Line Up		
Time	Program	Bonus
8:00	Silver Girls	
8:00	SITCOM 30 Points	+ 21 Interesting
8:30	Tender Hide	+ 30 Flirt Reynolds
9:00	ACCOM 30 Points	
9:30	SPECIAL	Not Usable with Academy Award Movie 50 Points
10:00	DRAMA	
10:30	20-120 Points	

NBS



GRAND-AND GRANDIOSE-STRATEGY

Playing EMPIRES IN ARMS

By Bruce C. Milligan

The editor has asked me for a brief introductory paragraph on what I've been doing since I left Avalon Hill's employ. [Bruce Milligan was the editor of our one-time sister periodical, ALL-STAR-REPLAY, and one of the best game developers in the business.] I suppose I had better stick to the truth. I am currently an editor in New York City for a weekly newspaper directed at (and presumably read by) the travel industry. I am also the men's and women's fencing coach at Vassar College. I still fence competitively myself, and I still play Avalon Hill games all the time—honest!

Let's face it, gang. There was only *one* Napoleon, and even he made a mess of things in the end. So you shouldn't get too depressed if you have some problems steering one of Europe's great powers through one of the most turbulent and violent eras of the 19th Century. *EMPIRES IN ARMS* is the perfect game for you to show that you can do better than Boney himself—and it is also the perfect tool to show you that subjugating Europe for more than a decade ain't easy!

The intent of this article is not to tell you how to win at *EMPIRES AT ARMS*. Although I am fairly certain that I have played the game, in its varied forms, far more than the vast majority of the readers of *The GENERAL*, I do not claim to have any perfect systems. In fact, I have never won a 7-player game. But while mulling over a defeat, or planning a new march to hoped-for victory, I have had many hours to reflect upon what I feel are some of the better (not necessarily the best) means by which victory might be, if not assured, at least moved within the realm of possibility.

The purpose of this article, then, is to give you some ideas, ideas which you might implement in your own play. I have devoted the bulk of my discussion to strategy and styles of play, not tactics.

This is deliberate. After one or two battles you should have a pretty good idea of what will increase and what will decrease your chances of victory. If you are fighting in a war you should never have gotten into (a very popular pastime in this game), however, the actual outcome of one or two battles may not make very much difference to your eventual chances of victory. With that thought in mind, I have focused my attention on what might be called, if it does not sound too pompous on my part, *Grand Strategy* and *Grand Tactics*.

Perhaps this article will give you a better perspective on how you can develop a winning strategy. Perhaps it will merely give you occasion to look up my address in the Baltimore phone book so you can make threatening calls in the middle of the night. Go ahead—there are dozens of Milligans in Baltimore (and anyway, I've moved to another state). In either case, I hope you enjoy the article.

The designers devoted a number of paragraphs in the original rules folder to the subject of strategy, with specific ideas for each country. Craig Taylor has added his thoughts in the Avalon Hill version. Based upon my experience in four campaign games to date, I would suggest you read these suggestions over carefully. I will try not to repeat them, and you should attempt, in general, to adhere to all of them.

Following are my ideas on the game, organized in a very simple manner (the order in which I thought of them!), which reflect what I feel are the most important considerations when planning your strategy for a particular campaign or the game itself.

KNOW YOUR GOALS BEFORE YOU BEGIN

This may seem ridiculously obvious to some people, but what seems ridiculous to me is how few players ever think about anything other than the turn in progress. Just as Aristotle said, "the unexamined life is not worth living"; the unexamined monster game is not worth playing. If you are going to devote a hundred or more hours of your life to a game, it wouldn't hurt to spend the first few hours of that experience thinking about what it is you really hope to achieve—and whether or not that goal is truly within reach.

The primary object of each of the powers in the campaign games, as defined by the victory conditions, is to be the first player to reach or exceed his required victory point total. This sounds simple, but I am constantly surprised by the number of players who don't even begin with the simple step of figuring out exactly how many victory points they should be aiming for, on the average, in order to reach their total by December 1815.

Assume you are France in a game in which economic manipulation is being used. You need 400 victory points. Without bidding a single point for the country, you need to average a bit over nine victory points per quarter to expect to win by the end of the game. Turkey, on the other hand, with only 315 points to gain, needs only to average a bit over seven. Clearly there is more than impetus for the French player to take aggressive action than the Turk, because he can average seven victory points a quarter without doing *anything!*

Often, for countries such as Turkey, Spain and Prussia, doing nothing, in the sense of launching aggressive wars against other powers, is the best



course to eventual victory. This doesn't mean you're not taking an active part in the game.

CONDUCT DIPLOMACY— DON'T PLAY DIPLOMACY!

Whenever I begin a game of *EMPIRES IN ARMS* with one or more experienced *DIPLOMACY* players in attendance, I am worried. Inevitably, probably because this game has seven players and a Diplomacy Phase, they seem to think that they are playing *DIPLOMACY* itself. The fact that, unlike *DIPLOMACY*, not all of the seven players are anywhere near the equality that "Dippy" itself imposes doesn't seem to faze them. They know what they're going to do—turn on their neighbors whenever they get a chance. So what if France is overrunning Austria? As Russia, I can attack him from the rear and really mess him up. Later, when the Austrian player revives, and aided by the Prussian (and possibly the Turks and French as well), repays the favor, the Russian player may ruefully reflect upon his action.

In *EMPIRES IN ARMS*, unlike *DIPLOMACY*, today's victim can be tomorrow's tormentor. Since each player requires different totals of victory points to win, it is not at all necessary that you savage your neighbors and natural allies in order to win the game—usually.

Something else you must always keep in mind is that the enemy of 1805 may be the loyal ally of 1810. It is an inferior player who will let petty personal animosities determine his overall strategy, or who will stab someone else in the back merely because the opportunity is there. In *DIPLOMACY* it is quite common to go after someone merely because you dislike him. In *EMPIRES IN ARMS* it is almost as likely, but much more stupid. If you want to get back at someone in the game, let the air out of his tires at the end of the night; but in the game stick to the most important goal, which is playing to win.

I have been criticized by fellow players for telling a rookie that he was, "not playing the game the right way." Undoubtedly this is a justified criticism. Everyone has a different style, and there's no proof that mine is perfect. Nevertheless, in my opinion, the "worst players," if I may use that phrase, of *EMPIRES IN ARMS* are the ones who do not put themselves firmly in the role of chief of state of their country. If you play against other competent players, and treat every attack on yourself by another player as a personal assault, you will have no chance to win this game.

The sole question you must ask yourself, every time you consider an action, is this: "What will this do for my chances of winning the game?"

BE PATIENT—OR YOU'LL BE A PATIENT

Avoid constant warfare. It takes a lot of careful planning and diplomacy to stay out of trouble until you're ready to deal with it, while at the same time carefully (but not too ostentatiously) building your strength for the struggles yet to come.

Don't worry—they will. The other players are no dummies. You'll still be in plenty of wars, because one or more of your rivals will eventually feel compelled to attack you, if only because you can coast to victory if he doesn't!

And should you decide to launch an offensive against someone else, imagine your martial pride as your full-strength corps move out of the fully-garrisoned cities, fully supplied instead of foraging, while your 30-ship fleets sail along the army's flanks! Believe me, you'll be much better off that way than if you send corps of eight to ten strength points, half of them militia, stumbling out to do battle with a powerful foe.

The only country that really needs to fight and win wars, almost constantly, is France. The other

powers should fight only when forced, by enemies or circumstance, or when the rewards of going to war make it too lucrative to avoid. Probably the greatest mistake I feel I see in other players is that, as *wargamers*, they cannot resist the instinct to get into a war—even when they would be far better off staying at peace.

Historically Austria, France's most bitter and constant enemy on the Continent, was actually at war with Napoleon during only 1805, 1809 and 1813-1815. The rest of the time the Austrians were scheming, planning and building up their strength for the next tussle.

If you expect to be constantly at war with someone during the game and you are not playing France (or Great Britain, although often this war is fought from the blockade boxes), then you can expect to be as successful as a football team that scrimmages five days a week and then goes off to play in the big game. I was on a team like that, and we were lucky to have 11 healthy players on the field by the Saturday following a hard week of what our coach called "knocking heads together." We only won one game in my senior year.

You too will be exhausted, both financially and strengthwise, on "game day" if you have been fighting nonstop; and you will probably lose to someone who has carefully conserved his resources, and whose treasury is full while his corps are all at full strength with regulars and cavalry, instead of the militia you probably have.

Constant warfare is a drain: on the treasury, on your manpower, on the organization of your army and on your own intellectual capacities. The French player may engage in it out of necessity; other players should avoid it at all costs.

KNOW YOUR OWN STRENGTH

In 1806, after sitting by and watching Napoleon destroy the Austrian army and humble the Russians, Frederick William III of Prussia (egged on by Queen Louise, whom Napoleon once labeled "the only real man in Prussia") then decided this would be a swell time to declare war on France. It wasn't. The Prussian army in 1806, while impressive in numbers and on the parade ground, was a far more brittle tool than that of Frederick the Great—in large part because of its aging and decrepit leadership.

Players in *EMPIRES IN ARMS* should heed the lessons of history, and take every factor into account when they try to decide if they are ready for combat.

The French army, as the designers tell us, has everything: good leaders, good morale, lots of cavalry and numbers. And it also moves faster, and forages more easily, than anyone else. You've got to know what your own army does best (even if what it does best is hide in southern Spain until the guerrillas and the British can come to the rescue) because in *EMPIRES IN ARMS* the fortunes of a kingdom can topple (for a couple of years, anyway) on three quick rolls of the dice.

As an opponent of France, you've got to swallow your pride and acknowledge reality. Nobody is going to beat France by himself unless the French player is a fool. And usually he isn't, or he wouldn't have figured out a way to be playing the strongest country in the first place!

But even the French player has to recognize his limitations. The last game I played in saw the French buried under the overwhelming numbers of an Austro-Russo-Prusso-Spanish alliance in January 1805, which resulted in Napoleon's defeat, and exile by the end of that year. A little astute diplomacy, or even a well-planned withdrawal into France's interior to gather strength, might have avoided this.

KNOW YOUR ENEMIES

If you're Turkey, odds are you would prefer to avoid a naval war with Great Britain. If you are the British player, you really would rather not declare

war on Spain and attempt to march on Madrid with your tiny army. And if you are the Prussian player, do you really want to thumb your nose at the Tsar while Napoleon is peering at you across the Saxon border?

You have to know what your opponents are capable of, just as much as you have to know what you can do. To some players this suggestion may seem obvious, but novices and the headstrong should heed this advice.

REMEMBER THE COSTS OF WAR

Napoleon's French army, born in the desperation of a penniless revolutionary government, learned to make war pay for war, by appropriating virtually all of their food and forage in the field. So standard was this that the French army had, to all intents and purposes, no Commissariat because the troops were expected to feed themselves. This is partially reflected in the superior marching capabilities of the French.

But even playing the French, an army that must forage to exist is going to be in big trouble in the winter, poor forage areas (such as exist in Spain and Russia), and when several corps are in the same area. You will be in *really* big trouble if all three of these conditions apply. You will then be faced with the choice of moving one or two areas per turn or suffering a steady drain on your manpower—and even one factor per corps per turn begins to add up very quickly!

Save up your money for supply before beginning a campaign against a neighbor. Remember, if you are fighting in more than one area, that depots are limited. Enemies of France should keep in mind that as rich as the British player is, he can't afford to subsidize everybody!

GUARD YOUR CAPITALS AND GARRISON YOUR FORTRESSES

As long as you control your provincial capitals, you control the provinces and can raise their money and manpower. As long as you control your national capital, you can raise money nationwide.

Even if strategic considerations force the abandonment of a province or the national capital by your field armies, leave a garrison. Every city with a garrison has to be invested, and with a bit of luck you will hold the city for one or more turns. Sometimes this can mean keeping the income of a valuable province or an entire nation for another quarter; and sometimes it can mean national survival for another three turns (since you must surrender if you lose all capitals).

At the very least, the invader must split off a corps to besiege your small garrison; if he doesn't and you are on your toes, you can purchase a corps marker (always try to leave at least one unbuilt for this reason), build it in the garrisoned city, and possibly cut his supply line, causing his entire army to forage while deep inside your territory. This can drive him bananas, or worse if winter has arrived!

Every fortress should have a garrison of two or more factors so that if you are besieged and must forage yourself, the loss of one factor will not cause the fortress to fall by default. And the more troops you have in the city, the longer it can last. If they do have to surrender, you'll probably get them back as soon as the war ends anyway.

Needless to say, corollary advice for prospective invaders is to remember that in many ways *EMPIRES IN ARMS* is primarily a game of economics. The real power in this game lies in the money and manpower that can produce strong armies and fleets. When you go to war with someone you should strike, not only at his armies, but at the provinces and minor countries that sustain them and give them their strength. And more than one player has been forced to negotiate because his capital is occupied and he is without funds.

THIS IS THE PADDED ROOM WHERE WE KEEP ALL THE NAPOLEONS!

Campaigning with EMPIRES IN ARMS

By S. Craig Taylor, Jr.



President U.S. Grant and a friend once went out to a course near the White House to observe the strange new game of golf. Chancing upon a prime duffer, old "Unconditional Surrender" puffed on his cigar and watched in silence as the rookie golfer repeatedly swung lustily, sending turf flying, but never once hitting the ball.

"That looks like very good exercise," Grant commented to his friend. "But what is that little ball for?"

This story illustrates that the physical components of a diplomatic game can appear to be almost unnecessary props to uninitiated observers (or even to participants). This can be especially true when considering the player's off-board antics in a typical local (we assume no responsibility for off-board antics in other parts of the globe) campaign game of *EMPIRES IN ARMS*.

Over the course of 1984, I spent at least one evening a week playing in seven-player *EMPIRES IN ARMS* campaign games, an insane level of involvement that later led to my handling the in-house development on the game here. Since so much campaign time had already been logged, development playtesting focused on the scenarios. Playing even the game's longest scenarios (which cover military but not diplomatic operations) evokes the same interest as playing any other two-player game—i.e., it's quite different from the level of activity in a campaign game. Thus, the years 1985 and 1986 passed without my participation in any seven-player campaign games and sanity slowly returned as the special memories faded . . .

Then, in a moment of sheer madness, seven relatively experienced players recently started a new campaign game. In it, for the first time, I am the French player. The game is left set up on a table in our third-floor playtest room. The pieces are pushed around and the dice "officially" rolled every Monday evening, but the *real* game seems to be played during the rest of the week as players and hangers-on plan, negotiate, bluster, whine and scheme.

A reminder of just how important the off-board game can be was forcefully brought home to me before this game even started. After agreeing to play several weeks earlier, I hadn't given the game much thought, planning to do my negotiating during the first or "set up" game session. The week the game was to start, while enjoying an elegant meal with the future Russian player, I was casually informed that *all* of the other powers were forming an alliance against me to perform "el stompo" on France at the game's outset. "*Sacre bleu!—Sacre red!*", I swore, nearly choking on my gyro and beer. It occurred to me that I had better start talking and making some phone calls *before* that first Monday evening.

Things may be different with other groups playing *EMPIRES IN ARMS*, but here in "Charm City" individual identities are mysteri-

ously absorbed by the game's major powers. A player ceases to be "Joe Blow" but, instead, becomes the *King of Spain* or the *Czar of All the Russias* and is often addressed by his title (I prefer to be called *l'Empereur*, but my allies may call me *l'*) or at least by his country's name, as in "I need to talk to the Frenchie". I'm not quite sure why this is done. Maybe it is easier to, say, crush, mangle and mutilate the perfidious *Prussian Kaiser* and turn his armies into raw hamburger meat for some real or imagined slight in terms of the game than to do the same thing to someone who is normally a good friend and owes you money.

Another thing I had forgotten since the balmy days of 1984 was the increase in the number of visitors (since I'm in the building with "the game") caused by a campaign game. Other players, normally seen once every month or so, now drop by a couple of times a week to stare at the mapboard and feel me out on pressing issues of the day such as, "What is your position on Bavaria?" (Answer: "A great place to visit, but I wouldn't want to live there; too many foreigners.")

Worse even than broussing players are the assorted "neutral observers" (called "kibitzers" in most games), such as this magazine's editor (and other equally repellent types—you know who you are, so watch out!), who follows the game closely and wants a full briefing every week from every player. ("Hi! What's happening! Sorry to hear about your fleets and that humiliating defeat in Naples, hee-hee.") To do them justice, these campaign games are so big and so lengthy that they tie up a large percentage of the area's better gamers for a significant portion of their life spans, so the outside interest is natural.

In most diplomatic games you can go to war whenever desired. One of the unique aspects of *EMPIRES IN ARMS* are the accursed enforced peace periods that can last for eighteen to thirty-six frustrating months (say, two to six evenings in our current game). These peaceful interludes can be most aggravating, especially when some low-life keeps loaning money and providing access and sanctuary to your enemies while helping them in every way possible and you can't declare war to kick him from one end of the mapboard to the other.

Right about now, you're probably asking yourself, "Why is l'Empereur regaling us with all these colorful anecdotes?" Or maybe you just don't care—maybe you're a "tankie" or a serial murderer and consider Napoleonic, "monster", diplomatic and/or ultra-long games a crashing bore. I did before I played this one. So stifle your doubts and try something new. You owe it to yourself at least once in your life to try an all-out seven-player campaign game of *EMPIRES IN ARMS*. Tell 'em Nappy sent you.

AVOID WINTER CAMPAIGNS IF POSSIBLE

"Winter quarters" was an accepted routine for every army in the field for centuries, until the invention of canned food in the American Civil War (did Grant have Spaghetti-O's at Petersburg? I don't know—but he had *something*). In *EMPIRES IN ARMS*, you will find the best thing to do in the winter, at least in the northern climes, is to put your corps, by themselves, in the best forage areas possible and not to go anywhere unless absolutely necessary. Of course, sometimes it will be necessary—but aimless marching about will expend either a large amount of money or a frightful number of troops.

As a matter of fact, if you're at peace anyway and expect to stay that way for awhile, it wouldn't hurt to break down any corps without cavalry into garrisons. You will not only be able to forget about supply considerations, but also about maintenance. You can always leave a garrison on a depot if you want to have troops in a particular area which lacks a city.

BUILD WISELY

Perhaps I could make this entire article much shorter, and perhaps much more useful, if I limit it to two words, "Be smart!" Anyway, this is particularly important concerning production.

With the revised rules, ships (in particular) are much more expensive, and British players who used to happily produce as many as ten ships per quarter will find themselves hard-pressed to produce half that number. Of course things are even worse for the British player's enemies, so this in itself isn't so bad.

You must build in the proper proportion, and with a sense of what you will be doing six months or a year ahead. And you've also got to keep an eye on the production of prospective enemies.

If the British player, to continue with the example, builds an average of five ships a quarter while the French player steadily cranks out four or so each quarter (which he can easily do), and Spain and Russia are also each building two or three ships, in a couple of years there is going to be trouble for the Royal Naval—big trouble! When I am the British player, if anyone other than France is building more than half as many ships as I am per quarter (as is Spain in my current game), I regard that as a virtual *casus belli*, and I interrogate him very closely as to his plans for that fleet. I like to say, without appearing *too* menacing, "You don't need more ships—you've got me to protect you." Of course if that doesn't work, there are other recourses, and I can always use the political points if a naval war breaks out.

If you pour a lot of money into cavalry, and then when they appear your corps are either already full, or are in the field away from a friendly depot, you'll feel pretty silly converting that \$15 cavalry factor into infantry. Always make sure that when troops arrive in the game they can arrive on the map where you want them.

And, as mentioned previously for different reasons, it doesn't hurt to buy a corps every quarter, just in case you have to build it somewhere should a crisis develop over the next three turns.

Militia is cheap, and good to build when you are broke or about to be overwhelmed, but if you build it in large numbers just to save money you are going to experience a drastic drop in the overall quality of your corps.

So think about what you are building, and why.

USE MINOR COUNTRIES WISELY

Once conquered, Minors are a good source of income. But, depending upon the circumstances, you may do better to make them Minor Free States so

you can benefit from the additional troops and increased income that will result. Generally, it's not a bad idea to keep most Minors conquered while you add badly-needed manpower to your own, usually superior corps.

Once this is accomplished and your corps are (at or near) full strength, you may find that the minor troops are of more use to you in their own corps. Certainly this is true for the French player, who lacks sufficient corps of his own to maintain his far-flung empire. Just invade Spain or Russia without sufficient minor corps to guard your supply lines and you'll quickly see what I mean.

Other players can benefit, too. Minor corps help to hold far-flung possessions in Africa and elsewhere, and also provide protection from the ravages of the Instability Zone. Even with poor morale, they can be useful garrisons, and free up your better troops for field battles. They can even be used as cannon fodder in big battles, absorbing some of the losses without (hopefully) weakening your morale too much.

Sweden, with three good corps and a nice fleet, is an asset to anyone's order of battle. England, with such a small army of its own, can always gain from having a 15-factor Portuguese corps (especially if at the optional higher morale level) to add to its strength and absorb some of the losses. Turkey, whose army has generally low morale anyway, should certainly beg money from someone to build up the 12 factors of Syrian cavalry, who by themselves can turn a Turkish victory into an opponent's

disaster via pursuit. Countries such as Poland, with *better* morale than most major powers, (and even Naples and Denmark, with their fleets) also have much to offer as free states.

KNOW YOUR GENERALS

Napoleon can outflank, especially when on defense, and expect to succeed. Hohenloe can attempt the same thing and expect never to see his outflanking corps again. Just as Grouchy never showed up at Waterloo and Bernadotte never showed up anywhere (except in Sweden, on the other side), some generals will not be able to do what others can.

Learn their strengths and weaknesses by careful study, not by rueful reflection of a ruined army (nice ring to that, eh?). And don't forget about seniority—you don't want Kutusov sulking (or, in his case, napping) in the background while Alexander is cheerfully leading the Russian army to its doom.

TRUST YOUR NEIGHBORS

What's this? "Trust" in a game with a diplomacy phase? That's correct. I contend you should always trust your neighbors to do what they think they can safely get away with.

This means that as Russia, while fighting France in the Germanies or elsewhere, you should always keep strong garrisons, along with at least two or three corps and a decent general, in southern Russia

to keep an eye on the Turks. The Turkish player, in turn, should garrison his fortresses and keep at least some feudal troops on European soil while he is off raising hell in Africa in his attempts to create the Ottoman Empire.

More examples? Whoever has Portugal (usually Great Britain or Spain) should assume the other wants it, and keep sufficient strength in Lisbon, Elvas and Madeira (even if only a strength point or two) to keep his "honest" neighbor honest. Ditto for Sweden. If Russia gets it and leaves only a minor garrison there, can he really blame the British player for thinking how much he could use that manpower, or how much more useful the Swedish fleet would be blockading Brest then sitting idle (while growing stronger) under the control of a possible rival?

Although when war comes, you must concentrate your forces against your primary opponent, you have to always remember to leave nothing important unguarded. In my experience of this game, former "Dippy" players will inevitably give in to the old instincts—and the first instinct of a *DIPLOMACY* player is to stab the first person foolish enough to turn his back on him.

I'm not saying this makes sense—often it doesn't at all. But it still happens, so be on your guard.

KNOW WHEN TO QUIT

"This isn't World War II," is a phrase I repeat over and over again, usually in vain, to wargamers used to the style of total war that has prevailed in this century. Iran and Iraq haven't figured out when the game's not worth the candle yet—but you should know in this game.

You are only out of the game when you are unable to raise troops, so there is no point in fighting to the end in a campaign that you clearly have no chance of winning. Far better to cut your losses, try for a conditional peace, and get started on rebuilding your army so you can have your revenge (if that is your wish) as soon as possible.

Far too many players of *EMPIRES IN ARMS* seem to prefer total destruction of their army and country to temporary setback. And they also seem to invariably demand unconditional surrender. Why this is I do not know; perhaps it is the age we live in. To mention the fact that a nation which you have crippled with an unconditional surrender is exceedingly unlikely to raise a finger to help you when the Corsican Ogre comes calling with the Grande Armee in tow seems silly, but someone has to.

In my current game, even the French player prefers not to demand unconditional surrender, on the very astute vampirical assumption that a country bled dry by him the first time will not be a useful source of victory points the second and third times around. He would prefer to knock his enemies down, wait for them to dust themselves off and get up, and knock them down again. He's a smart player and he will probably win the game.

Generally in a war, one or two big battles will tell you who has the upper hand. When they do, if you're holding the short end of the stick you should give it up. Not suing for peace after losing a battle or two in 1805, or even 1810, may be tantamount to giving up for good on the game. The game is long, and historically the French bullied most of the rest of Europe until 1812 before they started to get their comeuppance.

If you're clearly losing a war, end it, on the best terms possible. This applies to every player, even the French. And remember, the terms of peace that require you to give something up also protect you from your tormentor for 18 months or more. This is stronger protection than any army or ally can offer you—so use it.

Continued on Page 28, Column 1

TEN TACTICAL TIPS

1) Although Napoleon said, "I would rather fight an alliance than be part of one," the fact remains that allies do have one advantage in battle. If you contribute, for example, two corps to a battle against the French, the most political points you will lose in a defeat is one, while you stand to gain as many as three. This should make it immediately apparent that, politically at least, your nation could lose three battles and win one and still come out even. True, the French would then have nine political points, but the important fact is that *you* would not lose nine.

2) Protect your supply lines, and threaten those of the enemy. Armies in this period did, and in the game can, easily lose as many or more troops through foraging attrition as in combat. You can help them by sending Cossacks, guerrillas, freikorps or (for those not blessed with these troop types) small cavalry corps to attack depots or block supply lines. And remember what I said about fortress garrisons!

3) Use the terrain to your advantage. Remember it costs one extra MP to cross a river into combat. In some cases, the mere fact of you being behind a river will make you unassailable, for a turn at least. And remember the effect of mountains, swamps and woods on combat and leadership abilities. *Please* don't do what one of our players did once, which was to march the entire Prussian army into a swamp with a forage value of "0," get his supply line cut, and then have to forage for six corps in the swamp!

4) Commit the Guard if you can, and only when it will help. There are occasions when committing your Guard, if you have one, will guarantee you victory. And there are other times when it will guarantee you defeat. Pay attention!

5) Consider screening your main army. If you are cowering in fear of a French onslaught, or are merely unsure of where the blow is to fall, think about putting a small corps (or even better an all-cavalry force) in front of your main army. This can buy you a turn's grace at minimum loss to yourself, and may give you a better idea of your enemy's objective.

6) If you are about to fight an army that you are fairly sure of defeating, remember that with the proper placement of small corps on the flank of the battle you can direct the enemy's retreat into an area of your choice. Sometimes this can set him up for even more trouble (or supply problems) than he has already.

7) March dispersed; fight concentrated. Foraging is prohibitively expensive in some provinces, so it may be better to have your corps in mutually supporting (adjacent) areas, from where then can reinforce each other following one round of combat. Of course this assumes you survive that round. And remember, for most countries (with the exception of the French and the Russians) you will probably have one large army and several smaller formations. You should never have individual corps wandering all over the map, or they can get nibbled up piecemeal.

8) Build as much cavalry as you can, and keep the bulk of it with your most important field force. Large numbers of cavalry can make the difference between a "qualified victory" and the pulverizing of an enemy army via pursuit. For this reason, both the victory and the defeated should have as much cavalry as possible.

9) Remember quality will usually beat quantity in a field battle. In our current game, six Austrian strength points just routed 34 Turkish feudal points. If your army has higher morale, and avoids getting wiped out, you should win most of your battles.

10) Choose your chits wisely. The British player, knowing he has the best morale and a small army, is not interested in battles that last three rounds and might cause him to lose 30%-50% of his army. The Turkish player, on the other hand, shouldn't care how many troops he loses, if he can inflict similar losses on his opponent. He may lose the battle, but next time he will still have his Turkish hordes, and the enemy army may be a fraction of its former size. Think about these things when you choose your chit. Which do you wish to reduce—morale or strength?



CONVENTION CALENDAR

The *GENERAL* will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to our readership such as tournaments or events utilizing The Avalon Hill Game Company's games is solicited and will be printed if made available.

The Avalon Hill Game Company does not necessarily attend or endorse these gatherings, nor do we guarantee that events using The Avalon Hill Game Company's games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

MARCH 26-27

CONTEST IV, Tulsa, Oklahoma

Contact: Dan De Palma, T.S.S., P.O. Box 4726, Tulsa, OK 74159.

Note: Tournaments offered in *ASL*, *SL*, *CIV*, *DIP*, *3R* and *TITAN* among others.

MARCH 27-29

TRI-STATE CON '87, Cincinnati, Ohio

Contact: Lonnie Barnett, 5661 McCarthy Court, West Chester, OH 45069. (513) 777-4419.

MARCH 28-29

POINTCON X, West Point, New York

Contact: W. Dale Conwell, P.O. Box 4251, USCC West Point, NY 10997. (914) 938-3285.

Note: Fast becoming a premier event for wargamers, all types of tournaments will be offered this year at America's oldest military academy.

APRIL 10-12

GAME FAIRE '87, Spokane, Washington

Contact: Paul Wilson, Merlyn's, West 621 Mallon, Spokane, WA 99201. (509) 325-9114.

APRIL 17-19

CAPCON X, Columbus, Ohio

Contact: Mark Loughman, OSUMGA, P.O. Box 21, The Ohio Union, 1739 North High Street, Columbus, OH 43210. (614) 263-9057.

MAY 16-17

SL RALLY—WEST, Los Angeles, California

Contact: On All Fronts, P.O. Box 265, Marshall, AR 72650.

Note: Third national tournament with levels from *SL* through *ASL*.

MAY 22-25

GAMEX 3, Los Angeles, California

Contact: Jeff Albanese, DTI, P.O. Box 8399, Long Beach, CA 90808. (213) 420-3675.

JUNE 5-7

NEO-VENTION VI, Kent, Ohio

Contact: Ian Guistino, NEO-GS, P.O. Box 412, Cuyahoga Falls, OH 44222.

JULY 2-5

ORIGINS '87, Baltimore, Maryland

Contact: ORIGINS '87, P.O. Box 15405, Baltimore, MD 21220. (301) 298-3135.

Note: The National Adventure Gaming Convention will have numerous events, including competitions in many of our titles.

AUGUST 22-23

SL RALLY—SOUTH, Conway, Arkansas

Contact: On All Fronts, P.O. Box 265, Marshall, AR 72650.

Note: Third national tournament with levels from *SL* through *ASL*.

Origins '87

July 2nd-5th, 1987 at the Baltimore Convention Center and Hyatt Regency Inner Harbor.

For more information write: Atlanticon, Dept. C.A., P.O. Box 15405, Baltimore, MD 21220; or call (301) 298-3135.

DESIGN ANALYSIS



THE EMPEROR'S WORD: Clarifications, Changes and Errata

By S. Craig Taylor, Jr.

The following are the official changes and clarifications for our latest Napoleonic game—*EMPIRES IN ARMS*. You will find that instituting them makes the play progress much smoother.

GAME CARD:

Victory Conditions C.7: Change the word "American" to "colonial".

Operational Possibilities Chart: The attacker's first combat table when crossgridding an *Escalated Assault* with a *Cordon* river crossing should be "5-1" instead of "5-2".

UNIT COUNTERS: The Russian I, II and III corps should have a cavalry morale of "4".

RULES:

Change 4.2.2.2. to read: A major power already at war with another major power may not declare war on other major powers if unbesieged enemy infantry corps are already inside its home nation.

Change 4.6.4.2.2 to read: If there are any allies and/or royal marriages involved, then the alliances and/or royal marriages are broken and the requisite points lctst for *each*.

Add to the end of [4.9] the following: If desired, write down combined movement declarations and reveal them simultaneously.

Change the first sentence of 6.2.5.1 to read: **TRANSPORTATION MOVEMENT PROCEDURE:** The corps and the fleet must both begin in the same friendly controlled (it may be besieged) port.

Change 7.3.1.2 to read: **FORCE MARCHING:** Corps may increase their movement allowance by one movement point by "force marching." Cossacks, freikorps, guerrillas, cavalry corps and disembarking corps may not be force marched.

Add to the end of 7.3.5: If an area contains a friendly port that is besieged, counters may be considered to be disembarked directly into the port (if there is room) or into the port's area, as the controlling player desires.

Change 7.5.4.1.3.2 to read: Final morale levels are determined and forces revealed as per 7.5.2.6.

Change 7.5.4.2.1.2 to read: Final morale levels are determined and forces revealed as per 7.5.2.6.

Add the following rule:

10.3.1.2.1.3: Neutral forces that previously had access in territory that has changed control (i.e., due to reconquest or ceding) can be given voluntary access under any new conditions granted by the new controlling major power (unconditional access *must* be given if peace condition C.5 applies between the involved major powers). If no access is given or available, the neutral forces must be

handled as with force repatriation (see 4.4.6.2 and/or option 12.4).

Add the following rules:

10.3.4 FORCIBLE ACCESS: If a major power is denied voluntary access or denied desired access conditions, its land forces may still be moved into or through desired areas by using "forcible access," as follows:

10.3.4.1: Forcible access operates under the same restrictions as access through neutral minor countries (see 10.3.1.1).

10.3.4.2: A phasing major power loses one political point per Turn for *each* major power's territories in which forcible access is used. *For example: during a Turn, French counters are moved through some Bavarian and Saxon areas using forcible access. France loses one political point if both these minor countries are controlled by Prussia, but loses two political points if Bavaria is Austrian-controlled and Saxony is Prussian-controlled.*

10.3.4.3: The major power controlling territory in which forcible access occurs may, if desired, *immediately* declare war and lose the requisite political points for *each* separate declaration on any or all of the major powers using forcible access in its territory, unless prevented by limitation in 4.2.1.1. This chance to declare war is repeated each time a counter using forcible access is moved. If war is declared, allies may be called as in 4.3.

Add to the end of 11.3.2.3: If Hanover is *not* part of the Kingdom of Westphalia, Hanoverian army factors are not available for use by the Kingdom of Westphalia.

Add to the end of 11.5.2.3: If Hanover and/or Bavaria are *not* part of the Confederation of the Rhine, their army factors are not available for use by the Confederation of the Rhine.

Change the first sentence of 11.6.5 to read: **POLITICAL POINTS:** The Ottoman Empire is worth two political points to *create*.

Add to the end of 11.9.2.1: France and Great Britain may *never* make an informal peace and, unless one or both have ceased to be dominant powers, may never be allies.

Add the following rule:

12.3.9 NO CEDING: Allow the ceding of minor countries only as a peace term and at no other times.

Add the following rule:

14.1.4.1.5: Available Austrian insurrection and Turkish feudal corps not placed on the mapboard during initial setup are considered to be standing down.

Add to the **POLITICAL POINTS CHART:**

— 1: Per major power per Turn using forcible access (10.3.4).



TETE-A-TETE WAR & PEACE

The Grand Campaign Game For Two

By Ken Carl Campbell

WAR & PEACE filled a gap in the wargame field—the need for a playable (albeit lengthy) and comprehensive, strategic simulation of the wars that gave Europe little respite during the period 1805 to 1815. The game provides an engrossing combat system that allows for leadership, battle tactics, morale, terrain and cavalry superiority. The strategic view presented permits a comprehensive overview and calls for the formulation of sweeping grand strategies as, one by one, every people of Europe are drawn into the fray. The play is colorful and bloody, swift and confused, tense, glorious and certainly frustrating—in short, everything the age was.

Sounds great, right? But the problems begin when the political rules are studied. Games like *THIRD REICH* and *GUNS OF AUGUST* are relatively easy to simulate strategically as they are, diplomatically, relatively straightforward: “We are neutral unless you invade us”. But the Napoleonic Era was decidedly more complex. Opportunistic politics is given full reign as each major power is presented *carte blanche* regarding the international scene, but, *only if each major power is represented by a separate individual*.

A-ha, there’s the rub. How many of you have some half-dozen players ready to commit themselves to 120 turns of play? It would appear that the Grand Campaign Game was designed for no less than 4 players. In case these players cannot be found, an infamous “Alliance Phase” system was cobbled together. This system contributes little to realism or play balance. Owners of the game will undoubtedly have found that the conquest of Austria can be indefinitely delayed (!?) while Prague, Innsbruck and Vienna are held, and these cities so influence the Alliance Phase roll that Russia can be quickly brought in line. This accomplished, France finishes up Austria and does in hapless Prussia. Poland is created (to help garrison the east), the Italian and German Minor States are now held and France is, with or without Spain, undefeatable by the letter of the rules! If France really wants to do something, Spain can be fiddled with (far, far less risky than Russia as failure in Spain rarely brings serious repercussions in France whereas defeat in Russia can set things tumbling all the way back to Paris). Paris is certainly safe from anything hostile England and Portugal can pull off, so let’s just say 1815 is here and call this thing off, huh?

Despite some contention otherwise, a third player (Russia) cannot really alter this much, though he can make France’s job tougher. The Russian army off Russia soil cannot decisively defeat the Grande Armee alone; Austria and/or Prussia is needed. With Russia played (and therefore almost certainly hostile), the French should ignore Spain and turn the Empire’s eastern marches (Poland) into a massive camp ready to deflect Russian advances. Meanwhile, France takes no risks until 1815.

It is when a fourth player (Austria) is introduced that the French player suddenly sees a serious task looming ahead. Now, he must look to the victory of conquest, a far quicker route to winning the game, before the Allies can manifest their numerical superiority. With Austria now unwilling to mindlessly man Napoleon’s eastern front, France (even with a friendly Prussia) cannot realistically hold so large a border (i.e., Russia and Austria) with a solid and static defense. Instead, a fluid-mobile system is required with heavy emphasis on reserves to reinforce crisis points. Furthermore, Austria has the politically crippling ability to disrupt the French monopoly on Italy and the Germanies!

When Prussia is played the game is more complex yet. The Allies want France dead to be sure, but each in their own good time. The fall of Paris when Russian forces are still east of the Vistula is not in Russian interests. So France will often be given grace by major powers who try to play Napoleon off against erstwhile allies. And, this is very accurate to the period. It is believed that Kutusov purposely allowed Napoleon to escape complete destruction during the retreat from Moscow, “I am by no means sure that the total destruction of Emperor Napoleon and his army would be such a benefit to the world; his succession would not fall to Russia or any other continental power, but to that which already commands the sea whose domination would then be intolerable.” But all this is lost on two players. The only response to such criticisms I have come across is the flippant suggestion to “get more players”. Well, that is fine so far as it goes, but it is a shame that a game designed to be free of encumbering and cluttering rules is encumbered and cluttered by the need for many players.

So what can two people with an interest in this period of history do? Read on. The following suggested variants will help make two-player *W&P* more intense, uncertain and satisfying an experience.

VICTORY CONDITIONS

A game is only as good as its victory conditions. *W&P*, even with the second edition changes, has some trouble here. As already discussed it is too easy for the French player to pursue a “Fortress France” strategy dragging the game out to an inevitable conclusion. A France that takes no risks is difficult to defeat as would be, say, a Germany in *THIRD REICH* that only endeavored to hold Berlin. The designer, Mr. McLaughlin, has objected, understandably, that this sort of play is rather pointless . . . and it is. But that is not what we need to correct the problem; some concrete rules are needed. The following “Graded” Victory System should be used:

FRENCH VICTORY LEVEL

E—Survival

D—Victory

C—Master of the Continent

B—Global Victory

A—Master of the World

CONQUEST REQUIRED

Paris Held. This can only be considered a draw unless French units entered a hostile Moscow, St. Petersburg, or Madrid at some point during the game.

Spain. The French Empire is firmly established and remains a premier influence in Europe.

Russia (with or without Spain). France dominates Europe on the continent.

England (with or without Spain). With the mother country broken, the English Empire will fall to the vultures. Holy Russia is more than willing to limit its sphere of influence.

England and Russia (with or without Spain). French becomes the new world language. You’ve done it all; the world is your Empire (and your Empire will probably fall apart when you die, but, hey, *cela n’a pass d’important* . . .).

THE MAJOR POWERS

The Alliance Display system lacks somewhat in simulating the weight of time that played against Napoleon and his renegade France. The Emperor was driven, trying to set aright things before the major powers of Europe finally organized themselves and rushed France. To reflect this, the following table is to be rolled on annually, just prior to the March turn. Roll for the listed powers in order, as they can influence each other. If the die roll is made (after modification), the listed powers will throw its lot in with redoubtable England after a “period of preparation”. Place the Alliance Display marker in front of the English player. Each Alliance Phase he will roll for all such hostile nations, a roll of “6” activating all the powers next turn. The Alliance Display marker(s) should be placed on the anti-French side of the Alliance Display. Note that while in front of the English player, the nation(s) are effectively neutral and cannot be influenced via the Alliance Phase. The French player could attack one of those powers, before England can make its preparation roll. The attacked power’s Alliance Display marker is immediately placed in the anti-French, and any others remain unaffected. Once a marker is back on the Alliance Display, it is subject to the normal Alliance rules.

The English player is not obligated to roll for any particular major power(s). Should he choose, any roll can be forfeited and that power’s Alliance Display marker remains where it was. This applies to the activation die roll or the preparation die rolls.

MAJOR POWERS CHART

Year	Russia	Austria	Prussia	Spain
1808	7	6	7	6
1809	7	6	7	6
1810	6	6	6	6
1811	6	6	6	6
1812	5	6	6	6
1813	4	5	5	6
1814	3	4	4	6
1815	2	3	3	6

MODIFIERS:

- 1: if three other major powers are at war with France (counting any powers that have been activated just now).
 - 2: if four other major powers are at war with France (counting any powers that have been activated just now).
 - 1: for Prussia if the Kingdom of Poland was created.
 - 2: for Russia if the Kingdom of Poland was created.
 - +1: if there was no revival of Poland at all.
 - +1: if French or satellite units are on board 4.
 - +1: if French or satellite units occupy Moscow or St. Petersburg.
 - +1: for Austria and Prussia, if no territory has been taken from them (e.g., Trieste, Innsbruck, Warsaw, etc.)
- NOTE:** No modifiers apply to Spain.
- NOTE:** A power conquered within the past 12 months cannot be rolled for.

GERMAN UPRISING AND REVOLTS

Liberation by France was soon seen as nothing more than exchange of taskmasters, and this one foreign. As is often the case, external influences caused a people to rally from defeat, and German nationalism owes its roots to the Napoleonic Era.

The chance of a German Uprising against the French is related to the number of campaigns fought over their soil. A campaign, in this instance, is defined as a distinct and separate war with one of the German Major Powers (i.e., Austria and Prussia). Include the current campaign in this total. Thus, an 1805 war with Austria, 1806 war with Prussia, 1808 war with Prussia and an 1811 war with Austria, Prussia and Russia would equate to five campaigns. Once the current campaign has been initiated, the English player may begin rolling one die every Alliance Phase on this table:

TABLE ONE

Number of Campaigns	Die Roll
3	7
4	6+
5	5+
6	4+
7+	3+

MODIFIERS:

- +1: for each major German city that began the campaign in pro-French hands now in anti-French hands.
- +1: if the Kingdom of Poland was created.
- +1: if Austria and Prussia are both at war with France.
- 1: for each major German city that began the campaign in anti-French hands now in pro-French hands.
- 1: if Russia has ever attacked Austria or Prussia.

If it has been determined that an uprising will take place, roll one die on Table 2. This will determine which area rebels. Notice that each number has several listed areas, separate by slashes. Treat each group separated by a slash individually. When a number is rolled use only the leftmost group unless that has already been rolled this campaign, in which case use the next one, and so forth. There can only be one uprising per area per campaign.

TABLE TWO

Die Roll	Area Affected
1	East Prussia/Saxony
2	E. Prussia & Hesse/Hanover
3	Bohemia/Bavaria & Wurttemberg/Rhine
4	Bohemia & Hesse/Bavaria/Saxony
5	Silesia & Hesse/Hanover & Rhine
6	Tyrol

RESULTS:

- Bavaria: roll one die on Table 3.
- Bohemia: place 2L and a leader 0 in Prague.
- E. Prussia: Prussia itself does not change status, this is a rebellion; place 2L next to Konigsberg with a leader 0.
- Hanover: place 1L in Hanover, or next to it if occupied by enemy troops.
- Hesse: place a leader 0 and 1L in Brunswick and 1L in Cassel; if occupied by enemy troops, place these units beside the indicated cities.
- Rhine Confederation: roll one die on Table 3.
- Saxony: roll one die on Table 3.
- Silesia: place 2L in Breslau, or next to it if occupied by the enemy.
- Tyrol: place 2L next to Innsbruck in an unoccupied hex.
- Wurttemberg: roll one die on Table 3.

TABLE THREE

Die Roll	Effect
1,2	lose 1 SP
3	lose 2 SP
4,5	goes neutral
6	defects

MODIFIERS:

- +1: if any two of Austria, Prussia or Russia is at war with France.
 - +2: if all three of Austria, Prussia and Russia are at war with France.
 - 1: if only one of Austria, Prussia or Russia are at war with France.
- LOSE 1 SP:** The SP must be removed from the board to the force pool. If one is not available, ignore this result.
- LOSE 2 SP:** As above, but 2 SP are to be removed.
- GOES NEUTRAL:** The satellite's units are all removed from the board to its force pool. It is out of the game until France or both the German major powers are neutral. It may then be used to raise units normally.
- DEFECTS:** The satellite immediately becomes anti-French. All units on the board and in the force pool are exchanged for Landwehr. Retreat them from hexes they occupy with pro-French units. The English player may recruit them as per the normal recruiting rules.

MINOR POWERS

The other minor powers are not hopelessly loyal either. As the French military position worsens, so does its diplomatic standing. If ever four or five major powers are at war with France after December 1809, the English player may roll two dice every Alliance Phase on the table below:

Die Roll	Nation
2	Switzerland
3	Naples (remove Murat permanently)
4	Holland
5 to 9	—
10	Sweden
11	Sweden
12	Denmark

If there are five major powers at war with France, the English player may add or subtract one from the die, as announced before the roll.

The nation affected, if pro-French, goes neutral; if neutral, goes anti-French. "Neutrality" involves removing all units outside their own country and freezing the ones therein—these units can be passed through, are not moved and cannot be attacked. "Anti-French" means the English player now controls them and may recruit for them.

THE TREATY OF TILSIT

This was the most important agreement of the period. Upon the complete French conquest of Austria and Prussia for the first time, the Treaty of Tilsit can be enacted in the game. The decision is that of the French player; but if it is rejected, it will not be offered again.

Historically, the agreement brought a degree of cooperation between France and Russia and can be reflected by the following rules:

- a) Russia is neutral for at least 12 months from the treaty's inception—no one may attack her or influence her allegiance during this span.
- b) Russia will lend France her navy until October 1809. If it is subsequently destroyed, the Russians must rebuild it as soon as possible but will not again lend it to France. (Note that this is not historical, but does make a better game.)
- c) Russia cannot accept English production points until January 1810.
- d) Magdeburg becomes French controlled.
- e) France may add to or eliminate the Grand Duchy of Warsaw (see "Poland" below).

Once this Treaty is implemented, a state of war between Russia and France frees both from any restrictions.

POLAND

Poland died even as the French Revolution matured. Indeed, it can be argued that the Revolution owed its existence to Poland's partitioning, as it distracted Prussia, Russian and Austria from events elsewhere. Poland would not be resurrected as a separate entity until after WWI except for the brief moment granted it by victorious French armies. Most certainly grateful to France, the Poles were not independent (their Duchy rightly ruled by the King of Saxony, Frederick Augustus) and hoped for full rebirth. Despite vague promises to the effect, Napoleon never did intend to allow survival of a Polish Kingdom for fear of alarming the Russians. But, he could well have, and the French player should also be allowed so monumental a decision.

With the Treaty of Tilsit (or, if that was rejected, with a French conquest of Russia), the French player must make a decision regarding Poland. The three options are listed below. The one chosen must be announced at the same moment the Treaty (or conquest) is established and is irrevocable.

- a) **THE GRAND DUCHY OF WARSAW:** Created when Warsaw was liberated by France, the decision here is to simply maintain it. All normal game rules apply.
- b) **THE KINGDOM OF POLAND:** Further chunks of Prussia and Russian Lithuania are added to resurrect the Kingdom. This is in defiance to Russian

and Prussian interests.

1. Grodno, Brest-Litovsk, Kovno, Thorn and Danzig are part of Poland. Therefore, Grodno and Brest-Litovsk can be used as French supply sources.
2. Grodno is also a Polish production city, thus, giving the Poles two production points.
3. Add 8I (Po) to the Polish force pool.
4. Polish morale is 2 if Warsaw is friendly, dropping to 1 otherwise.
5. Königsberg may immediately begin producing Landwehr.
6. Add 6L to the Prussian force pool.
7. Russia and Prussia will never lend expeditionary forces to France.
8. Russia will be able to accept English production one year earlier (i.e., January 1809).

c) **NO POLAND AT ALL:** Even the Duchy of Warsaw is dismantled and the lands returned to Prussia, Poland being relegated to history. No Polish units may be built. Remove any units already on the board.

SPAIN

That Spain is difficult to conquer is historical fact, but it is not one based upon circumstances. It was Spanish people that could not be defeated, not the army; the game, as it is, implies otherwise, for the Spanish army can never really be stopped (conquest being so tough). The Spanish special production should only be applicable *if Spain is invaded first*. That is, if Spanish troops attack France before the French invade Spain, Spain does not get the special production if France should thereafter enter the country. If Spain were to go neutral and France then invaded, the special production would apply. In cases where the special production does not apply, the country is conquered by occupying its capital. *This conquest does not fulfill French victory conditions.*

The conqueror (via this form of conquest) must exit Spain in 12 months or a rebellion breaks out. On the first turn of a rebellion, the English player rolls one die for each major or minor city, a roll of 5 or 6 placing 1M in it—any hostile units in that city are retreated one hex. From this point on the special production rules apply, as does the conditions of total Spanish conquest. Conquering Spain would now constitute a victory condition.

IMPORTANT: No friendly foreign power may ever occupy more Spanish cities than Spanish units actually occupy (alone). With 18 cities, this means that 9 is the limit a friendly France could occupy.

EVENTS

To add uncertainty and excitement to a two-player game, players should make up chits numbered 1 to 10. Before the game is started, each draws two. These can be held secretly until such time as the event described can be played and the players wish it implemented.

ENGLISH CHITS:

1. *Russia concludes treaty with Persia.* Play after 1807. Relations are so good that Russia can free up a large part of her army. Place 10I and 2C at Kharkov. These are brought on from the excess counters, not the force pool.
2. *Russia and Sweden come to terms over Finland.* Play after 1806. Sweden becomes a Russian satellite and shares whatever alliance Russia does. Also, add 4I(Sw) to their force pool.
3. *Prussian secret societies rampant.* Exceedingly well organized and directed, the Prussian underground is very troublesome. Add 2 partisan counters to the Prussian Force Pool—they operate exactly like French partisans, except their initial placement can be anywhere inside of Prussia's initial borders. Play after 1808. Also, add 2 KGL to the English Force Pool.
4. *Prussian Krumpersystem very successful.* Play after 1808. When played, immediately add, from the Prussian Force Pool, 4I in Berlin and 2I in every other Prussian major city.
5. *Schonenbrunn brings war.* The Austrian War Party gets its way. Play after 1807. Instead of making the annual Major Power roll (as described above in this article), the playing of this chit guarantees Austrian activation. She must still make the preparation die roll as normal.
6. *Archduke Charles completely reforms the army.* Play after Austria has been conquered during a year of enforced neutrality. The reforms give greater mobility. The Austrian regular army (i.e., not Landwehr) get the same Force March and Attrition bonuses as do France and her satellites. Also, Schwarzenberg is immediately added to the Austrian Force Pool.
7. *Dutch Revolution.* Play after 1806, but only if two or more major powers are at war with France. Pro-French units are moved one hex out of Amsterdam and Antwerp and 1L (English) placed therein. Dutch troops are replaced by English satellite forces if in Holland; otherwise, remove to the force pool (which is also changed). Add 2I and 1C to the force pool.

8. *Conspiracies abound in Paris.* Play after 1807. Napoleon must immediately return to Paris (place him there) and stay for a number of turns equal to a dice roll. During this time, there is no doubling for French production.

9. *Pope openly condemns Napoleon.* Play after 1806. Catholic Spain shifts one away from pro-French on the Alliance Display table. Also, any Spanish war with France adds 6M to the Spanish force pool.

10. *Increased Portuguese and North German contribution.* Play after 1806. Add 5I(Pt), 2I(Br), 2I(He), 2I(L) for Hanover, each to their respective force pools.

FRENCH CHITS:

1. *Persia declares war on Russia.* Play after 1807. This is treated like a Turkish war.
2. *Sweden fiercely opposes Russia in Finland.* Play after 1807. Sweden becomes a French ally. Russia must remove 4I permanently, representing additional forces allocated to garrison Finland.
3. *Blucher dies in combat.* Play anytime after Prussia has been defeated before Blucher comes on the board. Blucher is considered to have died and is permanently removed.
4. *Prussian peasantry revolts against conscription.* Play after Prussia has been conquered once. The Prussian lower classes do not share the middle and upper class enthusiasm for war. Prussia cannot produce Landwehr.
5. *Diverse nationalist elements clash in Austrian Empire.* Croats and Slovaks rebel. Play after Austria has been defeated at least once. To put down these rebellions, the Austrians must remove 6I and two leader "1's" for one year.
6. *German support for French advances against other great powers.* Play anytime after Austria and Prussia have been defeated. Add 4I(B), 4I(R), 4I(S) and 4I(W) to their respective force pools.
7. *Turkey declares war on Austria.* Play after 1806. Treat this as a Russian-Turkish war, with Austria sending 14I and 6C.
8. *Great rally of French patriotism.* Play after 1808. Immediately add 10I from the French Force Pool to the board (no more than four to a major city).
9. *Denmark supports the Continental System.* Play after Prussia has been conquered. Denmark becomes French controlled and 2I(D) are added to its force pool.
10. *Portugal adheres to the Continental System.* Play anytime after France has defeated two major powers. Portugal is treated as a French ally.

FRENCH MANPOWER

By 1813 France was experiencing serious manpower problems. It came down to the old military question of quantity versus quality. Commencing with the March 1813 turn, the French player must choose between *quality*, in which case French and French satellite units cost double, or *quantity* where the units cost the same but they lose their force march and attrition bonuses. The switch from quality to quantity can be made at the beginning of any turn, but it is an irreversible decision.

PLAYING THE MAJOR POWERS

All major powers are to be moved by the English player when neutral or active. Of course, when neutral, they cannot attack or leave their country. The French player may only move the expeditionary forces of the major powers. This rule prevents the French player from performing silly actions that only aid the future conquest of a now friendly ally.

IMPORTANT: The Prussian initial set-up cannot be altered until Prussia enters the war or January 1806, whichever comes first.

ENGLISH PRODUCTION POINTS

These may be shipped to any friendly or neutral major power, except those conquered within the last year and Russia when restricted by the Treaty of Tilsit.

LANDWEHR

The mass conscriptions of Austria and Prussia were an attempt to emulate the French practice. Austria's large scale conscription was established with the Patent of June 1808. Thus, Austrian Landwehr production cities (Innsbruck and Prague) may not produce until June 1808. Until that time, these same cities function only as major cities *and have no bearing, as production cities, on the Alliance Phase*. Prussia, more entrenched in past glories, was slower to develop this system and Landwehr were not introduced until late in the period. For game purposes Prussia can begin producing Landwehr from Königsberg immediately after Prussia has entered her second war. At this point, Königsberg will function as a production city for Alliance Phase purposes.



WE MAY FRIGHTEN THEM TOO MUCH

Strategy in the Austerlitz Scenario of WAR AND PEACE

By Martin Shaw

Looking back on Mark McLaughlin's article "Napoleon's Empire—A Tour de Force of *WAR AND PEACE*" (Volume 17, No. 1), I was surprised to see him credit the Austerlitz scenario, on the basis of playtest results, with a 60% bias in favor of the French. In the following article I intend to demonstrate how it is possible to *guarantee* for the Allies (Austrians and Russians) a 50% chance of victory; how in addition a number of traps may be set for the unwary French Player, the springing of any one of which might well lead on to an Allied victory prior to a resolution at Austerlitz in December.

For the purposes of this study I shall be referring to the Second Edition rules of *WAR AND PEACE* (rules A-T that is, i.e. without the optional rules). It will, of course, be necessary for me to discount the possibility of extreme die rolls (for example, rolling a "2" on any round of combat), something which will in any event favor the French Player as he will be the only one to initiate combat of any significance prior to the December turn. The Allies should need never attempt a Forced March (hereafter referred to as an *FM*) of more than one hex (FM1) and I shall assume that all *FMs* thus attempted succeed (though occasionally I shall indicate what to do whenever an important *FM* fails to come off). As a counterbalance to this exceptionally active marching on the part of the Austrians and Russians, all French *FMs* of one hex (whether in winter, or with satellite infantry when die rolls are required) are taken to succeed, as are one or two *FM2s* and one *FM3*. Moreover I shall credit the French with better than average Attrition Die Rolls and with favorable combat results.

From the Allied point of view, looking ahead to the probable situation at the conclusion of the French opening move, which will have partly destroyed and totally surrounded Mack's Ulm force, two main strategies suggest themselves to the Austrian Player. Both involve the only sizeable mobile force left to the Austrians—Charles' (and Hiller's) command around Venice. The first strategy suggests a possible link-up with John's detachment at Innsbruck. Once achieved, such a liaison offers several notable advantages: a large force there, enjoying the protection of the mountains (a -2 die roll modifier or *DRM* against a larger attacking force), will be extremely difficult to dislodge; being in Innsbruck, Austrian units there will automatically be in supply and therefore be capable of overrunning small screening units in the Danube valley, thus maintaining a very real threat of cutting off the French line of supply and even of breaking through to the besieged Mack. The disadvantage of such a policy however lies in the fact that the Grand Army meanwhile enjoys a clear run down the Danube valley and can send ahead a rapid column to seize Vienna (thereby putting a stop to Viennese replacements) and hex H17 (the "Austerlitz hex"), making it difficult for the relatively small, strung-out Russian forces alone to recapture the Austrian capital (and once the French possess the hex required for their victory, they need only defend it; being out of supply has no effect on *defensive* strength). In any case, there is little to stop the French from clearing Innsbruck on the first turn which incurs for the French Player the double advantage of mauling John's force (a D2/D3 result and the presence of superior numbers of cavalry wipes out three quarters of John's command) and, upon surrounding Mack, eliminating from the entire area north of the Alps any Austrian forces of consequence capable of holding

up the progress of the French Army down the Danube valley.

As Napoleon was heard to murmur on August 13th, 1805, having just dictated to Count Daru, Intendant-General of the Grand Army, the orders that would smoothly send the "Army of England" flooding towards the Austrian frontier: "My one fear is that we may frighten them too much . . ." What then if the Austrians, seeing themselves about to be overwhelmed, turn and run for Vienna, unite with the oncoming Russians and then fight Napoleon on the ground of their own choosing? Once he has been encircled, it will be barely possible to extricate Mack's force, but what of Charles/Hiller? The strategy I propose is a simple one: in August send the bulk of Charles' force to Leoben (D19). In September throw a curtain of troops across the Danube valley (for example along hexes D18, D17, D16 obliging the French to attack them frontally or attempt a very difficult flanking march through the unfavorable mountainous terrain to the north and south.) Thereafter use the Austrian forces as a shield which, steadily withdrawing on Vienna, aims to prevent the French from launching an assault on the Austrian capital until their last (December) turn; whilst sacrificing almost entirely the Austrian Army, this strategy holds intact in reserve the Russian units, with their morale equal to that of the French, to be committed for the decisive December battle.

So to war . . .

Initial Deployment

Aside from the obligatory placements, Napoleon, Lannes and Ney muster their units at Strasbourg, whilst Davout and Soult concentrate their forces on hex II11, to the south-east of Metz.

The Russian set-up is pre-ordained. Of significance however, will be the distribution of forces among the leaders, which will become clear as they move off on their first turn.

Aside from the obligatory placements, the Austrians assemble as follows: KK14 (Ulm): Mack, 5I* KK15: Ferdinand, 4I* LL14: 2I, 3C* KK21 (Venice): Hiller, 4I* LL20: Charles, 10I, 4C*.

Of particular note here is the distribution of units around Ulm. Setting up the Austrian forces in small groups minimizes the losses they will incur in combat (thus, were Mack to concentrate solely on Ulm, a single D3 result would eliminate five of his Strength Points, whereas three separate D3 results will now be required to inflict equal casualties, even supposing it is in the best interests of the French to attack all three hexes). By placing the cavalry in a hex on their own, the Austrians grant themselves three individual mobile columns, all of which must be surrounded if this group is not to escape and live to fight again further down the Danube. Charles is situated so as to be able to strike either towards Innsbruck or Leoben.

There is no Attrition or Alliance Phase on the first turn, and the French receive no reinforcements throughout the scenario, so . . .

French Move—August

(I give below and throughout this article what I consider to be the best French moves. Note that all these moves take place *in sequence*, with Forced March attempts occurring first so that, were these to fail, subsequent moves can be modified to accommodate for this. Note also that occasionally a leader will move his units up to one hex and then

move off on his own to a currently empty hex. This is done in order to take command of units subsequently carried up to that hex by another leader. A Forced March will only be indicated whenever a die roll is required to accomplish it. Thus, throughout August-October purely ethnic French infantry will always be able to march four hexes, non-Satellite cavalry five hexes.)

- 1) Massena (entire Milan command) to JJ17 (via JJ18 in case the Italians straggle here), FM1—then Massena alone onto HH21.
- 2) Napoleon (2GI) to JJ17 (via Zurich), FM2—collecting Massena's Milan command.
- 3) Leader A (4I) to HH21 (handing them over to Massena), then Leader A alone to JJ17.
- 4) Leader a (3I and 1C, Bavarian) to A16 (Munich), dropping off one infantry unit at A15; then the Leader alone to A14, FM1.
- 5) Marmont (3I) to II13 (Strasbourg); Marmont's cavalry to JJ13 (Baden).
- 6) Soult (8I) to JJ13, collecting Marmont's cavalry and 1I (R).
- 7) Davout (4I, 1C) to JJ14.
- 8) 4C at Strasbourg: 1C to LL15; 3C to B14 (violating Ansbach).
- 9) Ney (5I) to KK16, dropping off 3I with Davout at JJ14.
- 10) Lannes (3I) to A14 (violating Ansbach), handing the troops over to Leader A, then Lannes to A16 (Munich) gathering up the Bavarians.
- 11) Bernadotte (3I) to JJ10 (Mainz).
- 12) Leader b (entire command) to JJ7 (Cologne), FM1.
- 13) Leader B (4I) to Z7, FM3!

Possible variations to the above are to try force marching Marmont's infantry two hexes to Baden and then, if successful, sending Marmont on to assume the Bavarian command at Munich, whilst Lannes takes control of the cavalry at B14.

Finally, what happens when a Forced March fails (i.e., in this instance you roll a "6" on any of steps 1, 2, 4, 12 or 13 above)? The answer is that adjustments are not terribly difficult. Thus, if Leader a fails to reach Munich with the Bavarian infantry, then send in the Bavarian cavalry anyway, reinforce it with one cavalry unit from Strasbourg (a 66% chance on an *FM2*) and launch the upcoming attack on Ratisbon from A15 instead of B14, with a mixed French cavalry, Bavarian infantry force.

If, for example, Massena's Italians straggle at JJ18, then send Massena back from JJ17 to JJ18 (leaving Leader A with his original forces on HH21) from whence Massena can reinforce Napoleon into or at Innsbruck.

If the Dutch straggle at JJ6, too bad. Press on with the French and collect them later. If Leader B fails to achieve his *FM3*, then try again next time. I usually plan for him to undertake one *FM3* and two *FM2s* August-October.

French Combat

Soult takes on Mack (deployed *outside* Ulm—he doesn't want to be assaulted within the fortifications and most likely be defeated and forced to surrender entirely this turn) at 2-1 odds, +2. Davout against Ferdinand (2-1, +2). Napoleon against John

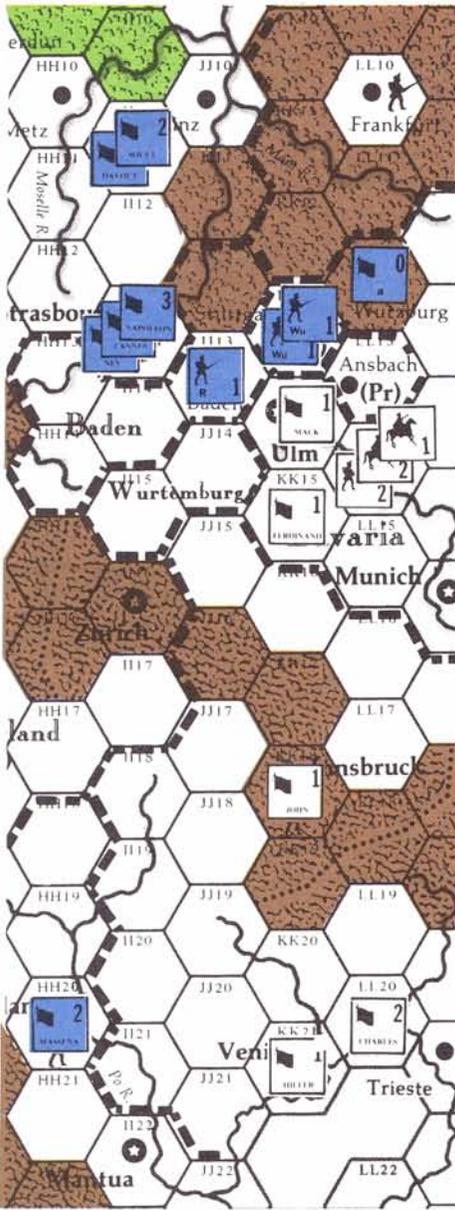


Figure 1: Opening Placement (Strasbourg-Ulm-Vienna).

(deployed outside Innsbruck for the same reasons as Mack above, and to take advantage of the -2 DRM for defending in the mountains) at 2-1 odds, 0 modifiers (Italian morale must be used). The cavalry at B14 assaults the solitary Austrian infantry unit inside Ratisbon (3-2, +1). Note that all these attacks can scarcely fail.

Ferdinand and Mack should be demoralized and must retreat (reinforcing from hex LL14 merely prolongs the agony and plays into French hands). Under the provisions of Section Q, "if a withdrawing force is currently unsupplied, the opposing Player may determine where it may retreat . . . providing it ends its withdrawal no further from a friendly supply source (in terms of Movement Points) than the hex it originally occupied". Mack and Ferdinand are both unsupplied and may therefore be legitimately retreated into hex LL14 (where the French did not initiate combat so as not to fall foul of rule Q.1.e, "a force may not retreat into a hex containing friendly strength points which are currently committed to a battle"). Once Davout and Soult have advanced after combat, Mack is sealed in—he may not cross Ansbach, and as he is unsupplied he cannot overrun surrounding French units. The remnant Austrians are thus piled up together at the mercy of an adverse Attrition Die Roll if they stay. Mack and Ferdinand both lose one SP each

to pursuing French cavalry—the total at LL14 should be 6I, 3C.

Ratisbon is occupied by two French cavalry and John retires voluntarily to LL18, losing one SP to Napoleon's cavalry.

In fact, Soult and Davout occupy hexes JJ13 and JJ14 respectively, leaving their cavalry behind in their original hexes to avoid losing them to a severe Attrition Die Roll next turn. For similar reasons Napoleon enters Innsbruck with all but 2I(I) which he leaves behind on JJ17 with Leader A (had he taken a one SP loss in the previous combat, he would advance into Innsbruck with all SPs available).

Mack's Dilemma

Cut off as he is, Mack has two options. The first may be termed "Ferdinand's Ride out of Ulm". In order to jump clear of the trap this turn, Mack must initiate combat against Davout (as Mack's force is out of supply, it has an offensive strength of "5", and morale, leadership and terrain modifiers combine to make this a 1-1 attack with a -4 DRM from Mack's point of view); hope for nothing worse than a D1 result against him (eliminating two SPs) and oblige the French to retreat them out of the ring of French forces (thereby sacrificing another SP) into the open. Thereafter, the French might allow Mack's battered force to crawl into Prague and, in some further diminished form, even reach Vienna.

The drawbacks of this option are clear enough. Mack's group stands a good chance of being scrubbed from the board in the ensuing suicidal combat, retreat and French pursuit thereafter. Moreover, any hope of Prussian intervention more or less flies out of the window as Mack hands the French a free Victory Point for ejecting him from LL14 (rule H.4) and probably another one during the upcoming French turn for moving him on again.

The second option, which I shall select for the Austrians here, actually sets up a trap for the impetuous French Player. Mack elects simply to entrench on LL14 and from the spot inflicts an automatic D3 result (Rule 0.1.d) on the French screening cavalry at LL15. Note that at the end of the French turn the Alliance Display recorded one point apiece to the opposing sides (the Allies for the Ansbach violation, the French a Victory Point gained for jostling back Mack). Seeing Mack's imposing force thus entrenched, the French might be tempted to strike at it next turn. If they do so, to bring the combat odds up to anything better than 1-1 the French will need to hold back from the Danube valley a large number of forces—so much the better for the Allies. If they attack at 1-1 odds on the other hand, even with Davout or Soult in command, the DRM in their favor will only be +1 and a dice roll of "2" or "3" will both demoralize and prevent the French from gaining another Victory Point (so that they must be haunted throughout the scenario by the outside possibility of Napoleon himself suffering an unlucky defeat and giving three Victory Points to the Allies).

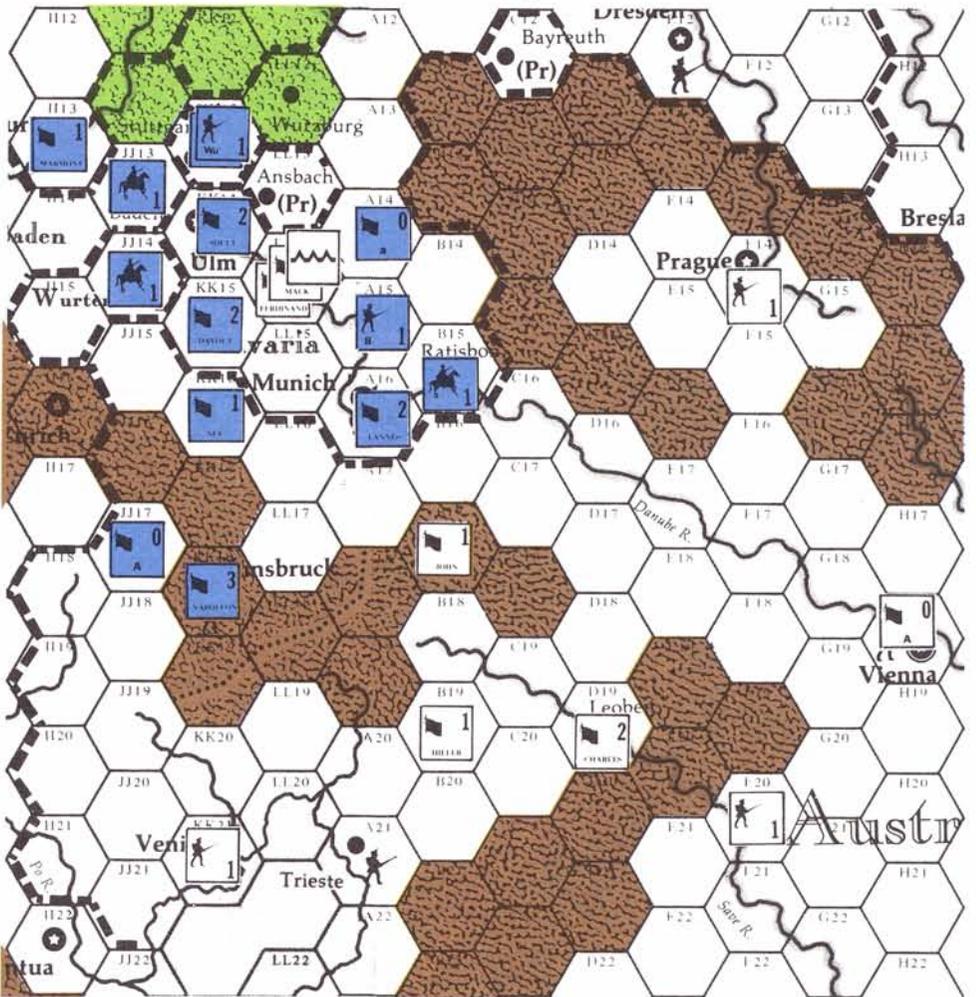
So much for "the unfortunate Mack". Meanwhile the remaining Austrian forces . . .

Austrian Move—August

- 1) Hiller (3I—1I is left behind to garrison Venice) to B19, FM1.
- 2) Charles (10I, 1C) to B16.
- 3) John (1I—leaving behind 2I to garrison Vienna) to F20; Leader A alone to Vienna.

Admittedly, Charles' Forced March to Leoben is very important. Should you be unlucky enough to roll a "6" attempting it, nevertheless send the

Figure 2: Position at the end of the August turn.



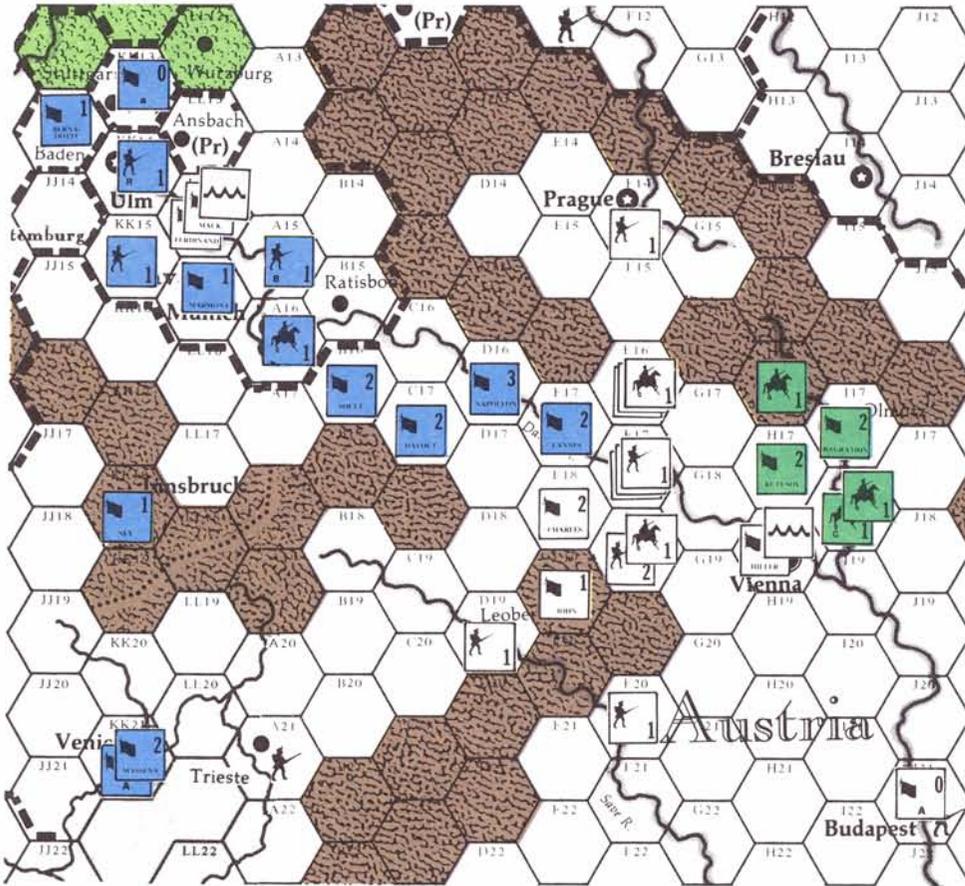


Figure 3: Position at the end of the September turn.

cavalry into Leoben (otherwise the French will occupy it next turn and cut Charles off from the Danube valley). Should the French subsequently launch an attack on Leoben, it is unlikely to be in any great strength and you should be able to commit into the battle Charles and his ten infantry SPs from hex C20 and drive the aggressors away.

John, moving to hex B16, hopes to destroy a French cavalry at Ratisbon or, should the French be unwise enough to lock themselves inside the city walls, lay siege to Ratisbon and prevent the Grand Army from using it as a convenient Danube crossing point next turn.

The infantry SP deposited at F20 is virtually unassailable next turn and puts Charles into supply via Vienna, so that in September he threatens to overrun French screening forces of three SPs or less brought down to the north of him to block his route to the Danube.

Russian Move—August

- 1) Cavalry from Lublin to K17, FM1.
- 2) Kutusov (5I) to L16, FM1.
- 3) Bagration (2I) to M16 (Cracow).
- 4) Buxhowden (2GI, 3I) to O16.
- 5) Constantine (2I) to P16 (Lublin).
- 6) Cavalry from Brest-Litovsk to N15, FM1.
- 7) Cavalry from Grodno to Brest-Litovsk, FM1.
- 8) Benningsen (3I) to S14, FM1.

Note how with this distribution of forces an Attrition Die Roll of “6” next turn will only eliminate two Russian SPs. If Kutusov’s Forced March to L16 fails, then try Bagration for the same hex. I do not recommend attempting to Force March the Russians more than one hex unless absolutely necessary.

Allied Combat

Mack inflicts an automatic D3 result on the French cavalry at LL15. The French cavalry deploy out-

side Ratisbon, lose one SP but compel John and his single cavalry SP to retreat to the mountains a B17. The French do not advance.

French Move—September

The Attrition Die Roll is a “3” incurring no losses, and the Alliance Phase is forfeited since the display still shows one point apiece.

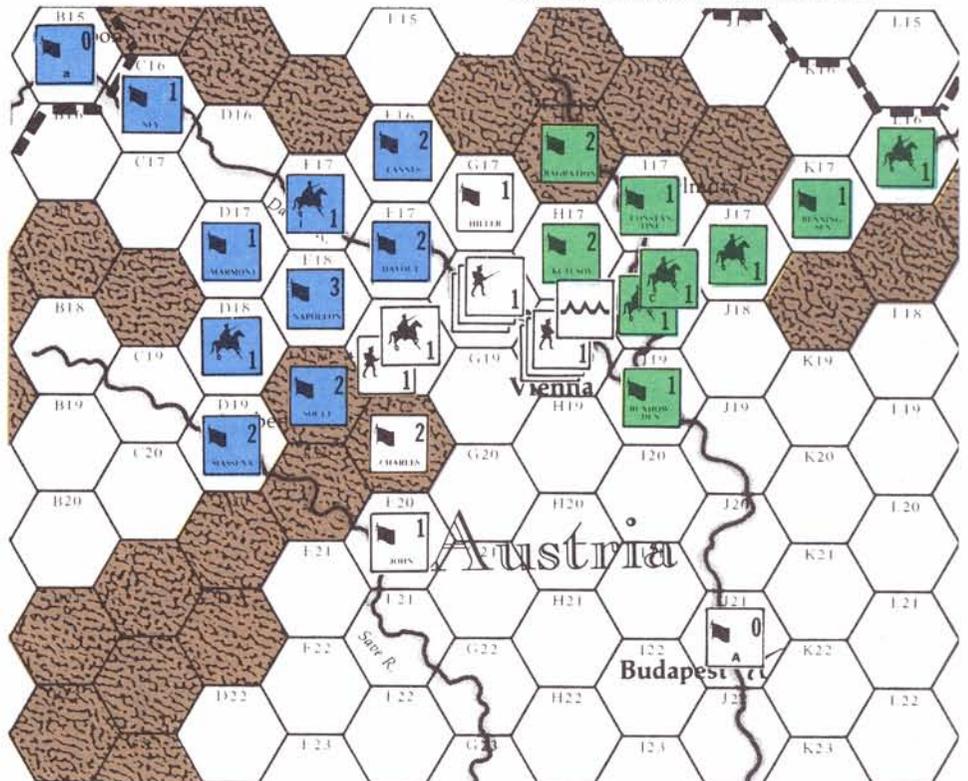
Obvious to the French Player is the threat of a cordon of Austrian troops appearing across the Danube valley (for example, along hexes D18, E18, E17), each group in the cordon strong enough to resist an overrun attempt, holding the Grand Army at arm’s length from Vienna while the Russian expeditionary force slips like a green snake south of Silesia, and curls up protectively around the Austrian capital.

The French Player’s aim then must be to detach the minimum of forces to seal in Mack, whilst hurling the greatest strength possible into the region of the projected Austrian Danube screen, and at the same time seize the Austrian supply point of Venice.

- 1) Lannes (2I, 1C(B)) to E17, FM1.
- 2) 1C at Ratisbon to E17.
- 3) Napoleon (2GI, 3I, 1C Italian) to D16, FM2.
- 4) Leader a (2I—leaving 1I at A14 as part of the force encircling Mack) to D16, then Leader a alone to KK13 (Stuttgart) gathering up the 2I(Wu).
- 5) Davout (6I) to C17.
- 6) Ney (2I) to C17, then Ney alone to Innsbruck, collecting the 2I(I) left there by Napoleon.
- 7) Soult (7I), leaving the 1I (R) at KK14 (Ulm), to B16.
- 8) 1C at JJ14 to D16, FM2.
- 9) 1C at JJ13 to A16 (Munich).
- 10) Massena (4I) to KK20.
- 11) Leader A (2I Italian) to KK20.
- 12) Marmont (2I—dropping off 1I at KK15) to LL15.
- 13) Bernadotte (3I) to Baden.
- 14) Leader b (3I, 3I Hesse) to Mainz, FM1.
- 15) Leader B (4I) to EE10, FM2.

The build-up of forces with Napoleon is no accident—it is intended to prevent the Austrians from placing a purely cavalry screen (two cavalry SPs per hex) at hexes E18 and F17, since Napoleon can overrun either one of these. Alternatively, of course, the build-up could have taken place on hex C17 with Davout, sending the 1C from JJ14 to

Figure 4: Position at the end of the October turn.



C17—sparing the need for an FM2 -and detaching one of Napoleon's cavalry units at Innsbruck to C17. Some readers will wonder why I have not attempted to block Charles off from the Danube valley by occupying hex D18. In my preliminary studies I had intended to do this, and produced the following leading French moves:

- 1) Lannes (2I, 1C Bavarian) to D18, FM1.
- 2) 1C at Ratisbon to D18.
- 3) Napoleon (3I, 2I Italian) to C16, FM1.
- 4) Davout (6I) to C17.
- 5) Leader a (2I) to D16.
- 6) Ney (2I) to C17, then Ney alone to D16.

Other moves were as before. This was, as I said, my plans until I realized that by directing the Grand Army in this way I had fallen into a gruesome trap and almost certainly lost the game for the French on the second turn of the scenario! Why? Because the Austrians can respond as follows:

- 1) Hiller (3I) to E19, FM1—then Hiller alone to F16.
- 2) Charles (having lost 1I, 1C to the worst possible Attrition Die Roll) detaches his 3C who ride to E17; leaves 1I behind in Leoben, carries 3I into hex E18, 4I into hex F18, FM1, and then returns himself to E18 . . . Leader A (3I) goes to F16.

Notice that none of the Forced Marches here are of critical importance. If Hiller fails his Forced March, Charles deposits troops at E19 instead of at F18.

Unless Ney is now able to bring off a Forced March of *three* hexes (50% chance) and reach G17, the French, unable to overrun any of the separate Austrian groups, will have to content themselves with attacking each one frontally and by the end of their October turn have advanced to a line running down F16, E17, E18, E19, D19. The point is that with two turns left in hand, the French are still *three* hexes distant from Vienna and the Allies can bring into operation what is probably their most potent tactic—the defensive screening of Vienna. From now on the Allies simply maintain a barrier of troops in front of the French, each hex filled with enough troops not to be simply overrun, and limit the advance of the Grand Army towards Vienna to one hex per turn, so that they never actually assault the Austrian capital!

The defensive screening of Vienna—from now on an ever-present menace to the French—is a topic to which I shall return. Hence it is vital for Lannes to occupy, in strength, hex E17 (so that there is a clear three-turn run to Vienna: F17 seized in October, G18 in November, Vienna attacked in December) and for Napoleon to move into the hex behind him. For, should the Austrians attempt to counter-attack in their turn and drive Lannes back from E17, Napoleon will be able to reinforce the battle. (Therefore if Napoleon's two-hex Forced March fails, Davout must attempt to reach D16—the odds are on one of them succeeding.)

Finally, it should be clear now why there is no future in Lannes charging for Vienna in September with a couple of cavalry SPs. Even if his attack is successful, a curtain of Austrian units will draw closed across the Danube valley behind his back anyway.

French Combat

Soult inflicts an automatic D3 result on John at B17, John joining Hiller's command at B19. Massena successfully storms Venice (at odds of 2-1, +3) losing 1I in the process.

Austrian Move—September

The Attrition Die Roll is a "4", therefore Charles (modified to a "3") loses 1I, while Mack (5) loses 1I, 1C. The Russians take no losses. The Austrians

received reinforcements/replacements.

- 1) Hiller (3I) to E19, FM1; then Hiller alone to Vienna.
- 2) 3C from Leoben to F16, FM1. 1C to F18.
- 3) Charles (8I—leaving 1I to garrison Leoben) to E18, dropping off 3I; to F17, dropping off 3I; to F18, FM1—dropping off 2I, then Charles alone back to E18.
- 4) John to E19.
- 5) Leader A to J21 (Budapest).
- 6) The 3I on Vienna entrench.

Note that if Hiller's Forced March fails, Charles has no need to garrison Leoben but will need to drop off troops in E19. If the Austrian cavalry ride to F16 does not come off, the 3I in Vienna will move up to F16 instead. There is plenty of time yet for entrenchment before the deluge.

Russian Move—September

- 1) Kutusov (5I) to H17, FM1.
- 2) 1C at K17 to H16.
- 3) Bagration (2I) to I17 (Olmütz), FM1.
- 4) ICG, 1C at N15 to I18, FM1.
- 5) Buxhowden (2GI, 3I) to K17, FM1.
- 6) Constantine (2I) to L16, FM1.
- 7) 1C at Brest-Litovsk to N15, FM1.
- 8) Benningsen (3I) to O16, FM1.

Allied Combat

After all this, only Mack (with an offensive strength of "4") inflicts an automatic D3 on the 1I at A14.

French Move—October

The Attrition Die Roll is a "3" incurring no losses for the French. Bearing in mind the Allied tactic of defensively screening off Vienna (the mere existence of which stratagem shows what a tight-rope the French Player has to walk towards a resolution at Austerlitz), the French Player will aim now to destroy as much of the Austrian screening forces as possible, to seize hex F17 and to guard its possession against the possibility of an Allied counterattack!

- 1) Massena (3I) to C20, FM2.
- 2) Leader A (1I Italian leaving 1I Italian) on Venice to A20, relaying an alternate southern line of supply from Milan.
- 3) Lannes (2I, 1C Bavarian, 1C) to E16.
- 4) Napoleon (2GI, 5I, 2C, 1C Italian) to E16, dropping off with Lannes 1I and 1C; then to E17, shedding here all but 1C (to D17).
- 5) Davout (8I) to D17, then Davout alone to E17.
- 6) Soult (7I) to D17, unloading 1I with Napoleon, then on to D18.
- 7) 1C (A16) to D18.
- 8) Marmont (2I) to D17.
- 9) Ney (2I(I)) to C16, FM1.
- 10) Leader a (2I Wurtemberg) to Ratisbon, FM1, detaching 1I (Wu) at A14.
- 11) Bernadotte (3I) to A16, detaching 1I at LL15.
- 12) Leader B (4I) to Strasbourg, FM2.
- 13) Leader b (3I, 3I Hesse) to Baden, FM1.

French Combat

Lannes takes on the Austrian cavalry at F16 at 2-1 odds, +2—the Bavarians are committed. Davout attacks the 3I at F17 (2-1, +3). Napoleon will inflict an automatic D3 on Charles at E18. Soult tackles John in the mountains at E19 (2-1, 0). Massena storms Leoben (3-2, +3).

Let's see. One Austrian cavalry SP escapes to G17; an infantry SP from F17 to G18. Charles falls back on the 2I, 1C at F18, bringing with him 1I. John voluntarily retires to F19, losing 1I to Soult's cavalry.

Lannes advances into F16, Davout into F17 with five SPs, leaving his 1C behind so as not to lose it to a vicious Attrition Die Roll next turn. Napoleon leaves Marmont at D17 with 1I, 1C and carries the rest (10I) into E18. Soult, leaving behind his cavalry, occupies E19. Massena is in Leoben.

Note how this arrangement of forces will enable the French Player to concentrate Napoleon and 20 SPs on the crucial hex F17 (15 of them by reinforcement) should the Allies instigate a counterattack there on their own turn.

The Austrian Situation

The Attrition Die Roll is a "2" and has no effect other than carrying off one infantry SP from Mack and the ability further to inflict automatic D3 results.

The Austrians generate reinforcements/replacements.

An Allied counterattack against Davout, hoping to eject him from F17 and subsequently screen off Vienna from the Grand Army does not have sufficiently good prospects. By launching their attack first from Hex G18, and subsequently reinforcing from hex G17, the Russians could field 15 SPs (Kutusov, Bagration and Buxhowden's commands, plus three cavalry—Constantine's 2I guards hex H17). In addition, aside from those units required for "screening duties", the Austrians would be able to throw in a maximum of eight SPs, making a grand Allied total of 23 SPs, certainly enough to inflict an automatic D3 on Davout from hex G18 alone. However, Napoleon (and sooner rather than later, Lannes) will nearly always be able to reinforce the battle on the second round, bringing the odds down to 1-1 with a -1 DRM against the Allies (since by now Napoleon will have taken control of the opposition). In other words, the Allies will need to throw an "11" to damage, a "12" to defeat Napoleon, whereas a "5" damages, a "4", "3" or "2" destroys the Allies.

Far better than to scratch together the remnants of the Austrian Army, throw out a final, purely Austrian curtain in front of Vienna to ensure that the Grand Army will not be able to assault the capital until December—by which time the Russian Army will have concentrated on Vienna, their morale equaling that of the French. The Entrenchment Marker cancels out the +1 DRM advantage conferred on their enemy by the presence of Napoleon . . .

Austrian Move—October

- 1) Charles (2I—leaving behind at F18 1I, 1C) to F19, dropping off 1I; then to F20, adding 1I to the 1I already there; then Charles alone back to E19.
- 2) Leader A (3I) to Vienna, FM1; then leader alone back to J21 (Budapest).
- 3) Hiller (3I) carries 2I to supplement the 1I at G18, and 1I to add to the 1C at G17.
- 4) John to F20.

Russian Move—October

- 1) Kutusov (5I) entrenches at H17.
- 2) 1C (H16) to J17.
- 3) Bagration (2I) to H16.
- 4) Constantine (2I) to I17 (Olmütz).
- 5) Buxhowden (2GI, 3I) to I19.
- 6) Benningsen (2I—leaving 1I behind at O16 to relay supply) to K17, FM1.
- 7) 1C (N15) to L16 (to relay supply from O16).
- 8) The ICG, 1C at I18 remain in place.

Sceptics of the Russian ability to Force March should note that this turn only *one* Forced March is required. Notice also have the Austrians profit from Napoleon's lack of cavalry to leave only II, IC on hexes G17 and F18 (Napoleon may not overrun them under the provisions of Rule L.4.).

French Move—November

The Attrition Die Roll is a "5" incurring the loss of 2I from Napoleon's command.

Because of the way Mack has entrenched and the French have chosen to seal him off, the Austrians being careful thereafter not to oppose the Grand Army with groups of more than four SPs (so as not to concede the French a Victory Point under the terms of H.4.), the Alliance Display still records one Victory Point apiece. Thus there remains still an outside chance (admittedly a *very* outside chance) of any one of the French attacks falling foul of a treacherous die roll, the French becoming demoralized and yielding ground to the Austrians, who bag an unexpected Victory Point and suddenly have a one-in-six chance at the next Alliance Phase of calling in the Prussians.

However, the French Player has, for the time being, more tangible worries. Once again his objectives are to destroy as much as possible of the shielding Austrian forces, move to within one hex of Vienna (G18 becomes now the key hex) and be prepared to hold it against any Allied counterattack in November.

That projected counterattack differs significantly from the one the Allies might have launched in October. Now for example, if once again a small French advance-guard occupies the key hex, the Allies can concentrate all their troops on Vienna (they are going to do this anyway), inflicting an automatic D3 on the advance-guard (and if the advance-guard contains as many as 6 SPs, the Allies will very probably be able to concentrate 24 SPs Vienna and half the force will be expunged, a loss which in the long run the French Player may not be able to afford). The French Player, once the Allies have massed at Vienna, need no longer fear a screening Vienna defense; unless of course his advance-guard was so small (say one to four SPs only) that the Allies could contemplate assembling at Vienna only sufficient forces to inflict the D3 automatic whilst placing a minimal screen in the hexes immediately adjacent to Vienna hoping to win back G18 and keep the Grand Army out of the capital altogether.

If the French are able to reinforce the demoralized vanguard to such an extent that they gain the upper hand (through only those forces adjacent to the vanguard will be able to enter this action, a fact which might keep the odds in favor of the Allies) then the Allies can break off combat and invite Napoleon to counterattack them at once at Vienna, where the entrenchment marker cancels out the superiority of Napoleon's leadership. A decisive battle in November instead of December!

These are dangerous waters for the careless French Player. There is, however, one simple solution: ensure that hex G18 is occupied by at least seven SPs—the Allies will surely not be able to muster 28 SPs at Vienna, and even if they do bring off this miracle, there will certainly be no troops available for any screening defense of the capital.

- 1) Ney (2I Italian) to F16.
- 2) IC (I) (E17) to F16.
- 3) Lannes carries II, IC down to Davout at F17, then returns to his Italian-reinforced command at F16.
- 4) Napoleon carries 2I onto Davout at F17, then returns to E18.
- 5) IC (D18) to E19.
- 6) Massena (2I) to E20.

- 7) Marmont (1I) to E19.
- 8) IC (D17) to E20.
- 9) Soult carries II to E20 then returns to his command at E19.
- 10) Bernadotte (2I) to D17.
- 11) Leader A (II Italian) to D19.
- 12) Leader B (4I) to LL15; FM1.
- 13) Leader b (3I, II Hesse)—2I were actually lost to attrition this turn—to A14.
- 14) Leader a (II Wurtemberg) to C17.

Note how Davout has been favored with nine SPs, enough to withstand losses from *two* rounds of combat and still be able to advance with seven SPs into hex G18. Notice also how the cavalry units have been sprinkled evenly among the attacking French groups so as to inflict maximum losses on retreating Austrians via cavalry pursuit (rule Q.1.h). The Grand Army has been so coordinated that each attack is to be pressed home at 2-1 odds.

French Combat

Lannes sends in his satellite forces against Hiller at G17 (2-1, +1), Davout his troops against the 3I at G18 (2-1, +3). Napoleon collides with the 1I, IC rearguard at F18 (2-1, +4). Soult attempts to unseat Charles in the mountains at F19 (2-1, -1), while Massena drives on John at F20 (2-1, +2).

Some readers may wonder why Napoleon is not being used to lead the attack on Charles (and so reduced the DRM to zero). The fact is Napoleon will need next turn to be in hex F18 so as to be able to reinforce Davout on G18 in the event of an Allied counterattack in November. Moreover, Napoleon's battle is liable to be concluded after the first round, and should Soult be experiencing difficulties ousting Charles, Napoleon will be able to reinforce him on the second round of combat from F18.

Hiller's surviving cavalry is overwhelmed and Hiller retires to Vienna. The escaping II on G18 reaches Vienna. The IC still extant at F18 (Napoleon, having no cavalry, is unable to pursue) retires on G19. Charles, sacrificing II to Soult's cavalry, voluntarily retreats to G20. John, having seen his entire command perish, joins him there.

Lannes advances into G17, Davout (with eight SPs) into G18. Napoleon occupies F18, Soult/Marmont F19, and Massena F20.

The Crucial Decision

The Attrition Die Roll is a "4", causing Mack to lose one infantry and one cavalry SP, but having otherwise no effect. Reinforcements/replacements are taken in.

The Allies have now to consider two possible courses of action. The first is quite dramatic. "Option One", as I shall term it, consists of the Allies concentrating 16 SPs on Vienna (13 of which will be Russian), enough to attack Davout at 2-1 odds with zero modifier. The idea is to hope for a dice roll in the first round combat of "9", "10", "11" or "12" (there is a 10/36 chance of bringing this off) inflicting a D2/D3 result on Davout and cutting down three of his SPs; after which, unless Napoleon is able to reinforce him, Davout is forced to retreat. Clearly the success of this tactic will depend to a large extent on the disposition of forces in front of Vienna by the French. Sometimes, for example, Davout has more regular French infantry than any of the groups adjacent to and capable of reinforcing him, so that once he is demoralized he must retreat. At other times, Davout can only be saved from retreating if *all* the groups adjacent to his can reinforce him on the second round of combat.

Even if Napoleon is able to reinforce Davout, but Lannes fails to do so, the odds will still be 3-2 in

favour of the Allies, albeit now with a -1 DRM. And the Allies can always immediately break off combat, retire to the safety of their entrenchment marker on Vienna and invite Napoleon to attack them there at disadvantageous odds to himself.

As a further refinement to this plan, a partial screening defense of Vienna may be undertaken, in the hope of expelling Davout from G18 and advancing 3I (Austrian) into that hex.

Here are the necessary orders . . .

- 1) Hiller (3I)—leaving 2I under the entrenchment marker on Vienna) to H17, placing 2I under the entrenchment marker there; then to G19, adding II to the IC already there; then Hiller alone back to Vienna.
- 2) Charles (2I) to G19, dropping off II, then to H19; then Charles alone back to G19.
- 3) Leader A (II) to H18, FM1; then that leader alone back to A1.
- 4) John to H17.

For the Russians:

- 1) ICG (I18) to H19.
- 2) IC (I18) to I19.
- 3) Kutusov (4I)—leaving II under the entrenchment marker at H17) to Vienna.
- 4) Bagration (2I) to Vienna, then Bagration alone to H17.
- 5) Buxhowden (2IG, 3I) to Vienna, then Buxhowden alone to H19.
- 6) Constantine (2I) to Vienna, then Constantine alone to I19.
- 7) Benningsen (2I) to I17.
- 8) IC (J17) to I19.

Notice how this defense anticipates Davout retreating on either Napoleon, in which case Napoleon will become capable, in December, of overrunning a screening group of one or two infantry strength points only; or onto Lannes, in which case Lannes/Davout will be capable of overrunning a group of up to two SPs which also contains cavalry. However, they will *not* be able to reach the II/IC group at H19, nor the 2C group at I19, which Napoleon will not be able to overrun for want of cavalry—remember Davout will have lost his cavalry to the D2/D3 attack (Rule P.3.c) and cavalry may not be overrun by groups which do not contain an equal or greater number of mounted units (Rule L.4).

If the Allies are victorious and Davout is ejected from hex G18, then the French will be able to assault Vienna next turn (in fact only Soult's cavalry from hex F19 could conceivably bring off a three-hex Forced March to I18, but it would be destroyed automatically in the first round of combat, as it could not be reinforced).

If you find you have taken greater attrition/combat losses than have the Allies in this sample game, then you may well find it necessary to leave a wider gap in the screen (say hexes I18 and I19), which, while permitting the French to mount an assault on Vienna in their December turn, will reduce the number of forces they can initially bring to bear on the capital. Admittedly Option One can prove to be a two-edged weapon. If the attack against Davout fails in November, with a third of their forces scattered around the capital, the Allies will doubtless find themselves under attack in Vienna at 3-2 odds in favor of the French—for the first round anyway.

But to return to what I was saying, at the head of this study, about guaranteeing the Allies at 50% chance of victory, there is always "Option Two". This option will apply especially to those who have suffered severe Attrition Die Rolls, or who through combat losses find themselves not able to muster adequate forces for "Option One".

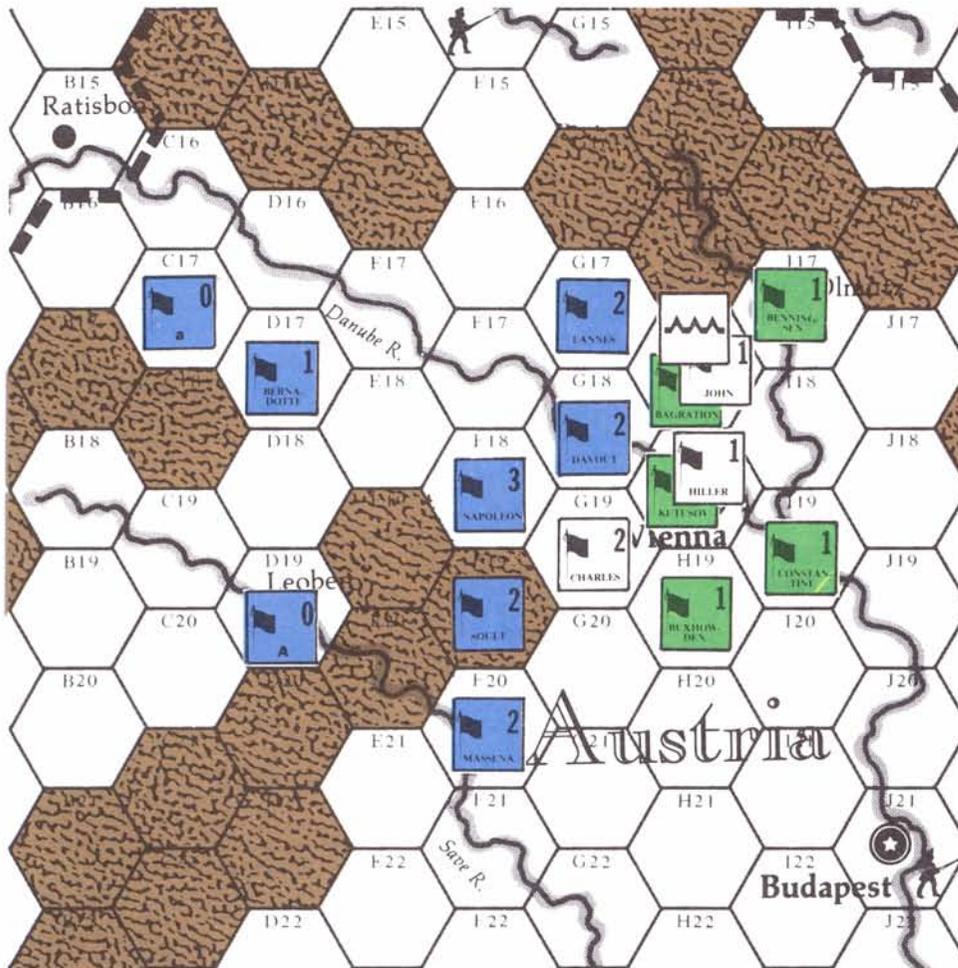


Figure 5: Position at the end of the November Allied Movement

Option Two consists simply of massing the Allied forces at Vienna. In his upcoming December turn the French Player will only be able to achieve 1-1 odds in the decisive battle, with no DRMs applying—the entrenchment marker on Vienna cancelling the effect of Napoleon’s superior leadership. The end result is a 50% chance either way. Only the application of the “French Imperial Guard—optional rule” enables the French Player to enjoy a brief, albeit perilous, +1 DRM.

Figure 6: Position at the end of the November turn.



Here then are the necessary maneuvers for Option Two . . .

- 1) Charles (2I) to Vienna.
- 2) 1C (G19) to Vienna.
- 3) Leader A (II) to Vienna, FM1.
- 4) John to Budapest.

All Russian units are ordered to Vienna, to be put under the command of Kutusov, with the exception of Benningsen’s group (2I) at K17 which moves up to I18 (still relaying supply via the 1C at L16 and the II at O16) and passes under the control of Bagration.

Thus, to face the onslaught on the Grand Army in December, the Allies have concentrated under the entrenchment marker at Vienna 17 Russian and 9 Austrian SPs to confront a French total (including units no further west than Leader A at C17), according to his December Attrition Die Roll, of between 30 and 28 SPs.

In view of all that I have demonstrated above, should that playtest bias reported for the Austerlitz Scenario of *WAR & PEACE* be 60% in favor of the French? Or rather a 50% chance either way? Or even, bearing in mind the accuracy and the diligence in play required of the French Player, and the traps that may be set for him—the most lethal of which is the defensive screening off of Vienna—should it not perhaps be 55%, even 60% in favor of the Allies?

These readers who will protest that such a pro-Allied bias makes the Austerlitz Scenario unhistorical have, I would suggest, only fallen prey to the popular myth of Austerlitz, which sees Napoleon winning the campaign with almost effortless brilliance, against incompetent leaders on the other side. The Austrian/Russian leaders were on the whole incompetent, but Austrian or Russian Players in *WAR AND PEACE* are rarely so.



ELITE CLUB

Members of the club earn a 10% discount for LIFE on mail order purchases of any product from The Avalon Hill Game Company, Micro-computer Games, or Victory Games. This includes games, play-by-mail kits, parts, magazines . . . everything. This 10% discount will apply to any single order each year—a true savings for the buyer in these days when every penny is important. The best just got more affordable than ever.

You become a member by making a one-time initial order amounting to \$90.00 minimum. This order must be made direct from The Avalon Hill Game Company (purchases from retail stores do not qualify one for the ELITE CLUB). Be sure to enclose a check or money-order for the full order, plus 10% to cover shipping and handling.

When you receive your order, an ELITE CLUB Coupon Ticket will be enclosed. The coupons, if attached to the order form, will allow you a 10% discount on everything listed on your order. Note that this can be applied to any *single* order each year. Obviously, it pays to make a multi-item order to obtain the maximum savings possible. And, upon use of the last coupon (1989), another ticket—good for an additional five years of savings—will be sent with your last shipment.

The scheme brings you the best in gaming pleasure—your favorite games, The *GENERAL* with its in-depth coverage of them, and the pbm kits and replacement parts to insure the fun never ends—at a tremendous savings. Any \$90.00 order directly from the company (even at our booth at ORIGINS) will qualify you.

SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: H17

Total Responses: 461

Rank:	Title	Rank Times			
		Pub	Time	Freq. List Ratio	
1.	Up Front	AH	7	17	4.5
2.	Advanced SL	AH	2	6	3.7
3.	B-17	AH	1	3	3.1
4.	Flight Leader	AH	14	3	2.7
5.	Squad Leader	AH	5	35	2.6
6.	Russian Campaign	AH	6	35	2.1
7.	Third Reich	AH	3	35	2.0
8.	Air Force	AH	4	2	1.8
9.	Beyond Valor	AH	—	1	1.7
10.	Diplomacy	AH	9	7	1.6
11.	Paratrooper	AH	—	1	1.5
12.	Gunslinger	AH	12	2	1.3
13.	Firepower	AH	10	9	1.2
14.	Flat Top	AH	18	4	1.2
15.	Midway	AH	—	1	1.2
16.	VITP	AH	—	1	1.2
17.	Bulge '81	AH	13	2	1.1
18.	Titan	AH	—	1	1.1
19.	Ambush	VG	16	2	1.0
20.	Guns of August	AH	19	2	1.0

This 35th reporting of game preferences among our readership sees only three games still occupying slots since its inception—surely making *SQUAD LEADER*, *RUSSIAN CAMPAIGN* and *THIRD REICH* classics. For six years they have dominated this polling. But many other changes have taken place among the tastes of hard-core wargamers. As expected, the number of players switching over to the *ASL* system steadily increases; *BEYOND VALOR* and *PARATROOPER* move onto the chart, much as the *SL* modules once did as each was released. Three air games, two naval-based games, a fantasy title, a card game, and the granddaddy of all multi-player games—*DIPLOMACY*—show that no simple label encompasses all our readership.

THE ROYAL NAVY TRIUMPHANT

The Wooden Wall of Empire

By James M. Lutz

WOODEN SHIPS & IRON MEN initially included a number of scenarios for naval combat during the period of the American Revolution and the Napoleonic Wars (with the Napoleonic Wars taken to include the period of Republican regime in France as well as the time that Napoleon ruled). Additional scenarios for this game have been published in *THE GENERAL*, dealing with the Russo-Swedish wars in the Baltic, rivertine combat in colonial America, pirates, and Russo-Turkish naval combat in the Black Sea and the Mediterranean, thus extending the original game through the introduction of additional fleets and situations. Here a number of additional scenarios for the Napoleonic Wars are presented. During this period the British fleet took on virtually every navy of the world. French, Spanish, Dutch, Danish, Russian, Turkish, Italian and American ships were engaged, at one point in time or another, with His Majesty's wide-ranging warships.

The eight scenarios presented cover additional situations and several new nationalities. They include a couple of the major battles fought in this period. Frequently the British forces emerged victorious. These earlier victories helped set the stage for the victorious encounter at Trafalgar by limiting the options and capabilities of Napoleon's navies and would-be allies, and even of the neutral naval powers. The Glorious First of June scenario deals with the first major encounter between the British navy and the ships of Republican France. Cape St. Vincent concerns an encounter between the Spanish and British navies, while Kamperduin was the only major battle between Dutch and British fleets. The battle at Copenhagen deals with the British naval strike against the Danish capital, one of the hardest fought actions of the Napoleonic Wars. The battles at Algeciras cover the British defeat—followed up with a victory off the southern coast of Spain. The attack on Port Louis at Mauritius supplies a rare instance of a British naval setback. The Lake Champlain scenario complements the other scenarios by bringing the fledgling Americans into focus. Together, these scenarios provide a wide variety of situations for the *WS&IM* addict, along with many new ships from the fleets of that exciting time.

For those who play *WS&IM*, it might prove of interest to look at the creation of new scenarios. Much has been written recently on the development of scenarios and variants for various popular games such as *SQUAD LEADER*, the methodology and pitfalls being explored for those who would design such in the future. I'd like to use these eight scenarios to highlight some of the problems with devising scenarios for this game.

Establishing the Orders of Battle

Determination of the OOBs for the fleets involved in these naval encounters varied greatly in terms of difficulty. For the Glorious First of June scenario, it was finally possible to determine the actual ships present on each side, but the exact position of all ships in the two battle lines was not known. Most of the ships were assigned positions largely at random in the respective battle lines. For the Battle of Cape St. Vincent, the complete British OOB is recorded. For the Spanish fleet, however, only a few of the actual ships engaged could be identified. For the remainder of the Spanish fleet, names and types were chosen from among ships that *could* have been present. Even with this approach, however,

only 25 ships of the line were named, so a fictitious one (the *San Miguel*) was used to complete the list of Spanish ships. The general positions of the Spanish ships of the line were known, though the placement of 21 of the SOLs was largely random.

For the battle at Kamperduin, all the ships' positions were known. The complete Batavian OOB was available, but details on some of the smaller British ships were missing (number of guns carried); extrapolated values had to be assigned to them. Information on the attack at Copenhagen, on the other hand, is quite complete for all the ships involved. Since it was likely that some of the Danish floating batteries or hulks either carried more guns than they would have had they been fitted for sea or that they carried larger guns, in the assignment of gun squares it was decided to err on the high side in terms of establishing the ship characteristics. The Danish ships were also given slightly larger crews than the equivalent seagoing vessels carried since all the vessels were in effect in their home port and could be strengthened accordingly.

The last three scenarios represent smaller actions. For the Algeciras scenarios, the OOBs were known. The names and specifications on all the ships participating in the first action were available from the source materials. The strength of the local batteries on land was not precisely stated but since they were sufficiently strong to have provided major problems for the British ships, their values were assigned accordingly. The second action was more problematic. Although all the ships involved were known, some of the ships still had damage suffered in the first battle. For Scenario RN6, the OOBs reflect admittedly hypothetical unrepaired damage for these ships in terms of hull, rigging, and crew squares. The battles at Mauritius and on Lake Champlain provided no major difficulties in terms of naval OOBs. The fortifications guarding the harbor at Port Louis were again guesswork, but they did cause some difficulties to the British force so some estimations can be made based on other readings.

Another problem in establishing OOBs for these *WS&IM* scenarios was ascertaining whether the 74 gun SOLs present in the actions were common or large class. Unless known otherwise, the British 74s were assumed to be the common class. Since the OOBs for the Trafalgar battle indicated that the Spanish 74s were more evenly divided, a mixture of the two types was used for the Cape St. Vincent scenario, except that the true values for some of the ships were known given the Trafalgar OOB. Variations amongst the British frigates in terms of hull and gun squares present similar problems. For many of the British frigates that were former French vessels, it was possible to assign values on the basis of those listed in the master OOB provided for designing your own scenarios in the original game. The hull, crew, and gunnery squares for the Dutch, Danish, and smaller ships, as well as the solitary Portuguese frigate, also presented uncertainties. These values were assigned pretty much on the basis of values for other ships present in the scenarios that came with the game or from the master OOB for the Napoleonic period.

Assigning crew qualities to various countries and ships required additional judgements given the uncertainties involved. In keeping with conventional wisdom, in all scenarios the Spanish ships were given green crews. The state of disrepair of the Spanish navy, its lack of experience, and the

generally inadequate supply of basic needs for the fleet suggested the low value. For the battle of Kamperduin, the Dutch crews were considered crack. In effect, the seagoing tradition and generally respected quality of the Dutch navy suggested the higher value, even though Dutch naval strength and performance had passed their peak. The assignment of crack crews to the Dutch ships also made the scenario more balanced for play purposes.

The non-British forces in the other scenarios were more variable in terms of crew quality. The Danish ships and hulks at the battle of Copenhagen fought well, and the quality of the Danish crews throughout the Napoleonic era was generally seen to be high. On the other hand, freshly mustered volunteers were also used in the defense of Copenhagen. Hence, the Danish units were given variable values. It was assumed that most of the floating gun platforms had the least experienced crews and that the rigged vessels were manned by the more experienced. The *Elven* and *Provesteenen* were given crack crews based on their performance during the actual battle. In the battle of Lake Champlain, the American crews were assumed to be crack ones.

The French vessels that participated in the battle of the Glorious First of June were certainly of mixed quality. Some crews were freshly pressed into service, while others had large components of experienced seamen. Captains and other officers, in keeping with the new Republican tradition, were raised from the lower ranks and borrowed from the merchant service. In order to reflect the differences, ships that were seaworthy at the outbreak of the war were considered to have average crews while ships under repair or not initially ready for sea were assigned the green crews. The assumption is reasonable and keeps with the preference of specific ships, such as the *Convention* and *Jacobin* (bad) and the *Vengeur* (good) during the actual battle. For the later battles, the French crews were uniformly assumed to be average.

The British ships presented another type of problem in regarding to crew quality since not all of them would necessarily have been the same. Analogous to the procedure used for the French vessels at the beginning of the warfare, ships at sea or on Channel duty were assumed to have crack crews, while ships previously in port were given the average crew values. Since the performance of the British ships on the First of June was indeed variable, this distinction is relevant even though the method of assigning crew values was somewhat arbitrary. For the later battles, ships engaged in previous major sea battles (or at least ones that distinguished themselves) were assigned the elite status while all other British crews were considered to be crack. Thus, the *Venerable*, which participated in the Battle of Kamperduin, was given elite status for the battles at Algeciras. By contrast, although the *Caesar* was involved in the battle of the Glorious First of June, its performance was totally undistinguished. As a result, it was only considered to have a crack crew in 1801. In the battle of Lake Champlain some of the gunboats were manned by militia rather than seamen; they were considered green crews and did perform accordingly in the actual battle.

Fortifications

Forts were necessarily included in three of the scenarios. Their presence explained the British defeat at Algeciras on the first day and perhaps the

defeat at Mauritius as well. The presence of the guns on shore at Copenhagen were also responsible for the fact that the victory by the British was a very near-run thing. The number of guns available in the various positions at Copenhagen was known, making the assignment of gun squares relatively easy. The available guns in the fortifications in the other two scenarios, however, were not known. Gun squares were therefore assigned in keeping with the actual outcomes of the battles.

The rules for forts in these scenarios are drawn from Mick Uhl's article on the battles on the Delaware River ("Rules Expansion for *WS&IM*", Vol. 13, No. 5). The field of fire for forts is depicted in the accompanying figure. The relevant measuring point for the fortification is the specific hexside rather than hex. Different hexsides of the same fort with overlapping fields of fire can fire as a combined force. Gun squares totalling six or less apply a +1 modifier for the BHT to be used, while groups of seven guns or more add a +2 in determining the appropriate BHT. There is also the appropriate initial broadside modifier and modifiers for rakes, crew quality, and crew section loss. If a fort hexside firing a second or subsequent time combines with a fort hexside firing for the first time, the initial broadside modifier is *lost*. Similarly, both hexsides must have the rake position, and a crew section loss in one hexside affects the combined BHT. Distance is measured in the case of combined fire from more than one hexside of a fort from the most distant hexside.

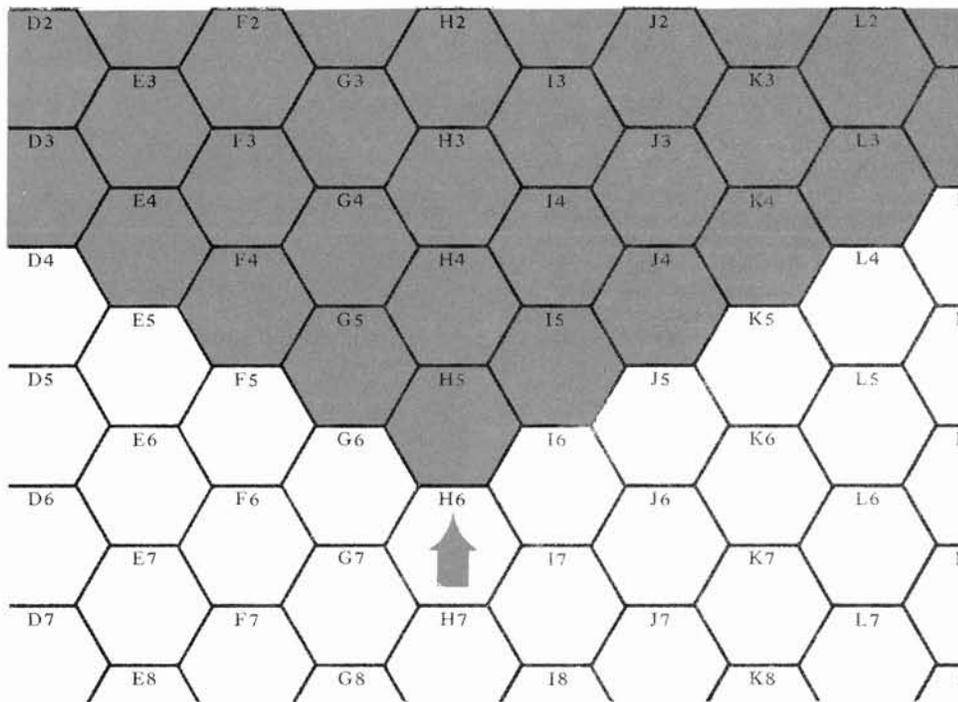
Hull hits on forts are ignored. Only crew and gun hits are counted. If a ship ever gets close enough to use grapeshot against a fort, the effects are halved (rounded up) as a consequence of the protection afforded to the troops manning the guns by the fortifications. On every fourth turn, the player with fortifications in play can shift crew squares to new hexsides within the same fort. Individual crew squares can be transferred, not just whole sections. Crew section losses are based on the initial complement of a hexside. A voluntary transfer of crew squares could therefore constitute a crew section loss.

Rather than using the log sheets for fortifications, the required record keeping is probably much more easily done on a separate piece of paper. The players might also wish to experiment with the number of hexsides contained in an individual fort in the various scenarios or the location of the various forts. No more than six gun squares, however, should be assigned to any one hexside, and gun squares cannot be transferred from one fort location to another (unless, of course, a player chooses to have only one fort).

Special Conditions and Rules

Weather conditions were relatively easy to specify for the scenarios and presented no major difficulties. They reflect the actual conditions present in terms of velocity and direction. While the substitution of a normal breeze might suffice for many of the scenarios, in the case of Scenario RN5 the existing weather conditions need to be used per the Advanced Rules to effectively recreate the problems that the British squadron faced in the actual battle.

Outlining the locations of land and shoal hexes was only difficult in the case of the Copenhagen scenario. The existing board shadings accommodated the need for these types of hexes well in all other scenarios where they were relevant. The outlines chosen may not do geographic justice to the locations of the battles, but they recreate the general nature of the presence of land or shoals. But by its very nature the Copenhagen scenario required very specific shoal hexes. To play the scenario, it might be advisable to either cut out paper to correspond to the shoal hex locations or use blank counters from some other game to outline the shallows. Neither approach is an especially neat solu-



Field of Fire for Fort Hexside

tion, but it does provide one means of making a very interesting situation available for play.

An effort was made to keep special rules to a minimum, but they were necessary in some cases to reflect the nature of the battles. Special rules, inevitably, interfere with the play of the game. But all are carefully considered to enforce historical limitations or narrow the options available to the players. The special anchoring features for the Danish vessels at Copenhagen, for example, reflect tactics actually used. Generally, the conditions were limited to make all the scenarios more playable. Special victory conditions were avoided when possible as well. They were included in some cases to provide better balance or force one player (inevitably the British) to *take* the offensive. Given the strategic considerations behind some of the battles depicted in the scenarios, different victory conditions were necessary.

General Comments

It is to be hoped that the following scenarios will be enjoyable ones for *WS&IM* players. The Glorious First of June is a large force scenario similar to many of the existing ones, and the Battle of Kamperduin is also pretty straight-forward. Cape St. Vicent is a tricky situation for the British player. He has an opportunity to defeat a portion of the Spanish fleet in detail, but he also faces the threat of being overwhelmed by the sheer quantity of Spanish ships if his opponent is aggressive enough and can successfully press the issue. The scenario will not necessarily be an automatic British victory. The British pursuit of the Spanish and French vessels from Algeciras presents a similar situation given the superior number of French and Spanish ships.

The Copenhagen scenario is perhaps the most intriguing new battle presented. While awkward to set up, it does bring into play different aspects of naval combat in the Napoleonic period. Although requiring a number of special rules and board alterations, the effort seemed worthwhile for such an interesting situation. The other scenarios (first Algeciras, Mauritius, and Lake Champlain) are actions involving smaller ships or smaller fleets that present a number of different challenges to each side. Many players prefer the smaller scenarios, these being readily played in a single sitting, and so a few should be published in each batch of new ones that sees print.

The scenarios were put together with play balance in mind. There was an effort directed toward both simulation of historical events and playability in terms of the situations chosen for the scenarios. The introductions to the scenarios provide details on the actual outcomes of the battles so that the players can compare their performances with the actual results. For those who wish to have game lengths set for determining the victor (potentially important for AREA play or to prevent an opponent from sitting and waiting for a favorable shift in the weather), the following lengths for the scenarios are suggested. The players themselves may eventually find other lengths to be more appropriate.

Scenario	Number of Turns
RN-1	30 (40 with the alternate setup)
RN-2	40
RN-3	30
RN-4	40
RN-5	40
RN-6	60 (or until all Spanish and French ships exit to Cadiz)
RN-7	30 (or until British victory)
RN-8	30

Recommended for Research

- Michael Glover, *The Napoleonic Wars, An Illustrated History* (New York, Hippocrene Books, 1978)
- Captain A.T. Mahan, *The Influence of Sea Power upon the French Revolution and Empire, 1793-1812*, two volumes (New York, Greenwood Press, 1968 reprint of 1898 release)
- Captain A.T. Mahan, *The Life of Nelson, The Embodiment of the Sea Power of Great Britain*, two volumes (New York, Greenwood Press, 1968 reprint of 1897 release)
- Otto von Pivka, *Navies of the Napoleonic Era* (New York, Hippocrene Books, 1980)
- Anthony Preston, David Lyon and John Batchelor, *Navies of the American Revolution* (Englewood Cliffs, Prentice-Hall Inc., 1975)
- C.A. Sapherson and J.R. Lenton, *Navy Lists from the Age of Sail, Volume 2* (Leeds, Raider Games, 1986)

SCENARIO RN-1
THE GLORIOUS FIRST OF JUNE

Name	Guns	Class	No.	Initial		Hull	Qual.	Crew			Guns		Car-ronade		Rigging				Depth (ft.)	Point Value
				Position	Dir.			1	2	3	L	R	L	R	1	2	3	4		
FRENCH																				
*Convention	74	SOL	2	A10	6	14	Gr	5	5	4	10	10	1	1	7	7	7	—	21	22
*Gasparin	74	SOL	2	C11	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
**Sans-Pareil	80	SOL	2	E12	6	16	Av	6	6	5	11	11	1	1	7	7	7	—	23	27
Mont Blanc	74	SOL	2	G13	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
**Trente-un-Mai	74	SOL	2	I14	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
**Juste	80	SOL	2	K15	6	16	Av	6	6	5	11	11	1	1	7	7	7	—	23	27
**Mucius	74	SOL	2	M16	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
Tyrannicide	74	SOL	2	O17	6	14	Gr	5	5	4	10	10	1	1	7	7	7	—	21	22
Montagnard	74	SOL	2	Q18	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
Pelletier	74	SOL	2	S19	6	14	Gr	5	5	4	10	10	1	1	7	7	7	—	21	22
*Republican	110	SOL	1	U20	6	18	Av	7	7	7	13	13	1	1	9	9	9	—	24	31
**America	74	SOL	2	W21	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
*Montagne	120	SOL	1	Y22	6	18	Av	8	7	7	14	14	1	1	9	9	9	—	24	33
*Jacobin	80	SOL	2	AA23	6	16	Gr	6	6	5	11	11	1	1	7	7	7	—	23	25
*Achille	74	SOL	2	CC24	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
*Vengeur	74	SOL	2	EE25	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
**Impetueux	74	SOL	2	GG26	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
Neptune	74	SOL	2	II27	6	14	Gr	5	5	4	10	10	1	1	7	7	7	—	21	22
Tourville	74	SOL	2	KK28	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
Patriote	74	SOL	2	MM29	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
**Scipion	80	SOL	2	OO30	6	16	Gr	6	6	5	11	11	1	1	7	7	7	—	23	25
Eole	74	SOL	2	QQ31	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
**Terrible	110	SOL	1	SS32	6	18	Gr	7	7	7	13	13	1	1	9	9	9	—	24	27
**Northumberland	74	SOL	2	UU33	6	14	Gr	5	5	4	10	10	1	1	7	7	7	—	21	24
Entreprenant	74	SOL	2	WW34	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
**Jemmapes	74	SOL	2	YY35	6	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
BRITISH																				
*Caesar	80	SOL	2	J1	5	16	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
**Gibraltar	80	SOL	2	J3	5	16	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
**Impregnable	98	SOL	1	M3	5	16	Av	5	5	4	10	10	1	1	8	8	8	—	22	24
Montagu	74	SOL	2	M4	5	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Tremendous	74	SOL	2	O5	5	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
**Marlborough	74	SOL	2	Q6	5	14	Av	4	4	4	8	8	2	2	7	7	7	—	20	22
*Defence	74	SOL	2	S7	5	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Culloden	74	SOL	2	V5	5	14	Av	4	4	4	8	8	2	2	7	7	7	—	20	22
Thunderer	74	SOL	2	X7	5	14	Av	4	4	4	8	8	2	2	7	7	7	—	20	22
Russell	74	SOL	2	Z8	5	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
**Bellerophon	74	SOL	2	BB8	5	14	Av	4	4	4	9	9	2	2	7	7	7	—	20	23
Barfleur	98	SOL	1	DD9	5	16	Cr	5	5	5	10	10	1	1	8	8	8	—	22	30
**Majestic	74	SOL	2	CC12	5	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
*Queen Charlotte	100	SOL	1	FF11	5	17	Cr	6	6	5	11	11	1	1	8	8	8	—	23	32
**Brunswick	74	SOL	2	EE14	5	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Invincible	74	SOL	2	HH14	5	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
**Orion	74	SOL	2	II16	5	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Leviathan	74	SOL	2	KK17	5	14	Av	4	4	4	8	8	2	2	7	7	7	—	20	22
Ramilles	74	SOL	2	NN15	5	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Royal George	100	SOL	1	OO17	5	17	Cr	6	6	5	11	11	1	1	8	8	8	—	23	32
Alfred	74	SOL	2	OO19	5	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
**Royal Sovereign	100	SOL	1	QQ20	5	17	Av	6	6	5	11	11	1	1	8	8	8	—	23	24
Valiant	74	SOL	2	SS21	5	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
**Glory	98	SOL	1	VV20	5	16	Cr	5	5	5	10	10	1	1	8	8	8	—	22	30
**Queen	98	SOL	1	WW22	5	16	Av	5	5	5	10	10	1	1	8	8	8	—	22	24

*Position in respective battle lines definitively established.
**Probable position of ships in respective battle lines.

SCENARIO RN-1
THE GLORIOUS FIRST OF JUNE
June 1, 1794

I. INTRODUCTION

The first naval actions in the war between England and France were in the Mediterranean, including the occupation of Toulon by British and Allied forces. The first major meeting between the French and British fleets in the Atlantic did not occur until the Spring of 1794. The French fleet at Brest put to sea in May to cover the arrival of large convoys carrying critically needed grain. This grain would not only help to meet food shortages but would avoid the unrest the new Republican government faced.

A British fleet under Lord Howe sailed to meet the French convoys, and it contacted the French fleet under Admiral Villaret-Joyeuse 400 nautical miles from Ushant (a small island on the Breton coast near the approaches to Brest). On May 28th, a preliminary action occurred between the two battle fleets, both of which had 26 ships of the line available. The French got the worst of that skirmish, although they managed to prevent the capture of any of their damaged ships. The most badly damaged ships of the line departed for Brest under escort. One British ship of the line was also detached. As of June 1st, additional ships had joined the French fleet bringing its strength back up to 26 ships of the line.

On the morning of June 1st, the battle was once again joined. The British fleet approached parallel

to the French line which was downwind and then moved, with greater or lesser alacrity depending upon the ship in question, to engage their opposite numbers. The French line was broken in a number of places and a general melee resulted. The French ships were handled poorly in many cases, and some fought indifferently as well. Other French ships, however, fought fanatically. The performance of the British ships was better on the average, but many of the ships did not press the attack. Five French ships of the line were disabled and captured while another was so badly damaged that it sank. Another seven were badly damaged. Since the French fleet had remained downwind of the British fleet, the additional damaged French ships drifted to the safety of the reformed battle line and thus escaped cap-

**SCENARIO RN-2
CAPE ST. VINCENT**

Name	Guns	Class	No.	Initial Position			Dir.	Hull	Qual.	Crew Section			Guns		Car-ronade		Rigging				Depth (ft.)	Point Value
				Bow	Hex	Nr.				1	2	3	L	R	L	R	1	2	3	4		
SPANISH																						
*Santissima Trinidad	130	SOL	1	H17	4	20	Gr	8	7	7	13	13	—	—	10	10	10	—	—	25	30	
*San Ysidro	74	SOL	2	F16	4	13	Gr	4	4	4	8	8	—	—	7	7	7	—	—	21	18	
*Salvador del Mundo	112	SOL	1	H13	4	18	Gr	6	6	6	12	12	—	—	9	9	9	—	—	23	27	
*San Nicholas	80	SOL	2	E14	4	15	Gr	5	5	4	10	10	—	—	7	7	7	—	—	22	23	
*San Jose	112	SOL	1	E11	4	18	Gr	6	6	6	12	12	—	—	9	9	9	—	—	23	27	
Santa Ana	112	SOL	1	BB1	6	18	Gr	6	6	6	12	12	—	—	9	9	9	—	—	23	27	
San Fernando	96	SOL	1	DD3	6	16	Gr	6	5	5	10	10	—	—	8	8	8	—	—	22	20	
*Oriente	74	SOL	2	Z2	5	14	Gr	5	5	4	8	8	2	2	7	7	7	—	—	21	20	
San Justo	74	SOL	2	KK2	6	13	Gr	4	4	4	8	8	—	—	7	7	7	—	—	21	18	
Argonauta	80	SOL	2	MM4	6	15	Gr	5	5	4	10	10	—	—	7	7	7	—	—	22	23	
Real Carlos	112	SOL	1	UU17	4	18	Gr	6	6	6	12	12	—	—	9	9	9	—	—	23	27	
Firme	74	SOL	2	XX14	4	13	Gr	4	4	4	8	8	—	—	7	7	7	—	—	21	18	
San Antonio	74	SOL	2	UU14	3	13	Gr	4	4	4	8	8	—	—	7	7	7	—	—	21	18	
San Rafael	80	SOL	2	RR14	4	15	Gr	5	5	4	10	10	—	—	7	7	7	—	—	22	23	
San Francisco de Asis	74	SOL	2	WW12	4	13	Gr	4	4	4	8	8	—	—	7	7	7	—	—	21	18	
Rayo	100	SOL	1	TT11	4	16	Gr	6	6	5	10	10	—	—	8	8	8	—	—	22	20	
Monarca	74	SOL	2	QQ10	4	14	Gr	5	4	4	8	8	2	2	7	7	7	—	—	21	20	
Bahama	74	SOL	2	WW9	4	14	Gr	5	4	4	8	8	2	2	7	7	7	—	—	21	20	
Montanez	74	SOL	2	SS9	4	13	Gr	4	4	4	8	8	—	—	7	7	7	—	—	21	18	
San Leandro	64	SOL	2	XX8	4	11	Gr	4	3	3	6	6	—	—	7	7	7	—	—	18	15	
San Hermenegildo	112	SOL	1	QQ9	4	18	Gr	6	6	6	12	12	—	—	9	9	9	—	—	23	27	
San Ildefonso	74	SOL	2	UU7	4	13	Gr	4	4	4	8	8	—	—	7	7	7	—	—	21	18	
Neptuno	80	SOL	2	TT3	4	15	Gr	5	5	4	10	10	—	—	7	7	7	—	—	22	23	
San Miquel	74	SOL	2	XX5	4	13	Gr	4	4	4	8	8	—	—	7	7	7	—	—	21	18	
San Juan de Nepomuceno	74	SOL	2	QQ3	3	13	Gr	4	4	4	8	8	—	—	7	7	7	—	—	21	18	
San Augustino	74	SOL	2	WW3	3	14	Gr	5	4	4	8	8	2	2	7	7	7	—	—	21	20	

BRITISH

Culloden	74	SOL	2	AA14	1	14	Cr	4	4	4	8	8	2	2	7	7	7	—	—	20	27
Blenheim	98	SOL	1	AA16	1	16	Av	5	5	5	10	10	1	1	8	8	8	—	—	22	24
Prince George	98	SOL	1	AA18	1	16	Cr	5	5	5	10	10	1	1	8	8	8	—	—	22	30
Orion	74	SOL	2	AA20	1	14	El	4	4	4	8	8	2	2	7	7	7	—	—	20	29
Barfleur	98	SOL	1	AA22	1	16	Cr	5	5	5	10	10	1	1	8	8	8	—	—	22	30
Colossus	74	SOL	2	AA24	1	14	Cr	4	4	4	8	8	2	2	7	7	7	—	—	20	27
Victory	100	SOL	1	AA26	1	17	Cr	6	6	5	11	11	1	1	8	8	8	—	—	23	32
Egmont	74	SOL	2	AA28	1	14	Cr	4	4	4	8	8	2	2	7	7	7	—	—	20	27
Goliath	74	SOL	2	AA30	1	14	Av	4	4	4	8	8	2	2	7	7	7	—	—	20	22
Irresistible	74	SOL	2	AA32	1	14	Cr	4	4	4	8	8	2	2	7	7	7	—	—	20	27
Captain	74	SOL	2	AA34	1	14	Cr	4	4	4	8	8	2	2	7	7	7	—	—	20	27
Excellent	74	SOL	2	**	14	Cr	4	4	4	8	8	2	2	7	7	7	—	—	20	27	
Namur	90	SOL	2	**	14	Av	5	5	5	8	8	1	1	8	8	8	—	—	21	22	
Britannia	100	SOL	1	**	17	Cr	6	6	5	11	11	1	1	8	8	8	—	—	23	32	
Diadem	64	SOL	2	**	11	Cr	4	3	3	6	6	1	1	7	7	7	—	—	19	20	

**Enter as room available in line astern on board edge, direction 1.

ture. The British had eleven ships largely immobilized by damage. The battered French fleet was allowed to withdraw. Meanwhile, the bulk of the grain convoys arrived safely in French ports.

Although the British were clearly victorious in the battle action, the French fleet acquitted itself reasonably well given the major reorganization (or disorganization) that it had undergone during the Revolution. The grain convoys did arrive safely and it could certainly be claimed as a strategic victory for the French navy. Perhaps equally important, the French fleet in being was maintained. It is possible that more aggressive action on the part of the British fleet might have resulted in a greater enemy loss, but the scattered and damaged British ships were in reality very limited in their options.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 5
Wind Velocity: 3—Normal Breeze
Wind Change: 6

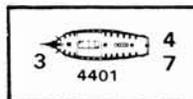
III. SPECIAL RULES

1. No anchoring allowed.
2. No land hexes.
3. Towing permitted.

4. Note that the size of the fleets involved means that the boards contain little room for maneuver. The players are advised to use an additional board with a hexagonal pattern from some other game to facilitate play. An alternative setup for this scenario would be to place the two *WS&IM* boards end to end (with A35 meeting AA1). Place the first French ship of the line at hex K18, direction 2, and align the remaining ships astern in order with no spacing between the ships. The first British ship occupies hex A19, direction 2, with the others in order in line astern with no spacing between ships. The new wind direction would be 2.

IV. SPECIAL VICTORY CONDITIONS

Given the strategic task of the French fleet to protect the grain convoys, the British player must accumulate 150 or more points than the French player to win. These conditions also reflect the actual magnitude of the victory achieved by the British fleet. Captured enemy ships count double in terms of victory points.


**SCENARIO RN-2
CAPE ST. VINCENT
February 14, 1797**
I. INTRODUCTION

After the Glorious First of June, there were no major fleet actions in the Atlantic for a number of years since the dominance of British naval power had been firmly established. The balance of naval power shifted, however, when Spain became a French ally. The British navy had lost the support of Spanish ships and ports and now had to detail units to guard against the Spanish fleet as well. Even though the Spanish navy lacked training and Spain was no longer considered a first-rate naval power, British naval resources were stretched more thinly and a combination of a Spanish fleet with the French fleet at Brest or Toulon would present a potentially formidable opponent, perhaps making up in numbers what was lacked in quality. (In fact, one such combination later in the Napoleonic Wars in the Mediterranean did give France temporary naval superiority and permitted the recapture of Corsica.)

In February a British squadron of 15 ships of the line hove into sight of a large Spanish fleet near Cape

St. Vincent off the coast of Portugal. This fleet had become separated into two parts during the night. The two divisions were seeking to rejoin in the face of an adverse wind. The British fleet formed a battle line and sailed between the two segments of the Spanish fleet. Ships in the larger division of the Spanish fleet sustained damage in an exchange of fire with the British ships as did a number of ships that worked forward to join the smaller isolated group. Other British ships separated from the battle line and attacked the isolated Spanish ships. Four of these were captured, and *Santissima Trinidad*, the flagship, was badly damaged. The British reformed against the remainder of the fleet, which sailed away leaving the British with their four prizes.

The battle was a clear British victory. The Spanish ships had been outsailed and outfought, although an encounter where the Spanish fleet was not divided could have gone differently given the much larger number of Spanish ships present. In addition to the

prizes, a number of other Spanish ships had been damaged and a large portion of the Spanish fleet had been effectively neutralized for a period of time. A conjunction of the French and Spanish Atlantic squadrons was also avoided.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 2
Wind Velocity: 2—Moderate Breeze
Wind Change: 5

III. SPECIAL RULES

1. No anchoring allowed.
2. No land hexes.
3. Towing permitted.

IV. SPECIAL VICTORY CONDITIONS

None

V. ORDER OF BATTLE

There are not enough Spanish counters for the entire fleet, so French ship counters can be used. The six Spanish ships actually known to be present at Cape St. Vincent are marked with an *. The starting position of the *Oriente* in the main body was not known.

SCENARIO RN-3 BATTLE OF KAMPERDUIN October 11, 1797

I. INTRODUCTION

The balance of naval power shifted in France's favor with the establishment of the Batavian Re-

SCENARIO RN-3 BATTLE OF CAMPERDOWN (KAMPERDUIN)

Name	Guns	Class	No.	Initial Position			Dir.	Hull	Qual.	Crew Section			Guns		Car-ronade		Rigging				Depth (ft.)	Point Value
				Bow	Hex	Nr.				1	2	3	L	R	L	R	1	2	3	4		
BATAVIAN (DUTCH)																						
Beschmermer	56	SOL	2	R17	1	9	Cr	3	3	3	5	5	1	1	7	7	7	—	16	16		
Gelijckheld	68	SOL	2	R20	1	12	Cr	4	4	3	7	7	1	1	7	7	7	—	18	21		
Hercules	64	SOL	2	R23	1	11	Cr	4	3	3	6	6	1	1	7	7	7	—	17	20		
Tjerk Hiddes de Vries	68	SOL	2	R26	1	12	Cr	4	4	3	7	7	—	—	7	7	7	—	18	22		
Vrijheid	74	SOL	2	R29	1	14	Cr	4	4	4	8	8	2	2	7	7	7	—	19	27		
Staten-General	76	SOL	2	R32	1	14	Cr	5	4	4	8	8	2	2	7	7	7	—	19	28		
Wassenaer	64	SOL	2	RR1	1	11	Cr	4	3	3	6	6	1	1	7	7	7	—	17	20		
Batavier	56	SOL	2	RR4	1	9	Cr	3	3	3	5	5	1	1	7	7	7	—	16	16		
Brutus	74	SOL	2	RR7	1	14	Cr	4	4	4	8	8	2	2	7	7	7	—	19	27		
Leyden	64	SOL	2	RR10	1	11	Cr	4	3	3	6	6	1	1	7	7	7	—	17	20		
Mars	44	SOL	2	RR13	1	8	Cr	3	2	2	4	4	—	—	6	6	6	—	15	15		
Cerebus	64	SOL	2	RR16	1	11	Cr	4	3	3	6	6	1	1	7	7	7	—	17	20		
Jupitur	74	SOL	2	RR19	1	14	Cr	4	4	4	8	8	2	2	7	7	7	—	19	27		
Haarlem	68	SOL	2	RR22	1	12	Cr	4	4	3	7	7	1	1	7	7	7	—	18	22		
Alkmar	56	SOL	2	RR25	1	9	Cr	3	3	3	5	5	1	1	7	7	7	—	16	16		
Delft	54	SOL	2	RR28	1	9	Cr	3	3	3	5	5	1	1	7	7	7	—	16	16		
Galathe	18	B	5	U21	1	3	Cr	1	1	1	—	—	2	2	4	4	4	4	7	7		
Daphne	18	B	5	U24	1	3	Cr	1	1	1	—	—	2	2	4	4	4	4	7	7		
Ajax	18	B	5	U27	1	3	Cr	1	1	1	—	—	2	2	4	4	4	4	7	7		
Waaksamhied	24	C	3	U30	1	5	Cr	2	2	1	2	2	—	—	5	5	5	5	8	10		
Minerva	24	C	3	U33	1	5	Cr	2	2	1	2	2	—	—	5	5	5	5	9	10		
Heldin	32	F	3	UU7	1	7	Cr	2	2	2	3	3	—	—	5	5	5	5	13	11		
Embuscade	32	F	3	UU12	1	7	Cr	2	2	2	3	3	—	—	5	5	5	5	13	11		
Atalanta	18	B	5	UU18	1	3	Cr	1	1	1	—	—	2	2	4	4	4	4	7	7		
Monnikendam	44	SOL	2	UU21	1	8	Cr	3	2	2	4	4	—	—	6	6	6	—	15	15		

BRITISH

Venerable	74	SOL	2	K33	2	14	Cr	5	4	4	9	9	2	2	7	7	7	—	21	29
Triumph	74	SOL	2	J34	2	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Ardent	64	SOL	2	H32	2	11	Cr	4	3	3	6	6	1	1	7	7	7	—	19	20
Bedford	74	SOL	2	G35	2	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Lancaster	64	SOL	2	E33	2	11	Cr	4	3	3	6	6	1	1	7	7	7	—	19	20
Adamant	50	SOL	2	B34	2	8	Cr	3	2	2	4	4	1	1	6	6	6	—	17	17
Director	64	SOL	2	DD2	2	11	Cr	4	3	3	6	6	1	1	7	7	7	—	19	20
Belliqueux	64	SOL	2	BB1	2	11	Cr	4	3	3	6	6	1	1	7	7	7	—	19	20
Isis	50	SOL	2	AA5	2	8	Cr	3	2	2	4	4	1	1	6	6	6	—	17	17
Circe	28	C	3	EE9	3	5	Cr	2	1	1	1	1	2	2	5	5	5	5	12	11
King George	18	B	5	DD13	2	3	Cr	1	1	1	—	—	2	2	4	4	4	4	7	7
Active	32	F	3	EE16	2	6	Cr	2	2	1	3	3	1	1	5	5	5	5	15	12
Martin	14	B	5	BB17	2	3	Cr	1	1	—	—	—	1	1	4	4	4	4	6	6
Diligent	18	B	5	AA15	2	3	Cr	1	1	1	—	—	2	2	4	4	4	4	7	7
Rose	28	C	3	AA20	2	5	Cr	2	1	1	1	1	2	2	5	5	5	5	12	9
Speculator	24	C	3	*		5	Cr	2	1	1	1	1	2	2	5	5	5	5	9	10
Monarch	74	SOL	2	II26	2	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Powerful	74	SOL	2	HH28	2	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Monmouth	64	SOL	2	HH30	2	11	Cr	4	3	3	6	6	1	1	7	7	7	—	19	20
Russell	74	SOL	2	EE29	2	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Montagu	74	SOL	2	DD27	3	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Veteran	64	SOL	2	BB30	2	11	Cr	4	3	3	6	6	1	1	7	7	7	—	19	20
Beaulieu	40	SOL	2	AA27	3	7	Cr	2	2	2	3	3	1	1	6	6	6	—	15	14
Agincourt	64	SOL	2	AA33	2	11	Cr	4	3	3	6	6	1	1	7	7	7	—	19	20

*End Turn 2 at hex Z21, direction number 2.

public in Holland and the alliance of that state with France. While the Batavian fleet was smaller than that of Spain, it was of much higher quality and its bases were geographically situated to pose a greater threat to England. In 1797, a Dutch squadron was formed to participate in a French invasion of Ireland. On October 11, a British squadron met this fleet off the coast of southern Holland. The British force bore down on the Dutch battle line, which was sailing north with the wind. After a sharp engagement, a number of Dutch ships were captured, and the remainder of the fleet was scattered. The danger of the Dutch combination with French naval forces and the immediate threat to Ireland was avoided, and the superiority of the Royal Navy over yet another opponent of the day was established.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 2
Wind Velocity: 2—Moderate Breeze
Wind Change: 5

III. SPECIAL RULES

1. Anchoring only in shallows.

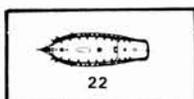
2. No land hexes.
3. Towing permitted.
4. Hex rows Y and YY and higher lettered rows (i.e., Z, ZZ, AAA, etc.) are shallows with a ten-foot depth. If ships are shifted on board for play convenience, the shallows also shift accordingly. For each turn that these shoal hexes are entered by a Batavian ship of greater than ten feet draft, the ship runs aground on a roll of 6 in the last hex entered. A British ship with a draft of greater than ten feet will run aground on a roll of 5 or 6.

IV. SPECIAL VICTORY CONDITIONS

None

V. ORDER OF BATTLE

The two *WS&IM* boards are laid end to end with hex A35 adjoining hex AA1. Use the French and American ship counters for the Batavian ships.



SCENARIO RN-4 BATTLE OF COPENHAGEN

April 2, 1801

I. INTRODUCTION

In 1801, Denmark, Prussia, Sweden and Russia formed the League of Armed Neutrality, theoretically to protect neutral shipping rights during the conflict between England and France. The League was in fact primarily directed against the British blockade of Napoleon and his allies and was designed to permit neutral shipping to continue to trade with France. A British fleet under Admirals Parker and Nelson was sent to the Baltic with instructions to use force as necessary. Although Russia was the prime target of the fleet, Parker wanted to eliminate any Danish threat to the rear of his fleet and communications with England. After the failure of negotiations the decision was made to attack Copenhagen to compel Denmark to withdraw from the League.

The Danish fleet was not prepared for war and was barely seaworthy. The approaches to Copen-

SCENARIO RN-4 THE BATTLE OF COPENHAGEN

Name	Guns	Class	No.	Initial Position		Dir.	Hull Qual.	Crew Section			Guns		Car-ronade		Rigging				Depth (ft.)	Point Value
				Bow	Hex			1	2	3	L	R	L	R	1	2	3	4		
BRITISH																				
Defiance	74	SOL	2	D16	1	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Monarch	74	SOL	2	E19	1	14	El	4	4	4	8	8	2	2	7	7	7	—	20	29
Ganges	74	SOL	2	E22	1	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Bellona	74	SOL	2	D23	1	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Russell	74	SOL	2	F25	1	14	El	4	4	4	8	8	2	2	7	7	7	—	20	29
Elephant	74	SOL	2	E28	1	14	Cr	5	4	4	9	9	2	2	7	7	7	—	21	29
Glutton	50	SOL	2	F29	1	8	Cr	3	2	2	4	4	1	1	6	6	6	—	17	17
Ardent	64	SOL	2	E31	1	11	El	4	3	3	6	6	1	1	7	7	7	—	19	22
Edgar	74	SOL	2	F32	1	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Isis	50	SOL	2	D33	1	8	Cr	3	2	2	4	4	1	1	6	6	6	—	17	17
Polythemus	64	SOL	2	E35	1	11	Cr	4	3	3	6	6	1	1	7	7	7	—	19	22
Dart	28	B	5	A16	1	4	Cr	2	1	1	2	2	—	—	4	4	4	4	13	9
Blanche	36	F	3	C19	1	7	Cr	2	2	1	2	2	1	1	5	5	5	5	15	11
Alamene	32	F	3	A19	1	7	Cr	2	1	1	2	2	1	1	5	5	5	5	15	12
Amazon	38	F	3	B21	1	9	Cr	3	2	2	3	3	3	3	5	5	5	5	17	15
Desiree	36	F	3	A24	1	8	Cr	2	2	2	3	3	1	1	5	5	5	5	16	14
Jamaica	24	B	5	C26	1	4	Cr	1	1	1	1	1	1	1	4	4	4	4	13	8
Arrow	28	B	5	B28	1	4	Cr	2	1	1	2	2	1	1	4	4	4	4	13	9

DANISH

Provsteenen (H)	56	SOL	2	H7	6	11	Cr	4	3	3	5	5	1	1	—	—	—	—	19	17
Wagrien (H)	48	SOL	2	J8	6	9	Av	3	3	2	4	4	1	1	—	—	—	—	17	13
Rendsborg (H)	20	F	3	L9	6	6	Av	2	2	2	2	2	1	1	—	—	—	—	12	9
Nyborg (H)	20	F	3	O10	6	6	Av	2	2	2	2	2	1	1	—	—	—	—	12	9
Jylland (H)	48	SOL	2	Q10	6	9	Av	3	3	2	4	4	1	1	—	—	—	—	17	13
Raft Nr. 1	24	Raft	7	S13	6	Unl.	Av	3	2	2	4	—	1	—	—	—	—	—	2	5
Cronborg (H)	20	F	3	T13	6	6	Av	2	2	2	2	2	1	1	—	—	—	—	12	9
Raft Nr. 2	24	Raft	7	V14	6	Unl.	Av	3	3	2	4	—	2	—	—	—	—	—	2	5
Elven (H)	20	F	3	X14	6	6	Cr	2	2	2	2	2	1	1	—	—	—	—	12	10
Danneborg	60	SOL	2	AA17	3	11	Cr	4	4	3	6	6	1	1	7	7	7	—	20	18
Aggerhaus (H)	20	F	3	CC17	6	6	Av	2	2	2	2	2	1	1	—	—	—	—	12	9
Raft Nr. 3	26	Raft	7	EE19	6	Unl.	Av	3	2	2	5	—	1	—	—	—	—	—	2	5
Sjælland (H)	74	SOL	2	GG20	3	14	Av	5	5	4	9	9	1	1	—	—	—	—	20	23
Charlamalia (H)	26	F	3	II21	3	7	Av	3	2	2	3	3	1	1	—	—	—	—	13	11
Raft Nr. 4	26	Raft	7	JJ21	6	Unl.	Av	3	2	2	6	—	—	—	—	—	—	—	2	5
Holstein	60	SOL	2	LL21	6	11	Cr	4	4	3	6	6	1	1	7	7	7	—	20	18
Infodsretien (H)	64	SOL	2	OO24	3	12	Av	4	4	3	6	6	1	1	—	—	—	—	20	18
Hjalperen	26	F	3	QQ24	6	7	Cr	3	2	2	3	3	1	1	5	5	5	5	13	13

Land Batteries

Trekroner	UU26	3	Cr	2	2	2	5
	UU26	4		2	2	2	5
	UU26	5		2	2	2	5
Battery Nr. 1	A1	4	Av	2	2	1	4
Battery Nr. 2	B1	4	Av	2	2	1	4

(H)=hulk

Unl.=unlimited hull squares

Direction Number for batteries indicates hexside for determining field of fire.

**SCENARIO RN-5
BATTLE AT ALGECIRAS**

Name	Guns	Class	No.	Initial Position			Crew Section			Guns		Car-ronade		Rigging				Depth (ft.)	Point Value	
				Bow	Hex	Dir.	1	2	3	L	R	L	R	1	2	3	4			
BRITISH																				
Pompee	74	SOL	2	T18	6	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Caesar	80	SOL	2	V20	6	16	Cr	5	5	4	10	10	1	1	7	7	7	—	21	30
Venerable	74	SOL	2	X22	6	14	El	4	4	4	8	8	2	2	7	7	7	—	20	29
Superb	74	SOL	2	AA21	6	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Audacious	74	SOL	2	DD24	6	14	Gr	4	4	4	8	8	2	2	7	7	7	—	20	27
Hannibal	74	SOL	2	W17	6	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Spencer	74	SOL	2	Z18	6	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
FRENCH																				
Indomptable	80	SOL	2	N25	6	16	Av	6	6	5	11	11	1	1	7	7	7	—	23	27
Muiron	28	F	3	L23	6	6	Av	2	2	1	3	3	—	—	5	5	5	5	14	9
Desaix	74	SOL	2	K20	1	14	Av	5	5	4	10	10	1	1	7	7	7	—	21	24
Formidable	80	SOL	2	I18	6	16	Av	6	6	5	11	11	1	1	7	7	7	—	23	27
Land Batteries																				
Fort Nr. 1				F15	3	Av	2	1	1	3										
				F15	2	Av	2	2	1	4										
				F14	3	Av	2	1	1	3										
				F14	2	Av	1	1	1	2										
Fort Nr. 2				S29	3	Av	2	1	1	3										
				S29	2	Av	1	1	—	2										
				S28	3	Av	1	1	—	1										
				S28	2	Av	2	1	1	3										
				S28	1	Av	1	1	—	2										
				R27	2	Av	1	1	—	2										
				R27	1	Av	2	1	1	3										
				R27	6	Av	1	1	1	2										
				Q28	1	Av	1	1	1	2										

Direction number of batteries indicates hexside for determining field of fire.

hagen, however, were defended by all available units and batteries on rafts were manned and anchored as powerful floating batteries on the approaches to the city. The Trekroner (Three Crowns) fort also covered the approaches to the inner harbor and other batteries were established to strengthen the defenses. Overall, a formidable defense line had been established, buttressed by the fact that shoals and sandbanks, as well as strong currents, limited the avenues of attack.

Nelson led the assault with a portion of the fleet. The remainder of the British ships remained to guard against the appearance of the Russian or Swedish fleets. The Danish battle line also limited the number of ships that could effectively be utilized. Nelson left the unwieldy, larger three-deckers behind and approached from the south due to the strong current that was running to the northeast. This southern approach would also permit disabled ships to drift south to safety without fouling other ships.

The battle itself was hard fought. The British ships made their approach and anchored opposite the Danish ships and hulks. Eventually, almost all of the Danish ships and floating batteries were forced to strike. Many British ships were damaged, and at least five went aground in the sandbanks, three of them under the guns of the Trekroner fortifications. The British were in danger of suffering a major reverse when Nelson arranged a truce. The stranded British ships were refloated, and an armistice was arranged, leading to the effective neutralization of the remainder of the Danish fleet. But it had been a near thing indeed.

The League of Armed Neutrality came to an end, not so much due to the British victory at Copenhagen but due to the death of the reigning Czar. When Russia dropped from the League under the new Czar, Sweden and Prussia followed suit. There was a second attack on Copenhagen in 1807. The British goal was to prevent the Danish fleet from being used against England by Napoleon. This time a British expedition attacked Copenhagen by land.

Perhaps the battle of 1801 was instructive, for a sea attack against a similar line of Danish blockships and fortifications was not again attempted. With the surrender of the city in 1807, the Danish ships were either taken or burnt.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 3
Wind Velocity: 3—Normal Breeze
Wind Change: 6

III. SPECIAL RULES

1. Anchoring is permitted. Danish ships and hulks are anchored by *both* bow and stern springs. One set can be cut and the other retained. These ships and hulks can also re-anchor (once).

2. Towing is permitted.

3. The following shoal hexes exist with a depth of 6 feet.

Revsholm Sandbank: A2-B2-C2-D2-E3-G4-H4-I5-J5-K6-L6-M6-N6-O7-P7-Q8-R8-S9-U10-V10-W11-X11-Y12-A12-AA13-BB13-CC14-DD14-EE15-GG16-HH16-II17-III18-JJ18-KK19-LL19-MM20-OO21-PP21-QQ22-RR22-SS23-SS24-TT24-TT25-UU26-VV25-WW25 to WW1

Mittelgrund: H34 to H23-G23 to G16-H15-I15-J15-K16-L16-M17-N17-N18-O19-P19-Q20-R19-S20-T20-U21-U22-V22-W23-X22-Y23-Z23-AA24-BB24-CC25-DD25-EE26-FF26-GG27-HH27-II28-JJ28-KK30 to KK35

All the indicated hexes and hexes with the boundaries formed constitute the shoals.

4. Since the sandbanks and shoals were not clearly defined on the British charts, any British ship that enters a hex *adjacent* to any of the shoals runs the risk of going aground. On a die roll of 6, it does run aground. A roll is required for each ship and each adjacent hex entered. Ground the ship in the

adjacent marked shoal hex rather than the hex rolled for if the worst should happen.

5. Special Drift. There is a strong current running in direction 3 between the Revsholm Sandbank and the Mittelgrund. Every non-anchored ship drifts one hex per turn. A disabled ship, hulk, or raft drifts two hexes per turn. Drift occurs before any other movement. All Danish ships and hulks drift in direction 2 unless they are ships that have left the battle line and entered the channel. All British ships also drift in direction 2 if any part of the ship occupies a hex in the original Danish line or is closer to the Revsholm Sandbank than the original line. (The original line is that diagonal line passing through the majority of the Danish ships. Open hexes due to inset Danish ships are considered part of the original line.) If still in the channel, the ships drift in direction 3. If disabled in the channel, they drift in direction 3 on an odd die roll and direction 4 on an even die roll. A roll is made each turn for each of the disabled ships. Ships north or south of the Mittelgrund drift normally.

6. The option of using grapeshot is available even if the basic rules are used.

7. Captured Danish hulks and rafts do not count double for victory points.

8. Fort rules are in effect.

IV. SPECIAL VICTORY CONDITIONS

The British must have 50 victory points more than the Danish player to win. Less than a 50-point lead would constitute a draw, and such an outcome would defeat the strategic purpose of the British attack.

VARIATIONS FOR SCENARIO RN-4

1. Allow the Danish player to establish his defensive line south of Trekroner in any fashion that he desires.

2. Allow the Danish player to *substitute* one 60-gun crack SOL and one 48-gun average hulk for any two hulks or ships in the defensive line. These ships were

SCENARIO RN-6
PURSUIT FROM ALGECIRAS

Name	Guns	Class	No.	Initial Position Dir.			Crew Section			Guns		Car-ronade		Rigging				Depth (ft.)	Point Value	
				Bow	Hex	Nr.	Hull	Qual.	1	2	3	L	R	L	R	1	2			3
BRITISH																				
Caesar	80	SOL	2	NN4	5	16	Cr	4	5	4	10	10	1	1	5	7	7	—	21	31
Spencer	74	SOL	2	QQ3	5	14	Cr	4	4	4	8	8	2	2	6	7	7	—	20	27
Audacious	74	SOL	2	TT1	5	13	Cr	3	4	4	8	8	2	2	5	7	7	—	20	27
Superb	74	SOL	2	OO7	5	14	Cr	4	4	4	8	8	2	2	7	7	7	—	20	27
Princess Carlotta	48	F	3	RR5	5	12	Gr	4	4	4	5	5	2	2	5	5	5	5	19	13
Venerable	74	SOL	2	UU4	5	14	El	4	4	4	8	8	2	2	6	7	7	—	20	29
Calpe	14	B	5	UU7	5	4	Cr	2	1	1	1	1	—	—	4	4	4	4	8	7
Thames	32	F	3	RR9	5	7	Cr	2	2	1	3	3	1	1	5	5	5	5	15	12

FRENCH

Muiron	28	F	3	N8	6	5	Av	1	2	1	3	3	—	—	2	5	5	5	14	9
Indomptable	80	SOL	2	Q10	6	11	Av	4	6	5	11	11	1	1	3	7	7	—	23	27
Desaix	74	SOL	2	T9	5	12	Av	4	5	4	10	10	1	1	4	7	7	—	21	24
Formidable	80	SOL	2	W8	5	10	Av	3	6	5	10	11	1	1	1	7	7	—	23	27
*St. Antoine	74	SOL	2	V6	5	14	Av	5	4	4	8	8	2	2	7	7	7	—	22	20
Libre	38	F	3	BB15	6	9	Av	3	3	2	4	4	1	1	5	5	5	5	17	14

SPANISH

Argonauta	80	SOL	2	O14	6	15	Gr	5	5	4	10	10	—	—	7	7	7	—	22	23
San Augustin	74	SOL	2	S15	5	13	Gr	4	4	4	8	8	—	—	7	7	7	—	21	18
San Fernando	96	SOL	1	V13	5	16	Gr	6	5	5	10	10	—	—	8	8	8	—	22	20
San Hermenegildo	112	SOL	1	Y12	5	18	Gr	6	6	6	14	14	2	2	9	9	9	—	24	26
Real Carlos	112	SOL	1	BB10	5	18	Gr	6	6	6	14	14	2	2	9	9	9	—	24	26
Sabina	34	F	3	O17	6	6	Gr	2	2	2	2	2	—	—	5	5	5	5	14	10

*Former Spanish ship of the line turned over to the French navy.

part of a larger reserve that was in the inner harbor.
3. Add the *Agamemnon*, a crack 64, to the British order of battle. It was in the initial order of battle but ran aground in the Mittelgrund during the approach to the Danish defenses and played no part in the battle.

[The following two scenarios can be played separately, or in sequence as a combined scenario. If played as a combined scenario, a portion of the damage incurred in Scenario RN-5 can be repaired. Two-thirds (round up) of the damage to the British ships and one-third (round up) of the damage to the French ships can be repaired. One-third (round down) of British crew squares lost can be replaced. The French cannot replace lost crew squares. These differences in repairs reflect the greater facilities available to the British at Gibraltar.

If the scenarios are combined, the British player must destroy 20% (round up) of the total French hull squares or force at least one ship to strike. If he fails to do so, the French player receives 50 victory points in addition to any other victory points that are achieved. This condition does not hold if Scenario RN-5 is played alone.]

**SCENARIO RN-5
BATTLE AT ALGECIRAS
July 4, 1801**

I. INTRODUCTION

A French squadron of three ships of the line and one frigate put into Algeciras across the bay from Gibraltar. The French anchored their ships under the guns of the fortifications at Algeciras. The British squadron at Gibraltar put to sea to attack this impudent force. The British attack was hampered by the lack of wind, and the assault foundered. The French ships were damaged, but the British *Hannibal* ran aground and was lost. HMS *Pompee* was also badly damaged and required extensive repairs before it could be put to sea again. The attack had failed due to the adverse conditions and the effective support to the French ships rendered

by the land batteries. The final outcome had to be considered a French victory given the loss of the *Hannibal*.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 2
Wind Velocity: 1—Light Breeze
Wind Change: 5

III. SPECIAL RULES

1. French ships are anchored. British ships may anchor.
2. Ships moving into partial land hexes are considered to be aground.
3. Towing is permitted.
4. Fort rules are in effect.
5. Ships drift every third turn in a light breeze.

IV. SPECIAL VICTORY CONDITIONS

None



**SCENARIO RN-6
PURSUIT FROM ALGECIRAS
July 12, 1801**

I. INTRODUCTION

After the clash at Algeciras, the British returned to Gibraltar to effect repairs. A Spanish squadron sailed from Cadiz to cover the departure of the

French ships in response to frantic messages for support. A French 74 also joined the ships at Algeciras. The Franco-Spanish squadron put to sea in mid-July to return to Cadiz. The French ships had been repaired as much as possible, but they were not totally seaworthy. The available British ships at Gibraltar and a Portuguese frigate put to sea to give chase. The British ships this time got the best of the encounter. One French SOL was captured, and another ran aground on the approaches to Cadiz (later it was refloated and entered the harbor). The major losses were the two 112s of the Spanish squadron. One was damaged by British shot, caught fire and exploded. The other large Spanish SOL was nearby at the time and was so damaged by the explosion that it also sank. (An alternative explanation offered for the loss of the two 112s is that they fired on each other by mistake at night. The fire and explosion on one ship resulting from this gunnery exchange resulted in the sinking of the two ships.) The superior British crews had again proven themselves, and the setback of July 4th was avenged.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 4
Wind Velocity: 2—Moderate Breeze
Wind Change: 5

III. SPECIAL RULES

1. Board edge 1 is land.
2. Towing is permitted.
3. Cadiz. If the Spanish and French ships traverse the present two boards and one additional board (either use another board or keep track of the number of hexes that the ships are shifted on the existing boards), the scenario ends. Board edge 1 of the new board becomes a home board edge. The French and Spanish ships can then exit this board edge to the port of Cadiz.

IV. SPECIAL VICTORY CONDITIONS

A draw is a victory for the Franco-Spanish player.

V. ORDER OF BATTLE

The lowered values for many of the ship attributes reflect the presence of unrepaired damage

SCENARIO RN-7 ATTACK AT MAURITIUS (ILE DE FRANCE)

Name	Guns	Class	No.	Initial Position Dir.			Crew Section			Guns		Car-ronade		Rigging				Depth (ft.)	Point Value	
				Bow	Hex	Nr.	Hull	Qual.	1	2	3	L	R	L	R	1	2			3
BRITISH																				
Iphigenia	36	F	3	T16	6	7	Cr	2	2	1	2	2	1	1	5	5	5	5	15	11
Nereide	36	F	3	W16	6	7	Cr	2	2	1	2	2	1	1	5	5	5	5	15	11
Magicienne	36	F	3	AA17	6	8	Cr	2	2	2	3	3	1	1	5	5	5	5	16	14
Sirius	36	F	3	X19	6	8	Cr	2	2	2	3	3	1	1	5	5	5	5	16	14
Fort Nr. 1				EE16	5		Av	1	1	1	2									
				EE16	6		Av	1	1	—	1									
Fort Nr. 2				DD13	6		Av	2	1	1	3									
FRENCH																				
Venus	40	F	3	N2	2	10	Av	3	3	2	4	4	1	1	5	5	5	5	18	17
Astree	40	F	3	I3	2	10	Av	3	3	2	4	4	1	1	5	5	5	5	18	17
Bellone	40	F	3	N5	2	10	Av	3	3	2	4	4	1	1	5	5	5	5	18	17
Minerve	40	F	3	J8	1	10	Av	3	3	2	4	4	1	1	5	5	5	5	18	17
Manche	40	F	3	I12	1	10	Av	3	3	2	4	4	1	1	5	5	5	5	18	17
Fort Nr. 1				T8	5		Av	1	1	—	1									
				T8	4		Av	1	1	1	2									
				U9	5		Av	1	1	—	1									
				U9	4		Av	2	1	1	2									
Fort Nr. 2				F15	3		Av	1	1	1	2									
				F16	2		Av	2	1	1	2									
				F16	3		Av	1	1	—	1									
Fort Nr. 3				R27	1		Av	1	—	—	1									
				R27	2		Av	1	1	1	2									
				R27	3		Av	1	1	—	1									

Direction numbers for forts indicate hexside for determining field of fire.

SCENARIO RN-7 ATTACK ON MAURITIUS August 24, 1810

I. INTRODUCTION

Late in the Napoleonic Wars, the French still held the islands of Reunion (or Ile de Bourbon) and Mauritius (then Ile de France) in the Indian Ocean. Bases on these islands were used by French naval units threatening English commerce in the Indian Ocean. As a consequence, efforts were made to eliminate the threat. Reunion quickly fell, but in 1810 the major base on Mauritius at Port Louis (or Grand Port or Port Bourbon as it was then variously known) still was in French hands. A squadron of four British frigates was on blockade duty, supporting and being supported by a small garrison established on a small offshore island. Late in August, the British naval commander took his squadron into the French anchorage in an effort to capture five large French frigates there. Since he was facing five ships supported by land batteries with only four vessels of his own, the outcome was not surprising. After five days, two of the British frigates had been captured. The other two had been forced aground, and their crews burnt them to prevent capture. The now unsupported British garrison on the island was also forced to surrender. In December, a larger British fleet appeared. The port was quickly captured along with the five French frigates, as well as the two captured British frigates. The August foray was both ill-advised and unnecessary.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 1
Wind Velocity: 3—Normal Breeze
Wind Change: 4

III. SPECIAL RULES

1. Anchoring allowed.
2. Towing Permitted.
3. Fort rules in effect.



IV. SPECIAL VICTORY CONDITIONS

A draw is a French victory.



Land hexes are indicated in black on all maps. Shoal hexes in Scenario RN7 are indicated by the darker shading.

SCENARIO RN-8 BATTLE OF LAKE CHAMPLAIN September 11, 1814

I. INTRODUCTION

During the War of 1812, Lake Champlain was again an important strategic waterway. Control of the lake was necessary for any British military venture south from Canada since the necessary supplies could only be effectively transported by water. The British fleet on the lake moved south and met an American fleet anchored off Plattsburgh. The British were forced to attack since the American fleet had to be eliminated in order for planned land operations to continue. In the fierce action that followed,

the British ships were one by one forced to strike. The American commander had chosen his position well and had the added advantage of heavier guns on his ships. The destruction of the British fleet ended any threat to northern New York and Vermont. The British had at last met their match.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 4
Wind Velocity: 2—Moderate Breeze
Wind Change: 5

III. SPECIAL RULES

1. American ships are anchored by springs (specify whether bow or stern).
2. British ships may anchor.
3. Use gunboat rules per Section D on page 29.
4. Do not increase hull squares if Advanced Rules are being used.

IV. SPECIAL VICTORY CONDITIONS

A draw is considered an American victory.

V. ORDER OF BATTLE

Use any non-British counters for the American ships required.



SCENARIO RN-8
BATTLE OF LAKE CHAMPLAIN

Name	Guns	Class	No.	Initial Position		Dir.	Nr.	Hull	Qual.	Crew Section			Guns		Car-ronade		Rigging				Depth (ft.)	Point Value
				Bow	Hex					1	2	3	L	R	L	R	1	2	3	4		
AMERICAN																						
Saratoga	24	B	5	O15	1	5	Cr	3	2	2	2	2	1	1	4	4	4	4	7	9		
Eagle	20	Sc	5	O10	1	4	Cr	2	1	1	2	2	1	1	3	3	3	3FA	6	8		
Ticonderoga	12	Sc	5	O20	1	3	Cr	1	1	1	1	1	1	1	3	3	—	—FA	5	6		
Preble	7	Go	6	O24	1	2	Cr	1	1	—	—	—	1	1	3	—	—	—	3	4		
Gunboat Nr. 1	6	G	7	N12	3	6	Cr	2	2	1	2bow	—	—	1	1	1	—	—	2	11		
Gunboat Nr. 2	6	G	7	N22	2	6	Cr	2	2	1	2bow	—	—	1	1	1	—	—	2	11		
Gunboat Nr. 3	6	G	7	N16	3	6	Cr	2	1	1	2bow	—	—	1	1	1	—	—	2	10		
Gunboat Nr. 4	4	G	7	M14	2	4	Cr	1	1	—	1bow	—	—	1	1	1	—	—	2	7		
BRITISH																						
Confiance	36	B	5	X13	6	7	Cr	3	3	2	1	1	3	3	4	4	4	4	8	10		
Linnet	16	Sc	5	V16	6	3	Cr	2	1	1	—	—	2	2	3	3	3	3FA	6	6		
Chubb	10	Go	6	T19	6	2	Cr	1	1	—	—	—	1	1	3	3	—	—	5	4		
Finch	18	Go	6	U27	6	2	Cr	1	1	—	1	1	1	1	3	—	—	—	6	5		
Gunboat Nr. 1	6	G	7	W26	6	6	Cr	2	1	1	2bow	—	—	1	1	1	—	—	2	10		
Gunboat Nr. 2	6	G	7	W25	6	6	Cr	2	1	1	2bow	—	—	1	1	1	—	—	2	10		
Gunboat Nr. 3	6	G	7	V28	6	6	Gr	2	1	1	2bow	—	—	1	1	1	—	—	2	6		
Gunboat Nr. 4	6	G	7	W28	6	6	Gr	2	1	1	2bow	—	—	1	1	1	—	—	2	6		



Grand Strategy . . . Cont'd from Page 8

PAY ATTENTION TO WHAT'S GOING ON

There will be long stretches in the game where you may feel that, either because it is not your turn or because you're at peace with everyone, there is nothing going on of interest to you. *Everything* that goes on in *EMPIRES IN ARMS* is of interest to the good player.

This is a seven-player game, and every time a battle is fought or a war is ended, one person (or more) is gaining victory points, and others are losing them. Where each player is on the Political Status Chart is the most important gauge of success in the game. And where each of your rivals is (and remember a player can be a rival without necessarily being an enemy) will go a long way toward determining your policy toward that country.

It is also a smart idea to observe each battle, if only to see which chits are chosen by the various players. Everyone has his own style of play, and a player who chooses "Escalated Assault" or "Out-flank" two times out of three is sending you a message. If you ever fight a battle with him, and you have received that message, you may have an advantage when you choose your chit.

Notice who is building what, and where. If depots and corps start appearing on your borders, don't assume they have been sent there for their health. And they certainly aren't there for yours!

As I said at the outset of this article, if you are going to devote a good chunk of your life to a game of this scope, you may as well devote some thought to it in advance. It will be just as useful to pay close attention to the interactions of the other six players throughout the game if you intend to achieve final victory.

Good luck—and here's one parting thought: the first question Napoleon would ask about a general was this, "Is he lucky?" Keep rolling ones for foraging and sixes for combat and you'll probably win no matter what you do!



CONTEST #134

It is October 1805 in a seven-player Campaign Game of *EMPIRES IN ARMS* that started in January. France faces a powerful coalition of Austria, Great Britain, Prussia and (newly declared in July) Russia. Earlier campaigning has seen the conquest of Baden, Berg and Venice and the occupation (one infantry strength point in Salzburg) of Tyrol by France while Prussia conquered Mecklenberg and Austria conquered Naples. Bavaria, the Duchies, Hess, the Papacy, Romagna, Tuscany and Wurttemberg are still neutral and other areas remain under control or neutral as at the start of the game. Battles and detachments (all controlled cities on the accompanying map contain one appropriate infantry or militia strength point, and all other forces not shown are out of the immediate area and unavailable) have reduced the field armies to their present levels. On the POLITICAL STATUS DISPLAY, France is in the third box from the left in the Dominant Zone, Russia is in the second box from the right in the Neutral Zone, and both Austria and Prussia are in the fifth box from the left in the Neutral Zone.

In September, moving first, Napoleon and the Grande Armee severely defeated Hohenlohe and the main Prussian army at Erfurt. This army (Prussian Guard, I, II, III and IV corps at the battle—one corps marker removed after the battle) had a known strength of 2 Gd, 6C and 3II strength factors and was moved back to Kustrin in September, with one corps thrown into Berlin. A Russian army of two infantry and one cavalry corps plus two Cossack counters under Kutusov linked up with the Prussians at Kustrin in October. At the end of their October moves, two more Russian infantry corps are at Warsaw, two Russian infantry and one cavalry corps under Bagarion are at Klausenberg and an Austrian army under Charles sits at Linz with five infantry and one cavalry corps. Prussian depots are at Kustrin, Posen and Warsaw and Austrian depots are at Linz, Klausenburg, Pest and Vienna. The Russians are being supplied by their allies.

At Erfurt, the French Grande Armee under Napoleon and Murat consists of the IC, I, II, III, VII and VIII corps with 76I, 9M and 20C strength factors. It is the last large field army left to the French player. There are currently French depots at Frankfurt, Hanover, Mainz, Salzburg and Strasbourg. Serious losses (especially of cavalry) have reduced the Austrian and Prussian armies, but the addition of the fresh Russian forces has more than remedied that. France desperately needs a Napoleonic "thunderclap"—a decisive victory and/or capture of an enemy capital that will change the military balance and possibly drive one or more coalition partners out of the war.

Considering that France has the last move in October, and can move first in November, what French move by the Grande Armee for October 1805 offers the *greatest* chance of producing a Napoleonic "thunderclap"? Assume that ample money is available to all players for shifting depots as needed. If these moves lead to a major field combat, what is the *best* French chit pick to resolve that combat?

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive merchandise credits from The Avalon Hill Game Company. To be valid, an entry must include a numerical rating for the issue as a whole and a listing of the three best articles in the judgment of the contestant. The solution to Contest 134 will appear in Vol. 23, No. 5 and the list of winners in Vol. 23, No. 6 of *THE GENERAL*.

Dear Mr. Martin;

I would like to comment on Avalon Hill's recent release, *EMPIRE IN ARMS*. I feel that you did an excellent job on the rules; despite the complexity of the game, I have not yet encountered a problem that could not be resolved by a careful reading of the relevant rules section. The game plays very well. Considering the complexity level, it is relatively easy to pick up on the general flow of play. The pieces are quite attractive (although the coloring on half of my Prussian army comes dangerously close to that of the French). Despite all these strong points, I am not 100% satisfied with the game. I'm certain that you can see the reason coming already.

Quite simply, the unmounted map is a disappointment. Despite my best efforts at "counterfolding", the map refuses to remain flat. I have invested an additional \$20.00 in plexiglass in an attempt to solve the problem. I would greatly have preferred a mounted map in the first place. Even the recent thin mapboards are a vast improvement over a paper sheet. Although I doubt that AH will do anything, it would really be nice to offer a mounted sheet, even as a shaded "optional" accessory on the Parts List. I feel that most players willing to invest \$35.00 in the game are serious enough to pay extra for such an improvement.

One other minor complaint—the backs of the country cards are excellent; but unless one has access to an expensive copier capable of reproducing colors, much of the duplicates made are an unusable gray (due to the color of the card). Thank you for your time.

John Ellsworth
Slidell, Louisiana

Issuing our first unmounted mapboard was one of those grey decisions where you are "damned if you do, damned if you don't". There were many meetings and some soul-searching by Craig Taylor before the decision was made to have the EIA map unmounted. The reasoning behind the final decision concerns price, of course. The fact is, with mounted mapboards we would have incurred the extra costs on mounting the boards, a larger box to store the game and increased shipping weight—as we did with *THE LONGEST DAY*. The finished product would have had to retail for \$60-\$65. Prices in that range are death on sales. We put a lot of time and effort into EIA and wanted people to buy and play it, not regard it as an expensive curiosity to be avoided. Even with the extra \$20 expenditure for plexiglass (which can be used with many other games and will save wear on the beautiful EIA maps), you came out ahead.

Regarding the backs of the country cards, I'd suggest trying another copier. As an experiment, we tried duplicating these cards at a nearby professional copy shop. Of their three machines, two did an excellent job.

★★★★★

Dear Mr. Martin:

I currently own *SL*, *COI*, *COD*, *GI*, *ASL*, *BV*, *PARA*, *SOF*, every scenario that TAHGC has produced (plus two batches by Mr. Mishcon)—plus *UF* and *BANZAI*. This is the kind of thanks that management should consider appropriate.

Until now, I've patiently considered the "furore" *SL* and all its "children" have generated in the pages of *THE GENERAL*. I'd like to take this opportunity to TRY to put into words my sincere appreciation to all concerned on this decade-long project. It (*ASL*) is a superior product. My first experience with *SL* closely parallels Mr. McNamara's: mail order before retail and a "wild ride" ever since. I recall Mr. Greenwood's comment, "... be patient fellas, it will be worth the wait." I remember opening *GI* and seeing the first scenario entitled "A Belated Christmas" and enjoying sharing your collective wit and good will.

Folks, you've really accomplished something of a quite remarkable contribution to our hobby. Consider this letter Scenario 33b—*A BELATED THANK YOU*. I will continue to pay a premium price for a premium product (subject to market dictated competitiveness). I would like to add only timeliness as a further criteria. "I'd like to enjoy all of this before my own 44th birthday in 1997", he wryly observed.

I hope it's obvious by now the acceptability *SL* and kids have established in the market-place. May I suggest to your management that TAHGC can only broaden the market base. Market "share" is a foregone conclusion. As Mr. Green-

Letters to the Editor ...

wood, yourself and others have mentioned, I see NOW as an excellent opportunity to accomplish some of what was initially envisioned back in the late 70s, with full support. I view Mr. McNamara's addition, your Managing Editorship, Charlie Kibler's art work, and all participants as "staffing up" with this in mind.

In plain English I've stayed with you as a matter of good faith. Please don't let me down! I'm excited about the next few years! I've written a long letter to try to thank you by way of some intelligent comment, and selfishly cast my personal votes for the future of *ASL*. But above all, to thank all of you guys.

Ken Schmitt
New York, New York

It is nice to be appreciated. But much of that appreciation should be directed to Mr. Greenwood who—at times against some opposition—brought ASL into being and to the many, many fine playtesters who have labored so long with little recognition to make it work. For this year, you've plenty for ASL to keep you busy and happy. By the time you read this, YANKS (containing the American OB and scenarios) should be ready for order. Bob McNamara is completing WEST OF ALAMEIN, which will have the British OB and bring the joys of desert combat to you elect. And Don has given me the go-ahead to work on HEDGEROW HELL, the Deluxe ASL module for the Americans. There is even an outside chance that these latter two modules may be ready for ORIGINS. Finally, Don is completing his effort at the first Errata package—correcting and further refining the ASL Rulebook. And that should keep you busy—maybe even until 1997 (by which time we should have the Italians and Japanese out for you to play with).

★★★★★

Dear Sirs;

In Volume 22, Issue #2 and Volume 22, Issue #6, you announced that you were dropping a total of 22 games. I find this disturbing. Though you've dropped games in the past, it's never been such a large number at one time before.

Of the games I've bought, I've probably played 25% of them with any regularity. Most of them I look over, examine the rules and contents, and then regulate them to storage. I do this knowing that someday I'll meet someone with enough interest to learn the rules and play it.

Some of these games I have in storage were amongst those you dropped. It's likely those games will never be played. After all, most people (myself included) have no interest in learning a defunct game system. What about game questions? Will Avalon Hill continue to answer questions on games they've dropped from the line-up?

And so what does all of this mean to me? It means I'll be more selective in buying games, and will not purchase as many as I used to. After all, who's to know if that \$20-\$50 game will be on the market a few years from now?

Monte Gray
Temple, Texas

★★★★★

Dear Mr. Martin:

If the developers at Avalon Hill don't have common criteria for establishing "Complexity", allow me to suggest a system. It won't eliminate judgment on the part of the developers, but at least they'll be judging the same thing.

After 27 years of playing Avalon Hill games, I think that the most important measure of complexity is the number of rules you have to hold in your head in order to play the game smoothly. Put differently, how often do you have to refer to the rule book? Not for charts and tables, mind you, but for procedures and definitions.

FIREPOWER, for instance, has a great many charts and tables which require a considerable amount of time to check. But acquiring such information doesn't add much complexity—it's knowing what to do with it that makes a game simple or complex. *FIREPOWER*'s rules structure is remarkably simple. To use two games

rated "4" and "5" as examples: *GUNS OF AUGUST* has a lot of pieces but only 11 pages of rules. It's possible to play several turns before running into a situation unusual enough to require reference to the rule book. In *UP FRONT*, however, there's so much going on that I find it difficult to play for very long without having to look something up. It may play faster, but it's more complex than *GOA*.

I suggest that you folks watch your playtesters. If, after five playings, they can play five turns without reference to the rules, the game should be rated no more than "4". If they cannot play two consecutive turns without reference to the rules, the game should be rated no less than "7". Since I'm not familiar with the playtest process, this could require some adjustment. Hope I haven't wasted too much of your time.

Stanley P. Buck
Columbia, Maryland

The above letter is one of several from Mr. Buck in our ongoing correspondence on the validity of the complexity ratings found on the back of our games and in this periodical. As I admitted in one of my letters to Mr. Buck, the "Complexity" and "Solitaire Suitability" ratings given on our games are rather arbitrary. As with every other stage of the development and production of a game by Avalon Hill, these are determined by the designer/developer, drawing on his expertise and experience. This in no way invalidates them, but it does mean that, with several different developers working here, each has specific ideas on what these ratings mean and how they are to be judged.

I agree with Mr. Buck that the amount of time spent referring to the rulebook about the systems in use is the key in determining complexity; many developers would agree, I think. But, how does one determine that? For instance, most of our playtesting takes place "out of house" (i.e., by gamers that live in other places than Baltimore); how does one get an honest response about the number of times they refer to the rules? Too, it is virtually impossible to take into account the level of expertise of these fellows. Obviously, someone who has been playing wargames for 20 years and has seen most game systems will find many games simple to learn, while a novice gamer with no one around to explain it to him will find such a "simple" game quite complex. Should a game be judged in light of how easy it is to learn in isolation, or in light of how easy it is to teach to someone else? Should length of play enter into complexity ratings? Number of pieces? How would you rate Chess on a complexity range of "1-10"?

At best, the "Complexity" ratings are an approximation, based on the considered judgment of the designer/developers. Given all the above, I think that they will likely remain that. So, when next looking over the ratings, readers should bear in mind that this category reflects the subjective judgment of a gifted gamer/designer of many years experience—be he Don Greenwood, Craig Taylor, Mick Uhl or Bruce Shelly. I, having seen them in action, tend to trust their judgment.

★★★★★

Dear Editor:

I recently founded a play-by-mail club for beginners and novice players of *SQUAD LEADER*. I will be submitting an ad to *THE GENERAL* to announce the club and solicit membership. The club is designed purely for fun, and no fees or dues will be required. I will stage a few pbm games and keep track of the records of individual players. I am also sending members a monthly newsletter which will carry player ratings, a top ten list, brief articles on tactics, etc.

The main reason behind this letter is to let you know that I am forming such a club. I felt that there were enough of us out here still learning basic *SQUAD LEADER* to warrant the club's foundation. My suspicions were true. I now have about 15 active members, with several others expressing an interest.

I would be very pleased if I knew we had the support of you and your staff in this endeavor. We enjoy playing *SQUAD LEADER* and have found a way that all us beginners can pool our resources and become better gamers.

Please send me any information on the system you feel important, or comments you may have on making the club better.

Steve Smith
Tualatin, Oregon

These types of letters always elicit a warm response. I am most happy to encourage organizations where players can enjoy the hobby to its fullest, and those devoted to novice and beginning players command a special respect. We long-time wargamers should do all we can to help bring in new players, otherwise we may soon be reduced to computer and solitaire games. Mr. Smith has our full support and best wishes.

★★★★★

Mr. Martin,

It was with considerable interest that I read Mr. Clark's "The Pieces of Panzer Leader" (Vol. 23, No. 2), having played that game for 12 years now. After reading it three times, several points of disagreement come to mind.

With some experience as an artillery officer, I naturally found the most to argue with in his ideas concerning those weapons. The attack strength of the anti-tank artillery may be a little weaker than the actual weapons represented. But, I suggest the real range of these weapons is half the printed number. These were intended to be direct fire weapons, to be used against point targets (tanks). And beyond the 800-1200 meter range, the chances of putting destructive fire on a target diminishes significantly. The average engagement range for tank duels at that time was 500 meters. While the AT guns were stable launchers, and had larger crews enabling them to fire faster, I can't see them being more effective than tanks armed with the same guns, ammunition and optics.

The 105mm Howitzers depicted in the game and the gun on the current US tanks are similar in caliber only. The US M101, and the equivalent German weapon, were howitzers firing low velocity projectiles in the indirect mode. The M86 cannon (originally designed and used in Britain) used on many modern tanks is a high velocity weapon. Ammunition for this weapon cannot be chambered in the M101 and vice versa.

Debate over the artillery Field of Fire (FOF) limitations has surfaced before. I feel it is realistic to apply it to weapons of 130mm caliber and larger. That is medium and heavy artillery. Most weapons smaller than this can be pivoted a full 180-degrees quickly. The British 25 lb. and German Flak 88 were emplaced on a pedestal or turn table making them even easier to pivot. Also, it is the current practice for the artillery battery to place outposts on the likely routes of approach from rear and flanks. This may not have been the general practice in 1944, but I have seen this technique referred to in an account of fighting in the East in 1941-42. Conversely, if FOF limitation is accepted for all towed artillery, then it ought to be applied to self-propelled artillery, AT guns, and most types of assault guns and non-turreted tank destroyers.

I'd very much like to see the reference Mr. Clark used for the idea that Coast Guard cutters and Navy destroyers carry 8" caliber weapons. I suppose this may have been done as an experiment, but ships of these classes carry guns of 3", 4" and 5" calibers. Heavy cruisers are equipped with 8" guns, never howitzers.

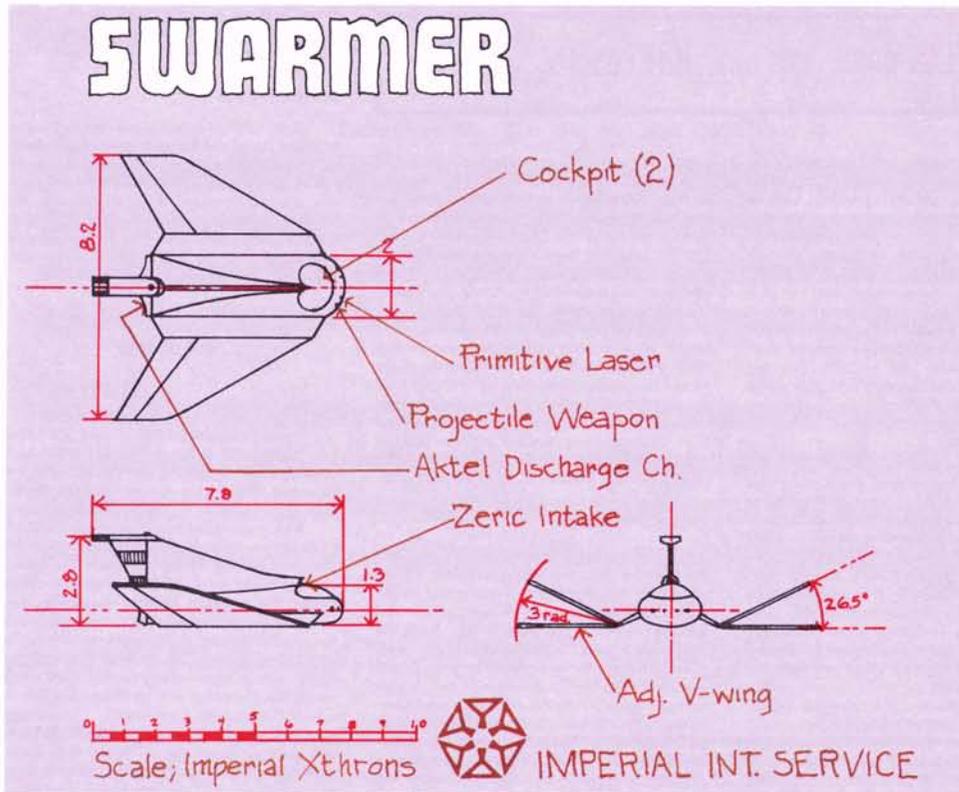
Carl Schwamberger
Lafayette, Indiana

★★★★★

Dear Mr. Martin,

I feel it only fair, after berating you for issues Vol. 22, No. 5 through Vol. 23, No. 2, that praise be given for a fine effort. Vol. 23, No. 3 of *THE GENERAL* is the best issue, in my opinion, since Vol. 22, No. 1. In fact I think the lead article—"War in The Shallow Seas"—is arguably the best article I've seen since the collection of articles on *GOA* in Vol. 18, No. 3. The only point of concern to me is why there wasn't a cardboard insert for the new PT counters for your article, or why those counters were not printed opposite an advertisement instead of a rules section pertaining to their use. Still, this was a fine issue, and I hope further issues will be just as excellent.

Tom Cundiff
Chicago, Illinois



FATE OF EMPIRE

A Solitaire Variant for STELLAR CONQUEST

By James P. Werbaneth

The Empire had long ago reached a lethargic stasis. Expansion was nonexistent. In fact, expansionist sentiments were almost universally seen as profoundly reactionary and those who embraced them as untrustworthy beings insisting upon living in the past.

Imperial priorities had changed drastically since the halcyon days of nearly unrestrained growth. Energies once expended upon colonization of heretofore uninhabited worlds and the conquest of alien environments were now spent upon driving the Imperial standard of living in an upward spiral. The pursuit of luxury was an obsession from the Emperor down to the most lowly lithium processor. Not only was "luxury" the primary field of research and development, but most citizens were so addicted to the prevailing sybaritism that there was no chance of mustering the many millions of immigrants that had made expansion not only possible, but necessary.

This transformation of social and economic priorities had massive political and military consequences. The potent space fleets of the old Empire had been whittled away to a force barely able to counter the power of the Empire's chief rival, the Confederation of the Twelve Kingdoms. Offensive actions against the Twelve Kingdoms or any of the Empire's smaller neighbors was out of the question.

Similarly, the once-vaunted Imperial intelligence apparatus had atrophied. With no possibility of expansion and insufficient spaceships for aggression, the Empire disposed of most of its scout ships and covert intelligence assets, reducing the Imperial Intelligence Service to a smaller and ostensibly leaner bureau more consistent with "modern" Imperial strategy.

For some time the Empire was able to lead a largely uneventful existence. The Twelve Kingdoms were never able to fully escape their habitual bickering, as Kingdom confronted Kingdom over issues considered important only by the parties involved. Though war did not erupt within the Confederation, its perennial division allowed the Empire to pursue pleasure unmolested.

Two events dramatically ended the Empire's period of happy passivity and safety. The first was the draft and ratification of the *Twelve Kingdoms Compact*, a document that strengthened confederation unity at the expense of the individual Kingdoms' autonomy. Sovereignty was now invested in the confederation government, not in the royal courts. Perhaps even worse for the Empire, the Compact included a multitude of regulations concerning the resolution of almost every conceivable territorial or economic dispute between Kingdoms.

The second event was even more dramatic and of much greater immediate importance to the Empire. One day, the normally bright green sky of a planet in one of the inner Provinces turned to a shade of maroon. Red was the hue of the millions of tiny spaceships entering the planet's atmosphere. Seemingly oblivious to the pair of orbiting corvettes and the world's missile defenses that incinerated them by the tens of thousands, the intruders descended to the surface where they used primitive laser and projectile weapons to kill over five million inhabitants. This grim harvest ended only when roving ground troops had succeeded in killing the last of the creatures. So ended the first contact between the Empire and an alien race.

Other attacks by the *Swarms*, as they came to be known, followed the same pattern: suicidal descent, unrestrained massacre of every sentient being within view, and destruction by soldiers and militia. The only encouragement was that the aliens were physically frail, easily killed by even a juvenile, should it escape intruder's weapons. The *Swarms* appeared to originate beyond chartered space. For reasons known only to alien psychology, they attacked only Imperial worlds.

In another era, the Empire would have responded to the challenge of the Twelve Kingdoms by sending squadrons of deathstars on tours to the royal planets, teaching their kings that ambition directed towards each other was far safer than ambition in the direction of the Empire. In another era, scout vessels would have scoured space for the *Swarms'* home worlds, leading deathstars to them on a mis-

sion to liquidate the murderous race. In the process, bases and colonies would have been founded to support the warships, remaining after the attainment of the primary objective. But times change.

Eventually, the growing threats of the Twelve Kingdoms and the *Swarms* dictated a change in Imperial policy. To counter the *Swarms*, some of the energies expended on luxury goods were diverted to the augmentation of planetary defenses. To counter the growing power of the Twelve Kingdoms, the space fleets underwent a slow process of rejuvenation, the best to be expected from an Empire still largely devoted to pleasure.

It soon (well, relatively) became apparent that the fate of the Empire hung in the balance. The Twelve Kingdoms threatened to replace the Empire as the dominate state in the known volume of space, probably dividing the Provinces among its own members. Though a lesser long-term threat to the Empire, the *Swarms* spread terror in seemingly random manner, bringing red skies and destruction from the fringes to the center of the Empire. Despite the danger, the population could not quite get used to the idea that self-defense could be a worthier objective than hedonism.

Since the onset of Imperial lethargy, millions of malcontents had left the Empire for worlds beyond the fringes of the interstellar states. At first, the Empire had actually subsidized this movement in an attempt to rid itself of its "square pegs". This ended when the "independent" worlds founded by the emigrants became a thorn in the Imperial side.

In another era, many of these emigrants would have been the heroes rather than the outcasts and eventually enemies of the Empire. But times change. Swift and far-ranging ships similar to Imperial scout ships carried on a thriving illicit trade with planets on the Empire's edges, circumventing tariffs and import duties. More powerful ships engaged in piracy against Imperial shipping, often with the implicit support of independent planets.

To make matters worse, the Imperial Intelligence Service collected evidence that one, and maybe two, of the independent worlds were rising above the

status of minor pirate states. Dubbed *Prime* planets, they enjoyed large populations, large and technologically advanced industrial complexes, and potent fleets and missile defenses. In time, a Prime world could well prove to be one more challenge to an already embattled Empire.

In former times, Imperial scout ships would have found the Prime planets and led warships to them, which would have effected their entrance into the Empire. The Imperial government did elect to mount an expedition against the independent planets. However, the operation would not resemble the massive Captaincies-General of the past. Based from a poor and technologically backward Province, this Captaincy-General would involve only a handful of scouts and corvettes.

The objectives of the expedition did not end with the placement of a few planets under Imperial rule and the suppression of piracy. The industries of the new Imperial colonies and dominions were to be harnessed to build the ships needed to counter the Twelve Kingdoms and fight the Swarms. Furthermore, success would increase Imperial prestige and indicate to the Twelve Kingdoms that the Empire was not the moribund entity of its current reputation. Should the Prime worlds be found and subjugated, a potential challenge would be pre-empted.

His expedition a shadow of those of the past, the Captain-General led his ships into the unknown. Perhaps the fate of his Empire was to be decided in these uncharted reaches of space.

DESCRIPTION OF PLAY

In "The Fate of Empire", all rules of *STELLAR CONQUEST* apply unless otherwise indicated. The length of the game is 44 turns.

The single player, representing the *Imperial Captain-General*, must gain control of as many planets as possible over the greatest possible volume of space. He must also destroy pirate ships while losing a minimum of his own spaceships.

As the player gains colonies and dominions and increases the volume under his control, the industrial power at his disposal increases, allowing him to raise the technological level of his domain, augment his forces, and extend Imperial rule to still more planets. But as he acquires planets, the probability increases that the player will attract the destructive attentions of the dreaded alien Swarms. Therefore he must not neglect the defense of his planets.

PREPARE FOR PLAY

1. The player sets up the mapboard and Star Cards as he would for a standard game of *STELLAR CONQUEST*. He will also need two Record Sheets, one for his colonies and dominions and another for discovered independent planets, and a sheet of scrap paper. "The Fate of Empire" requires two dice, one red and one white.

2. The player chooses one or two colors of counters to represent his forces. The remaining colors are available to represent smuggler and pirate vessels, generically called "Pirate" ships.

3. From his supply of counters, the player draws thirty colony transports and 15 points (see *Ship Point Table*) worth of spaceships, which must be corvettes or scouts. He receives no industrial points to start, but may select any two of the following Level 1 items from the Research Charts: 3-Hex Speed, Missile Base, Controlled Environment Technology, and Industrial Technology. The player benefits from his chosen research items from the start of the game.

SEQUENCE OF PLAY

1. Consult *Random Events Table* (Except on Turn 1).

2. Resolve any Swarm attacks.

3. Move any or all spaceships in your force.

4. Explore new stars.

a. Resolve any Exploration risk.

b. Discover planets, independent worlds, pirate ships in the solar systems of successfully explored stars.

5. Resolve combat with all pirate ships co-existing in the same star hexes as your spaceships.

6. Resolve any attacks that you wish to make against independent worlds.

7. Debark any colonists or garrisons you wish onto friendly planets or conquered former independent planets.

8. Record the passage of one turn on your colony-dominion Record sheet.

9. At the end of every fourth turn, execute Production turn.

RANDOM EVENTS

1. At the beginning of every turn *except Turn 1*, the player rolls both dice, then matches the results on the Random Events Table. Each random event is explained on the Random Events Key at the bottom of that table.

2. Several of the random events deal with the Empire's relations with its chief rival, the Confederation of the Twelve Kingdoms.

a. Tensions on the Twelve Kingdoms' frontier and limited war last one game turn and end automatically (without Random Event H).

b. Full-scale war between the Empire and the Twelve Kingdoms continues until a treaty of peace through Random Event H. For the duration of the war, the player cannot receive reinforcements from off-map.

c. There is no limit to the number of times that tensions, limited war, and full-scale war can occur between the Empire and the Twelve Kingdoms. Nor is there any limit to the duration of a full-scale war.

3. Swarm attacks may take place against only one planet per turn.

a. If the Random Events Table calls for a Swarm attack, roll both dice and consult the system column of the *Swarm Target Table*. If the player has a colony or dominion in that system, roll one die. If the player has a colony or dominion in the indicated orbit (a die roll of "1" means orbit 1, "2" means orbit 2, etc.) of that star, a Swarm attack occurs.

b. To determine the strength of the Swarm attack, roll one die and consult the *Swarm Factors Table*. Each friendly spaceship in the system eliminates Swarm factors as per the *Anti-Swarm Table*, as does every missile base on the target planet. If the player has Improved Ship Weaponry, each ship eliminates double the Swarm factors indicated on the table. A planet shield on the target planet eliminates all Swarm factors.

c. Each surviving Swarm factor eliminates one million population. If the player lacks Improved Industrial Technology or Robotic Industry and the attack reduces the population to a point at which there are more factories than millions of population, the surplus factories are immediately destroyed to eliminate the discrepancy. If a Swarm totally depopulates a planet, all factories and all missile bases are eliminated.

d. If a dominion is attacked by Swarms, the entire subject population must be eliminated before the garrison can be affected.

e. No planet can be rendered uninhabitable by Swarm attack.

FIRST TURN ENTRY

1. Before commencing play, the player must randomly select his original entry hex. He rolls one die. The number indicates the number of the entry hex; re-roll the die if a "5" or "6" is rolled until a result is obtained for entry.

2. All ships enter the map on Turn 1 at a speed of two hexes per turn, unless the player has selected 3-Hex Speed as one of his initial technologies.

3. All future reinforcements must pass through the original entry hex (at the current speed of the player's ships). Mark the hex for future reference throughout play.

EXPLORATION

1. After drawing a Star Card for each newly discovered star system, the player rolls both dice and consults the *Planet Table*, matching the dice roll with the planet type. If the table indicates that the planet is inhabited, it is an independent world. If the table indicates the presence of ships, then pirate scouts or corvettes are in the star system.

a. If the population indicated on the Planet Table exceeds the maximum population listed on the Star Card, the lower figure prevails. (The combined subject and garrison populations of the dominion may exceed the listed maximum population.)

b. If more than one planet in the star system is indicated by the Planet Table to be occupied by pirate ships, all ships are in a single force.

c. Unless the pirate ships are forced to withdraw from the star system by combat, their counters are left on the mapboard.

2. When noting the data for newly discovered planets, the player must specify the orbits that they occupy for the purpose of determining later Swarm attacks.

3. On each turn that any of the player's ships move into a star system containing at least one previously discovered planet currently with independent status, the player rolls one die. Upon a die roll of "1" or "2", add one pirate corvette to any existing pirate ships in the system; add nothing if 3-6 is rolled.

4. The player can discover a Prime planet on any Terran or Subterranean planet. Prime planets can be discovered only once per eligible type of planet, for a maximum of two Prime worlds. If the Planet Table indicates discovery of a Prime planet on a type of world on which a Prime planet has already been discovered, treat the result as uninhabited.

COMBAT WITH PIRATE SHIPS

1. Anytime that the player's ships end their movement in the star system in which there are pirate ships, combat occurs.

2. The disposition of pirate ships in combat must adhere to the following rules.

a. Whenever possible, each pirate corvette attacks alone an armed vessel. They may "double up" on Imperial ships only if they outnumber the player's corvettes, fighters and scouts in a hex.

b. Pirate ships attack Imperial vessels in the following order of preference: fighters, then corvettes, then scouts. Pirate ships may never attack colony transports unless and until that is the only type of player ship in the hex. Pirate ships will never attack missile bases.

c. There is a minimum of one round of combat in each star hex in which the player's ships end their movement. After each round in which the player does not elect to withdraw his ships, he rolls the die and consults the *Pirate Disengagement Table*. If the die roll is equal to or less than



Random Events Table

Red Die	White Die					
	1	2	3	4	5	6
1	D	—	I	—	C	H
2	I	H	—	B	C	A
3	E	—	I	H	F	—
4	B	I	—	I	H	I
5	A	—	I	H	C	I
6	F	H	I	D	I	G

Random Events Key:

—No random event occurs.

A Empire sends technical cadres to Captaincy-General. Five colony transports enter at original entry hex. On next production turn, the player receives ten bonus industrial points that must be expended on research. If these i.p.'s are not expended, they are lost.

B Empire sends military reinforcements to Captaincy-General. Roll one die. A number of corvettes equal to the die roll enter at the original entry hex.

C Empire sends scout ships to Captaincy-General. Roll one die. A number of scouts equal to the die roll enter at the original entry hex.

D Captaincy-General elevated to Sub-Province. Five corvettes, four scouts, and five colony transports enter at original entry hex. On every following *even numbered turn*, one corvette enters at original entry hex. If the Captaincy-General has already reached Sub-Provincial status, no event occurs.

E Tension on Twelve Kingdoms frontier. Roll one die. A number of ship points equal to the die roll must be immediately removed from one or more star hexes. If there are insufficient ships in star systems to satisfy, additional ships must be removed as soon as they reach their destinations, following all exploration and combat. If the player has Unlimited Ship Communication, ships may be withdrawn directly from task forces in interstellar space.

F Limited War with the Twelve Kingdoms. Roll two dice. A number of ship points equal to the sum of the dice roll must be withdrawn according to the guidelines of Random Event E.

G Full-scale war with Twelve Kingdoms. Same as Random Event F, with the following exceptions. On each following random events procedure until the conclusion of peace, ignore Random Events A-F (no event). If Sub-Provincial status has been reached prior to full-scale war, reinforcements to Sub-Province cease until the conclusion of peace between the Empire and the Twelve Kingdoms. Upon the conclusion of peace, Random Events A-F once again become operative and reinforcements resume. Should full-scale war already be underway, again roll dice and remove required ships as the war is progressing badly for the Empire.

H Peace concluded between Empire and Twelve Kingdoms. Full-scale war immediately ends. If no state of full-scale war currently exists, treat as Random Events I and check for Swarm attacks.

I Swarms attack Captaincy-General (or Sub-Province).

Format for planet listings conforms to that on Page 8 of the *STELLAR CONQUEST* Rulebook. For pirate ships, "C" represents corvettes and "S" represent scouts. If the result is —, the planet is uninhabited and no pirate ships are present.

Die Roll		Planet Type			
Red	White	Barren	Minimal Terran	Subterranean	Terran
1	1	—	—	—	Pop: 10 Ind: 2/0 Def: 1/1
1	2	Pop: 5	Pop: 10 Ind: 2/0 Ships: 3S	—	—
1	3	—	—	—	—
1	4	—	—	Pop: 15 Ind: 3/0 Def: 3/1	—
1	5	—	—	—	—
1	6	Pop: 10 Ind: 5/0 Def: 2/2 Ships: 3C	—	—	—
2	1	—	Ships: 2S	—	—
2	2	—	—	—	—
2	3	—	—	Ships: 4C, 2S	Ships: 1C
2	4	—	Pop: 10 Ind: 2/0 Def: 1/2	—	—
2	5	Pop: 5 Def: 1/0	—	Pop: 15 Ind: 1/0 Def: 3/0	—
2	6	—	—	—	Pop: 30 Ind: 10/0 Def: 5/3 Ships: 2S
3	1	Ships: 1S	—	Ships: 2C	Ships: 2S
3	2	Ships: 2S	Ships: 1S	Ships: 3S	Ships: 2C
3	3	Pop: 2 Ships: 1C	—	—	—
3	4	—	Pop: 5 Def: 1/0	—	—
3	5	Pop: 10 Ind: 5/0 Def: 2/2 Ships: 3C, 2S	Pop: 10 Ind: 2/0 Def: 0/1	Pop: 15 Ind: 3/0 Def: 3/1	Pop: 10 Ind: 2/0 Def: 1/1
				Ships: 2C	Ships: 1C, 2S

Die Roll		Planet Type			
Red	White	Barren	Minimal Terran	Subterranean	Terran
3	6	—	—	—	—
4	1	—	—	—	—
4	2	—	—	Ships: 3C	Pop: 30 Ind: 10/0 Def: 5/3
4	3	Ships: 3C	—	—	—
4	4	—	—	Ships: 1S	Ships: 1S
4	5	—	Ships: 1S	—	Ships: 1C, 3S
4	6	—	Pop: 15 Ind: 5/0 Def: 4/2	—	—
5	1	—	—	Pop: 20 Ind: 5/0 Def: 5/0	Pop: 40 Ind: 2/0 Def: 6/3
5	2	—	—	—	—
5	3	Ships: 1C	Ships: 1S	Ships: 2S	Ships: 5C, 4S
5	4	—	—	Pop: 20 Ind: 5/0 Def: 5/0 Ships: 5C	—
5	5	Ships: 5C	Ships: 5C	Ships: 5C	Ships: 5C
5	6	—	Pop: 10 Def: 2/0	Pop: 20 Def: 2/0	—
6	1	Pop: 5 Def: 1/0	Ships: 5S	Pop: 20 Ind: 5/0 Def: 4/2	—
6	2	—	—	—	—
6	3	Pop: 10 Ships: 2C	—	—	—
6	4	—	Ships: 3S	Ships: 1C	Ships: 3C, 3S
6	5	—	Pop: 15 Ind: 5/0 Def: 3/0	Pop: 5 Ships: 2S	Pop: 5 Def: 1/0
6	6	Pop: 15 Ind: 15/0 Def: 10/5	Pop: 20 Ind: 10/0 Def: 2/5	*Pop: 40 Ind: 10/10 Def: 10/10	*Pop: 60 Ind: 10/20 Def: 10/15
				Ships: 5C, 3S	Ships: 10C, 5S

*Prime Planet

Planet Table

Ship Point Table

Ship	Point Value
Colony Transport	0
*Scout	1/2
Corvette	1
Fighter	2
Death Star	5



*If one scout is alone in a hex its point value is 0, for combat purposes.



Pirate Disengagement Table

Subtract pirate ship points from Imperial ship points at the conclusion of each round of combat (ignoring fractions). Roll one die. If the die roll is equal to or less than the disengagement number for the ship point difference, all pirate spaceships are removed.

Ship Point Difference	Disengagement Number
10+	6
8-9	5
6-7	4
3-5	3
1-2	2
0 or less	1

the disengagement number, all pirate ships are removed.

d. The player must keep track of all ships destroyed for any reason for Victory Point purposes. He receives no Victory Points for pirate ships that withdraw from a hex due to disengagement.

INDEPENDENTS AND DOMINIONS

1. An *independent planet* is any planet given a population by the Planet Table. Its initial population may never exceed the maximum population level specified by its Star Card. Its population will never grow as long as it remains independent. An independent planet never engages in industrial production. An independent planet is always immune to Swarm attacks.

2. An independent planet is conquered when there are no pirate ships in its hex and all missile bases on the planet's surface have been destroyed. Combat between the player's ships and missile bases follows the same general rules as combat between Imperial vessels and pirate ships, except that missile bases and Advanced missile bases have different target priorities. The target priorities of standard missile bases are: fighters, followed by corvettes, then scouts. The target priorities of Advanced missile bases are: death stars, then fighters, then corvettes, then scouts. Missile bases on independent planets may never attack colony transports. Standard and advanced missile bases may "double up" on ships if their target priorities overlap.

3. As in the standard *STELLAR CONQUEST*, a conquered planet remains under the player's control if there is at least one death star, fighter or corvette in its star system (this restriction is lifted once a garrison and dominion is established). But in "The Fate of Empire", such planets are incapable of industrial production. Furthermore, they are subject to Swarm attack and if they end the game without garrisons, do not earn victory points.

4. Conquered former independent worlds become *dominions* when the player has placed garrisons on them. A garrison consists of a population drawn

either from colonies or off-map reinforcements. It must be at least one-fifth (round fractions up) of the subject population, but can never be more than five million for dominions with subject populations of twenty-five million or more. So long as the garrison is present, there is no need for Imperial warships to remain in the star system to exert control over the planet. The non-garrison subject population of a dominion may now engage in industrial production. It may build any type of ship except colony transports, contribute toward any area of research, and build missile bases and planet shields. Garrisons may never engage in any kind of industrial activity (except in the case of evacuation, see 7.b below).

5. Neither the subject population nor the garrison of a dominion may ever grow in size.

6. Command posts may be placed on garrisoned dominions. They may not be placed on conquered planets without garrisons.

7. Dominions may change in status to either colonies or independent planets.

a. If Swarms destroy the entire subject population of a dominion, the world becomes a colony. Any remaining millions of the garrison population automatically become colonists.

b. The player may voluntarily abandon a dominion by embarking the entire garrison on colony transports built by the garrison. This is the only instance in which a garrison may engage in production of any kind. The entire garrison must be evacuated in one turn (there is no possibility of staged or partial evacuation). Evacuated garrisons are never eligible for any population bonus.

c. Evacuated dominions become independent planets. Any factories, missile bases or planet shields built by the player remain. The player receives no Victory Points for evacuated planets.

TECHNOLOGY

1. The player is allowed to conduct research for any item available in the standard game. Industrial plants

Swarm Target Table

Red Die	White Die					
	1	2	3	4	5	6
1	Lalande	Ceti	Mira	Luyten	Rastaban	Alcor
2	Eridani	Diphda	Kapetyn	Canis	Cephei	Schedar
3	Mizar	Tauri	Antares	Bootis	Polaris	Dubhe
4	Hamal	Procyon	Aurigae	Lyrae	Lacaille	Scheat
5	Canopus	Draconis	Almach	Capella	Crucis	Spica
6	Indi	Mirfak	Vega	Caph	Zosca	Mirach

Swarm Factors Table

Die Roll	Factors
1	10
2	15
3	20
4	30
5	35
6	40

Anti-Swarm Table

Asset	Swarm Factors Elim
Scout/Transport	0
Corvette*/Missile Base	2
Fighter*/Adv. Missile Base	5
Death Star*	10
Planet Shield	All

*Double factors eliminated if player has Improved Ship Weaponry.

and subject populations on dominions, as well as factories and populations on colonies, may be used for research.

2. If the player has placed a garrison on a Prime planet, he immediately receives Improved Industrial Technology and Robotic Industry, if he does not yet have them.

VICTORY CONDITIONS

The player has been charged, in the name of his Emperor, with the subjugation of the independent worlds, the destruction of smuggler and pirate shipping, and the extension of Imperial rule to as large a volume of space as possible. Victory points are awarded for achieving these objectives, and are deducted for the loss of valuable Imperial spaceships.

1. The game map is divided into five sectors, Sectors 1-4 and Central Sector. (The systems in each are listed below; it is extremely helpful to mark each sector in some convenient manner.) The player receives Victory Points according to the VP Schedule for the establishment of Imperial authority in each sector.

Sector 1: comprising Scorpii, Barnhard, Hamal, Dubhe, Altair, Kruger, Procyon, Aurigae, Zosca
Sector 2: comprising Hydrae, Alcor, Sadir, Rastaban, Mira, Ceti, lalande, Luyten, Pherda, Eridani, Sirius

Sector 3: comprising Diphda, Ross, Deneb, Kapetyn, Canis, Indi, Ophiuchi, Cephei, Schedar, Mizar

Sector 4: comprising Antares, tauri, Arcturus, Wolf, Bootis, Vega, Wezen, Polaris

Central Sector: Lyrae, Lacaille, Lupi, Cygni, Alphard, Canopus, Draconis, Almach, Mirach, Capella, Crucis, Spica, Mirfak, Kocharb, Caph

a. For the player to gain Victory Points for extending Imperial rule to a sector, he must have at least one colony or dominion in the required minimum number of star systems therein. The minimum needed to gain VP for Sectors 1, 3 and 4 is three systems; colonies/dominions must

be established in four systems in Sector 2; and the minimum for the Central Sector is five.

b. Victory Points received for rule of sectors are in addition to those received for the colonies and dominions themselves.

2. The player receives Victory Points for each Prime planet that ends the game as a dominion. This is instead of the VPs that would normally be received for possession of a planet of the Prime planet's type.

VICTORY POINT SCHEDULE

Destroy Pirate Ships

- 1 per scout
- 3 per corvette

Establish Colonies or Dominions

- 5 per Barren planet
- 7 per Minimum Terran planet
- 10 per Subterranean planet
- 15 per Terran planet

Establish Dominions on Prime Worlds

- 35 for Subterranean Prime
- 50 for Terran Prime

Establish Imperial Rule in Space Sectors

- 15 for Sector 1
- 20 for Sector 2
- 20 for Sector 3
- 15 for Sector 4
- 25 for Central Sector

Lost Imperial Spaceships*

- 2 per scout
- 5 per corvette
- 10 per fighter
- 20 per death star

*Victory points are not deducted for ships withdrawn due to random events.

VICTORY LEVELS

300+ Victory Points: Decisive Victory. The Empire increases in strength and is much better able to defend itself from the Twelve Kingdoms and the unpredictable onslaught of the Swarms. A grateful Empire elevates the newly acquired volume to the status of Province and awards a hereditary Governorship of it to the Player.

200-299: Substantial Victory. Imperial industrial and military power is greatly augmented, though the Twelve Kingdoms still need to be cowed and the Swarms remain a clear danger to the safety of the Empire. But the player has managed to buy some time before the end of Imperial predominance in the known volume of space.

100-199: Marginal Victory. The benefits of the Imperial expansion outweigh the costs, though just barely. The inevitable conflict between the Empire and the Twelve Kingdoms for interstellar predominance is delayed, but not prevented. Never again will the Empire pin its hopes on such a major expedition. The Emperor pins a medal on the player's thorax, then sends him to rule an isolated system of gas giants orbiting a black hole.

99 or less: Defeat. Imperial prestige suffers a stiff blow, with dangerous consequences for Imperial power. The Twelve Kingdoms become increasingly restive, arming for the final conflict with the Empire. All courtiers advocating expansion prior to the expedition are imprisoned. The player is summarily executed.

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	53	2517XOW	1
2.	D. Burdick	52	2223GGO	3
3.	J. Noel	6	2223DDJ	2
4.	J. Kreuz	47	2162HGO	8
5.	B. Sinigaglio	38	2152GJJ	4
6.	E. Mineman	23	2119DFG	5
7.	P. Siragusa	47	2110FHK	7
8.	D. Garburt	51	2089GIO	6
9.	J. Beard	42	2068HIQ	10
10.	F. Preissle	50	2057LNX	9
11.	P. Gartman	18	2020HGK	11
12.	B. Remsburg	36	2014HIP	13
13.	S. Sutton	20	2012FHM	14
14.	H. Newby	18	2090QIK	12
15.	P. Flory	29	1999EHK	15
16.	M. Sincavage	42	1988EFK	16
17.	R. Beyma	28	1979DDG	22
18.	F. Reese	33	1977IDJ	17
19.	C. Corn	2	1974CDD	18
20.	P. Landry	27	1967HIN	20
21.	F. Freeman	28	1964EFG	21
22.	G. Charbonneau	16	1937HGF	23
23.	W. Scott	50	1932MJV	19
24.	T. Oleson	62	1931XZZ	24
25.	R. Leach	54	1906ILS	26
26.	L. Kelly	46	1889WWZ	27
27.	M. Rogers	13	1880CEH	28
28.	K. McCarthy	7	1872CFI	37
29.	B. Schoose	18	1871GIM	30
30.	T. Deane	5	1856DDB	31
31.	R. Cox	4	1858LKG	25
32.	G. Smith	7	1846FGM	32
33.	E. O'Connor	11	1841FGM	33
34.	N. Cromartie	38	1838GHO	34
35.	R. Berger	2	1833CDE	35
36.	S. Johns	6	1831HFI	38
37.	P. Halfman	3	1830GGN	43
38.	P. DeVolve	19	1828DED	36
39.	F. Ornstein	36	1813GHM	39
40.	J. Anderson	10	1809DDF	40
41.	J. Martin	11	1807DFI	41
42.	M. Simonitch	23	1807DFH	29
43.	R. Phelps	34	1806HJQ	42
44.	D. Mattson	1	1804GIO	—
45.	D. Kopp	12	1799GIN	44
46.	M. Miller	39	1795GHO	45
47.	M. Frisk	7	1793CDH	46
48.	M. Mitchell	1	1790DGG	—
49.	B. Salvatore	20	1789HKO	47
50.	J. Eliason	1	1788DGG	—

MEET THE FIFTY . . .

Mr. John Michael Noel is 24, married and father of one, holds a degree in Telecommunications and is serving in the U.S. Air Force at Fort Huachuca, Arizona.

Favorite Game: THE RUSSIAN CAMPAIGN
 AREA Rated Games: TRC, FE, PB, PL, LW, BB '81
 AREA W-L Record: 18-0 % Time PBM: 85%
 Gaming Time/Week: 5 hrs. Play Preference: PBM
 Hobbies: Snooker, Volleyball, Bowling
 Pet Peeve: Careless mistakes by an opponent which results in a returned PBM move.

Mr. Noel offers some tips on playing-by-mail:
 "Due to my restricted work schedule, most of my gaming must be limited to play-by-mail. But, for my serious gaming, I prefer pbm anyway since it gives both sides ample time to check out the situation and consider every possible alternative. This makes for better and more enjoyable play all the way 'round. But there are two things to be remembered to have a productive and enjoyable game. First, keep all correspondence exchanged between yourself and your opponent. Second, check everything concerning a move several times before mailing it. There is nothing more frustrating than to wait for an opponent's move, only to have to return it due to a mistake on his part. This takes a great deal away from an otherwise enjoyable pastime."

AH Philosophy . . . Cont'd from Page 2

it." To win, you often have to be willing to take the gamble—at short odds or at long ones. But you must understand when to take that risk, understand what it entails if you fail, and be ready to cope when it does. Being skilled in a game enough to recognize the proper moment to gamble and to recover if things go awry is what sets good players above the average. To "win" in life, you must accept that risk of failure—when you go to school, when you choose a career, when you marry, when you become a parent, when you change jobs. No guarantees—life is a crapshoot. And at times beyond your control—luck—defeat your best laid plans. It is how you react to those instances that marks you in the eyes of those around.

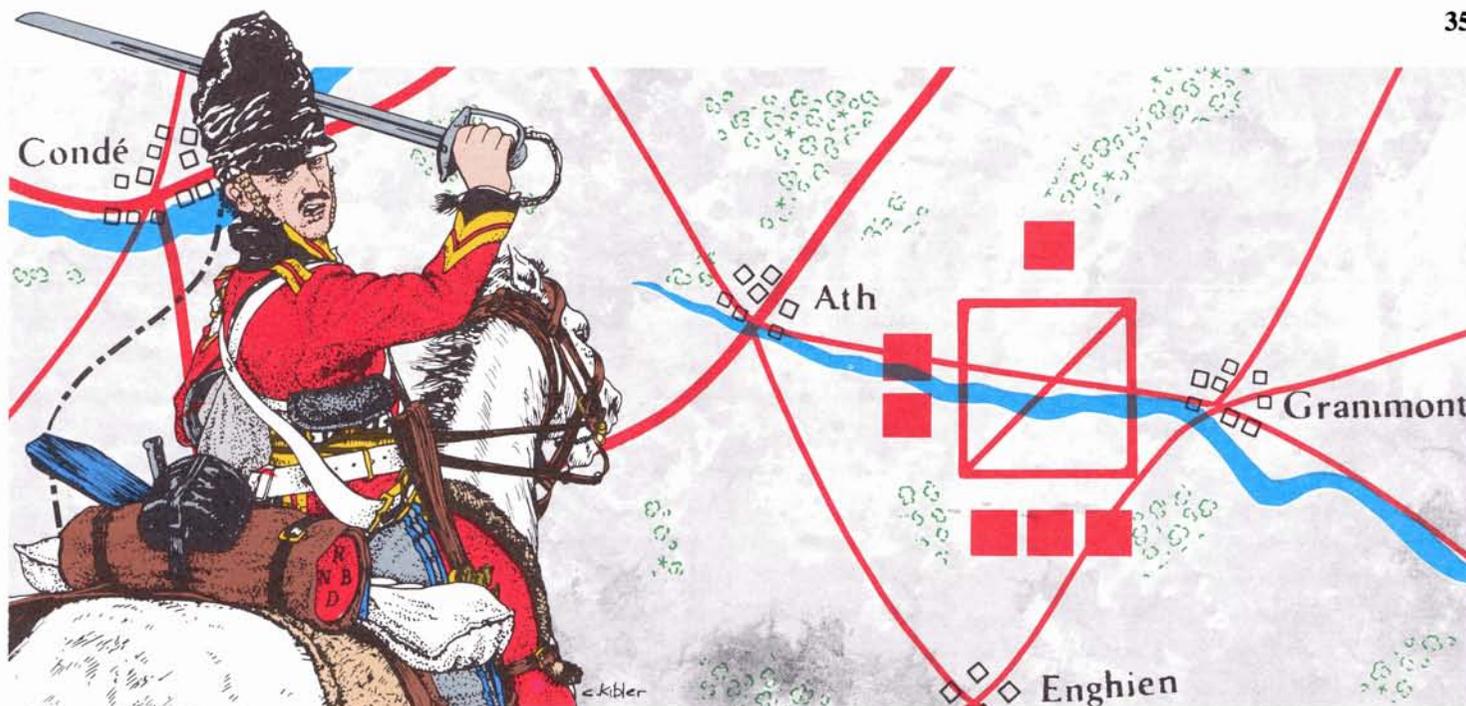
He taught me to accept losing, and to learn from it. No one wins every game; all of us make a mistake here, a bad roll there. We try our best, but still at times we lose. And I was taught to learn something valuable when I lose. Oh, not just about the game at hand, the plays and ploys, the strategy and tactics. There is that of course. But I learned rather painlessly how to handle adversity. In losing a game, there comes that moment when the realization that you will lose dawns. Do you play differently after that moment than before? Do you rail at the rules and systems, curse your martyr's luck, denigrate your opponent? Do you quit? I need to be reminded, even after all these years, that this is not how to handle disappointment. My father learned five years ago that he would not live long; but he played the game out to his very best—and in the process saw three more grandchildren born, met and touched many new friends, and witnessed our world tumble along a bit farther. It was enough.

He taught me to accept winning, and to learn from it as well. The other side of the coin. As with winning, no one loses all the time. And the lessons that offers are just as valuable—perhaps more so. I, for one, make as many mistakes in winning as I do in losing. Rare are the things I finish that I look back on and cannot find fault with, that I do not feel I could have done better. When we, as game players or as human beings, are content to sit back on our laurels—or worse, can't even see that there are improvements to be made—we lose our competitive edge, our desire to do better. I've learned not to take victory for granted, to be thankful when it does come, and not to brag about it. As with the humiliation of losing, human beings all need a dose of celebration now and then. A good man uses that moment of victory to lighten his load but knows how fleeting it can be.

And, finally, he taught me that the greatest thing about playing games is the fellowship and friendship of your equals. A man is best judged, so it is said, by the quality of his friends and by the ability of his foes. Only in gaming can friend and foe be one and the same. You will learn more about a person in the artificial crisis of playing a competitive game than in any other social activity. How does he handle disappointment and success, good luck and bad; does he learn the rules to win; does he "play well"? Our hobby has its share of poor sports, inept braggarts, and obnoxious boors; but the majority are intelligent, well-mannered, interesting and interested people. As allies or enemies in the many games I've played, I would not trade the time I've spent with them for any other. My earliest memories of my father all seem to center on the times we were playing cards or checkers. He was my best friend, and my best foe.

So this is what my father left to me. I play games with my two children, and meet a number of young gamers through my work. My happiest hours are spent then. I hope that I can pass on a shadow of what I have learned from that dear man to them. If so, I will count my hours spent in this hobby well repaid.





THE ALLIED SCHOOL OF STRATEGY

Freezing the Force March

By James Chung

Appearances can often be deceiving. What at first glance may seem easy, can in actuality be extremely complex and subtle. Avalon Hill's *NAPOLEON* is a perfect example of a wargame that takes just a few minutes to learn, but requires months of frequent play to master. The rules are relatively easy to understand and are short. (These are only a little more than four pages long, discounting the historical commentary; compare this with the *ADVANCED SQUAD LEADER* simulation system!) Yet the strategies and tactics possible are by no means simple; there exists an astonishing degree of complexity in this game—perhaps even more than in the venerable *SQUAD LEADER*. Past articles, Alan Moon's "The Aggressive Tightrope" (Volume 16, Number 1) and Sam Catlin's "Primer on French Strategy" (Volume 16, Number 5) and Neil Schwarzwald's "Force March to Victory" (Volume 21, Number 2), have all analyzed the difficult problems faced by the French player and suggested possible solutions. My intention is to examine the Allied (Anglo-Dutch and Prussian) position.

In order to win, the Allied player must fashion a plan of action that will enable him to meet his required victory conditions—either the preservation of his two armies or the destruction of nine French units. However, there are many factors that should be examined before any workable strategy can be determined. The first and primary concern is the relative concentrations of the opposing forces. If the Allied player ever expects to achieve victory, he must find a method of consolidating his troops as quickly as possible. A look at the disposition of each side at the game's start clearly shows why this is needed. Initially, the Allied position appears to be quite strong. The Allies can raise a combined force of 78 combat factors against which their opposition can field only 52. Besides having this 50% advantage in overall fighting strength, the combined Anglo-Dutch-Prussian army also begins with im-

pressive superiorities in three of the four main types of units. Except for horse artillery (where they reach parity), they possess 20% more cavalry, 62.5% more artillery and 72% more infantry than the French. Thus it appears as if the Allies would have virtually no problems; they seem to have enough power to easily smash any opposition.

But in realistic terms, much of their initial strength is merely an illusion. Simply having the necessary quantity of troops on the board is not enough to defeat an enemy. An army must be consolidated to be of any worth. In this area Allied forces are clearly deficient. Because of the original placement limitations, they start with their units scattered across the board. One certain restriction, that the Prussian and Anglo-Dutch forces be separate in their setups, removes almost half of their available troops from effective use should the French attack on exclusively one flank or the other. As if this were not bad enough, the rules also curtail their starting concentrations per town (Anglo-Dutch, 3 units per town; Prussians, 4 units per town). With all these limitations placed on them, the Allies can only concentrate their forces slowly. After their first move, the most factors that can be possibly moved to a single city is either 21 Anglo-Dutch factors, 23 Prussian factors or 39 factors of both. This rate of consolidation is sluggish compared with that of the French. Permitted to begin the game with 300-400% more troops per village (12 units per town), the French start out highly centralized. Give their ability to move two groups per turn, it takes but one to combine their entire army (52 factors) in a single city. With this immense, mobile assembly, they can crush the Allies piecemeal.

Perhaps this is a good place to explain exactly why a higher concentration of force naturally leads to a more efficient (and effective) army. By establishing a situation where one uses all combat factors all at once, a minimal amount of waste occurs. In

other words, having the troops does no good at all unless they are used. The higher the ratio between attacker and defender, the more favorable the outcome is towards the larger group. However, the ratio of inflicted losses is *not* directly proportional to the relative sizes of the two opposing forces, rather it is based on an exponential scale. For example, greatly outnumbered troops in most cases, but particularly in *NAPOLEON* where the offensive ability of a particular unit equals its defensive strength, cannot extract losses from the attacking party equal to their own. (Consider an illustration from *BLITZKRIEG*: a stack of three 6-6 armor units is only mediocre against an opposing pile of three 6-4 marine units; but have that same formation assault that infantry in the form of eighteen 1-4 replacements in eighteen separate, single engagements and it is a completely different story.) Concentration of force is an important concept in formulating any strategy. In *NAPOLEON*, the consolidation of one's army brings even more benefits. Since movement is conditional on a "per town" basis (the French can move the counters in two towns per turn while the Allies are permitted to move only one for the Anglo-Dutch and Prussians, respectively), greater mobility can be found with a greater concentration. Obviously, it takes much less time to move eight units all at once along a single road than it takes to move them one at a time along different routes. With time at a premium, the Allied player must make the best possible use of his moves. He has none to waste. To summarize about the subject of concentration, two primary ideas should be remembered. First, do all that is possible to carry out a speedy and immediate consolidation of the Anglo-Dutch and Prussian units. Second, avoid at all costs situations where you are forced to fight a much larger force. Your armies will be frittered away quickly. Unless concentrated, the Allied army is weak; but when union occurs, they can defeat the French with relative ease.

In addition to concentration, time plays an vital role in determining strategy. Paradoxically, it can work both for *and* against the Allies. "For" in the sense that the passing of every turn gives an added opportunity for consolidating forces. Every turn the French decide to delay their attack gives a chance for vitally needed Anglo-Dutch or Prussian troops (depending on the exact area being attacked) to be rushed in from across the board to bolster the defense. Allied turns are precious: too few available before Napoleon moves can lead to disaster. If the French army strikes early, the Allied army may still be isolated and thus overrun piecemeal. But time can also work as a detriment to the Allies. If one of their three supply centers (Liege, Brussels or Ghent) is seized and occupied by the enemy, the rules stipulate that one to four units must be removed at the end of every turn (depending on exactly which cities are taken). In an instance like this, time is the Anglo-Dutch and Prussians worst foe. Many a French victory has been won, not by a decisive battle, but by simple attrition. With a supply city taken early, both Allied armies face defeat before the game's end. Thus they would have the unpleasant prospect of launching a desperate counterattack upon a well-entrenched occupational force with dubious chances for success. This situation can only arise, however, in the event that they are not given enough time in the first place. Time is an important consideration and must be taken into account by the Allied player in determining his strategy.

You might get the necessary amount of troops together at the right time but if they are at the wrong place, the effort still can come to naught. One of the primary demands upon any successful tactician is to effectively utilize his position and surrounding terrain. *NAPOLÉON* is no exception. From the Anglo-Dutch and Prussian viewpoint, their initial locations bring them benefits as well as liabilities. With three diverse points to defend, they at first face the problem of being stretched too thin. As the Allied player has not any idea of where the main French assault will be, you must cover *at least* the five major attack routes available. (These would be the main roads leading to or close by the supply centers; routes such as these would be most likely to be used by the enemy since the maximum number of units can be moved along them.) Even after the French have made some sort of commitment to a certain area of the board, the Allies still face complications in that they have flanks to protect. Because they face a much more mobile army, the Anglo-Dutch and Prussian cannot risk rushing to the defense of one city only to have the crafty French switch directions towards another. Of course, the French player does not have this problem. He can maneuver without worrying about defending any territory, freeing all his units for offensive operations.

Before you draw the conclusion that the board itself is the Allies' worst foe, consider how the initial positions of the two opposing forces gives certain advantages as well. Although not specified anywhere in the rules, the French always seem to adopt the role of the aggressor. They have two major incentives. First, they will lose if a tie results. Second, the only way to fight the Allies is to go to them. (No sane Allied player should ever try for the early battle.) Therefore, the burden of attack is placed squarely upon the French. In pursuing either the Anglo-Dutch or Prussian, they must cross several natural obstacles in their path—the many rivers spanning the battlefield. Because waterways cut movement across them by 50%, they act as impediments to an advancing army. From the French perspective, there are two very troublesome rivers: the one around Conde and the one flowing past Givet, Namur, Charleroi and Mauberge. No matter what opening set-up the French choose, either one or the other of these barriers has to be crossed. Much valu-

able time is gained for the Allies from these obstacles. In addition to slowing down the French, this terrain gives the Anglo-Dutch and Prussians a slight advantage. Excellent lateral roads can and should be used as the principal routes by which reinforcements are shuttled from point to point. For example, the Liege-Namur-Braine-le-Compte road not only is a major path which intersects no rivers (thus allowing maximum capacity for movement, eight units), but also connects the scattered supply cities together. The Allied player needs to utilize this advantage from his initial placement on informing his strategy.

The final important concern for the Allied player is that of controlling losses. According to the victory conditions, they stand defeated only when the Anglo-Dutch sustain seven eliminated units and the Prussians, eight. These figures at first suggest that Allied requirements to win are easier. After all, they can afford to lose 67% more units than the enemy. This position is misleading in that although the French have less actual expendable *units*, each of these individual counters is much harder to destroy than its Allied counterpart. In addition, keep in mind that there are *two* separate Allied forces that can each be defeated independently. To obtain a picture of the true situation, the average number of combat factors per unit must be calculated. The Anglo-Dutch army has a strength ratio of 2.78. Considerably weaker are the Prussians with a ratio of 2.44. But it is the French who are superior with their rating of 2.89. These results show the true situation. Compared with the French, who must eliminate an average 19.5 factors from each opposing army, the Allies need to destroy 25. Thus, instead of a 67% advantage, in reality on a per army basis, they are 22% weaker. Another liability is that of the excessively weak units (2 CV). These become primary targets as they are the easiest to destroy and they count just as much toward fulfilling victory conditions as any other unit. In this area the French have but seven units, while the Anglo-Dutch possess six and the Prussians, nine. Do not let initial appearances deceive you. It is imperative that Allied losses be kept to a minimum.

Perhaps the most important area of concern for the Allied player is in his initial set-up. How he first positions his forces is probably the principal reason for determining success or failure. Consider that he has twelve turns in which to achieve victory. With only this short period of time available, he obviously has none to waste. A poor beginning position can bring many wasted turns as outflanked units must travel longer distances than necessary. This delay can easily lead to defeat. Of all the aspects of play needed in *NAPOLÉON*, the set-up is the most vital.

In considering a suggested set-up for the Allies, try to see how well it can satisfy the before mentioned points.

1. Can it concentrate your scattered forces?
2. Can it do it in time?
3. Will the troops be positioned in the proper area to meet and repulse the French?
4. Can unnecessary early losses be avoided?

Realize that each of these factors are interchangeable. In other words, a defense that requires excessive initial casualties may be necessary in order to gain more time. It is virtually impossible for anyone to ever devise the "perfect" set-up for this game, one where all requirements are totally satisfied. To create a viable one, it becomes a matter of finding the right combination of factors. The following two suggested opening positions for the Allied army are by no means definitive. There undoubtedly exists another variation which might offer different advantages. However this pair of set-ups not only fulfills most of the requirements for a strong Allied position, but also demonstrates how these factors themselves are inter-related. Each trades off

a different area (either concentration, time, position or units) in order to gain superiority in the others.

A CONSERVATIVE OPENING

As first mentioned in this article, concentration plays an important role in achieving an Allied victory. The first illustration shows how to achieve this. This proposed set-up seeks to gather together a large force of units in a reasonably short period of time.

There are several advantages obtained from this initial defensive position. Consider how most of the prime requisites for a strong Allied position can be met. First, recall the concentration requirements. Because of the vital Liege, Namur, Braine-le-Compte road, troops can be consolidated extremely quick. If an advance is made upon any of the three supply centers, a rapid mobilization of units can be carried out to counter it. In a French assault on Liege, the Allies can muster a powerful force on the outskirts of the city in only three turns. This for the Prussians involves moving the units in Huy, Namur and Ligny to Seraing. For the Anglo-Dutch, the infantry in Brussels must force-march once in order to reach Waremme in time. So if Liege is to be captured by the enemy it must be taken on, at the earliest, the third turn. (Remember, no attacks are allowed during the French night turn.) But this time, the Allies can counter-attack with the 31 factors in Seraing and the 15 to 18 factors in Waremme (depending on force-march die rolls). They can easily retake their supply center since if the French do take it on the third turn, the enemy force is probably made up of cavalry with a few supporting infantry units. This assaulting group's maximum possible strength (due to road and movement restrictions) is 35 factors. With at least a 31% superiority in combat strength, the Allies are assured victory. Realize that if the French attack with a greater force, they would require much more time, thus giving the Anglo-Dutch more time to rush over reinforcements. The contrary is true also. If the French assault on Liege is to be just a feint while the principal attack is elsewhere, fewer Allied units need to be committed.

The next possible situation is an attempt to seize Brussels by way of Phillipville and Beaumont (the original strategy used by Napoleon). Here, the Allies can again meet the French with a more powerful force. In three turns, the Prussians can move the units from Huy, Namur and Ligny into Quatre Bras. During this same time interval, the Anglo-Dutch can force-march infantry from Termonde through Brussels to this same town. Thus when the French finally attack on their turn, they will be met by a combined force with a combat value ranging from 54 to 60 (31 Prussian factors and from 23 to 29 Anglo-Dutch factors). In most cases, the Allies, with a 3.8% to 15.4% superiority in strength, will have a sufficient concentration of units to achieve victory.

Another likely French assault route also envisions an attempt to take Brussels, but this time from the general area of Mons. Because of several rivers slowing movement (the ones around Conde and Hal in particular), any attack on the city will usually come about by the fourth turn. This gives the Allies three turns to reinforce the supply center. During this time, the Anglo-Dutch can put 35 factors into Brussels, leaving 4 factors as reinforcements. The Prussians have two options. Either they can force-march 16 to 19 factors (four cavalry CV2, three infantry CV3, one horse artillery CV2) into the city from Huy and Ligny, or they can bring in 16 to 23 factors (six infantry CV3, one artillery CV3, one horse artillery CV2) from Namur and Ligny. Depending on force-march die rolls, the Allies can expect to get at least a 5.8% superiority in factors (up to a maximum 13.5% advantage). Although this does not guarantee a victory, on most occasions your extra factors will carry the day.

Perhaps the weakest area in terms of concentration for this particular defense is if there should be an attack on Ghent. Here, the Allied player can expect the city to be under attack by at least the fourth turn. If the French attack earlier, it has to be carried out with less than their full army, most likely several units of cavalry with some force-marched infantry. *This* force can be beaten off with the existing Anglo-Dutch units. However in the event of a careful French assault on their fourth turn that unleashes all 52 factors on the city, Prussian aid is vital. In three turns the Anglo-Dutch can easily concentrate 35 factors in Ghent with the two units in Alost as reinforcements. For the Prussians, matters are much more difficult. At least five towns lie between their nearest units and the threatened supply counter. Given three turns, they can force-march five to ten factors of cavalry and horse artillery directly into Ghent. Or, if reinforcements alone are sufficient, these same units (the ones based at Huy) can stop at Termonde or Alost without having to suffer any force-match attrition. Even with an optimistic outlook for the Prussians, the Allies will still be faced with a force that is at least 6% stronger. However even in this situation, victory is still quite possible. Because a river flows around Ghent and two of the four surrounding towns are occupied, at most only seven French units can initially attack. This invading force can be at most 25 factors. Thus for a few rounds of combat, the Allies (with at least 35 Anglo-Dutch and five-ten Prussian factors) will have a 60% to 80% superiority. During this time, they should launch an attack on all columns with every available unit. The principal goal of this tactic is to use this temporary advantage to inflict excessively heavy losses. Eventually it is possible that out-of-proportional French casualties will enable the two opposing forces to reach equality, thus nullifying their initial superiority. Even if the battle is lost and the Anglo-Dutch Army is destroyed, there is an excellent chance that enough French units will be removed to permit the Prussians to survive.

If this suggestion is too risky for your taste, consider another way of handling the problem. Instead of initially pouring troops into Ghent in pursuit of a dubious battle at mediocre odds, the Allied player could consider giving up the city for one turn. After the French take the town, then it must be retaken with a strong counterattack. (One unit of cavalry, which stands the best chance of surviving pursuit fire, should be left in Ghent to prevent a possible takeover of the center during the night turn.) The loss of one unit because of the loss of the supply city is more than made up for by the added time gained for further concentration. In four, rather than three, turns the Anglo-Dutch can move their entire army (except for one unit) to either Termonde or Alost. The extra turn is most beneficial to the Prussians who not only have more time to mobilize, but have their distance of travel shortened by a town. So instead of only five or ten factors available for use in combat, the Allied player can muster between 24 and 31 Prussian factors (depending on force-march die rolls) in Brussels. There, they are within marching distance from Ghent, where they can be used in counterattack itself, or Alost, where they can be used as reinforcements. The total strength of the Allied forces will be between 61 and 70 factors. Even if the French put every unit they have in the city, they will be at a 17%-35% disadvantage in terms of usable combat factors. The exact response for the Allied player in this situation can not be fully examined here. There are too many subtle variations to this set situation that could arise. The basic principle of concentration, however, must still be kept in mind.

In terms of positioning, this set-up is more than adequate. It makes extensive use of the Liege-Namur-Quatre Bras road, probably the most important transportation route for the Allies. Not only

does this road connect the major supply centers together, but because of the lack of intersecting rivers, a maximum capacity for transport is possible. In addition, maximum mobility is encouraged by centrally locating the Prussians. No matter where the main French attack falls, sufficient troops can be maneuvered to repulse the assault.

Another advantage of this set-up is the minimal expenditures of units during the early stages of the game. Except for the units in Quatre Bras and Ligny, every Allied counter is positioned very far from the Belgian border, immune to early French attack. For the troops who can be attacked, their defensive status is formidable. Even with force-marching that incurs no losses, the French can assault Quatre Bras or Ligny on their first turn with only 17 factors of cavalry and horse artillery. Compare this with the combined force of 20 factors in the towns and it is unlikely that the Allies are in any serious danger. If an equitable amount of casualties result, then this is to the Allied player's advantage. A one-to-one trade off of units will only accentuate his superiority in numbers. To further lessen losses the Allied groups of units are not scattered, easy prey for the French, but are close together where they can lend aid in the form of reinforcements if one town is attacked.

As has been pointed out before, there is no such thing as a "perfect" defense. This set-up is no exception. In order to gain the advantages in a few of the necessary categories for victory, sacrifices have been made elsewhere. It may not seem sensible for the proponent of a certain set-up to call undue attention to its weaknesses, but only by pointing out potential areas of trouble can the defense be fully understood. In addition, it is possible that in the future a revision of these initial ideas can arise from the readers to correct apparent faults. This will never happen unless the disadvantages are explored. It may seem contradictory, but while this set-up benefits the Allies in the category of position, it also hurts them in the same area. In order to maintain their dropped-back position, they greatly increase the amount of terrain that needs to be protected and traveled over. Consequently, a large segment of the Allied strength is usually never used. Consider what happens if the main French advance is on Ghent. Of the 39 Prussian combat factors, only 50% of them can ever expect to see action in the battle. The rest sit idle. For the Anglo-Dutch, the picture is even worse. If Liege is threatened, only 21% of their 39 factors has any feasible chance of being of use. The rest are effectively isolated due to the great distances to be marched and their limited mobility.

But perhaps the gravest defect of this set-up is time. Given a sufficient number of turns, the Allies could easily concentrate their forces. In reality however, they have only three to four opportunities to move before one of their supply centers is under direct attack. The French have clear, open routes to each of the cities. Take, as an example, Liege. It will usually be assaulted and taken on the third or fourth turn. In order to transport any sizeable number of troops over there, the Allies will have to wait till their fourth turn in order to launch a workable counterattack. They *must* wait, for it does no good to attack too soon with a paltry force that is easily repulsed. This places the supreme burden upon the Allies as their attempt to retake Liege must succeed or the game is lost. Given the added difficulties of coordinating attacking units from two different towns as well as the possibility of French reinforcements, it will take careful play by the Allied player to use his superior numbers to carry the day. Remember, every turn is precious; never let them go to waste.

To summarize this particular defense, its main points should be reviewed. First, its primary goal is to concentrate the scattered Allied forces. Second, it provides excellent coverage of all three supply cities: the positioning of the units is more than

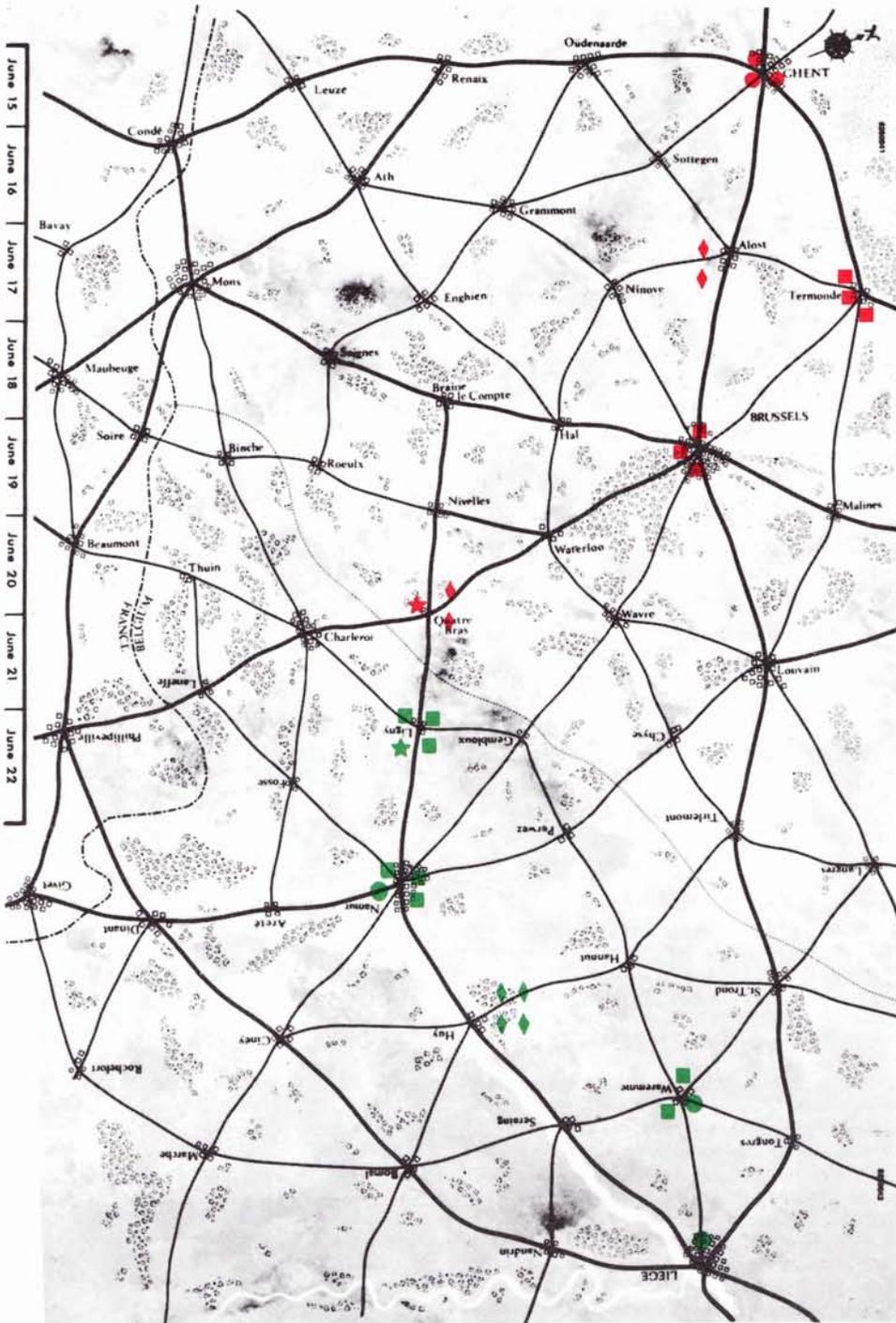
adequate. Third, in order to gain the previous two advantages, the amount of time available for action is limited. Yet this should not be enough of a liability to outweigh the benefits gained.

THE DELAY GAMBIT

In the set-up just mentioned, it became noticeable that if enough time were available, there would be few problems for the Allies in dealing with any French attack. The problems then become a matter of delaying the inevitable assault on the Allied centers. That goal is what this next set-up will attempt to meet (see Illustration 2).

There are basically two principal advantages to this set-up. First is the tremendous amount of time gained for the Allies. With delaying units in their path, the French will have a much harder time to even reach the three supply centers, especially Ghent or Liege. For example, in an assault on the latter, it would take at least four turns for any feasible attack to be mounted against the city. On their first move, the farthest the French could possibly advance would be to Dinant and Rochefort. (Remember if an enemy unit occupies a town, attacking forces must stop in that town and are unable to advance any further that turn.) Because of the prohibition on attacks on a night turn, the French forces can advance no closer to their goal during their second turn. The Prussian units in Ciney and Marche prevent any enemy units from entering those two respective towns. In addition, the troops in Namur prevent any attempt to circle around the delaying units. Thus for a time, the French are forced to sit idle. On their third turn however, they can easily break through the Prussian's second defensive screen. They still must advance only one town. Depending on the luck of the dice, there is a good chance that at least one of the units in either Ciney, Marche, Rochefort or Dinant could survive the pursuit fire and retreat to Bomal. The odds for this occurring are not that astronomical. Considering that the number of counters used in the attack, not the number of combat factors, determines how many die rolls to make, there is a little better than 50% chance that at least one Prussian unit should survive. [This figure was arrived at by using the formula $C(a,b)(1/2)^a$ —where "a" is the number of die rolls made and "b", the number of defending factors. This gives only a rough approximation. The actual probability should be greater as the chance for more than a single factor surviving was not incorporated into the original figure.] If even one unit could escape to Bomal, the French advance would be forced to halt for at least two more turns. Yet, even assuming that the worst has happened and the entire delaying force has been destroyed, the situation is still well under control for the Allies. After breaking the Prussian's second defensive line, the only feasible route for them to reach the supply center by their fourth turn is to force-march with cavalry and horse artillery. Usually, they will advance only as far as Bomal or Nandring and wait for the infantry to move up. Then they will attack on their sixth turn. The most important benefit of this set-up is the time it gains for the Allies. Whereas before they would usually have between one and two turns to react to a threat to Liege, with the delaying units two or three extra turns are made available. A 100%-200% increase in time is possible.

Liege is usually only a secondary objective for most French players. The most vulnerable supply center is Ghent. Not only is it relatively close to the Belgian border (four towns away), but it is also the hardest place for the Allies to move reinforcements to (at least two rivers must be crossed to get there). With this set-up, it is possible to delay any assault on the center for at least one-third of the game. On their first turn, the French can advance only as far as Leuze and Ath. (Remember the stipulation prohibiting movement through an enemy-occupied town.) For their next move, all the French



can do is consolidate their troops; they can advance no further because of the restriction against attacks at night. It is important to note that any flanking maneuver is worse than worse since any units which try to march to such towns as Soignes or Enghien will only place themselves that much closer to the rest of the Allied armies heading in that direction. Also, they will place themselves in no way closer to their goal. On turn three, the French will break the Anglo-Dutch secondary line, taking the towns Renaix and Granmont. (Perhaps it is fortunate that there are no automatic victories possible in *NAPOLEON*. If they were allowed, this defense would be totally unfeasible.) Again, it takes even more time to circle around the delaying units from this position (for in doing so, rivers must be crossed on *minor* roads at least three times). French forces next turn can clear out Oudenaarde and Sottegen of Anglo-Dutch units. At this point they are adjacent to their objective, Ghent. But they will have to wait at least another turn to attack. By their fifth turn,

night falls again and puts an end to all attacks. Only on the French player's sixth turn can he send troops to Ghent. In a situation with no delaying units, the Allies could have expected no more than three turns to react. This set-up, however, gives them at least five chances to bring in reinforcements to the threatened city.

As was originally stated in this article, the necessary elements for an Allied victory—concentration, time, position, casualties—are interrelated and interchangeable. This particular set-up has as its main purpose the accumulation of time in order to promote concentration at the expense of lost units. As an example, consider a hypothetical French attack on Liege. With this delaying defense, the Allies have at least four, possibly five, turns to consolidate their forces in the supply center. Within this time period, they can rush to the defense of the city somewhere between 32 and 44 factors of troops (depending on force-march die rolls) with eight factors of cavalry and horse artillery as reinforcements. The Anglo-

ILLUSTRATION 1 THE CONSERVATIVE OPENING

1. Anglo-Dutch:

Three CV4 infantry in Brussels
Two CV 2 cavalry in Alost
Three CV2 artillery in Ghent
Three CV3 infantry in Termonde
Two CV3 cavalry and one CV2 horse artillery in Quatre Bras

2. Prussian:

Four CV2 cavalry in Huy
Three CV3 infantry and one CV3 artillery in Namur
Three CV3 infantry and one CV2 horse artillery in Ligny
Two CV2 infantry and one CV2 artillery in Waremme
One CV2 artillery in Liege

Map Key: Squares=infantry; Circles=artillery; Diamonds=cavalry; Stars=horse artillery. Color of a unit indicates nationality—red for Anglo-Dutch, green for Prussian.

Dutch army face a formidable task; they must force-march over much of the required distance to reach the city. The sequence of moves is as follows. On turn one there should be movement from Waterloo to Quatre Bras. Next, a force-march of this combined group to Namur is necessary. On turn three, only regular movement is allowed, thus the infantry can get only as far as Huy. On their fourth turn, a force-march can get the troops to Liege. For the Prussians, matters are much easier. It takes just a turn for the units in Ligny to reach Namur. Next, this entire force can combine with the units in Huy. Their third move involves sending the cavalry and horse artillery to Waremme while the rest of the units march to Seraing. Finally on turn four, the infantry and foot artillery can move to Liege. Even assuming that the worst possible numbers are rolled, a minimum of 40 factors will be available for the Allies as either reinforcements or as troops in the city proper. When this is compared with the relative strength of the French, it is easy to see that there is little chance that Liege will fall. In order to reach the supply center by the fourth turn, the attacking force must be comprised of primarily cavalry and horse artillery. The number of units involved in the assault must be limited also. Assuming that the force-marches are made with no losses, the French can field a force of about 33 factors. Clearly, any attack on Liege has a very dim chance of success.

If one flank is so well protected, then how safe is the other? The answer is that its defense is extremely sound. With at least five turns to move in reinforcements, the Allied player has sufficient time to consolidate his diverse troops. He has time to move between 40 and 45 combat factors either into or adjacent to Ghent. For the Anglo-Dutch, matters are quite simple. First, the infantry in Quatre Bras should combine with the force at Waterloo. Next, these six units march to Brussels. On turn three during the night, half of the units would go to Alost with the remainder traveling to Termonde. Then, one group at a time should cross the river to reinforce Ghent with 21 factors with nary a force-march die roll required. It would be wonderful if the Prussians had as easy a situation, but this is hardly the case. Even with five turns at their disposal, they are barely able to lend 15 to 20 factors to the defense of the city. The sequence of moves that would probably do the greatest good is as follows. On their first turn, the cavalry and horse artillery in Huy could merge with the infantry and foot artillery in Ligny. While it is still day, this combined force should then move two towns to Brussels (this will involve force-marching the infantry). During the night, three of the infantry units can march to Termonde while all the cavalry goes to the same point by way of Malines. The horse artillery can move there also, but by traveling through Alost. The remaining artillery unit has many options. It can either force-march to Termonde or it can march to Alost as a delaying unit in case the French attempt to attack Brussels instead. On their fifth turn, either

the infantry can force-march to Ghent by way of Alost, or the cavalry can get there without the need for force-marching. The remaining factors can be used as reinforcements. In addition to the before mentioned troops, additional units can be expected from surviving rear-guard units. On the average, perhaps one or two units will survive pursuit fire. These four or five extra factors will greatly augment the supply city's defenses. Against this, the French player can—and certainly—will hurl his entire army. Although their total strength will be approximately 15% greater than that of the Allies, they can send at most seven units in their initial attack (because of the river around Ghent). Thus, the most factors that could possibly be sent into the battle is 28. For a short period of time then, these vanguard units will find themselves faced by a defending force that is at least 60% stronger. Although the rest of the French army is available as reinforcements, it will take them at least two precious combat rounds for their presence to be felt. Until then, the Allies can and should inflict maximum casualties upon the attackers. With average or even slightly below average die rolls, they should be able to make up any deficits in relative strength.

With two of the major supply cities already discussed, there remains but one more. In addition to providing protection for Ghent and Liege, this set-up does not fail to insure Brussel's security as well. There are basically two principal invasion routes for the French: from Phillipville and Beaumont or from Mons. If the former is attempted, expect an early battle around Quatre Bras. By the time the French march to this town in force (three turns), the Allies can round up 52 factors in Ligny. The Anglo-Dutch just move their units in Quatre Bras and Waterloo. The Prussians march in from Huy and Namur. And although the relative sizes of the two opposing armies may be the same, the French can launch their attack with only a small portion of their total force (seven out of 18 units). Their chances for victory by this route are slim. The other path, attacking by way of Mons, is also an unviable prospect. It takes a minimum of six turns for the French player to reach Brussels with his entire army. (It is possible for an assault to be mounted in four turns, but only cavalry and horse artillery could reach the city in time. However, these 19 factors are far from enough to take the supply center.) During this time, the Anglo-Dutch can easily move 25 factors (three infantry CV4, two artillery CV2, three infantry CV3) to Brussels. The Prussians have time to move 31 factors (six infantry CV3, three cavalry CV2, an artillery CV3, one horse artillery CV2) to the threatened city. By the time the French do attack, they will be facing a much consolidated, stronger force. Prospects for victory now are even dimmer.

Like the first suggested set-up, this defense is not without flaws. In order to gain the benefits that have

just been discussed, several sacrifices have to be made. With delaying units scattered across the board, it is clearly apparent that many Allied units may never see action. Consider a French attack on Ghent; at least 25% of the Prussian army is forced to sit idle. In an assault on Liege, the figures are even worse. Almost 57% of the Anglo-Dutch army is worthless as the battle is taking place on the other side of the board. It is clear that even with this defense, the Allies still face the problem of having too much ground to defend.

Another major problem is that of casualties. To win the game, the French player must eliminate only seven Anglo-Dutch and eight Prussian units. Yet if he destroys all of the delaying units, he needs to remove only four more Prussian units and only one more Anglo-Dutch unit to defeat each respective army. Obviously, the Allies cannot afford the loss of a supply center now. In addition, they must not fight any series of short engagements. What should be avoided at all costs is a situation where the French

can inflict a few losses, withdraw, wait for one of the Allied armies to fold up and then deal with the other.

To sum up this defense, it is important to remember a few general points. Because casualties are sustained early in order to gain time (and thus increase concentration), the Allied player must make the most out of his temporary advantages in order to regain his lost relative strength at an opportune moment. Yet in doing so, he comes perilously close to handing victory to the French. Thus in order to win, it is important to aim for one decisive battle. This set-up can greatly aid the Allied player, but only if he goes for it all. Caution will bring only defeat; boldness, victory.

Conclusion

In playing the Allies, here are two minor tips that can help your general play. First, be prepared to "ditch an army." This involves removing all units of one of your armies (say the Prussians) to a safe,

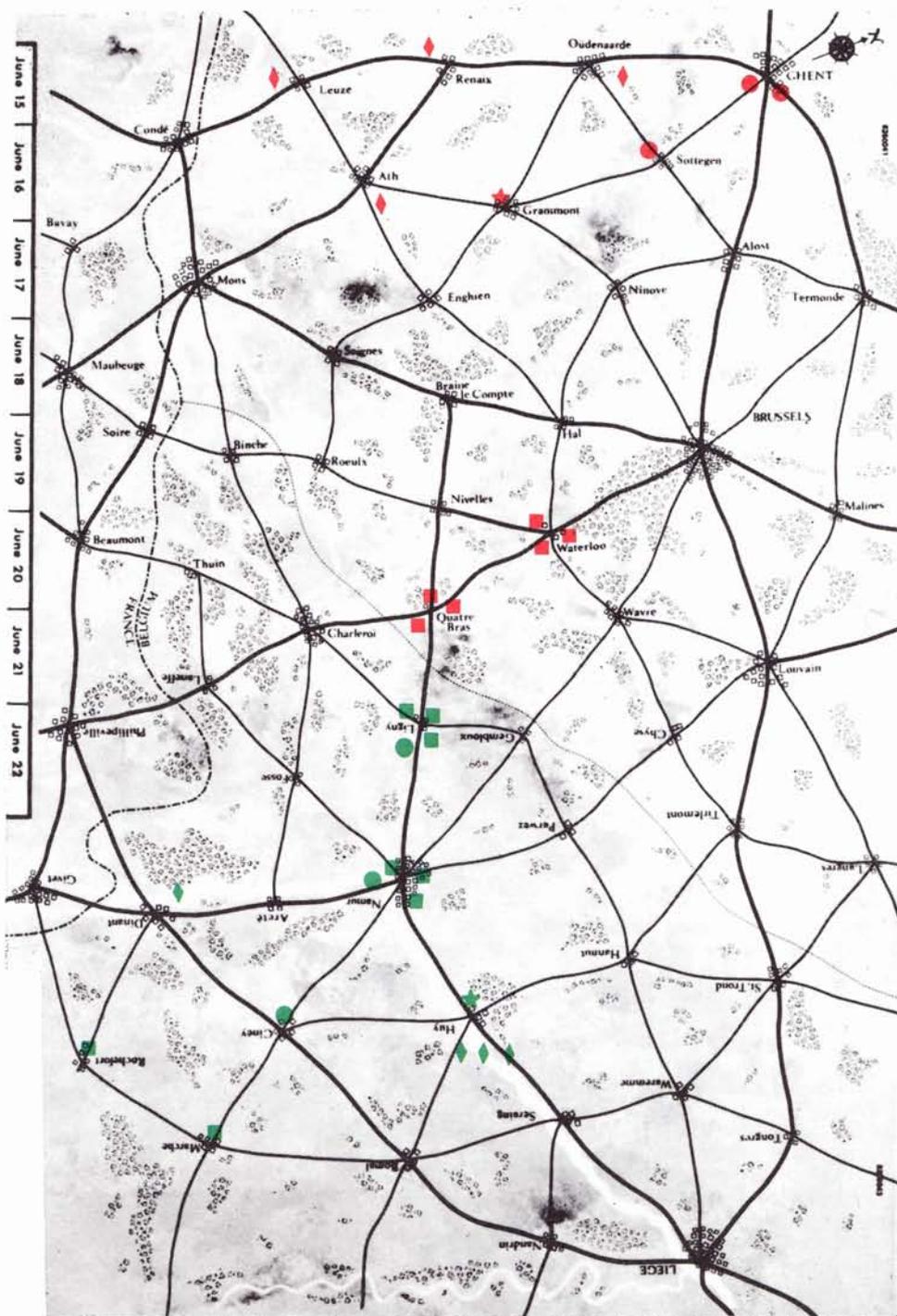


ILLUSTRATION 2 THE DELAY GAMBIT

1. Anglo-Dutch:

- Two CV2 artillery in Ghent
- One CV3 cavalry in Oudenaarde
- One CV3 cavalry in Renaix
- One CV2 horse artillery in Grammont
- One CV2 cavalry in Ath
- Three CV4 infantry in Waterloo
- Three CV3 infantry in Quatre Bras
- One CV2 artillery in Sottegen
- One CV2 cavalry in Leuze

2. Prussian:

- Three CV3 infantry and one CV3 artillery in Ligny
- Three CV3 infantry and one CV2 artillery in Namur
- Three CV2 cavalry and one CV2 horse artillery in Huy
- One CV2 artillery in Ciney
- One CV2 infantry in Marche
- One CV2 infantry in Rochefort
- One CV2 cavalry in Dinant

defensible position. Then with the other abandoned army launch a suicidal attack on the French. The goal of this assault is just to cause casualties. A situation where this could be necessary is if one or the other of your armies is on the verge of surrendering. It is pointless to let these troops simply be wastefully taken from the board without trying to make some use of them. Throw every counter of the doomed army into the fray; there is nothing to lose. However, because the destruction of one Allied army fulfills 50% of the French victory conditions, the surviving army must avoid combat unless absolutely necessary (even taking losses from a lack of supply, if possible). The second tip concerns optional rules. Unless you want to give the French an advantage, never agree to their use. In most cases, they will only work against you. Consider command control. Because your troops will usually be the ones scurrying in from all different directions, you are more likely to attempt to reinforce from two separate towns. Morale is yet another rule that benefits the French. With the Allies possessing a much lower combat factor to counter ratio (11% less), it is they who will most likely find themselves with units of 1CV. There are few things to be gained for the Allies in the optional rules, and much to be lost.

The strategies, tactics and comments about Allied play in this article are by no means definitive. They were not intended to be. My principal purpose for drafting this article was to present a general outline of what must be considered in formulating strategy. In addition, I attempted to present two possible set-ups that embraced the general concepts described. There are many who can find some fault with the ideas that have been broached. I encourage them to find all the flaws possible, for in doing so it is possible that solutions to these problems may be found. The end result will be a vast improvement in the general play of *NAPOLEON*, a simple, yet classic game.



FULL SERVICE BOOTH

Attendees at this year's ORIGINS will have the opportunity to purchase virtually anything in The Avalon Hill Game Company inventory from our Parts Booth, down to and including the smallest item. For the first time ever, we will have a booth on hand to accept orders for individual game parts, magazine subscriptions, in-stock back issues, or the relatively obscure games that we don't normally bring to a convention. Merely place a "mail order", minus the postage costs and the mailman. Get a *Replacement Parts List* from our booth on Thursday or Friday, write down your selections, pay the sales clerk, and get a receipt for your order. Your order will be waiting for you on Saturday and Sunday in the same booth for you to claim. So take inventory now. See which of your games have worn or missing pieces that need to be replaced. Make a list. Check your *GENERAL* collection for any missing issues still available. Check that catalogue for the unmounted mapsheets, magnetic strips, game trays, variants, pbm kits, scenarios, magazine binders, and other accessories that you've always wanted but never got around to ordering by mail. Bring your shopping list to ORIGINS '87 and get it filled on the spot with no postage charges or mail delays. ONLY on Thursday and Friday at ORIGINS '87.

BAMBI'S WAR

Tips for Playing YELLOWSTONE

By Michael Anchors

YELLOWSTONE is a game of strategy in which players assume the role of bison, sheep, elk or deer migrating through that vast national park. No kidding! With a Complexity Rating of "2" it is, indeed, a simple game to learn—but as the old saw goes, a difficult one to master. *Games* magazine included it in the 1985 list of 100 best games. Nonetheless, the majority of *GENERAL* readers, addicted as they are to combat factors and armor silhouettes, may pass *'STONE* by. I am glad I didn't.

I bought the game to introduce my little daughters to the wonderful world of Avalon Hill games—prematurely, it seems. They cried when the mountain lion ate Bambi, the abandoned fawn of one of the moving herds. I guess their introduction to the hobby must await another day. Meanwhile, I have studied the game with a growing appreciation for its depths. Hence, for those of you (I know you're out there) who would shed your clothes and parade through the woods on all fours, if only vicariously, I offer the following principles of good play for *YELLOWSTONE*.

Principle 1 *As in all games, learn the rules well.* It pays to remember things like the fact that bighorn sheep can't swim, and that coyotes can kill only the young.

Principle 2 *In setting up your herd, put the two young with one female.* This leaves a third female free of young and able to travel three hexes per turn. In some games, this tactic may permit the whole herd to reach the Summer Range sooner. Moreover, most females give birth in route, and it is best when the young are born near the Summer Range. If they get separated from their mother, they can reach the range quickly to rejoin a female and safety.

Principle 3 *Set up females and young on hexes in the Winter Range closest to the Summer Range.* The reason for this relates directly to Principle 4.

Principle 4 *Move the females and young toward the Summer Range first and often.* It is tempting to send the fleet males out to snatch up food counters in the opening turns, but beware: while the males are foraging, the predators are increasing. When the females and young belatedly get underway, they face a hungry crowd of carnivores. Young separated from their mothers will surely be eaten. On the Summer range, young can rejoin a female before predators can find them. Principle 4 is less applicable to the return trip in the Fall. In fact, the longer the females and young dally on the Summer Range the better, as more of the grizzlies go into hibernation and opportunities are found to eliminate the other predators.

Principle 5 *Move the herd by the most direct route to the Summer or Winter Range.* This ensures a massive traffic jam in the middle of the board but, given that each herd has only ten movement points each turn, detours are generally unrewarding. Besides, if you give up the middle of the board, the direct route will be easier for your opponents and they will get to their Ranges first.

Principle 6 *Don't waste movement points on injured animals and separated young.* They probably won't survive anyway. There are three exceptions to this rule, however. First, the unusual game in which there are few predators. Second, the game in which you are hopelessly far behind and your opponents

prefer to sic the predators on each other. And third, when young animals are near the Summer Range where they can rejoin a female.

Principle 7 *Get in your opponents' way.* Line up across their routes. Block key passages. Tramp across their Summer Ranges. Of course, your opponents will be returning the favor. After all, their animals can't enter a hex where one of yours is. Don't make things easy for them.

Principle 8 *Leave one or two males behind on the Winter Range to garner nearby food counters.* As long as the males tarry, opponents won't waste their movement points trying to get the counters themselves. The males can grab the food and sprint for the Summer Range after the young are safe.

Principle 9 *Move predators toward your opponents' herds and away from your own.* This is one of the most important principles in the game, and it has many applications. Just consider the lovely ways predators can harry your opponents: occupying food counters along their routes, blocking key passages, taking up space on their Summer Range, and of course eating their precious females and young. Consider likewise that predators under your opponents' guidance will do the same to you. Move your injured and young out of range if possible. Alternatively, if you get the chance, move the predators out of range. Always start predators at the other side of the board from your own. Hunters are particularly nasty "varmits", able to pop up in the same hex with your females on the Winter Range and do them in. Pay close attention to Principle 12 below.

Principle 10 *If you have many animals and adequate food, do your best to reduce the number of predators.* You are in a winning position. Jealous opponents will send all available predators your way. If the Seasonal table calls for a predator to be injured, eliminate one that is already injured. Move a healthy mountain lion or grizzly into the same hex with an injured one or *vice versa* to eliminate it.

Principle 11 *Unless your herd is unusually well blessed with food supplies, you should eliminate one or two of your own males before Winter.* The reason is that males consume 25 food points, but are worth only one animal point toward victory. Moreover, in the Winter die-off, the more valuable injured females and young are lost before the males. Don't be greedy. Use predators to cull the herd before Winter does the job for you.

Principle 12 *In the Fall, keep the young with females until they get near the Winter Range.* There is no loss of movement capability; all the young can travel three hexes/turn in Fall anyway. Moreover, a female and a young moving together use up only three movement points from your allotment of ten. Moving separately, they would use six.

Principle 13 *Halt the leading animals short of the Winter Range and let the trailing animals catch up.* Enter the Winter Range in tight group. Spend as few turns there as possible to avoid losing animals to the Hunters. Rarely is the five food points/turn bonus for being on the Range worth the cost. You would think that macho hunters would aim for the big males; but alas, those devils, guided by your opponents, will pick off the females and young.



Figure 2a Spanish "cluster defense". One British infantry and one armored unit attack hex V11 at 2-1 odds. Two armored units then attack Madrid in exploitation at 2-1 odds. The air factors are added as needed to achieve these odds, while six factors are held in reserve to intercept any Spanish DAS.

Algeria can be seized directly by placing British units on their ports before the fall of France. It is great if those colonies go Free France, but if they don't, Britain must be prepared.

It is also imperative that Britain retain her grip on the six objective hexes she now controls. Malta is the most vulnerable, and with the Italians out of Africa, they will have the surplus military power now to attempt an invasion. In Summer '40, the British must SR two units (preferably 4-5 armor, but if not available you can substitute one 3-4 infantry for one of the armor) to Gibraltar. We are now ready for the second leg of the journey to Berlin—the capture of Portugal.

PORTUGAL

In the Allied Fall 1940 turn, Britain should invade Portugal from Gibraltar. With the German fleet based in Kiel or Norway, interception will be difficult, especially with the British Home Fleet running interference. Portugal will be made into the base from which Spain can be liberated from its Fascist dictatorship.

In the Winter of 1940, the British and Russians must unleash the second round of the Foreign Aid war. Russia can send 11 BRPs to Hungary while Britain again sends 12 to Turkey. If the Germans haven't sent any aid in 1940, they have lost their chance to respond to the Allied move. Now if Russia is being stubborn with her aid, Britain can offer to reimburse the Russian player (11 BRPs in 1940

translates to three in 1941, so Britain can offer a small sum under ten to be paid in 1941). By the end of 1940, the Allies will have sent 24 BRPs to Turkey, nine to Bulgaria, and 11 to Hungary.

Britain should start 1941 in a good position. She should have control over North Africa, Syria and Portugal, which means thirty extra BRPs to her year start total. She should have five fleets in the Mediterranean (at least three based at Gibraltar) with which to restrain the Italians, and four fleets to protect England based at Scapa Flow.

In 1941, Britain needs to send the other 4-5 and one 3-4 infantry to Portugal to allow the conquest of Spain. Since Portugal has no ports, the additional units must be introduced by re-invading the existing bridgehead (as per rule 29.438). The best way to do this is to first SR the armor to Gibraltar, and then the next turn conduct a second invasion of Portugal with the three fleets at Gibraltar. This reduces the risk of German interception, an unlikely prospect in any case (I will discuss why later). This is a combat mission however, and requires Britain to take an offensive option in the Mediterranean, so it's important that the mission succeed on the first attempt. Britain must also retain one of its naval units to provide supply for the forces already in Portugal.

While Portugal is being beefed up, the RAF should be maintained in England for defense. The RAF can be SRed to Portugal via Gibraltar when the time comes for the invasion.

SPAIN

To seize Spain, Britain needs three armored units and one powerful infantry unit in Portugal. She also needs 15 factors of air. But since there is only one airbase in Portugal (Lisbon) and Gibraltar is out of

range of Madrid, the British will need to deploy two airbase counters in Portugal.

Now, if Hitler has four fully loaded fleets, the Luftwaffe, and the paratroops poised to invade England, obviously, you should back off from Spain and save the Home Islands. But if Germany is embroiled in Barbarossa, then you have the freedom of action to pull this off.

Madrid *must* be seized in Winter of 1941. An example of how such an attack can be carried out is given in Figures 2a and 2b. They show that Madrid can be taken by two 2-1 attacks. If you are a little gun-shy about rolling the "4-6" combination, then you should introduce more ground and air factors in previous turns to allow you to roll 3-1 attacks.

The reason why Madrid should be taken in Winter of 1941 has to do with the impending American entry. While Britain has the power to seize Madrid against the Spanish Army, she does not have the power to hold the country against the certain fury of the Wehrmacht. She needs US assistance to do that. The timing of this is critical. Britain takes Spain in Winter of '41, Germany moves first in Spring '42 and can SR units to the Spanish border, but then the Allies get a Spring-Summer double move as America enters and tilts the BRP balance. Spain is secured.

TURKEY

With the capture of Madrid, Britain has now gained control of seven Mediterranean objective hexes. A Turkish alliance is finally within her reach. She must now carefully use her SR capability so as to fulfill the other conditions of Rule 33.7 in time to activate Turkey in Summer of 1942.

In Winter '41, Britain must make yet another installment payment to Turkey. She should be able to send 15 BRPs while Russia can send 15 to Hungary or Bulgaria to counter any that Germany may have sent. This Foreign Aid will require an SR and two fleets to dispatch. The rest of the British navy should SR British units into Spain or redeploy themselves so as to facilitate the redeployment of British units to Spain in the Spring of 1942. The Axis will have 25-35 ground combat factors in the Mediterranean (the entire Italian force pool plus some German minor ally forces) so it will be a "close-run thing" for Britain to achieve superiority by the end of Spring '42 turn.

Britain will start 1942 with 60 BRPs in conquests (Spain, Portugal, the French colonies, and Libya); she will have a total of about 185 BRPs, which is not bad at all. In Spring of 1942, Britain should send as many ground combat factors as she can to Spain, hopefully enough to achieve a majority.

How can Britain maximize her redeployment of ground factors to Spain while still keeping enough fleets in the Mediterranean to have superiority? The most efficient way to do it is as follows: In Winter of 1941 Britain should send her Mediterranean fleets to Gibraltar or to England. Then, in Spring of 1942, the fleets in Gibraltar change bases to England, and along with the Home Fleet, SEA TRANSPORT the British army to Spain. At the end of the Spring turn, the Royal Navy can then be redeployed back to the Mediterranean front.

If Britain can achieve ground factor superiority in the Mediterranean Front by the end of her Spring turn, she can then activate Turkey in the Summer! If not, she should at least achieve superiority by the end of her Summer turn and be able to activate the minor in Fall. Britain *must* keep her eyes on the Foreign Aid situation throughout this time period and not let the German player pull a fast one.

SECOND FRONT

With the opening of a *real* second front in 1942, the Germans are in serious trouble. France is totally indefensible since the Nazis would have to deal with

a British assault from Spain combined with an American cross-channel invasion. Caught in this pincer, France becomes strategically untenable. The Allies should liberate France by Fall or Winter '42 and reach the Rhine.

From the Balkans, the Turks should liberate Bulgaria, Rumania and even possibly Yugoslavia. Russian forces can be redeployed through Turkey and place very high pressure on the soft underbelly of the Nazis. With her minor Allies eliminated, and with large forces streaming into the Balkans and toward the Rhine, Germany will have to retreat and redeploy units from the Eastern Front, thereby making it easier for Soviet gains. With Americans along the Rhine, the British in Milan, the Turks in Belgrade, and the Communists in Warsaw, and with no West Wall, the Nazi bigwigs should look for some good lawyers in the Nuremberg area. Italy can be forced to surrender in Spring '43 automatically if the Allies can seize Sicily or Corsica and Sardinia in addition to any one hex of mainland Italy.

Although the activation of Turkey is the big payoff of this strategy, it is no failure if Germany does have the foresight to out-Foreign Aid you with respect to Turkey. To prevent Turkish activation, the Germans will have to acquiesce to the loss of the Foreign Aid battle with Russia over Hungary and Bulgaria. The loss of these two minors for the duration of the war is no small affair for the Germans. It represents a serious blow. Secondly, the seizure of Spain and the opening of a second

front in Spring of '42, plus the rapid gains that will come in the Spring-Summer '42 double turn, are devastating to the German position. It puts an immediate halt to Barbarossa, and signals the end of any German chance of victory. Even without ever activating Turkey, I believe the great strategic gains of this gambit are more than worth it. With the activation of Turkey, this very good move becomes a game-winning move.

There are two somewhat parenthetical points I wish to discuss before I conclude. Earlier I mentioned that German interception of British naval missions to Portugal was unlikely. The reason has to do with what I call the "psychology of interception". The German and the Italian players both have small navies which they must husband carefully and must choose wisely when they will expose such fleets to destruction. These fleets are expensive, and neither nation has the resources to waste on rebuilding large fleet losses. For both Axis players (and especially the German) the navy is seen as the first line of defense against a direct invasion of the continent (Italy, France or even Germany itself). As such, it is not to be sent out unless it is preventing what is perceived to be a *major* invasion. Very few German players would see an attack on Portugal as something to be prevented at all costs. Similarly, few Italians could perceive a small landing on the Libyan coast as a mortal danger. By the seeming innocuousness of these invasions, the Axis are lulled into a false sense of security from which they will be rudely awakened.

The second point has to do with those games in which the Germans are *also* pursuing the Spanish Gambit. Here we have the ingredients of a really interesting situation. In my opinion, the strategy I have outlined actually works well against the Ger-

man Spanish Gambit. Britain should build up her forces in Portugal in the turn before German attacks Spain. This way, when the Germans seize Madrid, the British are in a position to counterattack and seize ports, airbases, and possibly even Madrid itself. Without control of the airbases near Gibraltar, the Luftwaffe will not be able to lend ground support to an attack on the fortress. If the British can put the German airborne into a ZOC, the German timetable for seizing the Rock will be seriously disrupted. For the German Spanish Gambit to work, the Germans must reduce Spain, Gibraltar, and the English beaches in quick succession so that they can reach London before America comes to England's rescue. By delaying Germany just one or two turns in Spain, the British will throw a wrench into the German plans and hopefully prevent Sealion from ever taking place.

CONCLUSION

In many 3R games, Britain settles for a low intensity war in the Mediterranean during the period from mid-1940 till the entry of America. What I hope I have shown is that England has the capability to destroy the Axis' chances for victory through the use of long-range planning and intelligent step-by-step pursuit of a definite goal. All the pieces must fit together. Libya must be cleared, then Portugal, then Spain. The Foreign Aid war must be wisely waged and won. The RAF must protect England until it is time to take Spain. If the British player enters the game of 3R with a well thought-out war plan (and not necessarily this one) he can increase not only his chances of victory but also his enjoyment of the game.

My version of the Spanish Gambit has a lot of slack in it. There are only two time-fixed elements: the seizure of Libya while the French navy and army are still around to lend a hand, and the seizure of Spain in Winter of 1941. The taking of Portugal, and the buildup of the expeditionary force, is very open-ended. The British player should use this slack wisely.

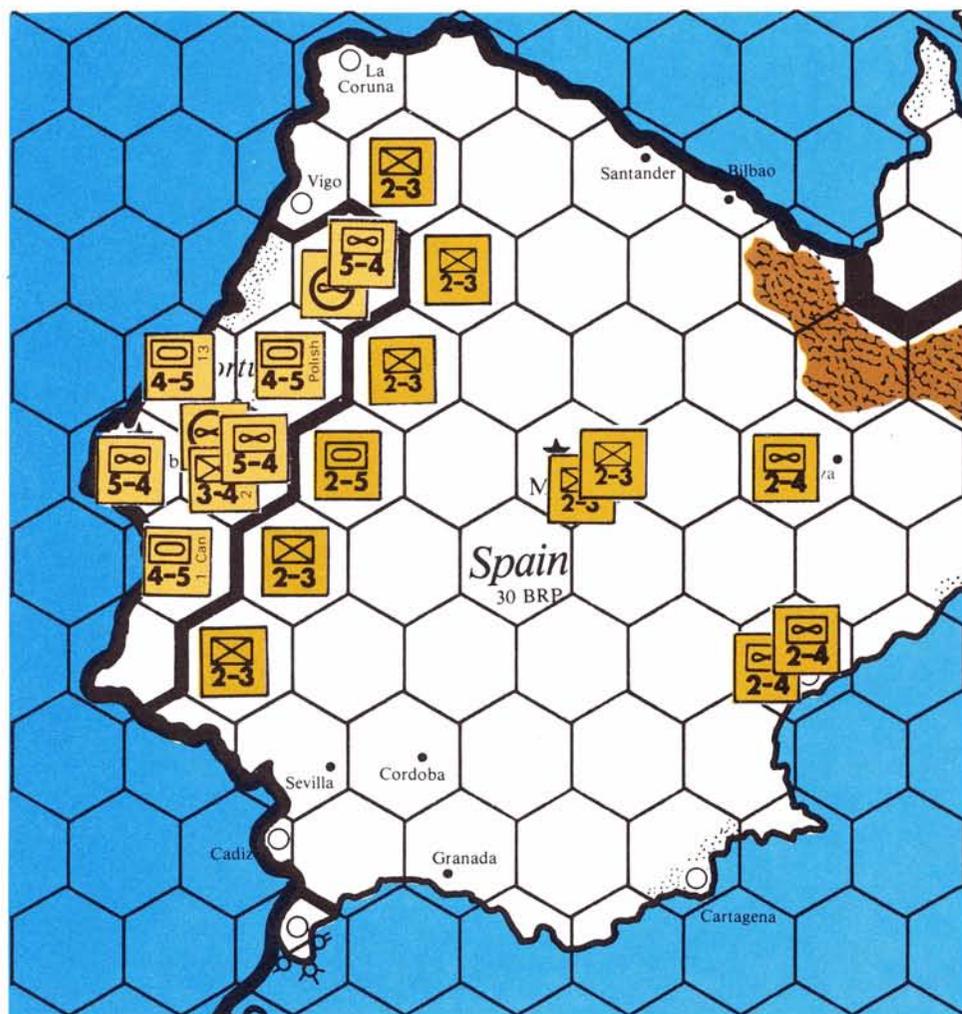
I would like to introduce one note of caution however. This Gambit is conducted on a shoestring. Britain has a lot of commitments to maintain, especially in defending England and retaining control of Africa. As the British player, you should always be on your toes and be willing to adapt to an unexpected threat or new situation very rapidly.

In the darkest days of 1940, the British people comforted themselves with the illusion that a blockade by the Royal Navy and the organized resistance of the enslaved people of Europe would force the Third Reich to crumble. In your living room you have the chance to give the British people a real victory by attacking the *Achilles heel* of European Fascism—Spain. God save the King! ★

COPIES

If the reader should need a copy of an article from an out-of-print back issue of *The GENERAL* or one of the *Wargamer's Guides*, The Avalon Hill Game Company does provide a photocopying service. The charge for this service is \$1.00 per page, with a minimum order of five pages required. Please specify the article title, volume and number it appeared in, and the pages on which it can be found; the *GENERAL Index* is invaluable for this (\$4.50 from Avalon Hill). This service is also extended to our other publications, present and past—*ALL-STAR REPLAY* and *HEROES*. Standard Avalon Hill Game Company postage rates of 10% of the amount of the order must be included for domestic orders (20% for Canadian orders and 30% for overseas orders). *GENERAL* postage coupons may not be applied.

Figure 2b Spanish "frontier defense". The British create a breakthrough at V10 with a 2-1 attack. Two armored units can then exploit to hex V11 and attack Madrid at 2-1 odds. The air factors are allocated as above.



THE Korean War

**JUNE 1950-
MAY 1951** \$24.00

On 25 June 1950, the North Korean People's Army invaded the Republic of South Korea. For the next three years, the United States and its United Nations allies were involved in a seesaw struggle that raged across the peninsula. Once the initial invasion was contained, General Douglas MacArthur, Commander-in-Chief of UN forces, masterminded the Inch'on invasion that shattered the North Koreans. The subsequent UN drive into North Korea unleashed the Communist Chinese counterattack, initially sending the UN forces reeling back south until they regrouped and stemmed the Chinese advance. *The Korean War* is the new, definitive simulation depicting the mobile phase of this resounding conflict between democratic and communist armies.

As commander of the North Korean or UN forces, you must carefully build up supply and manpower. If the initial offensive is contained, UN forces can prepare for an amphibious assault to smash North Korean supply lines. The decision to push into North Korea may trigger Communist Chinese intervention.

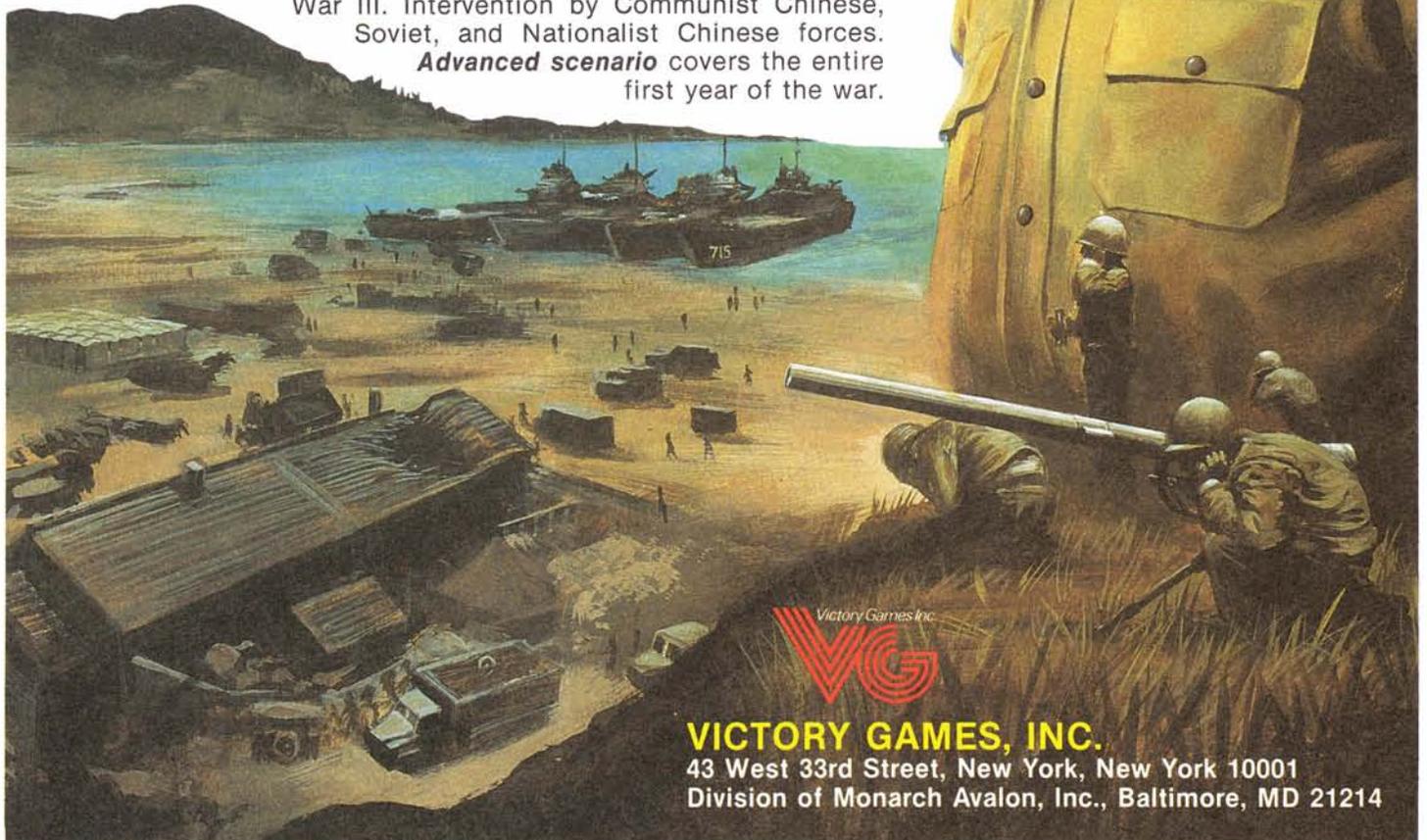
COMPONENTS

The Korean War comes complete with 520 colorful playing pieces, two 22" x 32" mapsheets, one Player Aid Card, Rules Booklet, decimal die, and counter storage tray.

Basic Game. Players alternate activating combat units for movement, combat, or entrenching. The strength of combat units depends on commitment levels and distance from supply depots. UN air missions limit North Korean supplies and movement. **Five scenarios** cover the major portions of the conflict.

Advanced Game. UN commitment of forces determines available reinforcements. Escalation of UN commitment to the war. Political and military decisions increase global tension, which may lead to World War III. Intervention by Communist Chinese, Soviet, and Nationalist Chinese forces.

Advanced scenario covers the entire first year of the war.



VICTORY GAMES, INC.

43 West 33rd Street, New York, New York 10001
Division of Monarch Avalon, Inc., Baltimore, MD 21214

OPONENTS WANTED

Will take any side in a rated game of TRC. I'm 1500. Locale gamers please call. Hank Burkhalter, University of Alabama, P.O. Box 8605, Tuscaloosa, AL 35486, (205) 349-4384. Average AREA (1025) seeking pbm opponents for SL—GI ASL later. Non-rated 3R. Ftf Tucson area. Patrick O'Brien, 4801 W. Massingale Rd., Tucson, AZ 85741, (602) 744-2697.

AREA 1500 seek ftf rated, non-rated games in Fresno, Central Valley for AZ, AOC, BB'81, CAE, FE, GOA, TRC, SL, ASL and W&P. Roger Whitney, 1050 N. Minnewawa, #158, Clouis, CA 93612, (209) 298-7521.

Would like competition in any military strategy game; Orange County, CA, or immediate vicinity—times open. Mike Cubb, 22415 Woodgrove, El Toro, CA 92630, (714) 458-8637.

RQ, DP, Central Coast area. Please call P.M. only. Forrest Johnson, 86 Brandon Dr., Goleta, CA 93117, (805) 968-7578.

Adult gamer non-rated, wants ftf for PB, PL, FT, PGG. Now learning 3R, SL, VITP and TRC. Don Rose, 1638 E St., #311, Hayward, CA 94541, (415) 582-1704.

Old Guard Wargamer will play FE. Either side—fft only. No beginners please. Randy Heller, 8404 Adams St., Lemon Grove, CA 92045, 460-7432.

AREA 1600 seeks pbm TRC, BB, AK, DD and STAL. Please no vanishing opponents. COC and xerox verification of CR's please. Craig W. Clemens, 8826 Wakefield Ave., Panorama City, CA 91402, (818) 894-5286.

Any games out there in the Pinole CA area? If so, please contact: John W. Mountjoy, Jr., 1220 Marionella Way, Pinole, CA 94564, 724-3252.

Wanted: pbm systems for 1776, AIW, SUB and SST. All letters answered. Charles Ryder, 1700 Civic Center Dr., #210, Santa Clara 95050, (408) 249-7658.

Players wanted for Paydirt and Bowlbound with 1972 team charts and up. Marshall Berke, 1519 12th, #4, Santa Monica, CA 90401, (213) 394-7732.

VITP/WAS is my game. I have/invent/play all variants. MD also played. AH fan since '65. Craig Burke, P.O. Box 318, Tiburon, CA 94920, (415) 435-3338.

Pbm teaching opponent wanted for FP and Sixth Fleet—need system. Wish to join multi-player games of KM and WSIM. Marcel Carbonneau, 240 Iron Dr., Apt. 17, Vista, CA 92083.

Wanted: honor system opponents for RF, 2nd Fleet, basic SL and TLD campaigning. Pbm AREA rated or non-rated. Adam Morrison, 210 So. Cove Terrace, Panama City, FL 32401.

12-year-old novice looking for opponent in 3R, VITP, FT, SOA and most other AH WWII games. Prefer ftf but will pbm. Darren Kilfara, 455 Shadowlawn Road, Marietta, GA 30067, (404) 951-8858.

Pbm ASL. Have honor system that allows a game turn to be played in 6 mailings! Nine year SL vet. Keith Larson, 2065 Halfday Rd., Box D739, Deerfield, IL 60015, (312) 948-0579.

Pbm or ftf: AK, TRC, GOA and many more. All letters answered. Ken Engler, 716 Glenwood, Joliet, IL 60435, (815) 722-8172.

Desire ftf in Lafayette area. Will play most wargames. Carl Schwamberger, 3824 S CO Rd., 25 E, Lafayette, IN 47905, (317) 474-6718.

Adult gamer seeking opponents in the N.W. IA area. I play ASL, RF, 3R and pbm DIP. Dan Roehrich, 311 Main Street, Hinton, IA 51024, (712) 947-4705.

Battle Location Newsletter and Clearinghouse for RF gamers—FREE hassles tactics theory fundamentalist Orthodox. BAT-LOC FREE, 2352 LeHavre, Lexington, KY 40504, (606) 254-2168.

Pbm BB'81 or FE, Now applying for AREA. Will play to finish; age 41. Bob Kelly, 3846 Monticello Blvd., Baton Rouge, LA 70814, (504) 273-3756.

Wanted: New Orleans area ASL opponents for ftf play. ASL'ers, show yourselves! Craig A. Champagne, 237 Clara Dr., Slidell, LA 70460, 641-3290.

Hey!!! Last chance to enter pbm Chess Tournament. Only a few slots left. Send SASE for detailed information. Don't miss out!! Jason Smith, 1711 Arlington Ave., Baltimore, MD 21227.

"PBM" Newsletter has game openings in DIP, 3R, CIV, Roy Fleming, 9 E. Eager St., Baltimore, MD 21202.

Play MR by mail with Hamblen's new rules. If you lack a copy, I can update you. Great game! Write to Michael Anchors, 9711 Medical Center Dr., #103, Rockville, MD 20850.

Wanted ftf opponents in greater Springfield area for ASL, SOF, UF, BANZ, FP and RF. Veteran Squad Leaders especially needed. Vic Provost, 54 Edson Ct., Chicopee, MA 01020, 593-5849.

"Morale Check" is the journal of the S.E. Mass Gamers Club. Contact local players of historical wargames and miniatures. Write: William Seth Owen, 6 Whelden Lane, Acushnet, MA 02743, (617) 998-2874.

Adult gamer looking for ftf opponents in ASL, FP, SOF with GHQ miniatures. William J. Meyer, 38601 Wakefield Ct., Northville, MI 48167, 477-4774.

Wanted ftf opponents for ASL, UF, MR, TT and GSL in Ann Arbor-Detroit area. Daniel Chinnery, 4116 Green Meadows Blvd., #11, Ypsilanti, MI 48197, (313) 973-0250.

Novice player looking for pbm PB game; want to get serious about hobby. J.B. Cameron, 308 E. 7th St., Albert Lea, MN 56007, (507) 373-1285.

Adult gamer wants pbm opponents for TRC and FE have systems. Rod Ridenour, 1107 Maberly, Hodrege, NE 68949, (308) 995-6620.

PBM 'zine publisher and GM 10 years seeks players: CIV with free bonus, KM, beginners game DIP, DIP variant, all pbm. Information 39c. W.E.J. Hinton Jr., 20 Almost St., Nashua, NH 03060.

The Cherry Hill Gamers Society of Southern New Jersey is enlisting new members. For further info please contact: Mark D'Ulisse, P.O. Box 1932, Cherry Hill, NJ 08034, (609) 429-6583.

Jersey Wargamers meet first and third Fridays, first and third Sundays each month. For info: (days) Bob Wielgus (717) 992-5135, (evenings) Bob Hahn, 596 Brookside Place, Cranford, NJ 07016, (201) 276-3553.

Looking for SL-ASL players, within 50 miles of the GW Bridge. Purpose: tournaments and opponent matching. Please include SASE. Andrea Cantatore, P.O. Box 21, Harrington Park, NJ 07640, (201) 767-7157.

Graduated from college, sick of solitaire. Prefer ftf. Have SL, COD, GI, FE, TRC, RF, GSL and others. Chris Dawson, 345 South Street, Morristown, NJ 07960, (201) 267-4131.

Non-rated adult gamer seeks pbm AK, PB and TRC. Fun only, not a rule "twister". Average player who hasn't played lately. Brian J. Orloff, HHC 1st BN 4th IN, Box 1084, APO, NY 09162.

Looking for friendly ftf RF in Buffalo area—weekends. John Wood, 72 Jerome Drive, Cheektowaga, NY 14227-2508, (716) 668-2352.

Buffalo area, forming SL/ASL interest group. Send SASE, name, address, age, available day, times list/infor will be forwarded. John Wood, 72 Jerome Drive, Cheektowaga, NY 14227-2508, (716) 668-2352.

TRI-City Area adventurers wanted for RPGs especially RuneQuest campaign. Ftf opponents also for Flight Leader, ASL and Gulf Strike. Robert Kaliski, 119 Hudson Ave., Green Island, NY 12183, 272-4747.

Adult wargamers 30+ to play most AH wargames and maybe role-playing games in Rockland. Ftf only! Stephen Geisinger, 21 Sturbridge Ct., Nanuet, NY 10954, (914) 623-5127.

Want to play multi-player CIV, TT or DIP by mail? New 'zine (The King's Court) wants you! Send stamp for pbm systems and more information. Jason Russ, Stonehouse Road, Somers, NY 10589, (914) 277-8543.

Need players for blind ASL game. Also seeking opponents for DYO, ASL scenarios. AREA 1500, rated or non-rated. Sean C. Turner, 110 Noel Ann Ct., Cary, NC 27511, (919) 481-0562.

Surely there are more gamers in Western NC. Let's get in contact for ftf possibilities. Write or call: Robert Chenoweth, 5 Waddell St., Weaverville, NC 28787, (704) 658-0131.

The Northern Tier ASL Club is now accepting new members. For more information, contact: Dale Miles, 821 2nd Ave., N.E., Minot, ND 58701, (701) 852-1910.

Ftf only BR, JUT, LW and AIW. James J. Scott, 5741 Kruppmermont Dr., Cincinnati, OH 45239, (513) 923-1684.

AREA 1500 Prov. looking for pbm SL and COI (house rules). Will accept any rating. All letters answered. Tim Rausch, 735 W. Maumee Ave., Napoleon, OH 43545, 592-9551.

ASL'ers of N.E. Ohio. Meet other ASL'ers at Mayfield Library Sat. 6/13/87 at 9:30 A.M. for more info call: Rick Troha, 4485 Oak Cricle, North Olmsted, OH 44070, (216) 734-4530.

Pbm opponent wanted for ASL or ftf within 24 miles of Willard. Stephen P. Dandar, 124 W. Pearl, Willard, OH 44890.

Northeastern Ohio ASL Group—monthly meetings in Cleveland, Ashtabula or Youngstown. Contact: Bill Conner, P.O. Box 4114, Youngstown, OH 44515, (216) 799-1548.

Seek 4th ed. 3R ftf opponents in central Okla. John Michalski, Rt. 10, Box 526-Q, Moore, OK 73165.

Adult gamers wanted for ftf games. EIA, SON, FT, Hells Highway, SL and many others. Phil McQueen, 23400 NE. Hyland Dr., Newberg, OR 97132, (503) 538-4724.

WARRIORS OF THE ROSES. Boardgames Monday and Friday nights. Featuring an ASL, AF campaign game. Many AH game titles played. F. Scott Payne, 7625 SW 91st Ave., Portland, OR 97223, (503) 244-0660.

Attention Squad Leaders! New pbm club. For information contact: Tactical Simulations By Mail, 20400 SW. Martinazzi, #69, Tualatin, OR 97062, (503) 692-9335.

Join Penn-Jersey Wargamers monthly meetings. All games; adults only. For info send SASE or call: Jim Vroom, 2290 Galloway Rd., A-23, Bensalem, PA 19020, (215) 245-1580.

Anxiously seeking opponents for ASL, BV, Paratrooper and Flight Leader in Erie County and nearby areas. Daniel T. Galena, 3318 Woodrose Lane, Erie, PA 16510, (814) 825-9053.

Mature wargamer-historian seeks competition in AF-DL, AZ, BIS, CAE, FT, FRED, JU, LW, PK, SON, SUB, UF, VITP, WSIM, 1830 and etc. John Desmond, 922 S. 49th St., Philadelphia, PA 19143, (215) 729-1561.

Any Flight Leaders in Plum, Pennhills, Monroeville area of Pittsburgh? Teen looking for ftf opponent(s) in basic and advanced game. Vince Tuite, 246 Perry Street, Pittsburgh, PA 15239.

Help! 3 brothers, ages 17, 18, and 20 desperate for fellow wargamers. We play seriously, but for fun. AF, FP and numerous others. Ftf or bust! C., S., & D. Caldwell, 2529 Campbell Circle, West Mifflin, PA 15122, (412) 469-1746.

Now AREA players seeks ftf SL series, 3R, JU, AOC and others. Will try pbm. Doug Fabian, 508 Fruitville Rd., Greenville, SC 29607, (803) 297-9935.

Experienced 23-year old seeks ftf opponents in Nashville/Cookeville area. For ASL, FP, and UF. Occasionally in Nashville. Harold Sawyer, 1971 N. Dixie Ave., D-5, Cookeville, TN 38501, (615) 528-7039.

13-year old looking for pbm opponent for TRC. Honor system only. Robert Croxdale, 315 Beech St., Morristown, TN 38813, (615) 586-5757.

Experienced adult looking for weekend ftf players for CIV, BR, FE, PB, PL, UF, Panzer Command, Non-rated adult gamer seeks pbm AK, PB and RF, others games. Ian L. Straus, 12013 Ash Rock Ct., San Antonio, TX 78230, 699-8810.

Experienced gamer seeks wargame club info from clubs in Central TX area or parties interested in starting one within 50 miles of my home. Mark A. Merrill, 949 S. Lillian, #209, Stephenville, TX 76401, (817) 968-2056.

The East Texas Wargaming Club needs you for monthly gaming sessions. For more information contact: Thomas Moon, 2303 Bonnie Brae, Tyler, TX 75703, (214) 461-0332.

Adult (36) 1200 Prov. gamer seeks AREA rated games in PL, PB others considered. All letters answered. Any Rio Grande Valley gamers? Kenneth Oates, 316 Hidden Valley Dr., #27, Weslaco, TX 78596, (512) 968-7984.

Will pay top dollar or trade other back issues for General Volume 12, No. 3, containing my articles on Jutland. Dean Miller, 8710 Duvall St., Fairfax VA 22031, (703) 560-3533.

Ftf opponents wanted for fun or blood. 3R, BIS, AF, CAE, AOC, Flight Leader! I want to check out ASL. Will learn anything. Fred Dobrate, 12538 Dayton Ave., N. Seattle, WA 98133 (206) 367-1260.

Look no further for pbm. DIP! "The Handwritten" has openings in regular and spy DIP. For more info send SASE. Erik Van Rossum, P.O. Box 95155, Seattle, WA 98145-2155, (206) 633-2962.

Fox Valley Gamer's Club meets on the 2nd and 4th Saturday of each month. For information contact: Kerry Watson, 1625 W. Weiland, Appleton, WI 54914, (414) 731-5579.

Wanted: German player for pbm FE. Non-rated consider; myself very good player. Steven Nix, P.O. Box 84, Rhinelander, WI 54501, (715) 362-5416.

"A" Company seeks mature ftf opponents for SL, COI, COD. Smoke gets thick each Wednesday night. Bob Gorden, 7213 Braehille Road, Cheyenne, WY 82009, (307) 637-6027.

Any DIP players interested in a pbm DIP newsletter, please write to: Ian Krult, 3963 Oakwood St., Victoria B.C. Canada, U8N-3M9.

Want ftf for ASL, UF, AF, TR, AZ, TB, GSL, AIW, FP, RF, FL, 3R, SON many others. Will travel. Dick Demery, 559 Chester St., London, Ontario, Canada N6C 2K1, (519) 432-8880.

Looking for ftf players in Soo area for SL thru GI, FT, MD, SUB, WSIM, SST, AF, DL. Rated or Unrated. Shaughn Haines, 4 Amherst St., Soo, Ontario, Canada P6C 5V4, (705) 942-6034.

The Ontario ASL club is seeking new recruits. For membership information please write: Ontario ASL Club, 66 Westmount St., Oshawa, Ontario, Canada L1J 4X3.

Looking for ftf opponents in Soo area. SL thru GI, FT, MD, SUB, WSIM, AF and DL. Rated or non-rated. Shaughn Haines, 4 Amherst St., Sault Ste. Marie, Ontario, Canada P6C 5V4.

Any wargamers in the Chatham area willing for ftf games with average player; have lots of wargames. Willing to travel. Tyrone Newby, RR2 Tupperville, Ontario, Canada N0P 2M0.

Any wargamers in Israel? Desperately seeking! COI, RF, 3R, AIW and W&P. Guy Blachman, 39, Galei Tchelet St., Herzlia Pituach, Israel, 46640, (052) 77605.

The "Opponents Wanted" advertisements on this page are intended as a service to the readership of this periodical. Please print or type the ad copy. If the ad is not legible, it will not be printed. Too, no ad dealing with products of other manufacturers will be printed and any mention of such will be excised. Ads are accepted for a single printing only. Should the reader desire that a specific ad enjoy a multiple printing, a separate number of copies equal to the number of times the ad is to be run must be submitted—although only one total payment need be included to cover the printings. Due to the pressure of various deadlines, often advertisements submitted weeks before an issue appears will not be printed in that issue. Please be patient; such will be printed in the immediately following issue. Please do not specify a particular issue for an ad to appear; such requests cannot be honored.

THE QUESTION BOX

THIRD REICH

3.36 The German 1942 scenario card says, "at least one armor and one infantry unit in Libya"—a sanctioned violation of Rule 3.36. May more German units be placed in Libya during set-up?
A. No.

5.51 & 5.53 If the Allies occupied a West Wall hex before 1944, but the Axis control it at 1944 YSS, does it become a fortress hex?
A. Yes.

5.51 & 5.56 & 5.58 Can a hex which has lost its fortress status be occupied on an Attrition option? Can an unsupplied Sevastopol?
A. Yes. Yes.

5.58 Sevastopol loses its supply line, but the Axis don't occupy it. Russia restores the supply line. Does Sevastopol regain fortress status?
A. Yes. Axis forces must control it to make loss permanent.

13.8 This rule and the Sequence of Play indicate that designation of supply fleets is done at the end of the Movement Phase. How then can a base change provide supply to unsupplied units and permit them to move as 27.231 states?
A. Rule 13.8 and the Sequence of Play are in error; 55.II.7.c and 7.d should be interchanged.

16.75 Britain falls; France has not. Do U.S. units initially deploying into France require sea escort?
A. No. Britain should be taken as "Europe" in this rule—and in 16.74 and the first 16.71 also.

24.5 & 32.7 May partisans inflict BRP losses on the Axis every year by moving in and out of a capital which reverts to Axis control after each exit, even though it may be behind Allied lines?
A. No. The capital does remain "Axis-controlled", but subsequent BRP losses are not imposed unless an Axis ground unit has been physically present in the capital in the intervening year.

25.2 What happens if Italian (only) units are in Rumania and neutral Russia DoWs Rumania?
A. Russia may not attack Italians (but could force an air or naval unit to change base). Russian forces may move through, and stack upon, Italian units; they may attack a Rumanian/Italian stack as though only Rumanian units were present. On the next Axis turn, assuming that Russia's DoW is not revoked, Italy has the choice of (a) removing her units by movement or SR (on this turn only Italy may SR through Russian hexes), and/or (b) destroying her units, and/or (c) a DoW

on Russia in order to intervene. However, if Germany chooses to intervene and Italy is at war with the West, there are no constraints on the Italian units.

26.6 If Italy is conquered, do Sardinia and Rhodes pass to Allied control?
A. Sardinia yes, Rhodes no. (The former was and is administratively part of Italy; the latter, a colony.)

29.11 Is a two-port hex considered as one naval base or two for interception purposes?
A. Yes.

29.414 Suppose, in the rulebook example, the attacker had only one 3-4 unit. In order to preserve it, would he have to lose two 9-factor fleets (to match the defender's losses) or only one fleet (to match the loss of a 3-4)?
A. He would have to lose two fleets.

29.423 May an air unit be sea transported to a port where it could become overstacked after combat?
A. No, the port must have the basing capacity to receive the air unit, as determined at the end of the Movement Phase.

32.8 Is a 15-BRP loss for partisan-controlled Moscow imposed if the Axis received 15 BRPs during the year but not last YSS?
A. Yes.

37.3 Does this rule apply when non-Egyptian port sources on the Mediterranean Front are controlled by the Allies?
A. No, it restricts only the Egyptian ports. The seventh line would read better as "... from non-Egyptian port sources."

37.3 The Axis control Gibraltar but the Allies control Madrid. The Allies have based a supply fleet in a Spanish port, enabling more than four ground units to remain in supply. What about Allied air/naval units in excess of four in the Mediterranean?
A. They are fully operational. As long as the Allies can trace a supply line, with or without supply fleets, to a non-Egyptian port source, the limit of four air/naval counters is not in effect.

45.6 Does this rule still apply if Russia has been defeated?
A. No.

49.41 & 49.5 & 49.9 If the Axis acquire control of a Vichy colony after Vichy is deactivated, may they receive BRPs for it?
A. Yes; after deactivation, there are no "Vichy" colonies.

The following 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		Year	Sample Base
							Shortest	Longest		
1. ASL	1.67	1.44	10	1.81	2.80	1.98	—	—	1985	133
2. RF	2.00	2.78	5	4.15	2.56	2.36	15.54	89.64	1985	88
3. GI	2.02	1.93	10	3.01	3.38	1.88	12.84	35.33	1982	264
4. COI	2.06	1.95	9	3.29	3.13	1.99	11.61	29.27	1978	532
5. BV	2.09	1.95	10	—	2.82	1.86	13.14	39.20	1985	95
6. 3R	2.21	2.67	10	3.81	3.40	2.73	25.94	69.24	1981	273
7. COD	2.23	1.97	10	3.12	3.08	1.85	12.15	30.20	1980	224
8. TRC	2.29	2.53	4	2.52	2.12	3.11	17.44	37.74	1976	540
9. SL	2.31	2.09	8	3.48	2.87	2.45	10.17	27.90	1977	680
10. UF	2.42	2.26	4	2.57	1.31	2.84	4.84	13.05	1983	58
11. BB'17	2.51	2.62	3	2.52	1.86	2.21	3.30	11.50	1983	87
12. WS&IM	2.53	3.04	6	2.93	2.67	2.39	7.01	34.90	1975	464
13. FP	2.57	3.10	4	3.12	2.91	2.87	5.42	16.81	1985	85
14. HW	2.59	3.27	4	3.68	2.13	4.25	8.27	21.73	1984	63
15. W&P	2.61	2.76	5	3.46	2.93	3.04	13.04	57.19	1980	374
16. BB'81	2.67	2.46	4	2.53	2.94	2.91	19.62	35.09	1981	277
17. TLD	2.68	1.95	8	3.72	3.54	2.04	24.44	170.68	1980	119
18. VITP	2.72	2.86	2	2.89	2.22	4.52	16.96	22.36	1977	420
19. CAE	2.85	3.01	4	2.32	2.89	2.52	25.14	32.57	1976	252
20. SON	2.92	3.03	10	3.72	4.09	1.92	29.50	81.78	1981	123
21. SOA	2.97	2.79	3	2.73	2.41	3.88	18.22	22.57	1981	232
22. FE	3.00	2.72	7	3.21	3.21	3.00	21.17	49.05	1980	345
23. FRED	3.00	3.41	4	2.93	2.58	2.75	12.25	24.67	1983	58
24. SUB	3.08	2.64	8	3.13	3.08	2.74	9.41	26.15	1978	281
25. CON	3.12	3.64	7	3.08	2.52	3.52	25.8	49.1	1983	73
26. MD	3.13	3.51	3	2.80	2.21	3.44	14.75	20.74	1964	395
27. AZ	3.17	2.72	7	3.18	3.86	2.68	18.63	63.40	1978	292
28. PL	3.19	2.94	7	3.31	3.13	3.50	9.49	25.80	1974	479
29. 1776	3.21	2.97	7	3.09	3.03	3.10	10.16	45.09	1974	373
30. FT	3.23	3.12	10	3.22	3.67	3.16	24.51	57.39	1981	196
31. PB	3.35	3.08	6	3.73	2.90	3.94	10.35	23.07	1970	448
32. BIS	3.45	2.96	6	3.43	3.25	3.06	12.41	26.35	1979	248
33. AAOC	3.52	2.95	5	3.02	3.26	3.07	15.52	26.53	1978	239
34. FITW	3.53	3.14	4	3.17	2.94	3.72	16.14	30.01	1981	100
35. CL	3.54	3.35	5	3.15	3.33	3.79	12.53	25.53	1975	136
36. DL	3.61	4.02	7	3.85	3.22	3.29	6.66	19.94	1981	120
37. GOA	3.66	3.37	5	3.67	3.79	2.98	18.68	60.06	1981	297
38. WAS	3.71	3.67	1	2.48	2.37	5.98	9.09	12.71	1976	396
39. GE	3.72	3.12	6	4.64	4.41	2.84	13.25	57.13	1977	248
40. AF	3.74	4.16	7	3.98	3.34	3.35	5.61	16.02	1980	192
41. AIW	3.74	3.05	8	2.92	3.52	3.06	8.69	25.36	1977	308
42. LRT	3.75	3.60	4	3.53	3.39	2.96	13.04	17.00	1982	56
43. TR	3.80	3.76	3	3.33	3.60	3.70	9.51	25.79	1980	72
44. WAT	3.83	4.17	2	2.95	2.64	5.00	17.08	23.13	1962	296
45. NP	3.87	3.29	3	3.27	2.56	4.89	9.69	14.40	1978	159
46. AK	3.92	4.38	2	3.30	2.48	5.09	14.49	19.13	1964	492
47. AL	4.03	4.05	5	3.69	3.18	3.57	12.34	17.93	1974	217
48. TB	4.06	3.53	7	3.48	4.47	2.50	11.28	32.50	1975	304
49. RW	4.14	3.14	5	3.32	2.91	3.98	4.22	21.15	1973	311
50. JU	4.17	3.20	6	3.61	3.83	3.22	16.01	36.66	1974	193
51. PAA	4.17	4.24	5	3.79	3.99	3.70	15.51	25.24	1981	144
52. DD	4.22	4.07	2	3.04	2.88	4.64	17.54	26.25	1977	367
53. CH	4.39	3.80	4	3.35	3.52	4.67	14.76	24.96	1961	140
54. STAL	4.39	4.29	2	2.88	2.75	5.83	20.57	28.85	1963	320
55. LW	4.45	3.75	5	3.77	3.79	4.79	13.36	34.14	1971	372
56. FR	4.79	3.49	4	3.47	3.75	4.06	16.27	26.95	1972	244
57. BL	4.73	4.16	7	3.65	3.77	5.27	20.43	41.44	1965	336
58. TAC	5.62	5.25	1	2.79	3.23	6.34	11.70	19.29	1961	285

BEYOND VALOR

Urban Combat on the Eastern Front for the ASL System

\$40.00

As is to be expected for all the ASL system modules, *BEYOND VALOR* was rated highly by those devotees who responded to the survey. In fact, its rating (Overall Value: 2.09) places it fifth on the RBG listing. I have no doubt that future modules (such as the just released *YANKS*) will fair equally well.

The ratings for the various components show the usual reflection of high quality and the superb art of Charlie Kibler. It makes a great deal of difference when the artist laboring on a game project is himself a fan of the system; and there are few graphics artists at work in this industry with a better grasp of the essentials in presenting information with pen and paint. Somewhat ironically, but perfectly understandable, the ratings for "Playability", "Complexity", and "Authenticity" are very close to those reported for the *ASL Rulebook* back in Vol. 23, No. 2 of *The GENERAL*. At least we are consistent in our presentation of the best tactical game around. Indeed, all the reader ratings for both the *ASL Rulebook* and *BEYOND VALOR* were well below average.

A last interesting point is to cast an eye over the playing times for the shortest and longest scenarios. A fair number of respondents listed the scenarios they judged shortest and longest, as well as listing the

playing time (in ten-minute increments) that it took them to play to a conclusion. The ten scenarios seem to offer everything from a two-hour bout with Scenario 1 ("Fighting Withdrawal") to a mind-numbing six-and-a-half hours for Scenario 10 ("The Citadel"). It will be most informative for us to see how scenarios in later modules stack up, with regard to playing time, to these "dense-terrain" battles.

Overall Value: 2.09

Components: 1.95

Map: 2.16

Counters: 1.93

Player's Aids: 1.84

Complexity: 8.27

Completeness of Rules: —

Playability: 2.82

Excitement Level: 2.34

Play Balance: 2.45

Authenticity: 1.86

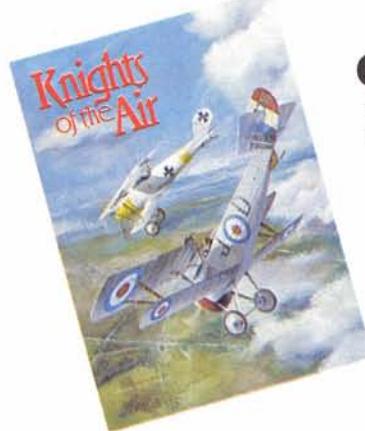
Game Length

Shortest: 2 hrs., 11 mins.

Longest: 6 hrs., 32 mins.

Year: 1985

Sample Base: 95



COMING UP
NEXT TIME

Picking up where Vol. 22, No. 6 of *The GENERAL* left off, the latest (Vol. 23, No. 2—overall rating of 3.24) offered another long look at the *ASL* system, highlighted by Messers. Chappell and Blick's hard fight in the Series Replay of Scenario 8. Not surprisingly, the replay topped the polling of readers' opinions on the articles. What was surprising was the equally high rating for the brief article on the *UP FRONT* system. It would appear that the editors need to offer more on this intriguing card wargame. The ratings for all the articles found in Vol. 23, No. 2 are as follows:

SERIES REPLAY	290
MOVING UP FRONT	286
FIRST IMPRESSIONS	172
PIECES OF PANZER LEADER	150
SQUAD LEADER CLINIC	120
SCIENTIFIC DIPLOMACY	114
STAFF BRIEFING—McNAMARA	59
AH PHILOSOPHY	9

There are some folk who seem to thrive on hard work. The PBM *DIPLOMACY* hobby has more than its fair share. Another now joins that band. Dick Martin (26 Orchard Way North, Rockville, MD 20854) produces two distinct, and distinctive, amateur 'zines. *Retaliation* is devoted to covering the play of several multi-player games—the likes of *MAGIC REALM*, *TITAN*, *CIVILIZATION*, and even *Monopoly*—with articles and reports of on-going games. For the nominal cost of \$1.00 for three issues, it is worth subscribing simply to see if it appeals to you. *House of Lords* takes a decidedly different tack. It is devoted to ongoing discussions on various hobby topics by gamemasters and amateur publishers; it runs no games, and is available to just about anybody. Mr. Martin intends that it serve as a forum for those without another, for those with insights to share, and for those looking for some thought-provoking reading. There is no set policy for subscribing (the last I heard was that for \$1.00 and writing something every other issue, anyone could have a subscription). For more information on either *Retaliation* or *House of Lords*, contact Mr. Martin; I'm sure he'll be happy to bend your ear.

The AREA Postal Championships for *AFRIKA KORPS* have finally come to an end with Joseph Beard being declared the winner over Frank Preissle and Dave Koch (who had to withdraw due to illness). Challenges for the *AFRIKA KORPS* title can be forwarded to Mr. Beard via Avalon Hill's Don Greenwood. Only the highest-rated AREA challenger is entitled to a match. Be sure to enclose a self-addressed, stamped envelope to ensure a reply to your challenge.

Our long border to the north has been peaceful for 150 years now, but there is a fair percentage of "wargamers" in that sparsely-populated land of Canada. Actually, they are wargamers—active and involved, literate and pleasant fellows of more than average ability in our hobby. Now comes the *Canadian Wargamers Journal*, a small publication devoted to all types of adventure games. It offers game reviews, strategy notes, variants and other bits for serious players. The *Journal* also reports on clubs and conventions across Canada, and focuses on games by or about Canadians. Having seen the third issue, it appears a most professional 'zine. Current subscriptions are \$9.00 for six issues; individual copies are \$1.50 each. Those interested are encouraged to contact the editor, Mr. Keith Martens (152 Sandarac Way NW, Calgary, Canada T3K 2L4).

Infiltrator's Report

Tired of that poster of Farah over your bed; that "Nuke the Whales" one in the bathroom? How about something eye-catching and colorful proclaiming your interest in *ADVANCED SQUAD LEADER*. Then you can smuggly field those questions about the best tactical wargame on the market, the "Cadillac" of boardgames. The Avalon Hill Game Company is now offering a full-color, 19" x 28" poster devoted to *SLASL*. On a backdrop of mapboards are some pictures of the hundreds of components; dividing a combat photo of WWII from these are a spread of the box covers of the modules released to date—featuring the award-winning art of George Parrish. The *ASL Poster* is available now for \$10.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214); please add usual 10% shipping and handling fees to your remittance. Maryland residents please add 5% state sales tax.

MAGIC REALM 2nd Edition

Welcome to the *MAGIC REALM*. Released from bondage at last is the legendary, lost Second Edition of the *MAGIC REALM* rules. *MAGIC REALM* is one of the most popular fantasy games ever released by The Avalon Hill Game Company, with sales continuing strong even seven years after it first appeared on store shelves to befuddle players. Among the ruins of a magical kingdom have come a colorful cast of characters seeking riches and fame; as a player, you take the role of one of these. The premise remains the same, but the latest edition brings a wealth of detail to this classic.

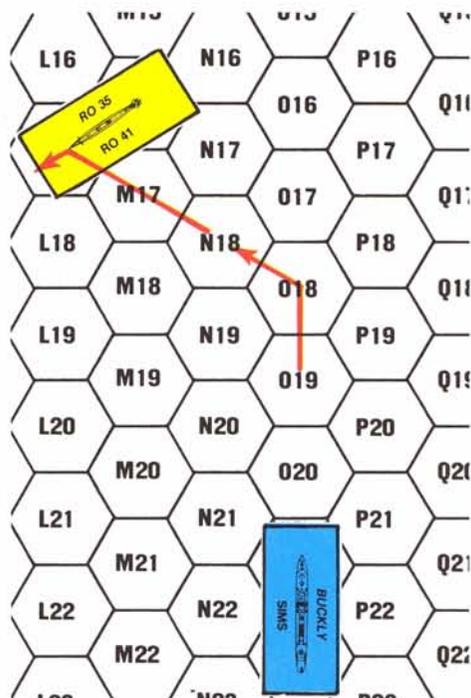
Richard Hamblen, designer of *MAGIC REALM*, labored over a year to produce this new 80-page rulebook. Graced with a plethora of examples of play, it has tamed this unruly monster, making the complexity of strategy found in the game readily available to all. Five pages of charts at the end of the new rulebook speed play. Lavish use of color is used to highlight important sequences and rules sections. All important elements of the game are listed in groups, giving information on advantages and disadvantages: characters, weapons, monsters, natives, treasures, spells, and so forth. New rules allow solitaire play, sudden death victory conditions for those wishing a shorter game, the play of multiple characters by one player, even the combining of two or more copies of the game to expand the size and ferocity of the realm. Optional and Advanced rule sections allow for ever more layers of complexity to be added, making *MAGIC REALM* the most "realistic" of fantasy boardgames.

Best of all, the new rulebook demands no new components to play this game. The second edition rules will henceforth be included in all copies of the game packaged. For those long-time fans of this best of fantasy boardgames, the Second Edition Rulebook for *MAGIC REALM* is available for \$4.00 direct from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). As usual, please add 10% for shipping and handling (20% for Canadian orders and 30% for overseas orders); Maryland residents please add 5% state sales tax.

The latest issue of our heroic magazine, *HEROES*, is out—and it heralds a change of editors. With Vol. 2, No. 2, Richard Snider takes over the helm of the flagship of the Avalon Hill/Victory Games role-playing line. Of some interest to boardgamers, the issue also carries a fine article on strategy for the Imperial player in *FREEDOM IN THE GALAXY*. With a number of new features and columns, Mr. Snider is sure to keep the periodical steadily improving. Subscription rates are as for *The GENERAL*—\$12.00 annually—with \$3.00 bringing you a back issue.

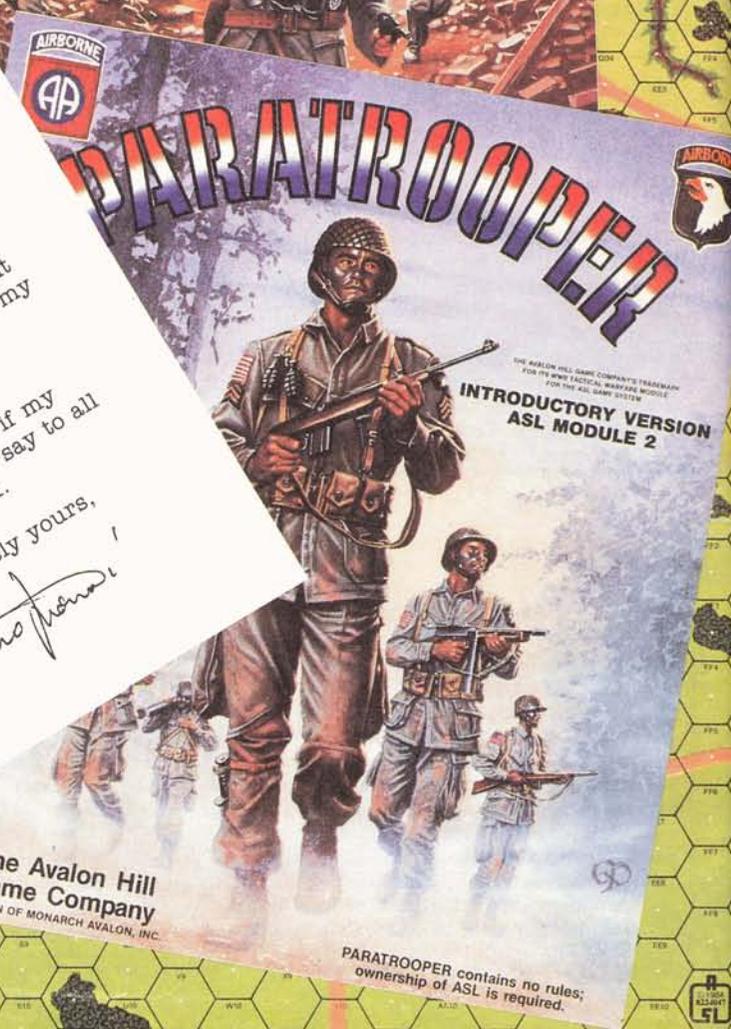
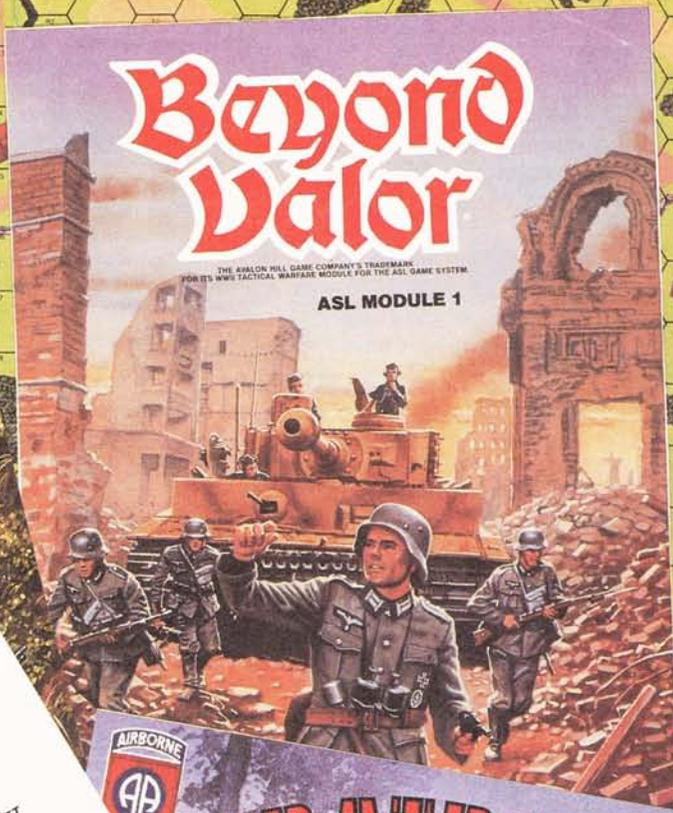
Contest 132, posing a tough situation for an American player in *UP FRONT*, elicited a wide response. After dismissing those entries using the Hero card or laying down fire, and those who listed the Sniper card as one played, we were left with some fifteen entries. Our infamous "random drawing" resulted in the following ten winners, each to receive merchandise credit from The Avalon Hill Game Company: Andrea Cantatore, Harrington Park, NJ; T.S. Clark, Memphis, TN; Chris Geggus, Romford, Essex, Great Britain; Don Hawthorne, Clayville, RI; Laurance Kam, Philadelphia, PA; Kevin Lorenz, Appleton, WI; Jeff Petraska, New Boston, MI; Bob Rademaker, The Colony, TX; James Silsby Jr., Ellsworth, ME; Paul Tenney, Herndon, VA.

In Contest 133, as commander of the American destroyer the entrants were to cause the greatest possible damage to a lurking Japanese submarine. Mick Uhl plotted the next two moves of the Japanese *RO35*, which went to a depth of 125 feet, as shown below:



Thus, the Japanese sub's moves would be 1L1 (depth, 75 feet) on the first turn and 2L (depth, 125 feet) on the second. Given this move, those moves of the American destroyer which place the greatest number of depth charges on it will be declared winners. All other things being equal, those entries placing the DCs at the same depth during the Anti-Submarine Attack Resolution Phase of either or both of the two turns will be declared winners in the case of ties.

THE STORY THUS FAR...



Dear Sirs:
 I just bought ASL and it's great! You know, when it first came out I thought I would never have bought it due to its high cost, especially so if you consider that here in Italy, after you add postage, import taxes and distributor's fee, its price goes up to the equivalent of \$75 (BV is about \$70 and PT is \$25). Anyway, when I saw it at my local hobby shop I knew I had to make it mine; I saved my dough for a long time and now I own the three of them.
 Well, I just wanted to let you know it was worth every dime of it and I feel my deepest thanks are due to all those contributing to the issue of such a wonderful game.
 Still a few words to apologize if my English was not perfect and to say to all of you keep up the good work.

Sincerely yours,
John P.

AH The Avalon Hill Game Company
 DIVISION OF MONARCH AVALON, INC.

PARATROOPER contains no rules; ownership of ASL is required.

EMPIRES IN ARMS \$35.00

The Game of Grand Strategy in the Age of Napoleon

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 10
- 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 1986

Good for Postage Charges Only on Complete Game Purchases

This coupon is valid only for mail order purchases of complete games direct from The Avalon Hill Game Company. Each postage coupon entitles the sender to deduct up to \$1.00 from the postage charges of any order for a complete game provided the amount deducted does not exceed the total postage charge for that order. Coupons are not usable for parts, magazines, or pbm kit orders. Shipping charges are 10% of the dollar amount of your order if sent to a USA address. Shipping costs to Canada and Mexico are 20% of the order; overseas orders must add 30%. Any past GENERAL postage coupons previously offering different values may be used as the equal of this coupon. Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$1.50 which he may pay by sending in 2 postage coupons and \$15, or 1 postage coupon and \$15.50. Customer B lives in Canada and orders the same game. He must pay \$15 in USA funds plus 3 postage coupons or \$15 plus \$1 for each postage coupon less than 3 which he sends.

\$1.00

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 rooting 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 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 bias to the survey because you all play our 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 not be accepted. 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.

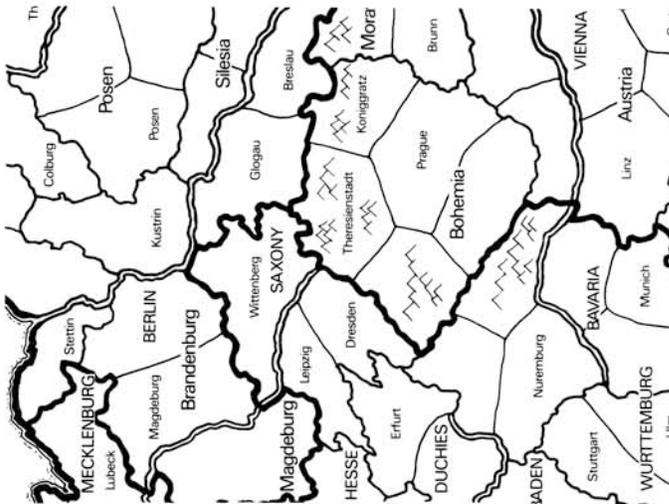
Advanced Square Leader—ASL, Afrika Korps—AK, Air Force—AF, Anzio—AZ, Arab-Israeli Wars—AIW, Banzai—BANZ, Beyond Valor—BV, Bismarck—BS, Blitzkrieg—BL, Britannia—BRIT, Battle Of The Bulge—BB, Bull Run—BR, Caesar Alesia—CAE, Circus Maximus—CM, Civilization—CIV, Dauntless—DL, D-Day—DD, Devil's Den—DEV, Diplomacy—DIP, Empires in Arms—EIA, Firepower—FP, Flat Top—FT, Flight Leader—FL, Fortress Europa—FE, Freedom in the Galaxy—FITG, Gettysburg—GE, Gladiator—GL, Guns Of August—GOA, Gunslinger—GSL, Hitler's War—HW, Kingmaker—KM, Knights of the Air—KOTA, The Longest Day—TLD, Luftwaffe—LW, Magic Realm—MR, Midway—MD, Napoleon—NP, Naval War—NW, PanzerArme Afrika—PAA, Panzerblitz—PB, PanzerGruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Paratrooper—PARA, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Russian Front—RF, Streets of Fire—SOF, Squad Leader—SL, Stalingrad—STAL, Storm Over Arnhem—SOA, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Titan—TT, Up Front—UF, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wooden Ships & Iron Men—WSIM.

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

Contest #134



All, or the bulk, of the Grande Armee is moved to _____.

[] This move will not lead to a field combat.

[] If this move leads to a field combat, France's best bet as the Attacker is to choose the _____.

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 _____

thunder over DARKHORN

The gathering of the armies is accompanied by the gathering of storm clouds. The spinning wheels of history have brought the four major powers into the final conflict for supremacy over the fertile land under the shadow of the towering mountain, Darkhorn.

From the four armies, men, elves and dwarves fan out and occupy strategic strongpoints and search for the elusive enemy. Some enter villages, foothills and woods, recruiting new members to the cause, while others remain behind and fortify the castles against siege. But watching over them all from his hidden fortress, the Darklord watches and waits . . . to confront the leader who dares to challenge his supremacy.

Up to Four Players—Simultaneously!

DARKHORN is the newest fantastic strategy game from The Microcomputer Games division of The Avalon Hill Game Company. Up to four players compete *at the same time*: raising their armies, organizing their forces and leading them into battle.

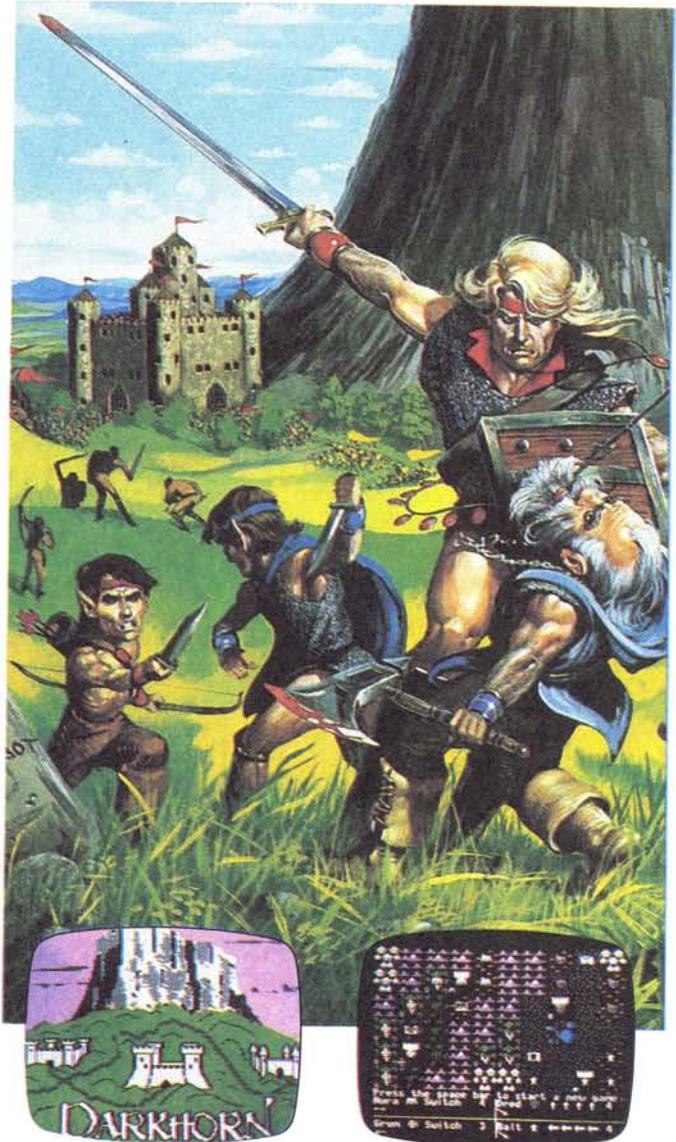
Look at these unique features!

★ NO WAITING! Everybody plays in Darkhorn! A unique real-time system allows all players to give orders to their armies at the same times. No one has to wait while one person decides what to do. The keyboard, joystick and paddles can be used in any combination.

★ MULTI-PLAYER OR SOLITAIRE! Darkhorn can be played by up to four players, with the computer sitting in when needed. And, if you want a solitaire game, Darkhorn offers that too. A unique handicapping system makes even a one-player game a true tactical and strategic challenge.

★ PLAY A SHORT GAME . . . OR AN ENTIRE CAMPAIGN! Want to play a game lasting thirty minutes? The Quick Scenario takes place on one of sixteen different maps. For an afternoon of fun, the Campaign Game rages over the nine maps of Darkhorn, with the winning army facing the Final Trial against the evil Darklord! And what does it take to triumph there? An unknown power that you can learn only by succeeding in previous campaigns.

★ BUT THERE'S MORE! Darkhorn can be changed to suit your taste. Randomly generated maps make each game a different strategic challenge. A tactical combat option tests your arcade skills. And, of course, the computer can take any side!



Darkhorn Calls!

The battle horns are sounding and the companies of men, elves and dwarves are assembling under the shadow of the mountain. By the night-banishing torches, the commanders are plotting their strategies for the coming campaign, and you are invited to join them. Darkhorn is calling for you!

Available for Apple® II+, e & c and Commodore® 64/128. \$30.00.

*Trademarks Apple Computers and Commodore Business Machines



microcomputer games DIVISION
The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY

© 1986 The Avalon Hill Game Company • Baltimore, MD

• Printed in USA • All Rights Reserved • Computer Program and Audio Visual Display Copyrighted

Subscribe NOW and be Eligible to WIN one of 100 PRIZES!

"If Moses had played Outdoor Survival, he wouldn't have gotten his followers lost in search of the promised land"

. . . is what a caption for this picture might say!

We might say that a subscription to our magazine, **The General**, would explain the benefits of playing **all** Avalon Hill games.

We might also say that you can win a FREE SUBSCRIPTION FOR LIFE to **The General** if you can come up with a better caption than the (groan) one stated above.

In fact, we're even going to let you WIN FREE GAMES FOR LIFE if you can come up with a caption focusing on **any** Avalon Hill game. Some examples:

"If the German High Command had played D-Day, they wouldn't have left Normandy so lightly defended."

"If Robert E. Lee had played Gettysburg, we might be speaking a different language, y'all."

100 WINNERS!

It doesn't matter which Avalon Hill game you write a caption about; winning entries will be chosen on originality and cleverness of caption.

Here's what you can WIN!

Grand Prize: Every new Avalon Hill board game sent to you at no charge for the rest of your life.

Mini-grand Prize: Subscription to **The General** at no charge for the rest of your life.

3rd to 10th Place Prizes: Extension of your subscription to **The General** at no charge for one additional year.

11th to 100th Place Prizes: Awards certificates worth \$10 in merchandise value. (90 to be given away.)



HOW TO ENTER

All you have to do is take out a 2-year subscription (or extend your current one for an additional two years). Simply complete the GREAT CAPTION CONTEST ENTRY BLANK, then send it along with your payment to The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.

Winners to be Announced at the National Game Convention – Baltimore 1987

Deadline for mailed-in entries is June 10, 1987. Winners will be announced at ORIGINS '87, the national game convention held at the Baltimore Convention Center. Judges decisions are final and will be based on neatness, originality, and the whim of the eccentric manager of the advertising department.

Why You Should Read The General

It's stood the test of time—over 20 years and still full of articles on strategy, tactics and variations of Avalon Hill games, written by game designers, and others who know what they're all about.

Each issue is loaded with full-color graphics, numerous maps, illustrations, and diagrams. We accept no outside advertising, so each issue is loaded with 48 full pages of game material including Series Replays, game contests, historical background pieces, information on conventions, even gossip on what's happening in the game world. And best of all, **The General** tells you about upcoming new games before the general public knows. You get all this normally for only \$12 a year. And if you use the discount coupons to the fullest, you get half of that back. And for a mere \$18—the cost of an average game—you get a 2-year subscription which includes \$12 in discount coupons. Obviously, the best wargaming value around is **The General**. Take out a 2-year subscription today—you may be eligible to win one of 100 prizes—maybe even a lifetime of games!

OK, I'm convinced. Please enter a two-year subscription to **The GENERAL** in the following name:

Name: _____

Mailing Address: _____

City/State/Zip: _____

Country: _____

New Subscription Renewal

Please Indicate Method of Payment (\$18.00):

Check Money Order Charge

American Express MasterCard Visa Choice

Account Number _____

Inter Bank #: _____

Exp. Date: _____

Signature: _____

(Please note that U.S. subscriptions are Postage Free. Canadian and Mexican subscribers must add \$18.00 to the above price; overseas subscribers must add \$24.00. Thank you.)

My Great Caption:

Here's my creation: My caption is too clever to fit on the lines below—so I've enclosed a separate sheet.

Name: _____

Mailing Address: _____

City/State/Zip: _____

Phone: _____

In the event of my winning one of the 100 prizes in this contest, I give permission for The Avalon Hill Game Company to use my name in any and all press releases and advertising relating to this promotion.

Signature: _____

(This form will be invalid if submitted after June 10, 1987. The Avalon Hill Game Company further reserves the right to reject any entry without prejudice. This drawing is not open to the employees or staff of The Avalon Hill Game Company nor of Victory Games, Inc.)



Please send Subscription Forms and payment to:
The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.
4517 Harford Road, Baltimore, Maryland 21214

ACADEMY OF ADVENTURE GAMING ARTS & DESIGN OFFICIAL ORIGINS AWARDS NOMINATION BALLOT

For the year 1986, to be presented at Origins '87, July 2-5, 1987, in Baltimore, MD
(for information about Origins '87, write P O Box 15405, Baltimore, MD 21230)

The Origins Awards, presented at Origins each year, are an international series of awards aimed at recognizing outstanding achievements in Adventure Gaming. The awards are comprised of the Charles Roberts Awards for boardgaming, and the H. G. Wells Awards for miniatures and role-playing games. An Awards Committee of hobbyists (some professionals, but primarily independents) directs and administers the awards system.

INSTRUCTIONS. Read carefully. Print legibly or type nominations. Ballots that are messy, not completed correctly, or show attempts at ballot stuffing will not be counted. You may list three nominees per category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not list selections in unfamiliar categories. **YOU MUST SIGN THE BALLOT!** Include your address. You may vote only once. Nominations should be for products released during the calendar year 1986. Miniatures figure series nominations should be for new product lines or lines which were substantially expanded in 1986.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. ALL Adventure Gamers are encouraged to vote! YOUR VOTE makes a difference! A final ballot is prepared by the committee and voted on by the members of the Academy of Adventure Gaming Arts & Design. Academy membership, \$3.00 per year, is open to active, accomplished hobbyists, both professional and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be mailed to the U S address. Present members may renew by sending their check with their ballot. Checks should be made payable to GAMA for \$3 U S. The Academy and the Awards Committee as well as the Origins Convention itself, function under the authority of GAMA, the Game Manufacturers Association.

DEADLINE: MAY 2, 1987

THE H. G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

1. Best Historical Figure Series, 1986

2. Best Fantasy/ Science Fiction Figure Series, 1986

3. Best Vehicular/ Accessory Series, 1986

4. Best Miniatures Rules, 1986

5. Best Role-Playing Rules, 1986

6. Best Role-Playing Adventure, 1986

7. Best Role-Playing Supplement, 1986

8. Best Professional Role-Playing Magazine, 1986

9. Best Professional Miniatures Magazine, 1986

10. Best Play-By-Mail Game, 1986

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

11. Best Pre-20th Century Game, 1986

12. Best 20th Century Game, 1986

13. Best Fantasy/Science Fiction Game, 1986

14. Best Professional Boardgame Magazine, 1986

15. Best Military/Strategy Computer Game, 1986

16. Best Fantasy/ Science Fiction Computer Game, 1986

17. Best Screen Graphics in a Computer Game, 1986
(Given a particular computer's limitations)

18. Best Amateur Adventure Gaming Magazine, 1986

19. Best Graphic Presentation, 1986

20. Hall of Fame, 1986

Name _____
Address _____

Signature _____

Send your ballot to only one of the following addresses by the deadline, May 2, 1987.

Awards
GAMA
P O Box 2712
Fairfax, VA 22031

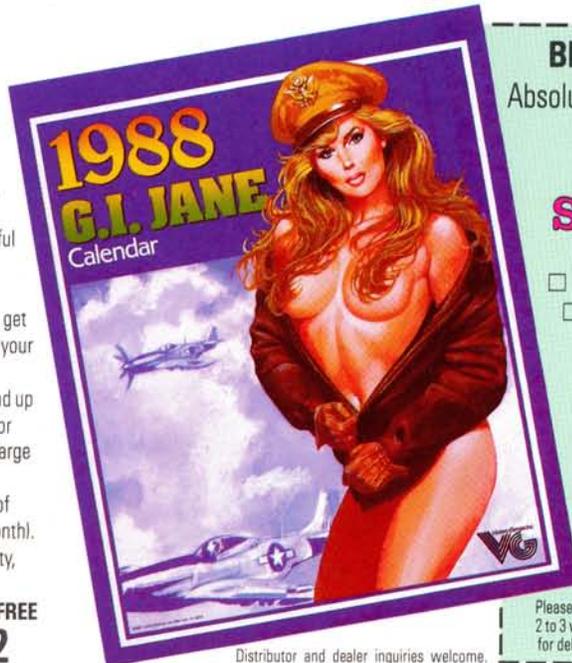
Australia & New Zealand
Awards, Adrian Pett
Breakout Magazine
P O Box 162
Mooroolbark, Vic 3138
Australia



ATTENTION!

The women of war want to salute you throughout 1988. Who says war is hell when you have twelve lovely G.I. Janes helping you win the big battle? When people mention the Battle of the Bulge, they'll be speaking of the 1988 **G.I. Jane Calendar**. The beautiful full-color paintings are destined to become collector's items, so consider it your patriotic duty to get one today. Better yet . . . delight your friends with this gorgeous 1988 **G.I. Jane Calendar**. They'll stand up and cheer throughout the year for this magnificent present. Extra large 13" x 16" size in a spiral-bound format (over 200 square inches of pulchritudinous delight each month). Exquisitely printed on high-quality, extra-weight paper for long life.

Credit Card Orders Call TOLL-FREE 1-800-638-9292



Distributor and dealer inquiries welcome.

BIG SAVINGS when you order 3 or more!
 Absolutely! Please send me _____ **G.I. Jane**
1988 Calendars @ \$9.95 each,
 plus \$2.00 shipping costs per order.
SUPER SAVINGS!
 If you order 3 or more, you pay only \$8.95 each.

- Charge to my _____ Check or money order is enclosed.
 AMERICAN EXPRESS VISA MASTERCARD

Account Number _____ Expires _____

I enclose \$ _____ plus \$2.00 shipping, a total of \$ _____
 (U.S. funds only)

NAME _____ (please print)

ADDRESS _____

CITY _____ STATE _____ ZIP _____

Mail to: VICTORY CALENDAR, Division of Monarch Avalon, Inc.
 Dept. G-4, 4517 Harford Road, Baltimore, MD 21214

Please allow
 2 to 3 weeks
 for delivery.