

ALSO: Wooden Ships & Iron Men ★ 1776 ★ Empires in Arms

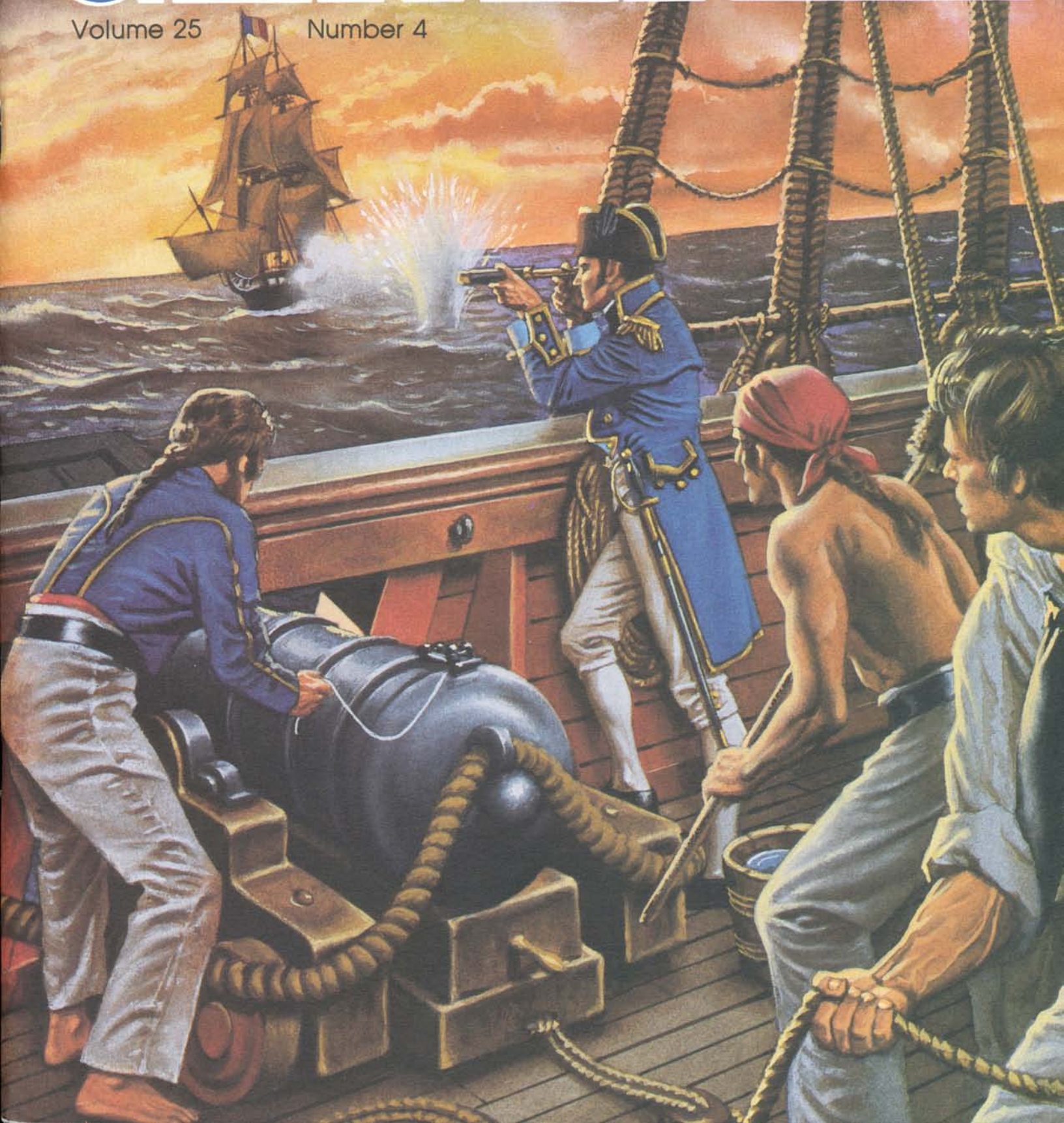
GENERAL

\$4.00

★ AVALON HILL

Volume 25

Number 4



★ ★ 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 Mike Bruno 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 \$15.00. Two year subscriptions are \$24.00. All domestic subscriptions sent via bulk permit. Domestic First Class Delivery and all subscriptions to Canada and Mexico must pay an additional \$15.00 per year postage charge. All overseas subscriptions must add an additional \$25.00 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 or MasterCard 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 6 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 David Dobyski

COVER ART: George Parrish

AREA Technician: Brenda Parrish

GENERAL Subscriptions: Richard Snider

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

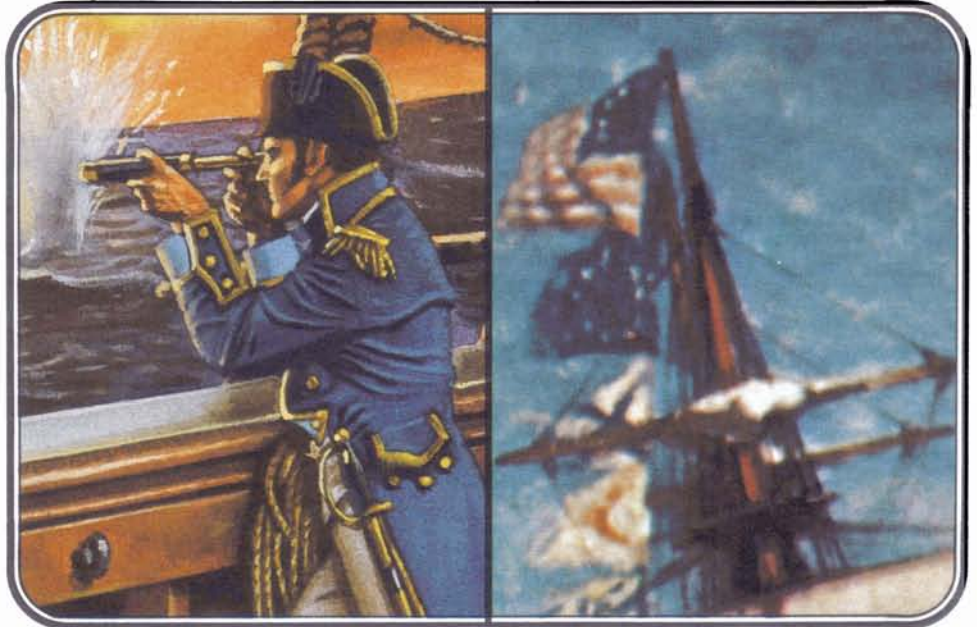
FOREIGN DISTRIBUTORS: Overseas readers are urged to make subscription arrangements with the appropriate agent.

AUSTRALIA: Jedko Games Ltd., 134 Cochranes Road, Moorabbin 3189, Victoria, **BELGIUM:** SPRL Prolude, 32 Ave. de Teruuren, Box 32, 1040 Bruxelles, **DENMARK:** Super Soft, Aabouldvarden 51-53, 8000 Aarhus, **FINLAND:** Fantasiapelit

Tudeer Ky, P. Rastitie 6 B 22, 01360 Vantaa, **FRANCE:** Jeux Actuels, BP534, Evreux Cedex, **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 Fumagalli 6, 20143 Milano; **JAPAN:** Post Hobby, Yayoi, Cityhomes Bldg. 26-5, 5-chome Sendagaya, Shibuya-ku, Tokyo 151; **LEBANON:** Nassar Trading Post, Makdissi St., P.O. Box 113-5284, Beirut; **NEW ZEALAND:** Blackwood Gayle Ltd., P.O.B. 28358, Auckland; **NORWAY:** AEH Hobby, Pilestredet 7, 0180 Oslo 1; **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., P.O. Box 2904, Capetown 8000; **SWEDEN:** Target Games, Frihammen, S-100 56 Stockholm; **WEST GERMANY:** DAS Spiel, Rentzelstrasse 4/Ecke Grindelallee, 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 and stamped 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.



THAT SINKING FEELING

Scuttling Ol'Dad

6

By Rex A. Martin

THE SHIPS OF THE ENEMY

Backgrounds and Highlights of the Ships' Careers

11

By N. Schlaffer with S.C. Taylor

SIGNAL 27

An Historical Analysis of *ENEMY IN SIGHT*

16

By Craig F. Posey

COMPUTER CORNER

Computer *WS&IM*

18

By John Huff

SIGNAL CLOSE ACTION

The Development of British Naval Tactics

19

By Craig F. Posey

THE AGE OF SAIL

Choosing Sides in *WS&IM*

25

By Jim Lutz

VIVA LA REVOLUTION

An Official Addition to *EMPIRES IN ARMS*

32

By S. Craig Taylor

KEEP ON TRUK-IN'

Strategy and Tactics for *VITP*

36

By Alan Applebaum

COMING ATTRACTIONS

NAPOLEON'S BATTLES

45

By Robert Coggins

SPORTS SPECIAL

League Play

46

By Jim Burnett

THE CONTINENTALS

The Americans in *WS&IM*

49

By Richard Olsen

RIDING THE EXPRESS

An Introduction to *TOKYO EXPRESS*

52

By Jon Southard

COMMAND PRESSURES

Leaders for 1776

54

By Jim Lawler

MBT

MBT is a detailed look at the organization, equipment and capabilities of some of today's most powerful and advanced military forces. Included are the latest American, West German and Soviet vehicles, their accompanying infantry and attached weapons, and the supporting artillery, air and helicopter elements that compose modern "combined arms" forces. It's all here, and YOU are in command!

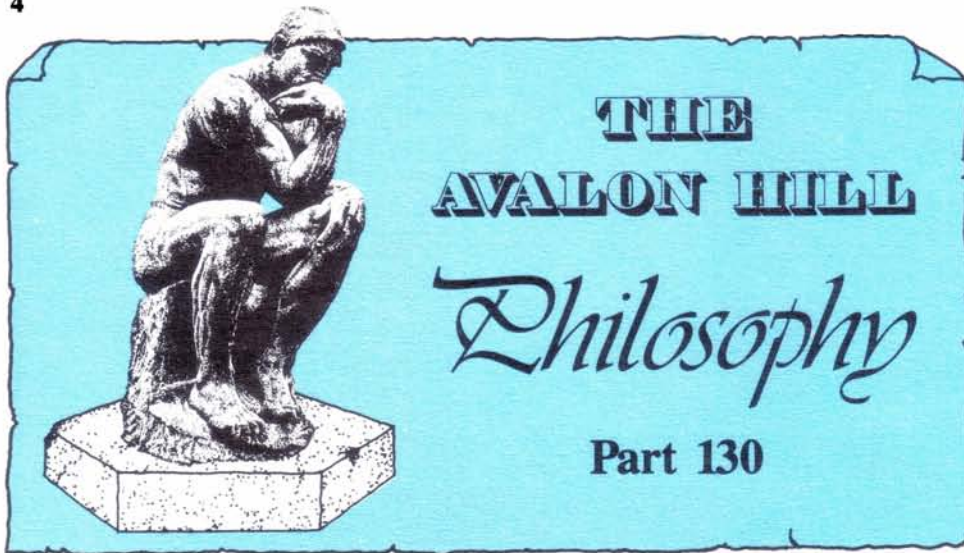
Units may use a wide variety of weapons and ordnance. Is a powerful enemy force attacking? Use the thermal imagers to peer through the smoke from the artillery barrage. Engage at long-range with anti-tank guided missiles, then, as they continue to close, with tank guns, and finally with shorter-range infantry weapons from those squads YOU so thoughtfully placed in ambush. Here come the tanks! Better fire APFSDS rounds for maximum penetration. Now the infantry carriers pop into view! Switch to HEAT rounds to set them on fire. Look out! There's a helicopter gunship sneaking in below the trees. Good thing YOU thought to place an anti-aircraft missile team over there.

Minefields and barbed wire can be used to "channel" enemy attacks, and entrenchments and camouflage can be used to improve survivability. Artillery barrages, fighter-bomber strikes, air mobility, helicopter gunships and anti-aircraft weapons can all play a part in deciding the issue. Unit integrity, command control, troop quality and doctrine all play roles that can be as important as the lethal high-tech weapons systems employed. Individual "data cards" for each weapon provide the detailed information that it is impossible to cram into a few factors printed on a counter, but make reference easy and keep the game fast-moving and playable.

- ***Endless Scenario Variations:** Use any of the given scenarios or devise your own.
- ***Flexible Mapboards:** The mapboard panels may be placed in numerous configurations, and their terrain varied from game-to-game to permit battles to be fought from the mountains to the plains.
- ***Organizational Data:** Extensive lists of platoon, company and battalion organizations allow players to deploy realistic forces.



MBT is available now for \$30.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add 10% for shipping and handling (20% for Canadian/Mexico orders; 30% for overseas). Maryland residents please add 5% state sales tax.



Back in the "AH Philosophy" of Vol. 24, No. 4 was a form which sought the readership's collective opinion on some of the changes contemplated for our expanded format. The response was most gratifying, and served to help guide us in making some tough decisions. But it was intended solely for that purpose; I had no plans to report the results (or re-open old arguments about content and presentation). However, quite a number of readers have written asking to know more about that rather unique experiment in editorial policy-making. So, to satisfy their curiosity—and to give the readership some further information on developments—at the end of this installment of my rambles is a chart showing results of "1988 GENERAL Readers' Survey".

But first (you knew this was coming), I've a few remarks on those results. The response was gratifying, yet the 1109 forms we received represents less than 10% of our readership. Still, I suspect that it was numerically the largest of any such attempt at consensus in these pages. To the many who spent some time and money (well, \$.25 isn't much, but every penny counts these days) to help us, I'd like to express our thanks. The following paragraphs deal with the various topics presented, in the order they appeared on the insert survey form.

Taking the first category—the "Regular Features"—it would appear that most of what we've been doing has come to be accepted, and even looked forward to, by the readers. It is something of a compliment that so many read the "AH Philosophy" regularly, and that our corner devoted to answering questions helps so many among the readership. Indeed, only with regard to the AREA column did the majority indicate they had no interest. However, given that it takes but a single column and serves as a guide for those in the AREA system (which is undergoing a revamping of sorts), it was decided to continue this feature. Of marginal usage (by my lights, anything less than 699 but greater than 554—the half-way mark—can be said to fall in the median span of the survey): the contests, convention calendar, back issue listing, and ASL scenarios on the insert. But, since these have all a long tradition in this magazine, they will continue. Many made mention of specific points, and we've taken these to heart. As but one example, we are making an effort to insure that the Convention Calendar, for instance, is more timely; to that end, I'd encourage any con-organizers to advise me of your upcoming event the moment site and date is finalized.

As for the "Occasional Features", only the *Editor's Choice Award* seemed to lack broad-based support. But Don and I have always felt it the best way to honor the free-lance gamer/authors that slave to bring you such enjoyable reading. And it gives us

the chance to encourage well-written and presented submissions. The \$100 and life-time subscription also augment our standard rate-of-pay which, while the best in the hobby, we wish could be higher. A few respondents suggested that we let the readership select those authors to be nominated each year, rather than simply presenting a slate of possible picks. But then, it wouldn't be the "EDITOR's Choice", would it? Too, I can think of no one better qualified to judge how much work (both on the author's and our own part) went into those few pages you spent an hour or two with. So, the practice of our single yearly award for the best piece to appear in the previous volume year will continue, unchanged. One other point before I press on—with regard to the *GENERAL Index*, as soon as I've finished the last issue of Volume 25, I will begin working on our five-year update. It should be ready early in 1990.

The "Types of Articles" entry asked for some advice on what the collective readership wanted in terms of content. Of course, the overwhelming support for articles on strategy or tactics, for Series Replays, and for Designer's Notes was anticipated—and we will continue to see these types dominate these pages (in all their many disguises). Surprisingly, the readership also indicated they wanted more historical pieces, and we are making every effort to present more of this type, tied to one of our game titles of course, when appropriate. Such pieces as "Wheels of Democracy" (last issue) and "Ships of the Enemy" (this issue) now have a home in *The GENERAL*. The support for variants was gratifying, and helped strengthen us in our fight to have a yearly counter sheet (which will mostly carry variant counters) included for subscribers. And the "Works in Progress" entry led directly to the now-regular column "Coming Attractions", previewing a soon-to-be release from Avalon Hill.

As to the subject of "Subject", the overwhelming cry seems to be to make *THE GENERAL* a wargames-only periodical. While we will be limiting our coverage of "non-wargames", I should take this opportunity to forestall some of the letters from the disgruntled few by pointing out that my definition of what a "WARgame" is may differ from yours. Since this hobby first began its rapid growth some 15 years ago, the line between wargame and non-wargame has been growing less and less defined. Many of our new titles fall into the shady regions between. While you needn't fear lengthy pieces on titles such as *ACQUIRE* or *Nightmare on Elm Street* herein, I will warn that should the occasional well-written piece on a good GAME with only tenuous ties to any SIMULATION show up on my desk, it will appear. A case in point: while *ENEMY IN SIGHT* is surely no landmark in historical study, it is a damn

fine game. And it is worthy of consideration in these pages (at the very least, a brief introduction to the readership is deserved). *ENEMY IN SIGHT*, in effect, is one of those games that lie in the twilight between simulation and game. Heaven help us if this hobby ever becomes so stuffy and constraining that there isn't room for a few words about it.

Responses to various past, current and proposed "Regular Columns" showed that a clear majority wanted one on solitaire games and gaming—the "hot fad" in wargaming these days. Unfortunately, despite our best efforts, we've yet to line up an author for this effort. Also on the "plus" side of the ledger sheet were columns on ASL, AH "classic" and "Modern-Era" wargames. Jon Mishcon will continue with his excellent series on ASL. Bruno Sinigaglio, one of the finest game players around, has promised to take on the task of regularly writing on some of the older games in our line. And Jim Day, designer of *MBT*, has been approached about a column on our growing line of games devoted to post-WW2 conflict. Despite the negative result, we have instituted a column drafted by our Microcomputer brethren, although if reader response continues to be lack-lustre we will probably end this effort. Jim Burnett has begun a column on our sports titles, which has proven strong and drawn a number of compliments. And, as mentioned above, the "Coming Attractions" column serves to alert readers to upcoming goodies.

As for the odds-and-ends, the entries under "Miscellaneous" are pretty self-explanatory. No cartoons, larger typeface, or (surprisingly) "For Sale" want ads. On the other hand, we've already instituted our yearly bonus counter sheet, and the titles of Victory were rated during the RBG update.

By the time you read this, the first *ASL Annual* (for 1989) will be on the shelves. Although not shown, some 634 readers indicated they would purchase such a product. And all of them felt \$10 a reasonable price for a 64-page special issue devoted to their favorite game. As for content, the two articles and three new scenarios for the original *SQUAD LEADER* establishes the pattern I hope to follow with future issues of the *Annual*, as determined by averaging the response to "percentage of coverage". Being released at *ORIGINS '89*, the *ASL Annual* should fill a void for all those crazed *ASLers*.

Turning to what might make a buyer *more* likely to purchase a new game, we found that we are doing things mostly right. A "No" majority here doesn't mean that they won't buy the new game, just that these factors don't affect their decision. It would appear that the "bookcase" format is here to stay, and the "Complexity" and "Solitaire Suitability" ratings help potential buyers judge the contents. And I suspect that, in the future, more effort will be made to present "Introductory-level" rules for most of the games not specifically aimed at hard-core wargamers.

Turning to some specific projects, the 5th Edition of *THIRD REICH*, should it appear, will likely be presented as an Expansion Kit. And the updates of the original *SL* scenarios will not be offered as a series of pads similar to the old "Series 100" but instead continue in these pages. Looking over the proposed new titles, those 549 who wanted *MBT* will be pleased to see that it has been released—at *ORIGINS*. As for the other designs, all are being looked at, debated and thought upon mightily by the gamesters here at Avalon Hill. But the greatest stress being placed at the moment is upon providing coverage of the Pacific Theater of WW2—both at the tactical level (*ASL*) and the strategic (*Rising Sun—A Pacific 3R*). I am sure, too, that strong consideration of such efforts as an upgrade of the *PB/PL* system and a new solitaire game on the invasion of Tarawa will be in the forefront of future staff discussions of pending projects.

Continued on Page 44, Column 2

BLIND JUSTICE

DISTRICT COURT



16. PRESTIGIOUS LAW FIRM makes your climb to the top a lot easier: instead of rolling the die for a move, you may choose which of the next six spaces to move to. Play any time.

BAD TRIP

Still leading an active social life, this 88-year-old woman was on tour with a group of her contemporaries. A cocktail party was held in their honor at a resort hotel. As she was leaving the party to go to dinner, she slipped on a dropped hors d'oeuvre. She fractured her hip and never fully recovered. Now she must use a walker which makes her a prisoner in her 3rd floor walk up apartment. She blames the hotel for not keeping the area clean and is suing them for damages.

Suing for: \$400,000-700,000
Appeal Cost: \$40,000
Case: #161

SUPERIOR COURT

WHALE OF A TALE

A secretary for a marine park agreed to ride a whale for publicity purposes after being assured that the whale was well trained. The joy ride soured when she was bitten on the leg and buttocks and nearly drowned. The defendant claimed that riding the whale fell within the scope of her employment duties and therefore was a risk of the job.

Suing for: \$50,000-100,000
Appeal Cost: \$10,000
Case: #119

Eckis v Sea World Corp., San Diego, Calif., No. 332674 Oct. 1974.

DISTRICT COURT

SUPERIOR COURT



37. SHOT A BURGLAR? Now you're really in trouble. You should have let him have the TV set. He's suing you for using excessive force. Roll a die. Die roll 1-3: he wins; pay \$400,000 to the Clerk. Die roll 4-6: he loses; shoot \$75,000 in legal fees to the Clerk.

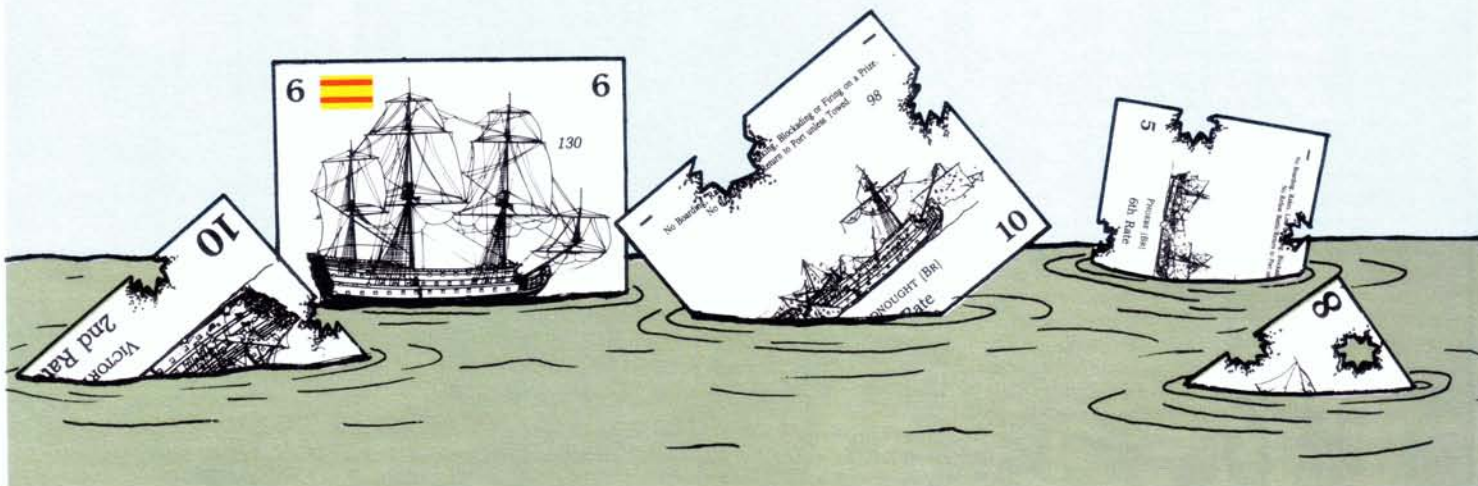
Mothers have always wanted their children to grow up to be doctors or lawyers. Lawyers? Really? Wasn't it Shakespeare who said: "First, we kill all the lawyers"? Whether the old bard was right or not depends a lot on how you view the legal profession. How do YOU tell the difference between a dead skunk and a lawyer when both are lying in the road? If you answer the skunk's the one with skid marks in front of it, you'll enjoy the merciless harpooning in store for the brothers of the BAR in **BLIND JUSTICE...The Game of Lawsuits**. This simple, fun-to-play boardgame is the newest product to feed the public's love/hate relationship with the law profession.

BLIND JUSTICE pokes fun at barristers the world over, while citing **actual cases** of litigation for the players to resolve as both plaintiff and jury. Each player assumes the role of a prosecuting attorney representing a litigant in a trial. The player draws a Court Case Card and reads a condensed version of an actual lawsuit—injection it with all the necessary fiery adjectives that will convince the jury to award his client rightly or wrongly a windfall in damages. Along the way, players will be alternately amused or enraged by just how little they know about the law—or, depending on your point of view—how little the law knows.

Play also includes out-of-court settlements and lawyer-harpooning Chance Cards as players work their way up from District Court to Superior Court and on to the Supreme Court and victory by amassing...what else...lots of money. Whether you admire or detest the legal profession, you'll enjoy hours of hilarious and educational entertainment with **BLIND JUSTICE**...a 90-minute game for three or four players or teams.

BLIND JUSTICE is now available for \$25.00 direct from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add 10% shipping and handling for domestic orders (20% for Canadian and 30% for overseas shipment). Maryland residents please add 5% state sales tax.



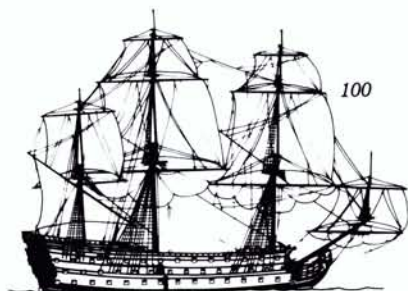


THAT SINKING FEELING

Scuttling Ol' Dad

By Rex A. Martin

Soon after we began playtesting *ENEMY IN SIGHT* here at Avalon Hill, I introduced it to my kids. I enjoy playing games, and they enjoy games (they'd better, since it's put food in their mouths for, lo, these many years), and I figured that this would be one that they could appreciate. So we played, even dragging in my reluctant wife at times, on and off throughout the course of last Spring. There were some good games, and some mediocre ones, after these two little demons (my daughter Amber was 12 at the time; my son Brandon eight hard-won years of age) grasped the concepts and developed their own distinctive styles of play—which usually consisted of bashing each other about while I won. At long last, after some few weeks had elapsed while we individually heeded other pursuits, to celebrate the release of the game (and pass an otherwise "yucky" Sunday afternoon) we sat down for a game or two of *ENEMY IN SIGHT*. I decided to record the play for posterity; what follows is the result of that folly—as seen through my eyes. To paraphrase some old TV potboiler, "The names are true; only the actions have been changed to protect the innocent."



BRITANNIA (BR)

First Hand

A die roll gives me the deal, and the consequent first play. Not that that is necessarily an advantage, but sometimes it allows you to get in that first lick. For those readers who may not be familiar with this

superb little game (shame on you), each player is dealt six Ship cards to form his/her fleet and then six Action cards to form the hand from which he will play. Ships are rated from 1st Rate (the biggest and best) to 6th Rate (floating rat-palaces). The Action cards allow you to fire, repair, board, and all that other neat stuff those old tars did in battle. Of course, this is a rather simplistic view, but as I first told the family when I dragged the game home, just bear with me and I'll explain the details as we go. The four fleets fell out in the following fashion (with Sandra, my wife, on my left):

Rex: Britannia (1st Rate), Bucentaure (2nd), Fougueux (3rd), Africa (4th), Constitution (5th), Bonhomme Richard (6th)

Sandra: Dreadnought & Temeraire (2nd), Achille (3rd), Agamemnon (4th), Constellation & Insurgente (5th)

Amber: Santa Ana (1st), Elephant & Captain & Montanez & Vanguard (3rd), San Leandro (4th)

Brandon: Droits L'Homme (3rd), Bienfaisance & Yarmouth (4th), Chesapeake & Vengeance (5th), Baionnaise (6th)

[The Guillaume Tell, a juicy 2nd-rater, remained on top for the first person to pull an Additional ship card and claim it.]

Brandon's joy at having been dealt a ship whose name he recognized turned to dismay when he realized what a second-rate fleet he had in comparison to the rest of us. Amber's had a decidedly Anglo-Spanish bent; and she had what I considered to be the most powerful, with nothing less than a 4th-rater in her line. For my part, I couldn't have selected a more balanced fleet; I just didn't know if this was good or bad since my little ships would certainly be at risk, but my big ones would allow me to fire most any Broadside card (the predominate "attack" cards: only ships of the appropriate rate or larger can use any specific Broadside card). But my initial Action cards looked pretty good—a 4R/H (1st), 1R/H (6th), Bow Rake, Boarding Party, Refuse Battle, and Blockade. So, I was ready to put these

kids in their place, teaching them a thing or two about playing war with ol' Dad.

1. I have no draw of course (you open each turn by drawing enough cards to match the number of ships you have afloat in your battle line, a minimum of four cards but an unlimited maximum). But I had a guarantee of sinking Brandon's Baionnaise. Should I do it, or pick on someone my own size. Nope . . . I sink it with the 4H and the Bow Rake (a rake can be played along with any other combat card to increase the damage, and they come in +1 Bow Rake and +2 Stern Rake varieties). Since you win by amassing points, and you amass points by sinking and capturing the other ships, how could I pass up such an easy target? Besides, someone else would have got it if I hadn't. But these arguments didn't cut any ice with Brandon. I could tell by the out-thrust jaw and moist glint in his eye that he was PO'ed. But so long as I am bigger than he, I'm not worried (although, if he advances any further with his Tae Kwon Do—he carries a brown belt at this writing—I may have to watch my step some day).

Sandra then puts a 3H into my Britannia—just to make sure that any Fire gets to me, and Brandon was dealt a red card. (All the terrible surprises are printed red on the back, as opposed to black, so everyone will be sure they get played immediately.) Amber, timid soul, plays a Refuse Battle (which means nobody can shoot you for one turn). Brandon, with his usual tough luck, has been stuck with a Run Aground card; random selection spots the Chesapeake, but it survives the die roll (any higher than its rate, it would have been sunk).

2. Having played two cards last time to grab the early lead (and make me an undying enemy for my son—at least for today), I get to draw two cards to fill my hand. This brings me an Additional Ship card (ah ha!), but a Run Aground card of my own. Random selection points to the Bonhomme Richard, which survives the die roll. Sandra, in spreading the wealth of cannonballs, puts 3H on my Bucentaure. Amber plays an Additional Ship card to grab the Guillaume Tell (a note for you purists here: when

playing with the family, we don't suffle the ship deck after each red card has been played; it's more hassle than it is worth I feel—which brings the 5th Rate Essex to the top. Brandon, down a ship already, again has no draw but in revenge puts 3H into my Britannia.

3. I draw a Fire Ship (nice to have when somebody slips off to port) and play a Refuse Battle card. Sandra, not having me to pick on, turns and puts 3H on Amber's flagship Santa Ana. Amber, never missing a beat to pound her little brother, puts 3H on his Droits L'Homme. Brandon responds with tongue out and a Repair card (allowing him to remove any one Broadside card he desires from any single ship).

4. So, I drew a Bucket Brigade; it might come in handy some day. On the other hand, my offensive capabilities are rather sad to contemplate with this hand, so I discard a Boarding Party. I sure don't want the Essex, and there's nothing else profitable that I can see to do. Sandra, who is perforce trying not to pick on anyone (she's the peacemaker in the clan), plays a lone Bow Rake on Brandon's Droit L'Homme. Amber refuses battle again. And Brandon, with his long memory for wrongs, puts 2H into my Bucentaure. What a pain; this makes my lead squadron look rather ragged. Worse yet, a red card looms for my draw!

5. Drew a Weatherguage, which gets tossed. Damn, despite my hand that red card means I had no chance to protect my ships. Sandra, cycling back, plays 2H on my Fougueux (she must not have a big enough card, or combination of cards, to sink anything or she would). Amber, having no such problem with her seven-card hand, promptly sinks Britannia with a 2H coupled with a Stern rake. Her brother, sharp enough to pick out the new leader after I loudly pointed out the fact, puts 1H into Amber's weakest ship—the San Leandro.

6. I have no draw, and have no qualms about shooting Mom. After all, I can cook my own meals if I have to. So I put a piddly 1H into her Insurgente to tempt the kids into firing on her and show them that the world doesn't end if you do. Sandra just discards. Amber pulls the red card, Strike, that can only affect my Bucentaure; I roll a "2" and so heave a sigh of relief (any red card passes around the table until it reaches someone whose ships can be affected by it or the original player). Brandon is even more put out, now that he finds he didn't get to play (intervening players' turns are skipped by this red card rotation); try explaining this concept to a volatile eight-year-old.

So, in effect, Sandra gets another play and, being back on schedule, puts a 3H into Amber's Guillaume Tell. Amber, who also gets a second play before Brandon or I, dismasts the boy's Droits L'Homme with a 2R and a Stern Rake; then she boards and captures it with the Vanguard, using a "3" Grape to facilitate capture (when boarding in an attempt to capture, you may play any Broadside card able to be used by that ship to shift the odds). She now claims it as a prize; Brandon, needless-to-say, is livid, having just been "cheated" out of a turn. Since he is now down a ship, he has no draw and just discards a Boarding Party.

7. I draw another Additional Ship, so I'll take that tacky Essex to increase my hand. And I can hope for a better ship below to grab next time. Lucky me; I'm rewarded with the Mars (3rd). Sandra, still playing middle of the road (or sea, in this case), plays a Bow Rake on Brandon's Bienfaision. Amber draws four cards (!) and, damn it all, no red ones as so often happens when someone has to take a bunch at one time. She puts 3H into my Africa. Brandon, the "weeny" (Amber's words) of the group now, still steaming over losing another ship, adds 1H to Amber's Santa Anna.

8. I draw a 4R/H (1st)—lot of good it does me now. Seeing that Amber could grab a big lead in points if she gets that prize home to port (prizes garnering double the usual VP), I play my hoarded Blockade on her as I should have done last time. Sandra discards a Boarding Party. Amber, who seems to have an unlimited number of cannonballs, puts 2H into Fougueux. Why doesn't she just dismast these ships to raise the blockade; maybe she is trying to make me more of a target than I am already. Ha! Brandon repairs the damage to his Bienfaision.

9. I draw a 1R/H and play it on the hull of the Insurgente to tempt Amber. Sandra, back to me in her cycle, puts 2H into Essex. Oops. Amber then puts 3H into Bonhomme Richard, despite my appeals to her patriotism. Brandon plays a Refuse Battle card. He's wising up that his bunch of fishing boats may be the best targets on the table.

10. I get stuck with another Weatherguage, which only serves to free Amber from the Blockade. Damn. Sandra places 2H into Amber's Elephant. Amber, as I feared, promptly (so excited she plays it before she draws, the little brat) plays a Refuse Battle to take the Droit L'Homme back for 24 points. Brandon, poor fellow, draws an Admiralty's Orders and sees his fleet dwindle even more as the Yarmouth sails off to his port, its crew singing lusty sea chanteys.

11. I get a 3R/H (3rd) in the draw. OK, I've been waiting the whole game for this, and so send my Fire Ship after Amber's now-repaired Droits L'Homme (after all, she has more VP than Brandon and, besides, her ship in port is worth more points to me than is Brandon's Yarmouth) and sink it on a die roll of "6"! Despite my protests, now everyone is pointing at me. Sandra plays an Additional Ship card to claim the Mars. The Ambuscade (6th) comes up—damn, I waited too long and got busy doing other things. Amber, in retaliation for my Hornblower episode in her port, sinks the poor Bonhomme Richard, with a 3H. Brandon discards a 1st-rate Broadside.

12. So, I'm back down to five cards; I put a 3H into my darling's Dreadnought. After drawing two cards, she responds by hitting my Essex with a 2H (one of the reasons no one shoots at her—besides her elevated status in this house as chief cook—is her distressing tendency to always pound on one in reply at the first opportunity). Amber must be short on powder at last; 1H on my Africa. Brandon follows suit, the little copycat, with another 1H on Africa.

13. I draw another useless 1st-rate 4R/H; I could be in serious trouble here and so toss it overboard in the hopes of better next time. Sandra . . . "no love, no; play it on Amber—she's only your daughter" . . . plays the British Break the Line card, promptly sinking the Africa and Essex, and casting my others all in the role of "leaky tub". She declares her first three, and biggest ships, Line Breakers (you must specify at least one ship under sail, but no more than half your line, to maintain the Break). Worse still, I know the Weatherguage cards are now all gone; and how much chance have I of dismasting her three lead ships? That is, of course, if the kids don't finish me off before I even get another play. Amber sinks the Bucentaure with a 3H and Brandon then sinks the Fougueux with a 2H.

14. If I thought things had been going badly before, now I am really beset as the Constitution scuttles around trying to find someplace to hide. If I play that Additional Ship now, the Ambuscade is half-sunk before it fires a shot. On the other hand, if I can manage to lose the Constitution first, that Break the Line card goes away and then I can bring out the little 32-gunner. So I just discard.

What the hell? Sandra plays a Refuse Battle and so lifts the Brit Break the Line from my tired shoulders. Maybe she feels sorry for me; after all,

we've been "lovers and friends" for nigh on 15 years. Nah—she's got something sneaky up her sleeve. No such concern about Amber; she puts 1H into the Constitution. I knew I could count on her ruthless nature. Brandon discards another Boarding Party.

15. Well, I still can't draw any cards after my recent debacle, but I can claim the Ambuscade. Wouldn't you know, the Argonauta (2nd Rate) is next in line. Sandra reveals the depth of her hand by playing the Spanish Break the Line on Amber, declaring her three leading ships now Spanish; now I know what she planned. Oh boy! Amber plays the French Break the Line against Mom, and makes her own leading ships her Line Breakers. At last, the titans of this hand clash! Brandon, little vulture that he is, puts 1H into Amber's Santa Ana. Both he and I stand to do well in picking off the cripples while Amber and Sandra salvage each other's fleets.

16. That is, if I could draw anything. But I got a Boarding Party. Unfortunately, I don't have any cannonballs that fit my crummy guns (holding 1st- and 4th-rate broadsides now). Pitch the biggest overboard. Sandra is forced to draw the Fire card, which sets the Insurgente's rigging ablaze, thus dismasting her. Amber blows the Constellation out of the water with a 4H from her 1st Rate ship; most impressive. Sandra may have bitten off too much in tackling her for Amber would have been content to beat up on Brandon and I if left alone. Brandon puts 1H into Amber's Elephant, claiming he is coming to save his Mom.

17. I draw another damn Boarding Party and immediately discard it. Sandra lets the Fire jump to the hull of the Insurgente while she sinks Amber's Santa Ana with a 3H! Amber responds by sinking the flaming hulk of the Insurgente with 1H. My God, the sea is red; I'd love it if they weren't getting such big points out of this. (Or if I could pick up a few.) Brandon discards a Repair card!

18. I still can't draw anything useful, and so discard a Boarding Party. Sandra, having lost a ship, has no draw. She settles for dismasting Amber's Captain with 1R, then launches the Agamemnon at it with a "1" Grape; Amber replies with her own "1" Grape and nothing happens. Amber, in turn, dismasts the Mars with a 2R, then boards and captures it with the Vanguard (playing a "3" Grape to do so). After repairing the rigging damage, she adds it to her line to bring her fleet back up to seven ships. All of this points out one of the dangers in Boarding actions, you can so strip your hand of cards (as Sandra did) that you are defenseless against someone boarding your ships until your next draw. Brandon discards a 2nd-rate Broadside.

19. I at last draw a Broadside I can use, a 1R/H (5th), and get to add my two-cents' worth to this furious duel. I pop the Guillaume Tell for another hit on her hull. Sandra, although getting the worse of this battle, fights gamely on; she hits Elephant with 1H. Amber is burned by her four-card draw this time; Admiralty's Orders takes the Guillaume Tell home for repairs. Quick, where is another Fire Ship card? The lucky little sod Brandon draws and plays an Additional Ship card, taking the Argonauta as his flag. The Bellerophon is now on the blocks.

20. I draw a 2nd-rate Broadside I can't do anything with; I so hate dumping cannonballs overboard. Sandra shoots down the Elephant with a 2H, which promptly lifts the Break the Line card from her. How lucky can you get? Amber has no draw, but she slaps a 2H on the Temeraire. Brandon's new-found power seems to have gone to his head as he draws and plays a 2H on Amber's San Leandro.

21. No, No! I draw a Fire card and the rigging of the poor Constitution, who has been hanging around the fringes of the battle, catches a stray spark and ignites. Lucky I resisted the temptation to discard

that Bucket Brigade (which, when played, stops the fire but doesn't repair the damage—otherwise the ship sinks when all the hull has been burned to cinders). No respite for the wicked, Sandra claims, as she sends a Fire Ship after Amber's Guillaume Tell in port (but misses). Amber, having been truly scared, *discards* a Refuse Battle to bring out her 2nd-rater. Brandon draws and discards yet another Boarding Party; guess he's not planning on taking prisoners.

22. The fire continues on the Constitution. I draw a 2R/H—6th-rate yet! But I can't fool around while my flagship (don't laugh) burns and so put out the fire before I'm dismasted. Sandra sends the San Leandro to the bottom with a well-aimed 1H shot. Amber responds with a 4H (2nd) into the Dreadnought—so that's what Swiss cheese looks like. Brandon, I'm your father—why pick on me? Turning a deaf ear, he puts a 2H into the Ambuscade. (Boy, does he carry a grudge.)

23. I draw a 2R/H (5th). Before I lose it, I guess I'd better try—a Boarding Party from the Constitution at Amber's dismasted ship. I use "2" Grape and Amber matches me with "1" Grape. I miss. Sandra then dismasts Amber's Montanez with 1R. Amber, not quite down, pounds the Dreadnought under the waves with a 3H. Brandon pulls a Fire card, which of course sets my singed Constitution on fire again.

With that, the action tapers off; one more round of play doesn't change anything. Though Amber plays her Additional Ship card she's been hoarding for so long just to spite me. Final point count—Brandon: 11; me: 20; Sandra: 80!; Amber 81!! Since we are playing to 100, looks like this is going to be one short game unless we boys gang up to prevent it. During the break (for trips to the fridge and toilet), I take Brandon aside and point all this out to him. No problem—he'll be glad to work together, and so we'll feed each other points and never attack each other during this next hand. Trust your Dad, boy. After all, who gives you quarters for the video games and plans to fix your bike, real soon.



BRITANNIA (BR)

Second Hand

Sandra has the deal, and does right by me:

Rex: Caledonia & Victory & Orient (1st), Neptuno (2nd), Europe (4th), Serapis (5th)

Sandra: Franklin & Dreadnought (2nd), Bellerophon & Monarca & Venguer du Peuple (3rd), Bienfaision (4th)

Amber: Ville de Paris (1st), Bucentaure & Heros (3rd), United States & Phoebe (5th), Ambuscade (6th)

Brandon: Britannia (1st), Revenge & San Justo & Thunderer (3rd), Agamemnon (4th), Shannon (5th)

[Up on the docks—the lousy Randolph (6th) for whoever first gets desperate enough to take it.]

My fleet is easily the most powerful, but the others aren't bad either. And my starting hand of Action cards is the pits—2R/H (5th), two 1R/H (5th), 1R/H (6th), Weatherguage, Fire. I'll be stuck for two turns as nothing but a target while I clear these red cards from my hand. And even then, unless the draw brings me good news, I'm not going to be hurting anyone seriously with shots of "1" and "2". Right

off the bat someone's going to shoot at me, just in case one of these red cards is a Fire card. Trust my dear wife not to miss that opportunity.

Sure enough, Sandra, playing first, puts a 3H into my Orient; and Amber then follows suit by blasting the Victory down to a second-rater (a dismasted ship drops a grade) with a 3R and Stern Rake. Brandon, with me frowning mightily upon him, honors his promise and puts 1H into Amber's Ambuscade.

1. At last I get to play and toss the Weatherguage, hoping against hope that something comes my way to stop the incipient Fire. With such a fleet, how can I already be at such a disadvantage? Sandra, taking her usual tack (which stood her so well last time), puts 2R into Amber's Ville de Paris. Amber, drawing two cards, patches the holes in her flagship's canvas with a Repair card. My son single-mindedly puts 4H into Ambuscade, sinking it with his 1st-rater. Now Amber's mad at him, and so may leave me alone.

2. I draw a 3R/H (2nd), but fire breaks out on the Victory (in the hull since it has no rigging left to burn). Sandra plays a 2R on the Caledonia; she is obviously trying to de-grade all my big ships and must figure Amber and Brandon will keep each other amused (as siblings often do). Amber pulls her standard Refuse Battle play; this may buy me time as Brandon will hopefully fire on Sandra. My boy comes through and puts 2H on the Bienfaision.

3. The fire on the Victory goes to Level 2; I draw a 3R/H (3rd). Since I don't want to give Amber points by playing it on Sandra's leaky 4th-rater and don't dare dismast any ships in case Amber has a Boarding Party, I opt to use it to dent the hull of the Franklin. Sandra promptly uses a Repair card on the Franklin.

Amber draws a red Fire card which (you guessed it) hits the Victory to make it burn even faster. I can't save it now. I just wonder who'll sink it for the big points (it now has four hull "hits" and will garner *two* more each turn).

Worse, Sandra and Amber again get double turns. Sandra, seeing Amber as her closest rival for victory, dismasts Amber's lowly Phoebe with a 3R, then sends the leaky Bienfaision with a "2" Grape after it in a boarding action. Amber meets the attempt with a 6th-rate "2" of her own, and nothing happens. Subtle—Sandra is hoping to pull enough cards to better her hand to where she can sink the flaming Victory with a 4H immediately after my next turn. Meanwhile, Amber's Phoebe remains dismasted and at risk, while she ventured only a shot-up 4th Rate. Amber pulls two cards, and restores the Phoebe with a Repair. Brandon, however, now dismasts it again with a 3R, sends his own Agamemnon with a "3" Grape, and (since Amber has no reply) easily captures it. What, what? He restores the rigging and adds it to his own fleet (as one has the option to do with a captured ship)! That British expedition of his (with the stray San Justo) looks pretty impressive.

4. The Victory's crew continues to toast marshmallows, and I draw a 4R/H (1st). If I only had a Rake card I'd sink something. Instead I put 3R into Ville de Paris from the Victory as a last gallant gesture. Ah ha, even with her three-card draw Sandra didn't get her four-shot. So she puts 1H into Brandon's new Phoebe. Amber can't draw, but she puts 2H on Brandon's flag, Britannia. And Brandon too obviously got nothing with the four cards he drew to sink Victory (or is holding off, respecting our agreement), so he puts a piddling 1H more in Bienfaision.

5. Goodbye, Victory; the fire goes to Level 8! Draw a 2R/H (6th). Use it to dismast Ville de Paris, leaving Brandon and I with the only 1st Rate SOLs. Sandra puts out the fire on the Victory with a 3H.

Much pointing of fingers at her as the undisputed leader. Amber, taking my words to heart, arranges a truce with her brother; this engenders some ten minutes of arguing while old wrongs from six months ago are aired and Sandra and I fix ourselves a drink). With the pact agreed to (ha, I know my boy too well), she then hits the Venguer du Peuple with a 3H. Brandon follows suit and adds 2H to the Venguer.

6. Since I don't get to draw a card, I'll just console myself by sinking Sandra's Venguer du Peuple with the 1st-rate shot I've been hoarding; thanks kids. Sandra, still looking to cripple the nearest competitor, puts 1H into the United States in Amber's fleet. Amber responds by refusing battle; maybe she is looking to repair the Ville de Paris. Brandon, still overwhelmed by having a seven-card hand (almost too many options for his mind to grasp), dismasts Mom's Monarca with a 3R.

7. Oh ho, I draw the French Break the Line card (which will put two hits all along someone's line). I'll save this as a game-breaker. Meanwhile I'll just pop the Franklin for 1H. My love responds with 1H on Serapis. Amber puts 1H into Sandra's Bellerophon. Brandon draws and plays (!) an Additional Ship card, adding that little pisser Randolph to his mob; that brings the Captain (3rd) to the fore of the Ship deck.

8. But there's nought I can do about it. Draw a Repair card and use it to fix the rigging on my Caledonia. Lucky Sandra grabs the Captain to take her hand back up to six. Oh My God—it's the Santissima Trinidad up! Amber, despite her fervent prayers, didn't get an Additional Ship card; so she dismasts the Captain with a 2R and Bow Rake. "Jeez Brandon, don't you have enough"—he ignores me and pulls the Trinidad. This is too much; he now has nine ships, several of them SOLs. I can't decide who to work against now: Sandra and Amber both bode to win the game, and Brandon is so damn powerful he could snatch a victory. I think I'm in the soup. By the bye, the Guerrier (5th) comes up.

9. I draw a 3R/H (4th). The ladies are still the big threat I decide, and Sandra is closer to the 100-point level (one more sinking, even of a rowboat, and she has it) and has the larger fleet. So I put 2H into the Franklin. Sandra draws two cards and, given the choice between Brandon's Phoebe and my Serapis, sinks the former with a 4H. That's it. She has to be wiped out or I've got to score a lot of points. Both seem unlikely, but I think it may be time for my Break the Line.

Amber gets stuck with an Admiralty's Orders. Brandon was thanking heaven that she had to draw two, but shut up when the next card turned out to be red too. The Admiralty takes her Bucentaure back. Too bad she can't tow the Ville de Paris (last sentence of 7.85 as I remind her) since she is headed in that direction. Brandon draws two cards, one a Strike which can affect my Serapis of course. But my Jolly Jack Tars stay in line with a die roll of "2". Unfortunately, that counts as my turn, so the Break the Line must wait.

Sandra lays a 3H into the hull of Brandon's Britannia. She's not going to make him any madder than he is, and obviously sees him as a threat. Suffering Amber gets stuck with another red card, but this is a Weatherguage. Good thing I couldn't play my precious Break the Line, for this would have ended it immediately. Brandon draws and places 1H on the Franklin.

10. Seems like a long time since my last turn. I draw a 1R/H (6th) and at last play my French Break the Line. My 1st-raters all raise the French colors. I'm not going to risk any of the others, since Sandra will probably concentrate on dismasting these monsters to end this embarrassment. But a lot of her ships are suddenly at risk, and I trust my kids to help out their dear Dad. Sandra promptly plays her own Break the Line (I hate when she does that),

and declares her three lead ships American Line Breakers. My darling daughter just discards (a Boarding Party). And Brandon, the little fink, insists on sending his new Fire Ship after Amber's Bucentaure in port—and gets it. Amid much wailing, it is fairly obvious their truce is over.

11. I draw a 4R/H (1st) again, but use the 3H (4th) to put the Franklin down. Sandra has no draw, but responds by sinking the Serapis with a 3H. Amber (boy is she mad) puts 3H into the Randolph. Brandon hits the United States with a 2H. Come on kids, your old man could use some help here.

12. I draw a Refuse Battle, which is useless in my present state. Play a 1H on Bellerophon, planning to smack it again next turn with my 1st-rate fire to sink it. Sandra lays a 1H and Stern Rake into my already damaged Orient. Amber sinks the Randolph. But she's got a long way to go before she cuts Brandon's hand down to her size. She does claim her first VP of the hand though. And she might still catch up to Sandra's total with a bit of luck—provided Sandra can't sink the massive Orient. Brandon, tenacious little bugger, puts 1H into the United States. Good thing he's not drawing the big Broadside cards or we could all be dead as he scoops up lots of points.

13. I draw a Repair card, and use it to save the Orient by taking off the 3H. Changing tack, Sandra puts 2R into the Orient. Amber plays a Refuse Battle. Brandon, frustrated by Amber's Refuse Battle card, sends yet another Fire Ship, this time at Sandra's dismayed Captain and rolls a "5" to sink it! Great cheering from my crews.

14. Draw just a Repair, so I content myself with using the 4H to sink Bellerophon. Sandra can't draw, discards a Boarding Party. Amber draws, but also discards a Boarding Party. Brandon, back in stride, puts 1H into Heros.

15. I draw a Bow Rake and, combining it with a 1H, use it to sink Bienfaision. Maybe I really can eliminate Sandra's entire fleet and either keep the game going (for she won't have 100 points then due to the -15 VP penalty for being wiped out), or more likely toss it to Amber (although she's not yet got the points to win and Brandon is doggedly whittling her down). Sandra, just to prove she still can sting, puts 2R into the Orient to dismast her. Amber plays 1H on the Britannia and Brandon responds with 1H on Heros again.

16. My two cards bring me a Bow Rake and an Additional Ship card. Much as I'd like an extra ship, and extra card that it brings, I can't let up the pressure on Sandra. I use the rake with 1R on the Dreadnought. Sandra draws and discards a Boarding Party. By George, if I get a Broadside card next, I think I've got her. Whoa—Amber is tempting me by playing a 3H on Britannia. Brandon kicks Heros again with a 2H. This looks like a set up for a devastating Break the Line to me.

17. Oh darn—drew a Strike, which passes to Amber. There the Heros survives, but the United States strikes. If Brandon can play a Boarding Party, he takes the ship. Sure enough he does, and claims it as a Prize yet. He may be harboring delusions of winning this game.

18. Back to me. I draw a 3R/H (3rd), but use the Bow Rake to dismast Sandra's Dreadnought—so ending her Break the Line (and restoring my Orient to mobility). But I may not have the time to put her down, for the Action card deck grows short and the game ends when the last one is drawn. Sandra draws and uses a 2R on Caledonia (the only Line Breaker I have left, since the Orient lost her status while temporarily dismasted). Amber plays a Refuse Battle again. Brandon does likewise, but gets some 22 VP for getting the United States to port. He also sends the shot-up Britannia back for repairs. (After I passed up my chance to sink it, I only felt it right

that no one else have it and so reminded him gently of this option.) Even without the Britannia, he still has the biggest fleet on the table.

19. Boy, another 4R/H in my draw. I put the 3H hit on Sandra's Monarca. She draws and discards (a Boarding Party). Amber—another Refuse Battle. Brandon steals the Monarca after I did all the work, with a 4H; more points for the boy—a chip off the block for shooting cripples.

20. I draw a rather useless (at least at this stage of the hand) Bucket Brigade. I don't want to give Brandon yet another gift, and so pass up putting my 4H (1st) on Sandra's last ship. As I figure it, he's accumulated some 65 VP this hand. If I give him the Dreadnought, damn if he couldn't win. And then how could I hold up my head, having lost a "war" game to an eight-year-old? So I discard the Bucket Brigade. Sandra draws and discards. Amber gets stuck with yet another red card—Run Aground—but the Heros just misses the shoals.

Brandon, what is this? A British Break the Line? On me? Brandon uses his biggest ships—Trinidad, Revenge, San Justo—as the Line Breakers. There are only a couple of rounds left in this hand. So he must be planning to wop the Orient and capture Sandra's sole hulk to win the game! And with a little luck he could do it.

21. The Spanish Break the Line card I draw does me little good. I play my 4R onto Brandon's Revenge in a futile effort to stave off the inevitable. Sandra and Amber both draw and discard. Brandon sends a Boarding Party from the (gasp) Trinidad, covered with "4" Grape, against my dismayed Orient and—automatically, since I can't reply—takes it. Removing one rigging hit, he claims it as a prize. If he can get it back to port, one heck of a lot of points (34) comes his way.

But that's not to be. His action was the last hurrah for this worn bunch. Brandon can't find a Refuse Battle; Sandra's and Amber's hulks survive—we seem to have run out of Broadside cards, for all anyone does is discard for the last two rounds. Final tally—Sandra: 111; Amber: 89; Brandon: 88; me: 69. Note that the damaged prize (Orient) for Brandon counts as sunk, but the damage is deducted—hence, he gets 12 points for knifing me. If he had made port with it, he would have had a total of 110! Perhaps he was also hoping to capture Sandra's last ship for the victory, but when the Broadside dried up, he had no chance to steal the win.



GUERRIER (BR)

Regardless, I come out low man. And that proves several things. First, young kids can play these games damn well, if you take the time and opportunity to teach them. Second, after they learn the game, save yourself some embarrassment and don't play with them; offer to teach them a new game (one where you have a fair chance of putting them in their place). All kidding aside, I still firmly believe that if we are to pass on our love of this particular pastime to a new generation, we must make some sacrifice. I have little sympathy for those gamers who decry the state of "wargaming", but rush off to spend each and every weekend playing complex simulations with their adult buddies despite the (usually unvoiced) desires of their own children to play games with Dad (or Mom, as the case may be). There are a number of introductory wargames on the market. While it might not provide the most

stimulating experience for you, you might be surprised to find what arises from those few hours you deign to spend with your children (or the neighborhood kids too, for that matter).

While I can't say that my two children will hold to the hobby for the rest of their lives, or that it will dominate their life like it has mine, at the very least I have given them an appreciation of it. They will never be inclined to look down upon "playing at war", as so many of their peer group might. And I have, at the same time and rather painlessly, given them some small knowledge of the past—something I also feel rather strongly about in this rootless society of ours. And lastly, it has brought us some hours of fun, together, as a family. We four are all fiercely strong-willed, competitive (Brandon still thinks basketball is a contact sport, even after three months in a class at the local Y), independent, and intelligent. Playing such games is the best way I know of fostering those qualities—which I happen to believe are important to survive in our world. Even Mom's victory has a certain unspoken satisfaction to it for all of us (maybe that's why, unconsciously, Brandon didn't take her ship).

So, what's my point. Nothing profound. Just teach a few of your young friends to play *ENEMY IN SIGHT*, spend a couple of months while they learn to be competent at the game, and then—for a real debacle—sit down to a few hands with them. You too might get your comeuppance.



COPY SERVICE

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, past and present — *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).

CIV-WXM

For some time players of the popular *CIVILIZATION* have been looking for ways to improve this already-classic game. Now comes a new map, extending the world of *CIVILIZATION* to the Straits of Hercules and beyond—adding all Gaul, southern England and western North Africa. Printed on heavy, glossy stock, the **West Extension Map** (or **WXM**) may be added to any standard *CIVILIZATION* game to produce a greatly improved four-player scenario and a challenging five-, six- or seven-player version. Iberia now starts from any of the three areas on the western edge of the peninsula (replacing Italy as a player-race); African openings are also expanded. Both make use of a revised AST printed directly upon the new map section. Other than these intriguing changes, all standard rules remain in play.

The **West Extension Map** is now available for \$8.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add 10% shipping and handling for domestic orders; 20% for Canadian; 30% for overseas. Maryland residents please add 5% state sales tax.



ARGONAUTA (SP)



VANGUARD (BR)

CONTEST #146

Player A

Player C

Player B

It is late in a hand of a three-player *ENEMY IN SIGHT* game. All three players have scored 90 points and need only ten more to be eligible to win the game at the end of this hand. Although none of the players know the contents of the others' hands, they all have been counting cards and realize that all but one of the Refuse Battle, Repair and red cards have been played already, as well as all of the Rake cards. They also realize that each player has no more than three turns remaining in this hand.

Although there are many possible outcomes given the unknown cards yet to be drawn and the future actions to be taken by the other players, one player—and only one—can *guarantee*, based solely on the cards he currently possesses, that he will score at least 100 points by the end of the hand. While this course of action does not guarantee that he will win the game, it does ensure that he will win in this hand if not outscored by one of the other players.

Player B has just filled his hand and is ready to make his play. The Blockade on Player A's port was placed by Player C. The next available ship from the Ship deck is the *Santa Ana*, and the next card to be drawn from the Action deck is that last remaining red Action card. To win this contest, you must identify the player who can guarantee ending the game with at least 100 points, and then list his plays for as many of the last three turns as necessary to insure his points.

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 a merchandise credit voucher from The Avalon Hill Game Company. To be valid, an entry must include a numerical rating for this issue as a whole and a listing of the three best articles in the judgment of the contestant. The solution to Contest 146 will appear in Vol. 25, No. 5 and the list of winners in Vol. 25, No. 6 of *THE GENERAL*.

THE SHIPS OF THE ENEMY

Backgrounds and Highlights of the Ship's Careers

By Neil Schlaffer with S. Craig Taylor, Jr.

The ships of *ENEMY IN SIGHT* are a representative sample of the ships of the world's navies that battled in the late 17th and early 18th centuries. Needless-to-say, we've chosen the most famous to put on the cards. For those whose knowledge of the times is perhaps sketchy, this article is intended to increase your enjoyment by giving them their due. Their histories make fascinating reading.

To avoid repetition, here are brief summaries of the major engagements that involved many of the ships in the game:

BATTLE OF THE CHESAPEAKE: 5 September 1871.

French Admiral de Grasse with 24 ships repulsed an attempt by British Admiral Graves with 19 ships to relieve the siege of Yorktown. The battle was tactically inconclusive (only one British ship was sunk), but sealed the fate of General Cornwallis' army. When Cornwallis surrendered at Yorktown on 19 October, the independence of the United States was secured. So this rather lackluster engagement was one of the more decisive naval battles in history.

BATTLE OF THE SAINTES: 12 April 1782.

This action was fought off the West Indian island group of that name. After two French ships collided and disrupted their array, British Admiral Rodney broke through de Grasse's French line (a major tactical innovation at the time). Five French ships were taken.

BATTLE OF THE GLORIOUS FIRST OF JUNE: 1 June 1794.

The first fleet action of the wars of the French Revolution. After a long sea chase and a number of skirmishes late in May, Admiral Richard "Black Dick" Howe's British fleet of 25 battleships attacked French Admiral Villaret-Joyeuse's 26. A number of the British ships individually broke through the French line and six French ships were lost. Both sides claimed a victory however: the British because of the French losses and the French because they had preserved the 300-ship convoy they escorted.

BATTLE OF COPENHAGEN: 2 April 1801.

Leading his squadron of shallow-draft British ships into Copenhagen harbor, Nelson attacked the anchored Danish fleet—an odd assortment of ships of all sizes under Admiral Fischer, which was supported by shore and floating batteries. Both sides were heavily damaged, although the British had a distinct edge and the battle ended with a ceasefire and a negotiated settlement favorable to the British.

BATTLE OF CAPE FINISTERRE (Calder's Action): 22 July 1805.

A brief battle between a combined French-Spanish fleet of 20 ships under Admiral Villeneuve and a British one of 15 ships under Admiral Robert Calder. Although two Spanish ships were taken, Calder was criticized and court-martialed for not doing more.

BATTLE OF TRAFALGER: 21 October 1805.

A British fleet of 27 SOLs under Admiral Nelson attacked a combined Allied fleet of 18 French and 15 Spanish SOLs under French Admiral Villeneuve. The British sailed head-on into the center of the Allied fleet in two columns led by Admirals Nelson

and Collingwood. The British broke through the Allied line and won a complete victory, capturing or sinking 19 enemy ships. A storm followed the battle during which many of the captured ships were lost, along with three more Allied ships that had sortied to recapture prizes. An additional four of the Allied ships were lost in a later action with Sir Richard Strachan's British squadron in November. The victory and its aftermath was so complete that it secured British control of the seas for the next century.

Now for the tales of the individual wooden ships and the iron men who sailed them:

ACHILLE: French 74

A tremendously unlucky name for the French navy. At the Glorious First of June, *Achille* struck her colors, then rehoisted them to escape; then she had to strike again and was finally secured by the British fleet. The French being a stubborn people, a new ship of the same name and name was built. At Trafalger, the new *Achille* fought with musketeers from her tops and suffered the penalty when a fire started from the musket flashes. Battered by numerous British ships (including a rake from *Revenge* and broadsides from *Dreadnought* and the British *Achille*) and commanded successively by four different officers, *Achille* still refused to strike. About 6:00 pm she exploded. Two of the few survivors picked up were women!

AFRICA: British 64

Built in 1781, the *Africa*'s commander, Captain Henry Digby, was one of the Royal Navy's most successful commanders, having captured over 20 merchantmen before he was 30 years old. The *Africa* was the smallest battleship at the Battle of Trafalger. Separated from the rest of the British fleet during the night, *Africa* went it alone and successively traded broadsides with the eight ships of the enemy van. Finding the largest ship in action (Rear Admiral Cisneros' flag *Santissima Trinidad*), Digby, knowing a valuable prize when he saw one, luffed up and pounded away at the Spanish giant. Helped by fire from the *Neptune* (98) and *Conqueror* (74), by 2:00 pm the *Santissima Trinidad* was dismantled. Digby sent over a party to accept Cisneros's surrender, but was turned away. The Spanish admiral was not about to surrender, at least not to a 64-gunner! With the arrival of the *Prince* (three impressive decks and 98 guns), the Spaniard finally surrendered to an appropriate opponent. *Africa* moved on to duel the French *Intrepide* (74), which struck late in the action. In 1809, *Africa* served in American waters during the War of 1812, taking part in a British squadron's unsuccessful pursuit of the USS *Constitution*. *Africa* was broken up in 1814.

AGAMEMNON: British 64

Built in 1781, *Agamemnon* was slightly larger than the *Africa* (1384 to 1379 tons) and considered a fine "sailer". Calling her "the finest 64 afloat", Captain Horatio Nelson took command of the *Agamemnon*, his first ship of the line—in 1793 and took part in Hood's occupation of Toulon. In March 1795, Nelson and *Agamemnon* played a prominent role in a running battle with the French Mediterranean fleet, including the capture of the French *Ca Ira* (80). In later years, *Agamemnon* served in fleets under Nelson's command at Copenhagen (where she ran aground and played little part) and Trafalger. *Agamemnon* was wrecked in a storm in 1809.

AMBUSCADE: British 32

A new frigate, *Ambuscade* left Portsmouth on 5 December 1798 under Captain Henry Jenkins to cruise the French coast. Her newly assembled, understrength and poorly-trained crew was of the lowest caliber. On 14 December, she spotted the French 28-gun frigate *Baionnaise*, which fled. *Ambuscade* pursued, but a gun exploded, causing panic among the green British crew. After restoring order, the British officers oversailed *Baionnaise*, leading to a collision. Heavy French musketry killed or wounded all of the British officers, save the purser, and another explosion, possibly from the ignition of broken powder charges, blew out a portion of the British ship's stern. French boarders then swept the deck. Added to the French fleet and renamed *Embuscade*, the frigate was later recaptured without a shot fired on 28 May 1803. The *Embuscade*, on a return voyage from the West Indies, had just entered the Bay of Biscay when she encountered at close range and with three rows of her guns out the HMS *Victory*. Oops! Renamed *Ambuscade*, the ill-fated frigate rejoined the Royal Navy.

ARGONAUTA: Spanish 80

One of the newest and finest two-deckers in the Spanish navy, speedy *Argonauta* escaped capture in a night chase off Algeciras on 6 July 1801, when several other Spanish vessels were lost. At Trafalger, she carried a large detachment of the *Regimento de Cordova* as marines and could lay down impressive volleys of musketry—even if the fire from her main guns could not match British performance. After briefly engaging several British ships, she fought a tremendous duel with the British *Achille* (74), finally striking after losing over 300 dead and wounded. *Argonauta* sank in the storm following the battle.

BAHAMA: Spanish 74

Completed just in time for the wars of the French Revolution, *Bahama* took a minor part at St. Vincent. Under Commodore Galiano at Trafalger, *Bahama* was raked by *Bellerophon* (74), then traded broadsides, taking out the British ship's mainmast. Sailing clear, Galiano maneuvered to aid the *Argonauta* by engaging *Colossus* (74). In the ensuing duel, Galiano was mortally wounded and the *Bahama* was riddled. Losing their leader, the crew lost their stomach for battle and struck the colors. *Bahama* survived the storm that followed and served under the same name as a Royal Navy prison hulk.

BAIONNAISE: French 28

Baionnaise was classed as a "corvette" in the French navy, although she would have been rated as a small frigate in British service. At the time of her most famous cruise, in December 1798, *Baionnaise* also carried a sharp-shooting platoon of 30 soldiers from the Alsace regiment. Her commander, Lieutenant Richer, provided the French navy with its only naval triumph over a superior enemy force in 22 years of war with Britain by capturing the more powerful *Ambuscade* (32). Richer was given a double promotion to the rank of "Capitaine de Vaisseau" for the victory, even though he was wounded and carried below before *Ambuscade* was boarded. On a later cruise, *Baionnaise* was chased by HMS *Ardent* (64) and forced to run aground to avoid capture.

BELLEROPHON: British 74

The "Billy Ruffian" fought in more major battles than any other British ship of the line. Built in 1786, she was heavily damaged at the Glorious First of June and its preliminaries, where her Scottish captain (Paisley) lost a leg. In June 1895, she participated in a running action as part of a small squadron under Admiral Cornwallis against a much superior French squadron. *Bellerophon* later traded blows for an hour with the giant *Orient* (120) at the Nile; battered *Bellerophon* drifted away with a mortally wounded Irish captain (Hopkins) on board while the *Orient* exploded. In July 1803, she was part of the squadron that captured the French *Duguesne* (74) and several smaller ships at San Domingo. At Trafalger, *Bellerophon* captured the Spanish *Monarca* (74) while at one point also simultaneously engaging the French *Aigle* (74) and Spanish ships *Bahama* (74) and *Montanez* (74). This time, her English captain (John Cooke) was killed in action and he was replaced by a Welsh lieutenant (Cumby). In 1809, the ship performed a celebrated "cutting out" operation that captured 12 Russian merchantmen and six of eight galleys (one other was sunk) in their escort. After further years of cruising and blockade duty, the *Bellerophon* took aboard a distinguished visitor; on 15 August 1815, following his defeat at Waterloo, Napoleon came on board on his way to exile at St. Helena. This was the old veteran's last hurrah, and she was serving as a prison ship by the end of the year (renamed *Captivity*). She went to the breakers in 1836. Her figurehead is preserved at Portsmouth dockyard.

BIENFAISANT: French 64

The name of this ship is misspelled on the card as "Bienfaisant". There were actually two 64-gun ships of this name in the period covered by the game. The first *Bienfaisant* was built in 1754. Captured by the British in 1758, she was admired by and served her captors well for many years, seeing wartime service from 1758 to 1763 and from 1777 to 1783 (including participation at the Battle of Ushant). She was in ordinary or assigned harbor duties throughout later wars, finally being broken up in 1814. The second *Bienfaisant* was launched in 1783, and never saw wartime sea duty.

BONHOMME RICHARD: American 40

After relinquishing command of the *Ranger*, John Paul Jones remained in France searching for a new command. In February 1779, the rotten old East Indianman *Le Duc de Buras* was acquired. Rearmed with a mixed bag of condemned guns to make her a warship, she was renamed *Bonhomme Richard* in honor of Jones' patron Benjamin Franklin's "Poor Richard's Almanack". Commanding a squadron, on 22 September 1779, Jones spotted the 40 sails of a British Baltic convoy. Intercepted by the convoy's escort, Jones took the "Happy Dick" against *Serapis* (44) for one of the great single-ship actions of all times. Despite the explosion of two of his 18-pounders, being fired into by a crazed subordinate's ship and the effective pounding from the British ship, Jones ("I have not yet begun to fight!") cleared the enemy's upper deck and finally forced *Serapis* to strike. The American crew had to transfer to the British vessel during the night, and the following morning the victorious *Bonhomme Richard*, flag still flying, slid beneath the waves.

BRITANNIA: British 100

Launched in 1762, *Britannia* was the veteran of the fleet, but nicknamed "Old Ironsides" and a stout old lady. *Britannia* was with Hood in the occupation of Toulon in 1793 and she saw minor action in March 1795 during the pursuit of the French Mediterranean fleet. She participated at St. Vincent under Captain Foley. At Trafalger, under Admiral Northesk and Captain Bullen, *Britannia* fired the

last broadside into the French flagship *Bucentaure* before she hauled her colors down, then applied her weight as needed into other duels (including pounding the *Santissima Trinidad* for a time). Sent into retirement, she was used for a variety of shore functions, being renamed *Princess Royal* in 1810, *St. George* in 1812, and *Barfleur* in 1819—possibly setting some sort of screwball record as the British battleship with the most names. The year 1825 saw her final voyage to the wreckers.

BUCENTAURE: French 80

This was the flag of Admiral Villeneuve, commanding the combined French and Spanish fleets in Calder's Action and later at Trafalger. At Trafalger, *Victory* (100) passed astern of *Bucentaure*, discharging a tremendous raking broadside at a range of ten yards. Later, the *Temeraire* (98), *Neptune* (98) and *Leviathan* (74) all blasted *Bucentaure* while following in the wake of their flagship. Then *Conqueror* (74 guns), with a treble-shotted load, unleashed a hailstorm of iron which overturned most surviving guns and brought down most of the remaining rigging. Wrecked, with over 250 casualties, unable to get a boat, and under fire from the three-decker *Britannia* (100), Villeneuve was forced to surrender. *Bucentaure* was to be towed to Gibraltar, but broke loose and her dismantled wreck washed ashore near Cadiz after the battle. Admiral Villeneuve was a prisoner in England for several months (he attended Nelson's funeral), then exchanged for four British captains and returned to France. On 22 April 1806, Villeneuve was found dead with six stab wounds and pronounced a "suicide". Napoleon did not like to be associated with failure!

CALEDONIA: British 120

Originally planned as a 100-gun ship when ordered in 1797, she was eventually built larger to match the huge new 120-gun French flagships. Finally launched in 1808, she remained out to sea as Admiral Gambier's flagship at Aix Roads. From 1811 to 1814 she was the flagship of Lord Exmouth (Edward Pellew, formerly of the *Indefatigable*, with his title) in the Mediterranean and took part in capture of Genoa. The first British ship of her rating built, *Caledonia* was regarded as the best of the first rates (three-decked ships rated at 100 or more guns) in the navy and dispelled the Admiralty's long-term prejudice against ships of her size. After 1814, *Caledonia* remained in ordinary until 1830, then saw peacetime service as a flagship until 1850. In 1856, the old girl was renamed *Dreadnought* and used as a hospital ship until broken up in 1875.

CAPTAIN: British 74

Captain was launched in 1787 and occupied Toulon with Hood's fleet in August 1793. She saw her first real action on 5 October 1793 when, in company with *Bedford* (74), she sailed into neutral Genoa and seized the French frigate *Modeste* (36). In late 1796, now the flagship of Commodore Nelson, *Captain* helped evacuate British garrisons from Corsica and Elba. At St. Vincent, *Captain* still wore Nelson's broad pennant. Seeing that the fleeing Spanish were about to escape, Nelson took the *Captain* out of line and into the midst of the Spanish fleet. Unsupported, *Captain* lost most of her rigging and her wheel was smashed. Drifting into the nearest Spanish ship, *San Nicholas* (80), Nelson personally led a boarding party that quickly swept the Spaniard into British hands. When *San Josef* (112) drifted into the *San Nicholas*, Nelson boarded and captured her in turn. Nelson's had become a name to conjure with and his promotion to admiral soon followed. *Captain* was accidentally burnt in 1813.

CHESAPEAKE: American 38

With merchants seized by Barbary pirates and privateers from revolutionary France, the adminis-

tration of George Washington asked Congress in 1794 for funds to build warships for a United States navy. *Chesapeake* was originally to carry 44 guns, but a shortage of timber resulted in a redesign and a rating as a "38" (sometimes American ships of this size were even rated as "36s") when launched on 20 June 1799. But the ship was apparently launched under a bad star, and proved to be the hard-luck ship of the fledgling navy. On 22 June 1807, under Commodore Barron, *Chesapeake*, a neutral warship loaded for the Mediterranean and unprepared for action, was blasted by HMS *Leopard* (50) after a demand for British "deserters" allegedly on board was refused. Only one shot was fired in response, and Barron was disgraced and dismissed from the service when the badly damaged ship returned home. On 1 June 1813, with a crew newly assembled under Captain James Lawrence, *Chesapeake* engaged HMS *Shannon* (38). A short, but vicious, fight followed during which Lawrence was mortally wounded. Despite Lawrence's dying cry of "Don't give up the ship!", *Chesapeake* surrendered after a fifteen minute battle. Displayed as a prize in England, *Chesapeake* was broken up there in 1820. Her timbers were used to build a flour mill in Wickham England, eight miles from Portsmouth. (The mill, named "The Chesapeake", is still in operation.)

CONSTELLATION: American 38

Launched in that "nest of pirates" Baltimore on 7 September 1797, the "Yankee Race Horse" was the first and fastest of the new American frigates. During the undeclared naval war with France, *Constellation* (under Captain Thomas Truxton) fought and won two notable single-ship actions against the French frigates *Insurgente* (36) and *Vengeance* (40). Later she saw action against the Barbary pirates and spent the War of 1812 blockaded near Norfolk, Virginia. Rebuilt many times, the *Constellation* is still afloat in her Baltimore birthplace as a memorial to the age of sail.

CONSTITUTION: American 44

Launched on 20 September 1797, the *Constitution* promptly ran aground—an inauspicious beginning for a most celebrated ship. "Old Ironsides" was one of the American "super frigates", rated for 44 guns but featuring greater speed, larger guns and thicker sides than foreign ships of the same rating. First engaged against Tripoli's forts and Barbary pirates under Commodore Preble, *Constitution* gained lasting fame in the War of 1812. Under Captain Isaac Hull, she escaped the pursuit of a British squadron; then she won the first frigate action of the war by sinking HMS *Guerriere* (38) in a 40-minute action on 19 August 1812. Under Captain William Bainbridge, *Constitution* continued her mastery over British frigates by sinking the 38-gun *Java* off Brazil on 29 December. Closely blockaded in Boston for most of the rest of the war, *Constitution* finally broke out under Captain Charles Stewart and fought another action two days after the war was officially over. On 20 February 1815, she captured both *Cyane* (28) and *Levant* (18) in a two-hour action. Hotly pursued by another British squadron, the *Levant* was recaptured but *Constitution* managed to bring *Cyane* (later refitted and used by the U.S. Navy) home. After many refits and further cruises, the USS *Constitution* (still carried as an active ship of the Navy) rests now in Boston harbor as a floating museum.

DREADNOUGHT: British 98

Built in 1801, Admiral Collingwood flew his flag on this fine new three-decker prior to the battle at Trafalger. It was Collingwood's belief that if a ship could fire three well-aimed broadsides in five minutes, no enemy could resist. *Dreadnought's* gun crews were drilled until they could better this and

fire three times in under four minutes. However, *Dreadnought* was a poor sailer, so Collingwood was forced to transfer to the faster *Royal Sovereign* before the battle. Under Captain Conn, *Dreadnought* was late getting into range at Trafalger, but her devastating broadsides caused the Spanish *San Juan de Nepomuceno* (74) to strike after only a ten-minute pounding. *Dreadnought* was converted to a hospital ship in 1827 and broken up thirty years later.

DROITS DE L'HOMME: French 74

Carrying a battalion of soldiers from an aborted invasion of Ireland, *Droits de l'Homme* was homeward bound when, on 13 January 1797, she encountered a rising storm and the British frigates *Indefatigable* (44) and *Amazon* (36). The wind took away the fore and main topmasts before the action started, making her difficult to maneuver. The resulting action was an epic of the age of sail. As the storm increased to hurricane levels, the French SOL was unable to open her lower gun decks to use her heaviest guns. The British, having a frigate's higher freeboards, were able to use their own heavy pieces. After a wild, all-night action, the rigging-damaged *Amazon* and *Droits* both ran aground on the French coast while the *Indefatigable* weathered the rocks.

ELEPHANT: British 74

Built in 1786, the *Elephant* was yet another of Nelson's temporary flagships. Unable to take his big three-deck flagship *St. George* (98) into the shallows, Admiral Nelson transferred to the smaller *Elephant* for the Battle of Copenhagen. *Elephant* anchored opposite the Danish flagship *Danneborg* (74) and a number of floating batteries. After several hours of fighting, Nelson's superior (Admiral Hyde Parker) signalled the fleet to disengage. Nelson put his blind eye to his telescope and remarked that he couldn't read the message. The battle continued until a ceasefire was declared. *Elephant* was broken up in 1830.

ESSEX: American 32

Essex weighed in at only 860 tons and, after 1801, compensated by carrying an armament consisting of almost all short-ranged but very powerful carronades. With this armament, she could outgun even much larger ships at close range, but was almost helpless at long range. Under Captain David "Logan" Porter during the War of 1812, *Essex* proved a successful commerce raider. The crew included Porter's adopted son, Midshipman David G. Farragut later Civil War hero and first admiral of the U.S. Navy. On 13 August 1812, she took the outgunned British sloop *Alert*, first enemy warship to be captured by an American in the War of 1812. Taking *Essex* into the Pacific Ocean (the first American warship to sail those waters) in 1813, Porter embarked on one of the great adventures of the age of sail. *Essex* totally disrupted British shipping in the Pacific, all but destroying the British whaling fleet in the process. Porter took so many ships that even her lieutenant of marines, the ship's chaplain and 12-year old Farragut were pressed into duty to command prizes. February 1814 found the *Essex* provisioning in harbor at neutral Valpariso Chile when British ships *Phoebe* (36) and *Cherub* (18) arrived. Attempting to escape in a gale, *Essex* lost her mainmast and was forced to anchor to face her pursuers. The British stayed at long range and *Essex* was forced to strike after being reduced to a useless hulk with 155 casualties. When the surviving prisoners were being transported to Halifax, Porter stole a boat and made a daring escape off Long Island.

EUROPE: British 64

Launched as *Europa* in 1765, the ship was, surprisingly enough, built to the enlarged plan of a

frigate, HMS *Richmond*. After a name change to *Europe*, the ship saw service during the American Revolution, participating in both a small action between British Admiral Arbuthnot and French Admiral des Touches in March 1781 and at the Battle of the Chesapeake. Not considered a real success as a sea boat, *Europe* spent her remaining years on port duties as a prison hulk until broken up in 1814.

FOUGUEUX: French 74

Under Captain Baudouin at Trafalger, *Fougueux* opened long-range fire on the British *Royal Sovereign* (100) to start the battle. Shattered by a raking broadside from the *Royal Sovereign* as she broke the Allied line, the French ship drifted out of the action. Recovering somewhat, she later collided with and exchanged broadsides with *Belleisle* (74), *Mars* (74) and *Temeraire* (98). Her captain dead and littered with 546 total casualties, *Fougueux* was finally taken by boarders from *Temeraire*. She was wrecked off the coast near Cadiz in the following storm.

FRANKLIN: French 80

Launched in 1797, *Franklin* was the finest 80-gun ship afloat and the flagship of Admiral Blanquet at the Nile. The sixth ship in the doomed French line, *Franklin* duelled the British *Orion* (74) while being raked by *Leander* (50). Gradually hemmed in by additional British ships, *Franklin* lost two-thirds of her crew and finally struck, taken into the Royal Navy as *Canopus*, she drove the French *Imperial* (120) ashore in an action in 1806. In February 1807, she was part of the squadron under Admiral John Duckworth that ran the Turkish guns in the Dardanelles. Very well designed, her lines were copied in the construction of eight new British ships. In 1847, the old *Canopus* took part in sailing trials off Lisbon and beat even the newest ships on some points of sailing. Relegated to harbor service in 1863, the ship was not sold off until 1887!

GUERRIER: British 38

The French *Guerrier* (40) was captured by HMS *Blanche* in 1806 and added to the British fleet. She was on the American station at the start of the War of 1812. After participating in an unsuccessful chase with a British squadron after the *Constitution* (44), *Guerrier* was detached alone to sail to Halifax for a much-needed refit. With a leaky hull and mainmast damaged by lightning, Captain Dacres knew that his ship was less than battleworthy. But he looked confidently forward to action when *Constitution* suddenly reappeared on 19 August 1812. This confidence was misplaced, and *Guerrier* was reduced to sinking condition with 78 casualties after less than an hour's pounding from "Old Ironsides". Wounded Dacres had to strike and the ship sank after removal of her crew and wounded.

GUILLAUME TELL: French 80

Built in 1795, the *Guillaume Tell* flew the flag of Rear Admiral Pierre Villeneuve (later commander of the Allied fleet at Trafalger) at the Nile. Distinctively painted with light yellow sides and a black stripe between the upper and lower gun decks, *Guillaume Tell* took virtually no part in the battle as Villeneuve used the confusion of the battle to escape to Malta. On 30 March 1800, the ship slipped out of Valletta harbor under Rear Admiral Decres heading for Toulon. Caught by a British blockading squadron consisting of *Foudroyant* (80), *Lion* (64) and *Penelope* (36), the French colors came down. Renamed *Malta*, the ship saw long British service before being broken up in 1840.

HEROS: French 74

Vice-Admiral Suffren, greatest of all the French sea commanders, took his flag to the newly-built

Heros in 1781. Leading his squadron to India, Suffren aggressively fought five major actions against his British opposite number, Sir Edward Hughes. Much admired and respected by his British opponents, Suffren returned to France when hostilities ended in 1783. He was to have commanded the main French fleet in the event of another war with Britain. Although he died before the start of the French Revolution, his old flagship remained afloat. In 1793, enemy forces captured Toulon, including the *Heros* with the French warships in the harbor. When forced to evacuate due to the cleverly sited enemy guns (of a certain young artillery officer Napoleon Bonaparte), many of the captured ships were burned, including *Heros*. A new *Heros* (also a 74), under Captain Poulain, fought at and escaped from the disaster at Trafalger. She remained in Spain and was handed over to Britain when Spain rose against France in June 1808, being scrapped soon afterward.

INDEFATIGABLE: British 44

Launched in 1784 as a 64-gun SOL, *Indefatigable* was "razed" (cut down) to a 44-gun frigate in 1795 to face a new class of very large French 44-gun frigates. Many razees sailed sluggishly, but the *Indefatigable* was fast and maneuverable and had a very exciting and successful career. Under Edward Pellew, one of the best British frigate captains, she chased and captured the French *Virginie* (40) in April 1796. In December of that year, Pellew conducted a surprise night attack, firing rockets and broadsides into a French invasion force scattered by weather and forced the *Seduisant* (74) onto the rocks in the confusion. With consort *Amazon* (36), *Indefatigable* fought a famous night action with the French battleship *Droits de l'Homme* (74) in January 1797. On 3 October 1804, in an action that led to war with Spain, *Indefatigable* and three other British frigates intercepted four Spanish frigates, three of which were captured while the fourth exploded. In 1809, *Indefatigable* was part of Cochrane's squadron when it attacked the French fleet at Aix Roads. This hard-fighting ship went to the breakers in 1816.

INSURGENTE: French 36

Present as part of the French scouting forces at the Glorious First of June in 1794, *Insurgente* fought her most famous action against the USS *Constellation* (38) on 5 February 1799. *Insurgente* was outmaneuvered and outshot and forced to strike by the American frigate. After the action, the ship was purchased into the United States navy, where she served briefly until foundering in 1800.

JAVA: British 38

In 1806, the Dutch frigate *Maria Riggersbergen* (36) was captured and brought into the British Royal Navy as *Java* (32). This vessel, apparently not in the best of shape, was lost in a typhoon the following year. In February 1811, the French *Renommee* (40) was captured off Madagascar by HMS *Astrea* (38), returned to England for refitting, and renamed *Java* to replace the lost vessel. Late in 1812, the newly commissioned frigate took aboard the governor of Bombay and his suite; *Java*'s Captain Lambert had orders to deliver them to India. Fast after her refit, but manned by an inexperienced crew, *Java* ran into the *Constitution* (44) in the South Atlantic on 29 December 1812. Able to outmaneuver the American at first, *Java* gradually began to feel the heavier ships's firepower—until reduced to wreckage. With Lambert mortally wounded, *Java* was too shot up to save and sank after the surviving crew and passengers were removed to the American frigate.

MACEDONIAN: British 38

Macedonian's Captain John Carden, a skillful seaman but a sundowner and general SOB in every

other respect, made a very serious error on 25 October 1812. When an American frigate hove into view, Carden mistook her for the USS *Essex* (32), a ship armed only with short-ranged carronades, and ordered his crew to open fire at long range. However, the enemy ship was actually Stephen Decatur's *United States* (44), which carried larger and longer-range guns than those on the *Macedonian*. The British frigate was blasted from a distance and reduced to "a slaughter house". Realizing his mistake, Carden tried to close, but the accurate American fire took down the foreyard. After *Macedonian* struck her colors, it took a fortnight of repairs on the open sea to render her fit to sail back to New York. *Macedonian* was added to the United States Navy, but remained blockaded there for the rest of the war. The ship was extensively rebuilt and later served as flagship for the U.S. West Indian squadron.

MARS: British 74

Mars was launched in 1794. On 21 April 1798, as part of a squadron under her Captain Alexander Hood, *Mars* fought a terrific action against the French Captain Heritier's *Hercule* (74)—which was forced to strike, although Hood was killed in the action. At Trafalger, *Mars* was under command of Captain George Duff. *Mars* failed to break the Allied line, but contributed to the British victory by engaging a succession of enemy ships (including *Monarca*) until Duff was killed and *Mars* drifted helplessly out of the action. In 1806, the ship fought a brilliant little action against four large French frigates, capturing *Rhin* (40) and driving off the other three. *Mars* was broken up in 1823.

MONARCA: Spanish 74

Built in 1794, Captain Argumosa commanded the *Monarca* at the Battle of Trafalger. After trading blows with *Royal Sovereign* (100), *Belleisle* (74), *Bellerophon* (74) and *Mars* (74), *Monarca* settled into a desperate close-range duel with the *Tonnant* (80). Reduced to a shattered hulk with over 250 casualties, *Monarca* struck her colors. Driven ashore by the storm, *Monarca* was lost along with 300 more of her crew.

MONTANEZ: Spanish 74

Montanez was launched in 1794 too, and took part in Trafalger in 1805, where she briefly engaged *Bellerophon* (74) before escaping the carnage to Cadiz. (Let's face it; not all of these ships had glorious or interesting careers.)

NEPTUNO: Spanish 74

Captain Don Cayetano Valdes won Spanish national adulation by saving the *Santissima Trinidad* at St. Vincent. At Trafalger, Valdes had the *Neptuno* (built in 1795) in the lead position of the entire Allied fleet. Trading a broadside with HMS *Africa* (64) at the battle's start, Valdes then followed French Admiral Dumanoir with the Allied van in a turn to windward late in the action (hoping to catch the British from the rear). Since only four ships followed this maneuver, it failed. While the other ships pulled off, Valdes and his fighting crew continued into the midst of the British fleet. *Neptuno* traded broadsides for a period, then got involved in a duel with the British *Minotaur* (74). At last, *Neptuno*, with a third of her crew down and five feet of water in her hold, struck her colors. During the storm following the battle, *Neptuno*'s crew, a determined bunch, rose against the British prize crew and recaptured their ship! Taken in tow by a French frigate, *Neptuno* proved too damaged to save and was wrecked off Rota.

ORIENT: French 120

This ship was originally named the *Dauphin Royal* before the revolution, and was captured at Toulon

in 1793. Recaptured when the port was evacuated, she was renamed. As *Sans Culottes*, the ship participated in the running battle in the Mediterranean in March 1795 where Nelson and the *Agamemnon* gained great distinction. Under yet another new name, *Orient* served as flagship of Admiral Bruey's fleet at the Nile. In the center of the French line, *Orient* was first engaged by *Bellerophon* (74), then by *Swiftsure* (74), *Alexander* (74) and *Leander* (50). Mortally wounded, Bruey refused to be taken below deck, "French Admirals should die on the quarter-deck." Bruey died on his, and *Orient* became a raging inferno. A boy stood on the burning deck, the flames reached a magazine, and the ship blew apart. Only 60 of the 1000-man crew were saved. Victorious Admiral Nelson, in a macabre touch, had a coffin made from the mainmast wood of this ship of many names.

PHOEBE: British 36

A hard-fighting frigate launched in 1795, *Phoebe* was part of the British squadron dogging the French *Droits de l'Homme* (74) in January 1797 although she missed the climactic battle. She captured the French *Nereide* (32) after an 11-hour chase in 1798. In 1801, she sighted the French *Africaine* (40) carrying 400 French soldiers to Egypt and, after another long chase, forced her to strike. (Both *Nereide* and *Africaine* went on to serve in the Royal Navy.) *Phoebe* next saw service with Blackwood's frigate squadron during the Trafalger campaign and battle in 1805. On 20 May 1811, in company with frigates *Astrea* (38) and *Galanthe* (32) and the sloop *Racehorse*, she fought a French squadron consisting of three 40-gun frigates. The British dismasted and captured *Renommee* (later HMS *Java*) and a second *Nereide*. In 1814, under Captain Hillyar and in company with *Cherub* (18), *Phoebe* finished a nine-month search in a battle off Chile that forced the surrender of the USS *Essex* (32).

RANDOLPH: American 32

One of the original frigates authorized by the Continental Congress, *Randolph* was completed in early 1777 at Philadelphia. Captain Nicholas Biddle took her on a successful cruise that yielded several merchant prizes. On 77 March 1778, off Barbados, the *Randolph* was apparently approaching a large merchantman when she found herself under the guns of the British battleship *Yarmouth* (64). Sir Edward Howe, who commanded the fleet of Henry VIII, once said, "... a naval officer to be good for anything must be half mad." Biddle fought his totally outclassed ship like an inspired madman. *Randolph* was doing amazingly well, bringing down two of *Yarmouth*'s topmasts, when the American frigate suddenly exploded from unknown causes. Only four of the 315-man crew survived.

REVENGE: British 74

Proud holder of an honored name that goes back to Sir Francis Drake's flagship in the battle with the Spanish Armada, *Revenge* was a brand new ship (launched 13 April 1805) at the time of the Battle of Trafalger. Her commander, Captain Moorsom, was an acknowledged gunnery expert and already had his raw crew well-drilled in the use of the big guns. Blasting the Spanish *San Ildefonso* (74), Moorsom broke the Allied line while raking the French *Achille* (74) and in turn taking a rake from the Spanish *San Principe de Asturias* (112). Surrounded by the three enemy ships, *Revenge* continued her fast, accurate fire until all enemies were dismasted or had run off. Moorsom, finding that *Revenge* was amazingly still able to maneuver, then sailed off to face an impending attack by the Allied van. In 1809, as part of a squadron under Captain Bligh (of *Bounty* fame), *Revenge* took a minor part in the Battle of Aix Roads. The ship went to the wreckers in 1849.

ROYAL SOVEREIGN: British 100

Built in 1786, she first tasted gunpowder at the Glorious First of June. As Admiral Collingwood's flagship at Trafalger, *Royal Sovereign* under Captain Rotheram was the first British ship to open fire at the battle. Fresh from the dockyard and a fast, well-found ship, *Royal Sovereign* belied her "West County Wagon" nickname as she spearheaded the British attack. Collingwood broke the line and raked both French *Fougueux* (74) and Spanish *Santa Ana* (112) with horribly destructive broadsides. The *Royal Sovereign* then fouled the *Santa Ana* and continued to pound her until she struck. The *Royal Sovereign* saw much peacetime service before being broken up in 1841.

SAN JUAN DE NEPOMUCENO: Spanish 74

First built as a 70-gun ship in 1766, *San Juan de Nepomuceno* was extensively rebuilt and upgunned in 1779. She got close enough to fire a few broadsides at St. Vincent. In the combined Allied fleet in 1805, she carried the commodore's pennant of Don Cosme de Churruca, one of the most brilliant officers in the Spanish navy. At Trafalger, while standing on the quarterdeck and watching the combined French and Spanish fleets maneuver from the extreme rear of the Allied line, he commented prophetically to his second-in-command, "The French Admiral does not know his business; the fleet is doomed." Despite his obvious misgivings, Churruca fought desperately, at one time being surrounded by six British ships but ordering his ensign nailed to the mast to stop any notion of surrender. The slaughter continued when the fresh *Dreadnought* (98) was encountered. Churruca was killed, over a third of the crew were casualties, two masts went down and the rudder was smashed. The disheartened survivors surrendered. Towed to Gibraltar, the ship was kept there for a time as a floating memorial to the British victory. She was later taken into the Royal Navy as HMS *Berwick*.

SAN LEANDRO: Spanish 64

Launched in 1793, *San Leandro* was one of the last 64-gun ships built for Spain. She fought at Trafalger, taking part in the pounding of the *Royal Sovereign* (100) and *Belleisle* (74) before making her escape to Cadiz.

SAN JUSTO: Spanish 74

Built in 1779, the ship was present at Trafalger in 1805. Like *San Leandro* (64), she took part in firing on the *Belleisle* (74) before also escaping from that notable disaster.

SANTA ANA: Spanish 112

Santa Ana was one of a class of eight monster three-deckers ordered by Spain at the end of the American revolution. All were greatly admired, but none had what could be considered illustrious careers in the Spanish navy. *Santa Ana* carried an enormous effigy of the Virgin Mother clad in red as a figurehead and the remainder of the ship was painted black. British Admiral Collingwood called her a "Spanish perfection". Under the command of Vice Admiral Don Ignato Alava, she came up against Collingwood's flag *Royal Sovereign* at Trafalger. The British three-decker demolished *Santa Ana*'s stern and caused horrific casualties with her first raking broadside. The two ships then fought side-by-side for over two hours, but the end was inevitable and *Santa Ana* struck her colors. Admiral Alava later claimed he never surrendered since he was wounded and below deck when the ship struck. *Santa Ana* was recaptured during the storm that followed the battle, but reached Cadiz a hulk that never went to sea again. (In an interesting sidelight, Admiral Alava's nephew Don Miguel Ricardo de Alava, serving on the *Principe de Asturias* at Trafalger, later served with Wellington's head-

quarters at the Battle of Waterloo—the only officer to serve at both famous battles.)

SANTISSIMA TRINIDAD: Spanish 136

Built in 1769, the "Queen of the Spanish Fleet" and the largest warship in the world, *Santissima Trinidad* took part in two major fleet actions. At St. Vincent, as the flag of Admiral Don Jose de Cordova, she was engaged and heavily damaged by the British liners *Orion* (74), *Irresistible* (74) and *Excellent* (74). She struck her colors, but other Spanish ships arrived and drove off the outnumbered British. At Trafalgar, painted in alternate bands of red and white ("... I never saw so beautiful ship"), she flew the flag of Rear Admiral Don Hidalgo Cesneros and became separated from the rest of the Allied fleet—along with the French flagship *Bucentaure*. At least a half dozen British ships fired into the Spanish giant at one time or another. Launches from smaller British ships were sent to accept her surrender, but Commodore de Uriarte, acting for his wounded admiral, politely declined and escorted the Britons each back to their boats. Finally, reduced to a dismasted hulk, an offer to surrender from the *Prince* (98) was accepted. An attempt to tow the monster was made, but three days after the battle ended she settled into the water in a vast whirlpool.

SERPAPIS: British 44

Serapis was a 44-gun ship with two complete rows of guns (not a frigate). Brand new, she was on her first cruise under Captain Pearson escorting a Baltic convoy off Flamborough Head on 22 September 1779. Sighting enemy sails, *Serapis* maneuvered between the much superior enemy and her convoy. Grappled to *Bonhomme Richard* (40), the captain and crew of *Serapis* made a most credible defence considering the size of Jones' squadron (most of which was actually of little help to him, although Pearson couldn't know that) and so saved the convoy. *Serapis* was sold off after Jones got back to France.

SHANNON: British 38

An older *Shannon* (36) was lost in 1803. Captain Philip Bowes Vere Broke took command of a new *Shannon* in 1806. A fine leader and trainer, Broke drilled his crew constantly. Patrolling off Boston in 1813, he actually sent a note into the harbor requesting the pleasure of one-to-one combat with the USS *Chesapeake* (38) there. Although he never got the note, the *Chesapeake's* fire-eating Captain Lawrence sailed out looking for a fight anyway. Roughly evenly matched in power, the skill of *Shannon's* captain and crew made all the difference, giving the British a quick but hard-fought victory. Broke was badly wounded in the fighting and never commanded at sea again.

TEMERAIRE: British 98

Built to the same plan as *Dreadnought*, this ship was launched in 1798. The *Temeraire* sailed just astern of Nelson's *Victory* at Trafalgar. Nicknamed the "Saucy Temeraire" by her crew (the nickname "Fighting Temeraire", often found in popular literature, would not be coined for more than 30 years), the ship was fortunate to be one of the few British ships with a full complement that day. Breaking the enemy line astern of the French *Redoubtable* (74), her Captain Elish Harvey raked that ship but took heavy broadsides from the French *Neptune* (80) which almost dismasted his ship. Out of control, *Temeraire* collided with the *Redoubtable* and made fast with her. Then the French *Fougueux* (74) taking a mighty broadside from the *Temeraire* also careened into the hapless British ship. Four battleships (British *Victory*, French *Redoubtable*, British *Temeraire* and French *Fougueux*) were now tied together in a deathgrip. Superior British firepower

finally prevailed and both French ships were captured. The *Temeraire* was reduced to a prison hulk in 1813 and sold off in 1838.

THUNDERER: British 74

Launched in 1783, *Thunderer* participated at the Glorious First of June in 1794. In 1797, in company with *Valiant* (74), her boats cut out and destroyed the French frigate *Hermione* (36) at St. Domingo. *Thunderer* took part in Calder's action in July 1805, and her captain, William Lechmere, had to return to England to testify at Calder's court-martial, thus missing the Battle of Trafalgar. *Thunderer* herself, under Lieutenant John Stockham, made the battle, where she played a minor role. In February 1807, the *Thunderer* was part of Admiral Duckworth's squadron that ran the Turkish guns in the Dardanelles. She was broken up in 1814.

UNITED STATES: American 44

Launched 10 May 1797, the *United States* was sister ship to *Constitution* and *President*. Slowest of the American frigates, she was nicknamed "Old Wagon". On her most noteworthy cruise, the *United States* under Stephen Decatur, defeated and captured HMS *Macedonian* (38) in mid-Atlantic. Both ships returned safely and *Macedonian* was added to the American navy, although both ships remained blockaded for the rest of the War of 1812. In 1852, under Commodore T. Catesby Jones, *United States* was involved in a bizarre incident when Jones landed marines to seize Monterey California (then a part of Mexico). It turned out that the *United States* was not at war with Mexico at the time. Surviving until 1861, *United States* was burned at Norfolk Navy Yard to prevent her falling into Confederate hands.

VANGUARD: British 74

Built in 1787, *Vanguard*, commanded by Captain Berry, was Rear Admiral Nelson's flagship at the Battle of the Nile. After the leading British ships had doubled the anchored French line, *Vanguard* turned to attack the outside of that line. Nelson anchored his flag opposite the third in the French line, *Spartiate* (74), which was also under attack from *Thesus* (74) on the other side. *Minotaur* (74) also joined in a little later and the French ship finally yielded to the three-way pounding. After the battle, *Vanguard* was so badly damaged that she required extensive repairs and Nelson (who had been wounded in the battle) had to transfer his flag. In June 1803, aided by *Bellerophon* (74) and the frigate *Tartar*, she captured the French *Duquesne* (74) after a short exchange of broadsides at San Domingo. *Vanguard* was converted to a prison ship in 1812 and broken up in 1821.

VENGEANCE: French 40

This French frigate had a very active career. On 8 August 1796, in a chase near Guadeloupe, *Vengeance* shot up and outran the *Mermaid* (32), escaping before other British vessels could arrive. Out again, on the 25th of the same month, she attacked British sloop *Raison* (20), which escaped in a fog after a running gun battle of several hours duration. In 1797, *Vengeance* took part in an abortive attempt to land French troops at Bantry Bay in Ireland. In 1799, she was one of three French frigates that attacked and were repulsed by two smaller British frigates, *San Fiorenzo* and *Amelia*, which were arrogantly cruising in the approaches to Lorient. On 1 February 1800, *Vengeance* slugged it out with the USS *Constellation* (38) and both ships were badly damaged, although the French ship had to be run aground to stay afloat. Repaired, she sortied again, and on 21 August 1800, HMS *Seine* (38) finally forced her to strike her colors. After her rugged career, *Vengeance* was too frail for further service as a cruiser, although she served the Royal Navy as a hulk for a number of years.

VENGUEUR DU PEUPLE: French 74

At 9:30 am on 1 June 1794, opposing British and French fleets started a general engagement that would become known as the "Glorious First of June". The last ship in the British line, *Berwick* (74) collided with the *Vengueur* and grappled her. As the ships' sides ground together the British guncrews, using a flexible ramrod that made loading at close quarters easier, poured one devastating broadside after another into her. Eventually the grapples were cut and HMS *Brunswick* maneuvered to rake the *Vengueur du Peuple* from close range. *Vengueur* took the pounding for three hours and refused to strike, finally becoming so badly damaged that she sank. The ship's gallant refusal to strike was regarded as an heroic epic that was much celebrated in France.

VICTORY: British 100

Built in 1765, *Victory* proved to be a very fast and handy ship for a three-decker. As Admiral Keppel's flagship, she was involved at Ushant in 1778. In 1793, she was with the forces occupying Toulon. As Admiral Jervis' flagship, she participated at St. Vincent in 1797, capturing the Spanish *Salvadore del Mundo* (112). Under Captain Hardy, *Victory* was Nelson's last flagship and led the British fleet to victory at Trafalgar. It was from *Victory* that Nelson sent his famous signals: "England expects that every man will do his duty," followed by, "Engage the enemy more closely" (which flew throughout the action). Sailing at the Allies, *Victory* was blasted and seriously damaged, but broke the enemy line and poured raking broadside into the French *Bucentaure* (80), Admiral Villeneuve's flagship for the combined fleet. Grappled by the French *Redoubtable*, a ship especially well-trained for boarding operations, the British continued firing while the French closed their gunports and swept the British decks with musketry fire while massing to board. The French boarders were only stopped by a raking broadside from *Temeraire* (98), which had followed *Victory* through the Allied line. A sharpshooter from *Redoubtable* mortally wounded Nelson, but *Redoubtable* herself finally struck with 550 of her crew down. Nelson died after hearing that the battle was won. *Victory* was so badly damaged that she had to be towed to Gibraltar, then after quick repairs sailed to England with Nelson's body. *Victory* has continued to serve in various capacities ever since, and even survived Luftwaffe bombs in World War II. This historic ship is preserved at Portsmouth dockyard—the last ship of the line.

VILLE DE PARIS: French 104

Originally launched as a 92-gun three-decker, *Ville de Paris* was later modified to carry more guns. Present at Ushant, the ship is usually associated with the naval career of Admiral de Grasse. *Ville de Paris* was de Grasse's flagship in the victory at the Battle of the Chesapeake and later at the defeat at the Saintes. There, British Admiral Rodney broke the French line and *Ville de Paris*, under fire from half-a-dozen ships fought valiantly until extensive damage made further resistance hopeless. The gallant de Grasse had to strike. *Ville de Paris* was taken into service by her captors, but was lost almost immediately. The British later used the name on a new 110-gun ship.

YARMOUTH: British 64

Launched in 1748, *Yarmouth* spent long years at sea, but fought only one notable action—sinking the American frigate *Randolph* (32) during the American Revolution. Showing her age, *Yarmouth* was reduced to carrying 60 guns in 1781, then later served in a variety of harbor duties before being broken up in 1811.



SIGNAL 27

An Historical Analysis of ENEMY IN SIGHT

By Craig F. Posey

The concept of "simulating" history in a card game is, to a traditional boardgamer, almost ludicrous—though *UP FRONT* proved it was possible. *ENEMY IN SIGHT* is of a different ilk for it "is meant to be fun and is not intended as a serious study of the subject." This does not mean that it is without value, however.

The prime advantage of any game of this nature is the speed with which the game flows, and the opportunities that arise for player interaction. While you may find your play restricted to two players, *EIS* opens unto different vistas when a third or more are playing. Why? Because the extra players add a degree of strategy (and cooperation) that is missing when only two can score.

The goal of the game is to be the first player to amass a total of 100 points at the end of a hand. While this figure is adjustable to fit the requirements of a longer or shorter game, scoring is somewhat unusual. The only ships which count immediately are those prizes that are returned to the owning player's port; all others are tabulated at the end of the hand. Since capturing or sinking of ships is a player's primary goal, the "hows" of achieving these ends need to be briefly considered.

Given the history of the period (1774-1815), the second choice—sinking—would seem to be the option that would offer the least possibility of success. Primarily, during this period, because it was becoming increasingly more difficult to sink a ship by gunfire. This was due to the high velocity of the balls fired by the long guns carried on the ships. In a close quarter action, a ball fired at an opponent's water line created a situation wherein the wood fibers swelled around the hole, half closing it, and leaving the ship's carpenter with a relatively easy plugging job. The high velocity of these balls did not splinter the wood, causing the hoped-for structural and crew damage. The result: during the engagement at Trafalgar, not a single ship was sunk.

In game terms, this means that attempting to capture a ship should have the greater likelihood of success and, to some extent, this is true. Consider the rigging and hull averages for each class:

Rate	Number of Ships	Average Rigging Value	Average Hull Value
1st	8	5.4	10.4
2nd	7	5.0	9.3
3rd	17	3.6	8.2
4th	6	3.7	6.7
5th	14	3.4	6.1
6th	4	3.0	5.0

Since it is generally 89% harder to sink a ship as opposed to dismantling it, which choice to exercise might well become a function of the size and value of the target vessel.

In a straight gun duel, consideration must be given to the maximum and average firepower that each class is capable of firing:

Rate	Number of Broadside Cards	Maximum Firepower	Average Firepower
1st	60	4	2.2
2nd	54	4	2.0
3rd	46	3	1.8
4th	34	3	1.6
5th	22	2	1.4
6th	10	2	1.4

Apparently, while no single ship can *guarantee* the dismantling or sinking of an enemy vessel in one blow, under the best of conditions a ship of the 4th rate or better could sink one of 4th rate or less with one broadside. How? Consider a "3" Broadside card, coupled with a Stern Rake (+2 Damage) and a Break the Line card (+2 damage), which will yield seven damage points against a ship's hull.

If we consider this point to be the "watershed", then as a general guideline we would find that it is expedient to sink ships of 5th and 6th rates and attempt to capture those of 3rd rate or better. Because of the firepower capability of a 4th rate (coupled with its fragility), the need for its addition to our line should indicate our choice, as a case-by-case determination.

Since ships of 3rd rate and better cannot be conveniently sunk, boarding is indicated. But even in this endeavour, hard choices must be made—choices to some extent dictated by the cards in a player's hand. The best method of seizing an opponent's ship is to do it all in one motion. Use the minimum Broadside card necessary to dismast the target ship, play a Boarding Party card against that enemy ship, and then select the lowest rated ship in your line—consistent with your remaining Broadside cards—to attempt the boarding. The rate of this selected ship will dictate your usage of Grape, if any.

Why would I recommend a weak ship, preferably a 5th or 6th rater, for a boarding attempt against a larger ship? Due to your opponent's ability to return Grape fire, and the possibility of his garnering a negative modifier to your boarding die roll (thus improving *his* chances of winning the contest and capturing your vessel), your most expendable ship should be your first choice. An exception to this can be said to exist. Whenever your Line and hand possess a ship rate-Broadside card combination that removes the possibility of your opponent gaining any modifier in the Grape exchange, and you will possess a modifier in *your* favor, then usage of the better rated ship is acceptable as its loss has been precluded.

Once an enemy ship has been captured, another choice must be made. Should it be placed in your Line of Battle or be declared a prize? On the surface, due to scoring requirements, the latter course would seem to be the obvious answer—but, is it? To a great extent, this choice will be affected by the cards in your hand, the length of your Line, and the length of your opponents' Lines. First, if you are holding two Refuse Battle cards in your hand, and you are not pinned by a Break the Line card or Blockade, the choice is obvious; the ship should be declared a prize, immediately sent into port and, just as quickly when your turn rolls around, returned to your Line, gathering the double point value of the ship and its use in battle.

But what if disparities exist in the relationship between the length of your Line and those of your opponents? If your Line is the longest and contains the better rated ships, then by all means claim the ship as a prize and await the opportunity to return it to port. If, on the other hand, your Line has any apparent weaknesses, then it might be best to draft the vessel into your Line. Why? Because the addition might (if you already have at least four ships in your Line) increase your hand size and, thus, your available options come next turn. Also, any additional ships in your Line will help in spreading,

hopefully, the damage capable of being done to your ships by an opponent.

One of the most devastating set of playable cards are the Break the Line group. The universality of their effects upon an opponent's Line, with regards to their temporary assessment of two Rigging and two Hull hits on each ship, is their most obvious effect. Their ability to pin an opponent's fleet and allow an attack upon his prizes is more important. While an opponent can reinforce his Line while a Break the Line card is in effect, by bringing a ship out from port or drawing an Additional Ship card, he will not be able to remove damaged ships or prizes to the safety of his port. As a matter of course, if prizes exist behind an opponent's Line that have not yet made his port, then they must be recaptured or sunk before your opponent can exit them to harbor.

Fire Ship



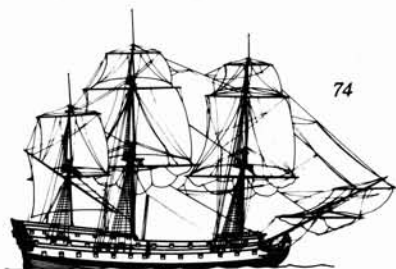
Fireships are one of the anomalies of fleets during the Age of Sail. The history of English usage of these specialty vessels can be traced to Sunday, 28 July 1588 at approximately midnight, when eight fireships were sent against the Spanish Armada, anchored near Calais. Their usage forced numerous of the Spanish ships to slip or cut their cables and make sail. By 1650, English "Fighting Instructions" contained guidelines for the positioning of fireships in their order of battle and steps to be taken in defense of attacks by enemy fireships. During the Four-Days Fight (11-14 June 1666), fireships were used by both sides with some success. While the fleets of the Third Dutch War showed increased reliance upon these vessels, by the time of the American Revolution the usage of fireships was decreasing in importance and in numbers in the fleets of all nations. By this period, only one or two were attached to each fleet.

As for their game usage, there being only two in the deck, they are best reserved for attacks against multiple targets. In other words, hold these cards until an opponent sends his ships into his port. Their ability to affect *all* ships in port, with a positive modifier to the die roll, makes this their best chance of success. Still, against a dismasted ship at sea there even exists a 33% chance of success, and this is a target of second choice. Usage against mobile ships should be reserved for 1st and 2nd raters when your only choice lies between playing the card or discarding one to no effect.

His port is an opponent's haven. In it he is safe from all attacks (except those executed by fireships). It is your task to inhibit his ability to take prizes and damaged ships into it. We have already covered the usage of Break the Line cards to forestall movement into the port—though it doesn't stop his bringing ships out, as he can discard a Refuse Battle card to achieve that. Also covered was the threat posed by the possible possession of a Fireship card to the ships in his port, a factor that may limit his ships' time in port. Yet another method exists of closing this haven—the Blockade cards.

While only two of these exist in the deck, unless you intend to play a Refuse Battle in the immediate future, the Blockade cards should be played as soon as possible. Why? A large enough number of mobile ships in your Line (six or more) guarantees the closing of an opponent's port to both entering and exiting ships, while a lesser number makes entry/exit more difficult but possible.

While a fast-paced game, *ENEMY IN SIGHT* does allow a player a method of acquiring a degree of intelligence about possible opponent actions. Since the contents of the Action Deck is known at start, an astute player could take a lesson from blackjack players and consider the possibilities in "card counting". If a player uses a convenient method of tracking cards played, discarded or in his own hand, he will be able to guesstimate the probabilities that an opponent has a card that could damage his position or of drawing a card he, himself, requires. For instance, if you knew that between your current hand and the discards all 6th rate Broadside cards had been accounted for (ten cards or 8.3% of the deck), then a 6th-rate ship could not defend itself against a boarding attempt by a ship capable of firing Grape. Since the rules specify that Action Cards are "to be played on or near the various Ship cards or discarded FACE UP into a Discard pile," this information is free for the taking.



VENGUER DU PEUPLE (FR)

ADVANCED EIS

While I would be the first to admit that card games would not normally be considered an avenue of military research, *ENEMY IN SIGHT* forms an exception. This simplistic game system, with its 56 Ship cards and 120 Action cards is stated as not being "intended as a serious study of the subject"—but it does have areas that warrant some consideration and, to some extent, correction in the realm of historicity.

The Line

Initially the Ship cards are shuffled and dealt out to each player in turn, until each has received six, irregardless of nationality, from which he may construct his Line. Given the ship distribution by rates, an average starting Line might consist of one each of 1st and 2nd rate ships, two 3rd raters and one each of the 5th and 6th rates. The rules require that the six dealt ships be arranged "in a horizontal line before him in order of strength from left to right." The inclusion of 5th and 6th rate ships, while not historically inconsistent, in the Line was generally avoided by most commanders due to their fragility. As early as 1673, the main duties of frigates and smaller ships were limited to scouting the enemy and, when action was joined, to intercepting enemy fireships. With this in mind, they were instructed "to keep windward of their squadron, in time of service." With this injunction in play, players might consider the historical option of authorizing any and all players to exempt these classes from the Line, placing them behind it and so creating a reserve which may move individually or as a group to the Line at any future point in the game.

As to the construction of the Line, the arrangement of it from strongest to weakest omits any

possible strategy inherent in its creation. The historical arrangement of a squadron's line was usually a studied affair. The squadron commander's flagship, usually the strongest, was usually placed in the center of the line. The logic behind this deals with signals transmission since this position facilitated the speed of transmission to each ship in the squadron. Yet the flagship could also be a mobile piece. Witness Article XXV of Lord Howe's "Explanatory Instructions" (1798) which allowed a flag officer to hoist *Signal 47*, quit the line, and then re-enter the line "in order to place himself opposite to the admiral or the commander of a similar squadron or division in the enemy's line."

I have already suggested that some dealt ships might be exempted from the initial Line. To take this a step further, the initial placement of ships in the Line might well be deployed in a hidden manner, with all Lines revealed simultaneously. Add to this the deletion of the requirement that ships be deployed according to strength, and a degree of uncertainty now exists.

Target Selection

What good is any degree of uncertainty when any ship in an opponent's Line is equally a target of any ship in your Line? Historically, a single ship would engage, with effect, only one ship at a time—its opposing number in an opponent's line. What I would like to require is that in order for a Broadside card to be played, both the firing ship and its target ship must be specified. Not only that, but the target vessel must occupy the same relative position from the head of its Line as the firing ship.

This certainly works well when both Lines have the same number of ships, but what if one Line has fewer ships? While a player could utilize the familiar one behind the other placement ("line ahead"), the British Fighting Instructions offer another choice. Article XXIV (*Signal 30*) indicates that so long as the lead and rear ships oppose the lead and rear ships of the enemy line, the ships in the middle were "to engage the ships of greatest force" in the enemy's middle. True, this would leave some ships capable of firing upon more than one closest opposing ship, but the target choice would be that of the firing upon more than one closest opposing ship, but the target choice would be that of the firing player.

Repair and Bucket Brigades

I have already touched upon the creation of a "reserve" line (able to be fired upon only with a Break the Line card in play) with regards to frigates and flagships; now let us extend the usage of this reserve. In the majority of cases, damage received by a ship will, if possible, be repaired on the Line; but sometimes damage reaches severe proportions. In fact, the English Signals Book specified that even "though a ship be disabled, and hard pressed by the enemy in battle, she is not to quit her station in the line if it can possibly be avoided." Still, there were exceptions, and even the Admiralty recognized this fact; therefore the captains of damaged ships could quit the line after they had "obtained permission so to do from the commander of their squadron, or division, to which he belongs, or from some other flag officer."

Thus, at the player's discretion, a mobile damaged ship can be removed into his reserve, any possible repairs effected or fires extinguished, and the ship returned at a later point of time to the Line.

Sequence of Play Addition

With the creation of a mobile reserve, certain changes must be made in the course of play. Currently, a player "plays or discards at least one Action card from his hand." In order to accommodate the addition of the reserve, a player may now play/discard at least one Action card or transfer one or more ships (not prizes) from his Line to the

SINGLE SHIP SCENARIOS

I. *Bonhomme Richard versus Seraphis* (23 September 1779): Leading a squadron of five ships, four of which were loaned by the French, John Paul Jones (sailing from L'Orient) engaged the British *Seraphis* (44) in an action off Flamborough Head on the east coast of England.

II. *Constellation versus Insurgente* (9 February 1799): During the undeclared naval war against France (1798-1800), Commodore Truxton met and engaged the French vessel off Nevis in the West Indies, boarding and capturing the enemy ship.

III. *Constellation versus Vengeance* (1800): Approximately a year after his victory over the *Insurgente*, Commodore Truxton engaged the French frigate *Vengeance* off the coast of Guadeloupe. While the French vessel struck her colors twice during the engagement, Truxton failed to note it during the meeting and eventually the Frenchman escaped.

IV. *Constitution versus the Guerriere* (19 August 1812): Sailing southward from the Gulf of Saint Lawrence, Captain Hull fell in with the English frigate. After dismasting the English vessel, boarders were sent onto the *Constitution* by the English in an attempt to capture her. With the failure of that attempt, and the accumulating damage, *Guerriere* struck—even though sinking.

V. *United States versus Macedonian* (25 October 1812): Having sailed from Boston on 8 October as part of Commodore Rodger's squadron, four days out Commodore Decatur separated from the rest and sailed east to meet the British ship. Reputed to be a crack ship, in an exchange of 50 broadsides, only five shots fired by the English frigate struck the *United States*.

VI. *Constitution versus Java* (29 December 1812): Encountering the English frigate off the coast of Brazil, Commodore Bainbridge gave chase after the faster ship—which elected to close! Receiving a severe broadside from the English frigate, the tide soon turned and the Britisher was soon completely dismasted. After hauling off to accomplish repairs, the *Constitution* once again closed on her opponent, who immediately struck her colors.

VII. *Cheasapeake versus Shannon* (1 June 1813): Challenged by the English frigate to a single-ship duel, Captain Lawrence sailed from Boston to meet death at the hands of his adversary. Lawrence, failing to take advantage of the *Shannon's* disabled condition, closed with the English frigate and exchanged fire, soon finding his ship as disabled as the enemy's. Colliding, boarders were dispatched, the English gaining the upper hand and capturing the *Cheasapeake*.

VIII. *Essex versus Phoebe* (28 March 1814): Captain Porter, running out of Valparaiso, met the *Phoebe* and *Cherub* off the port while attempting to evade their blockade. Almost free of her pursuers, the *Essex* lost the main-top-mast in a sudden squall. Due to her damaged condition, she attempted to regain the port but was cut off by the English ships. Stationing themselves out of reach of the American carronades carried, the English long guns cut the *Essex* to pieces, forcing her surrender.

reserve or vice versa. It should be noted that only ships in the Line count in determining a player's hand capacity; those in the reserve do not.

Fireships

By the period we are interested in here, the effectiveness of fireships against ships at sea was questionable. As stated earlier, directions for the defence of a line of ships from a fireship attack can

be traced to the Dutch Wars. In the English navy, "Frigates have it in particular charge to frustrate the attempts of the enemy's fireships . . . When a fireship of the enemy therefore attempts to board a ship of the line, they are to endeavour to cut off the boats that attend her, and even board her, if necessary."

To simulate this duty, I would propose the following addendum to the rules: Any mobile 5th or 6th rate ship in player's reserve (not prizes) adds a negative one (-1) modifier to any Fireship card die roll against a ship in your Line or reserve. Thus, two such ships in the reserve would negate totally an attempt against a dismasted target ship.

Single Ship Actions

For those who might prefer an even quicker game, with an historical basis, the ship cards allow the matching of several ships against their actual opponents. It only requires minor alterations in the Action card deck to achieve this goal—namely the removal of all Break the Line, Additional Ship, Fireship, Blockade, Weathergauge, Run Aground, Strike and Admiralty's Orders cards. Additionally all Broadside cards with a higher rating than either of the combatant ships are also removed (i.e., if the ships are both 5th rate, retain only the 5th and 6th rate Broadside cards). Rake cards (Bow and Stern) should now be limited in number to one Stern and two Bow Rake cards. I would also call for the retention of one Fire, two Refuse Battle, and two Repair cards, as well as a Bucket Brigade and three Boarding Party cards. For an engagement involving frigates of at least 5th rate, this will leave a deck of 34 Action cards. No ports are in play.

Victory is easily determined in such a two-player game. Scorekeeping is little needed: victory goes to the player who sinks or captures the opposing vessel. Refer to the accompanying sidebar for a listing of historical single ship actions capable of being simulated by *ENEMY IN SIGHT*.

32



RANDOLPH (US)

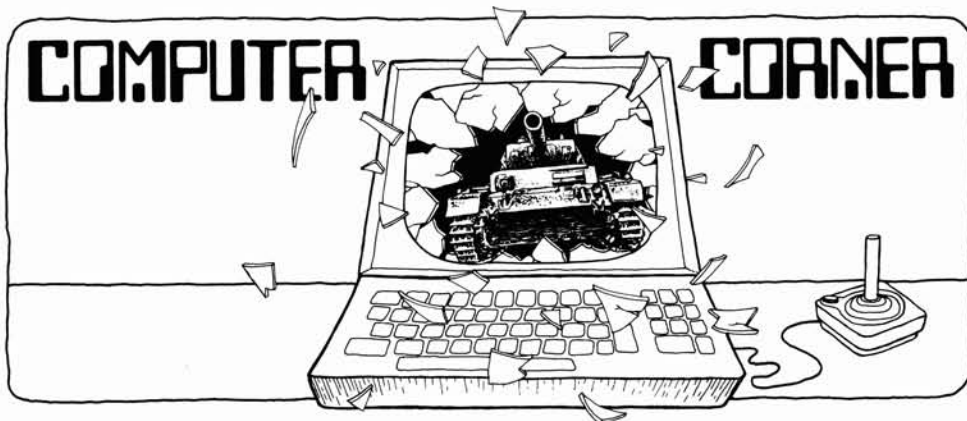
CONCLUSION

While primarily a fast, playable game capable of being enjoyed by a variety of individuals (even your non-wargaming family), *ENEMY IN SIGHT* has much to recommend it to the devout board-oriented wargamer too. True, it is not meant to be a serious study of the era (that niche being well filled by *WOODEN SHIPS & IRON MEN*, as shown elsewhere in this issue), but it is not without lessons:

1. That the successful conclusion of most engagements of the period depended upon "superior endurance, physique, coolness and sound workmanship" as most sea fights were solely a matter of artillery.

2. That smaller vessels, 5th and 6th raters (and most 4th too) were not fit to lie in the line of battle. They were too fragile to absorb the damage capable of being done to them by larger vessels and their own guns were too small in bore size to greatly damage a larger foe.

Still, the additions I have suggested will improve the historicity of the game without greatly increasing its complexity, I think. Nor are these additions mandatory, but rather a simple means of exploring what can be in a most enjoyable game.



WOODEN SHIPS & IRON MEN

By John Huff

The computer game (for the Commodore 64, and soon for the IBM PC) is very closely modeled on the original boardgame. It was developed originally as exclusively a two-player game, but a computer "player" was introduced before the final version was released. As a conversion of a popular title, it has a number of advantages over the boardgame.

Input is through a joystick, and the player simply moves his ships and sets his targets. As any well-trained computer should, it has two important roles. It prevents the player from breaking the rules, and it insures that certain events (such as Wind Change, Repairs, Explosions, etc.) occur at the correct time. Reloading broadsides, changing sails, boarding actions, anchoring and the like are easily implemented through the joystick interface.

With the computer adjudicating movement, fields of fire and everything else, the players are free to concentrate on the tactical situation. When freed from the complexities of bookkeeping, the game moves very quickly and this is important when you are trying to give the right *feel* to a tactical game. You want the players to ignore the presence of the computer as much as possible.

The display is an excellent rendering of the original map with both shallow water, deep water and land hexes displayed. Included with the program is a mapmaker, which allows you to build any map you can imagine. This is superb—with one caveat (which I will go into later). The potential geographer can devise bays, harbors, rivers, or any kind of coastline. You can also select the size vessel you wish to restrict to deep water. This gives you an enormous range of possibilities.

Vessels are displayed as either two-masted or three-masted. Three masts indicate a ship-of-the-line. Other vessels can range from galleys to frigates. Nationalities include all of the traditional foes from the boardgame. Using the *Dockyard* program, you can collect a fleet from any of the ships included in the original. And if that's not enough, you can also build any ship you might wish to and include that in your fleet.

You can then take any of the maps you have created (or been provided) and any of the fleets you have assembled, and combine them into new DYO scenarios. This is where the caveat I mentioned above comes into play. The game does have two shortcomings. The first is that you are restricted to no more than 20 vessels on the map at one time. The second is the computer opponent. When we decided to install one, there was just not enough memory left to teach it how to sail around land hexes. This means that the computer player cannot be activated if any land hexes are present on the

map. In an open sea scenario, the computer does a decent job. The player also has the option of shutting off the computer player if it gets off on a non-productive tangent and giving it a helping hand?

The Commodore version of *Computer WS&IM* sells for \$35.



On the Horizon

As I mentioned in the last article, several of our current projects are approaching completion and should be released in the near future. These include the three games *COMBOTS*, *LEGENDS OF THE LOST REALM*, and *Computer THIRD REICH*. I thought I'd offer a bit more on these for those gamers anticipating their release. All of these games will be given more detailed coverage in future installments of this column. The following is just a quick glance ahead:

COMBOTS is a tactical battle game employing teams of giant armored machines against alien invaders. The players control their machines through a number of different control screens. Players can use a wide variety of devices and weapons, implement field repairs, salvage trashed machines, or whatever it takes to complete the mission. There are eight basic mission profiles and the game can be played either player-vs-computer, player-vs-player, or two players-vs-computer. A new approach in computer-player technology provides for many challenge games to come.

LEGENDS OF THE LOST REALM is a fantasy role-playing game for the Macintosh. It is one of the most powerful and fun computer RPG yet created. The basic game comes with the first scenario ("A Gathering of Heroes"), and there are eight additional scenarios to follow. The game design encompasses so many new ideas that it is difficult to chronicle them all in one short article.

Computer THIRD REICH is a faithful rendering of the immensely popular boardgame for the Atari ST. Graphics are excellent, and the interface is clean and easy to use. All rules from the 3rd Edition will be implemented, and a computer opponent for either Axis or Allied side provided as well. The game will be previewed at ORIGINS in LA.



SIGNAL CLOSE ACTION

The Development of British Naval Tactics

By Craig F. Posey

Throughout their history, the English have either joined with or fought against every naval power in the world. If one follows their naval history, one would see their gradual growth to the position of "Mistress of the Seas". In fact, few important naval engagements have been fought since the reign of Richard I, Coeur de Lion, in which their ships did not participate.

The Crusades had an important impact on early English and European naval development. The galleys, shipwrights and seamen of the Mediterranean were brought into their fleets and fought in their battles. Yet, they were to remain an exception, rather than the rule, in the British navy as the strong currents and seas around England necessitated sailed vessels. Undoubtedly, though, they were utilized in the action of 14 April 1273 when, by previous agreement, the fleets of Edward I and Phillip IV of France met in the middle of the Channel.

With approximately 200 ships to a side, the records of the period indicate that thousands died in this one engagement, which had been preceded by a major snow storm. Still, the English triumphed and returned to port with many French prizes. With their loss, the French king demanded satisfaction for the defeat they had sustained. In a final engagement, France was awarded Gascony for a period of forty days. Obviously, they refused to return it!

During this period, naval contests bore a striking resemblance to the land battles of the age. During an approach, arrows (flaming or not) were fired upon enemy vessels. As the distance closed, stones and Greek fire were loosed. Once this zone was passed, each vessel sought to either shear its enemy's oars or to ram. The final phase of a battle was boarding and its adjunct, hand-to-hand combat. Somewhat prior to 1350, a new item was added to shipboard arsenals, when the earliest guns were mounted.

By 1416, guns had become quite common on most ships, and by 1492 cannon were generally mounted in the ships of all countries. What of the English during this period? Until the accession of Henry VII, England's naval security lay in the hands of pirates and privateers. It was he who revived England's navy with the building of the *Henry Grace a Dieu* in 1488. Displacing approximately 1000 tons, with a complement of 500 men, this ship mounted a total of 170 guns and cannon, as well as an indefinite number of brass serpentines.

The first naval action in which cannon were extensively used occurred off Brest on 10 August 1512. Henry VIII, learning that the French were preparing a fleet at that port, dispatched 45 ships under the command of Admiral Howard to await the enemy. When the fleets "were in sight they shot ordnance so terribly together that all the sea-coast sounded of it." With the loss of the *Marie la Cordeliere* to a fire and the *Regent*, the French withdrew back into Brest. British naval tactics worked so well, that they were soon to be codified.

Around 1530, Henry VIII ordered the drafting and issuance of "Orders to be Used by The King's Majesty's Navy by Sea." Probably repetitions, alterations and additions of an earlier set, these represent the earliest known set of British tactical and fighting instructions. While the concept of fighting instructions can be traced back to James Dolfyn when he issued a set to his detachment of the Venetian fleet on 9 September 1365, the English had now come to realize that a system of regulations was mandatory.

While the original pronouncement of Henry VIII was a fairly straightforward piece, it did include as its major point the concept of gaining the "weather gauge". A second set of rules, more inclusive than the first, was to be issued in 1545, and its ancestry can be traced back to the writings of Alonso de Cheves, a naval writer and lecturer at the Court of Charles V of Spain.

In Search of a Battle Formation

Some may say that at sea it is not possible to order ships and tactics in this way, not to arrange beforehand so nicely for coming to the attack, or bringing succor just when wanted, and that therefore there is no need to labour an order of battle, since order cannot be kept. . . . When the time for battle is at hand the captain-general should order the whole fleet to come together that he may set them in order. . . . —Espejo de Navigantes

As in the infantry formations of the late Medieval period, Lord Lisle's (Sir Charles Brandon, captain of the HMS *Sovereign* in the action off Brest) order of battle issued 10 August 1546 called for the formation of the fleet into a central "battail" of 40 ships deployed in three ranks. These ships were to be flanked by a wing of 40 oared vessels capable of operating in two divisions. The fleet's point consisted of a further 22 vessels in the vanguard. Warfare at this stage was confined to simply melee tactics, but the assaults were tinged with chivalry. As in the regulations, "our vice-admiral shall seek to board their vice-admiral, and every captain shall choose his equal as near he may." We would not want to have a defeated officer surrender to a socially inferior opponent! Once the main ships had grappled and the boardings begun, the oared vessels on the flanks, like cavalry, were to "be always in the wind, to the intent he with his company may the better beat off the galleys from the great ships."

As the power of artillery made itself felt, naval tactics would change. During the Elizabethan period, boardings as the prime means of prosecuting a naval engagement declined in popularity, with broadside fire taking its place. An attack during this period would consist of the fleet breaking down into groups, and each group attacking a portion of the enemy's line in, roughly, succession. Still they were confused frays, and it seems probable that there was a tendency towards one or more ships masking the fire of others. The resultant usage of a form of line ahead maneuver seems to have been instinctive rather than any part of an established tactical system.

The major naval event of this period was the cruise of the "Invincible Armada" commanded by the Duke of Medina Sidonia (who admitted his complete ignorance of war) up the English Channel. This force, less transports, numbered about 120 ships, mounting around 2000 guns, organized into three squadrons. Sighted off the Lizard on 20 July 1588, Charles Howard, Earl of Effingham and Lord High Admiral, sailed out with 100 ships in pursuit. By the 23rd, the English fleet, now 120 strong, had grouped itself into four squadrons. While an engagement never became general, Admiral Howard was content to herd the Spaniards northward and "to pluck their feathers, little by little". During Howard's pursuit, and especially after the four squadrons were formed, the process of approaching the Spanish ships repeatedly, by firing and falling off, was conducted with some regularity. An interesting side note is the English use of fireships

against the Armada while anchored at Calais. Their success made these weapons a regular or improvised part of English fleets for the next two centuries.

While the cruise of the Spanish Armada is the best known of Spain's attempts to subdue England, Philip II of Spain and his son Philip III both fitted out other expeditions. In fact, fleets were collected in each year from 1596 to 1599. While these plans were wrecked either by weather or the English and their Dutch Allies, a last try was mounted in 1601 and resulted in the landing of 4000 Spanish troops at Kinsdale. But being unable to hold the port, the Spanish withdrew.

While the navy languished under the reign of James I, his policies being aggressive, this ceased to be the case with the accession of Charles I in 1625. In that year, the Duke of Buckingham induced Charles to consider an expedition against Cadiz. Called the "most extraordinary naval expedition that ever left our shores," all the flag officers were *soldiers*, none with any great experience in command. On 3rd October, Article XVII of Sir Thomas Love's "Fighting Instructions" divided this fleet into three squadrons, each ship of which was to wear distinctively colored flags and pennants. Those ships under the direct control of the admiral (Viscount Wimbledon) were to use red, under the vice-admiral (Earl of Essex) blue and under the rear-admiral (Lord Denbigh) white. This was the first known occasion of red, blue and white flags being used to distinguish the British squadrons. It is also the foundation for the British habit of titling officers Admiral of the Red, Rear Admiral of the White, etc.

Embodied in the notes regarding a Council of War aboard the *Anne Royal* are the first actual fighting instructions. In these, it "was observed that it intended to enjoin our fleet to advance and fight at sea, much after the manner of an army at land, assigning every ship to a particular division, rank, file and station "With this in mind, each of the squadrons was further divided into three divisions, each of which consisted of three lines of three ships each, thus forming a square of nine ships. When encountering the enemy, "these nine ships should discharge and fall off three and three."

As to the expedition, the fleet sailed without all of its stores, 500 assigned troops never boarded, rendezvous points were never agreed upon, and many ships of the Dutch contingent never arrived. With the fleet's arrival in Cadiz Bay, the Spanish fled into the inner harbor. So, the English were landed, with the result they "marched to a nearby village and drank itself into madness, captured a fort and evacuated it, captured a bridge and abandoned it, re-embarked and sailed away." In all, a successful visit!

Yet, while tactical advances were evident and additional thoughts put forward, especially by Captain Boteler of the *Johnathan* in Lord Wimbledon's fleet, by 1635 a reversion to the early Tudor practice had occurred. With this in mind, only one of the Earl of Lindsey's instructions deals with battle tactics, and it calls for the admiral, vice-admiral and rear-admiral to match their ships with their opposite equal, as in Lord Lisle's instructions decades earlier.

Change was in the offing, however, as the period just prior to and during the Dutch Wars (1652-1674) was to prove pivotal to the English development of the line ahead formation. There exist indications that Admiral Robert Blake utilized a line ahead formation during a brush with the Dutch Admiral Martin Tromp's fleet on 5 May 1652; equally, Admiral van

Galen seems to refer to the English under Captain Richard Bailey, in an action off Monte Christo, attacking in succession as in the previous era. Experimentation there must have been, for the formation was sanctified in the "Instructions for The Better Ordering of the Fleet in Fighting" (29 March 1653).

Under this guideline, once an enemy fleet was spotted the frigates were to close with the enemy but not to engage unless superior, determine the enemy's strength, and report their findings to the admiral. As the frigates investigated, the vice-admiral and rear-admiral were to bring their ships into line with those of the admiral, those of the former to the right and the latter to the left. Once the order to engage was given they were enjoined "to keep in line with the chief". It was also specified that if a ship was forced from the line, then the fleet was "to endeavour to keep up the line as close as they could betwixt him and the enemy." Add to these particulars instructions on the handling of fireships, night combat, and such and we have the first *true* set of fighting instructions.

On 1 June 1653 the first major engagement under the new guidelines occurred when the Dutch with 98 men-of-war anchored off the North Foreland on the south side of the entrance to the Thames. The English fleet (100 ships) sailed out to engage on the 2nd. While the actual facts concerning squadron or fleet movements were "involved in a mass of unintelligible contradictions", it is certain from Dutch sources that some form of line ahead was attempted by the British. While the English fleet was cut up, no ships were lost—but the Dutch sustained the loss of 20 ships. The one major English casualty was Admiral Deane, cut in half by a cannon ball.

While these instructions seem to have sway throughout the Dutch Wars, supplemental instructions were issued by commanders to their own flotillas which amplified the instructions. The set issued by the Earl of Sandwich (1665) provided for the formation of the line abreast and for forming from line abreast to line ahead. He also specified that his frigates and such should form a line such that the main fleet is between them and the enemy.

Previously thought to be the original Fighting Instructions, those issued by the Duke of York (1665) are a combination of the previous two with certain additions that clearly illustrate new trends. Within these, he set the distance between ships as half-a-cable length (though the distance could vary with the weather), and ruled that in a chase no ships should proceed "beyond the sight of the flag" nor should ships "pursue any small number of the enemy before the main [body] of the enemy's fleet should be disabled or shall run."

As time progressed, then, the instructions became more specific. They now started to include flag signals, specifics for the prescribed order of battle and injunctions with regards to violations of the instructions. Thus, we now have a regularized system evolving. The system created certain problems, of course, as two schools of thought arose with regards to their application. One group, led by General Monck and prince Rupert, considered them guidelines for action and stressed the need for flexibility and initiative. The other, headed by the Duke of York and Admiral Penn, stressed obedience and adherence to the rules rigidly. The 3rd Dutch War ignited a new struggle, the outcome of which was to control English naval philosophy for the next 100 years.

While the Duke of York's views eventually triumphed, they were not without innovation. His "Further Instructions for Fighting" included two notable clauses. The first called for keeping "the wind as close as we can lie until such time as we see an opportunity by gaining their wakes to divide their fleet." The second required commanders to "keep their line, and upon pain of death that they not fire over any of our own ships." Of these two

articles, both traceable from the Four Days Battle (4 June 1666), the first was truly revolutionary.

During this action (also called the Battle of Lowestoft) the English fleet, commanded by the Duke, spent two days maneuvering before finally closing on the fourth. Approaching each other on opposite tacks, the Dutch wore around in succession while the English tacked together, resulting in a reversal of the English line. In the smoke and confusion, Sir Christopher Myng led his squadron through the Dutch center. Order ceased to exist on either side and the action degenerated into a melee. With the explosion of the *Endracht* and the death of the Dutch admiral, the remainder of their fleet fled. While the first article attempts to codify Myng's accident, the second refers to the problem that arose in the melee itself. Certain English ships sustained damage from friendly fire! In 1673, the Duke's instructions were issued in their final form.

With the fall of the House of Stuart and the accession of William III to the throne, the last major set of Instructions was issued to the fleet by Admiral Edward Russell (1691). While more detailed than those previously issued, the 30 articles contained therein strongly parallel those of the Duke of York. Still, number XIX is interesting in that it states, "Every commander is to take care that his guns are not fired till he is sure he can reach the enemy upon point-blank". Thus, he set the range of engagement.

But what constitutes "point-blank"? Two definitions exist. The first, and most accepted, assumes that it meant to fire when the light of sight or line of metal was horizontal (the muzzle and breach of a gun were scored to indicate the "line of fire"). But, the diameters of the muzzle and breach differ greatly, so the second definition describes it as the distance to "first graze", when the gun's axis is horizontal. This distance varies with the height of the gun above water. At about the time of the Armada, and later, "point-blank" fire was assumed to be a maximum of 300 to 400 paces. In fact, a 32-pounder ship gun had a point-blank range of 313 yards.

The French entered the War of the League of Augsburg with a decided superiority in ships over the combined Anglo-Dutch fleet, but the cost of maintenance caused it to lose its lead. Yet, two major naval engagements did occur during this period, one prior to issuance of Russell's instructions and the other after, but taught no great lessons. The Battle of Beachy Head (10 July 1690) represents one of England's greatest failures. The French fleet under Comte de Tourville (70 SOLs) arrived off the Lizard on 30 June "to the dismay of the English admiral", who was lying off the Isle of Wight. For the next two days, the fleets sailed eastwards, the English collecting strength. With the political situation in England reaching a critical stage, Admiral Herbert was ordered to attack.

The Anglo-Dutch fleet, 56 to 60 ships divided into three squadrons, being to windward steered in line abreast for the French. The lead squadron, composed of Dutch ships was the first to encounter French fire. Admiral Herbert elected to keep the center and rear squadrons out of range, thus opening a gap between himself and his Dutch van. The French doubled the Dutch squadron, subjecting them to fire from both sides, at the same time directing ships from their own center to come forward and aid in the battle against the Dutch. Fortunately for the Dutch, the fleets became becalmed. The French then set their boats to towing while the allies anchored with all sails set. The ebb tide carried the French south-westwards, separating the fleets. At nightfall, the Anglo-Dutch fleet weighed anchor and sailed eastwards; the French elected to pursue in line of battle.

Beachy Head, the most complete naval victory gained by the French to that time, was hardly decisive. Allied losses were put at 16 ships by the French and eight by the British, who chose to

destroy their cripples rather than fight another engagement to save them. Admiral Herbert sailed to the Thames and removed its marker bouys, stopping further pursuit. The problem that faced Admiral Herbert was the lack of a guideline for equalizing the length of two fleets when one has fewer ships than the other. To some extent, this problem was not to be addressed by the English until 1799, when Lord Howe adopted an alternative proposed by Pere Hoste in 1697, namely to spread the line, leaving gaps between individual ships as necessary and concentrating upon the heavier enemy ships first. It is worth noting that Hoste stated, "this last method is, without doubt, the least good because it permits the enemy to employ the whole if its strength against the less numerous fleet."

The Permanent Instructions, 1703-1783

Issued by Sir George Rooke, his "Instructions for the Directing and Governing of Her Majesty's Fleet in Sailing and Fighting" was basically a modified and updated version of those issued by Admiral Russell, but they were to remain in effect with little change through the American Revolution. Put out during the second year of the War of the Spanish Succession (1702-1713), they were in effect for the Battle of Velez Malaga (1704) and no evidence exists that they were modified during the remainder of this war. Since it is these instructions and those supplements issued by various commanders that would affect a major portion of the period's tactics in which we are interested, we must concentrate our attention upon them and their applications.

As discussed, the development of the line ahead and line abreast formations was crucial during the earlier periods and had become, by this time, the standard battle formations of the English navy. From these relatively simple formations, the admiral could dictate any alterations appropriate during an engagement. Add to this the now formalized division of the fleet into nine subsections, and he had now a system whereby, through various signals, the admiral could direct the smallest changes in his fleet. Just by way of example, the Instructions set up various signals for dictating that a squadron, or just a portion of it, should pierce the enemy's line and form up on the opposite side.

There exist indications that at the Battle of Velez Malaga, Admiral Rooke intended to pass through the French line. On 24 July 1704 he, with a mixed Anglo-Dutch fleet, forced the surrender of Gibraltar after a three-day bombardment and attacks by a small landing force led by the Prince of Hesse. Rooke's fleet at this time consisted of 45 British and 12 Dutch SOLs, as well as six frigates and seven fireships. In order to relieve the Spanish garrison, a fleet under the command of the Comte de Toulouse, the 26-year-old son of Louis XIV and his mistress Louise de Valliere, set sail from Toulon for Gibraltar. On 19 August, the English fleet, returning to Gibraltar after watering at Tetaun on the African coast, sighted the French force of 52 SOLs heading east. After a council of war, Admiral Rooke decided to pursue, overhauling the enemy near Malaga four days later.

In an action that lasted from daybreak until nightfall, when the French broke off the action, Admiral Rooke bore down to engage the waiting French. As the English approached and prepared to wear, so as to present their broadsides, the French fired and then filled their sails and edged away—damaging the enemy ships while opening the distance of engagement. Their use of this tactic has led some historians to contend that it was Rooke's intention to pass through the French line and form up on their other side, therefore stopping this tactic. Captain Mahan, though, disagrees, stating that, "The allies kept away together, each ship for its opposite; there was apparently no attempt on Rooke's part at any tactical combination."

Neither side lost any ships in the action, but they did suffer approximately 300 casualties. While both sides claimed a victory, "he [Rooke] was able to prevent Toulous breaking his line and so to fight a defensive action and discredit the French navy." As to the instructions, they were strictly enforced, and to good effect. In fact, Article XXIV was perfectly executed by Sir Shovell and the ships of the van when one of their number was forced to leave the line and the remainder closed the gap. In all fairness, we should report that Mahan writes that the Battle of Velez Malaga was "the first in which we find fully developed that wholly unscientific method of attack by the English . . . which prevailed throughout the century."

Additional Fighting Instructions, 1740-1783

The interval between the signing of the Treaty of Utrecht and the War of Austrian Succession was relatively peaceful for the English navy. France and England found that they had certain common interests, and in January 1717 the Triple Alliance was created by those powers and Holland. Spain, though, set about developing her national strength in order to recover her lost Italian territories.

It was the opinion of Cardinal Alberoni that, given five years of peace, Spain could be in a position to reconquer Sicily and Naples. Therefore, in 1717 a Spanish force of 12 ships of the line and 8600 soldiers were launched against Sardinia. England and France intervened, the English sending a fleet into the Mediterranean. The Spanish moved against Palermo in July 1718 with 22 SOLs and 30000 troops, driving the defenders into Messina. On 11 August, several Spanish warships opened fire upon the approaching British fleet. In answer, Admiral Byng, with no regard to his line of battle, set upon the Spaniards. In one of the shortest after-action reports on file, Captain Walton wrote, "Sir—we have taken or destroyed all the Spanish ships upon this coast." England's seapower was strengthened by this destruction of a potential rival.

The War of Jenkins Ear (1739) opened a period of colonial wars for England that would extend over the next 50 years and into every corner of the world. Britain entered these wars unprepared; a generation of peace had taken its toll upon the navy. Its leadership, to a great extent political, was rife with petty decension. Obedience to the established instructions and the Act of Charles II was to cut a swath through the navy's leadership. Admiral Matthews' engagement off Toulon (11 February 1744) resulted in no less than two admirals and eleven captains being brought up on charges. Of this group, Admiral Matthews was cashiered, one captain dismissed, three others convicted but granted leniency, and a fourth ran off before his trial. All of this the result of the fact that his fleet refused to engage a combined Franco-Spanish force. His van commander feared it would be doubled and his rear squadron's commander, Admiral Lestock, preferred to observe.

The English soon came to realize (by 1744) that while formalized Instructions had their place, "men in the highest stations at sea will not deny but what our sailing and fighting instructions might be amended . . ." As a result of Admiral Vernon's voyage in the Caribbean, the first of the "Additional Instructions" was issued. One of the existing problems for Vernon had been the lack of a signal to order the distances between his and an enemy fleet to be closed once an action had commenced. Once the concept of adding to the existing Instructions was accepted, change was inevitable.

Lord Anson, who completed his circumnavigation of the globe in 1744, is credited with the next major additions to the Instructions. While cruising off Cape Finisterre (1747), he kept his fleet continually exercising "in forming line and in maneuvers of battle till then absolutely unknown"

while awaiting the French fleet. It is the assumption of Julian Corbett that options based upon the "line of bearing" or "quarter line" grew out of these exercises, as well as the possibility of forming the line of battle in two separate lines. Finally, encountering the French fleet under La Jonquiere, Anson captured almost all of their men-of-war and six ships of the convoy they were escorting. For this act he was made Baron of Soberton. After his defeat of the French, Anson wrote, "at daybreak I make the signal for the fleet to spread in line abreast, each ship keeping the distance of a mile from the other that there might not remain the least probability for the enemy to pass by us undiscovered." These new orders enabled his fleet to cover their cruising area adequately and aided in the interception of the French fleet.

The year 1748 saw peace, at least in home waters, once again come between England and France. In many respects, it was a pregnant lull as the French immediately started a ship building program, with ships constructed at home, in Sweden and other countries, as her navy had been reduced to a negligible quantity by the victories of Anson and Hawke. This re-armament program resulted in ships that were "better-designed and larger, class for class, than the English." This lull lasted until 6 June 1755, when Admiral Boscawen attacked four French ships near the entrance to the Gulf of St. Lawrence. Thus opened the Seven Years War, as Louis XV of France had declared that "any shot fired on the sea in a hostile manner, should be held equivalent to a declaration of war."

The first major action of the war, once it was formally declared, was that off Port Mahon. Admiral la Galissoniere with 12 SOLs met, with the intent of blocking a relief attempt against the French siege of Port Mahon, 12 English ships. After a series of maneuvers, which left the two fleets sailing parallel, the English Admiral Byng decided to close with the French by sailing off the wind in a line ahead column. As the van approached, the signal to engage was given. The van ships, breaking formation to sail head on against their opponents, received three raking broadsides. At this point, Admiral Byng realized that his ship was ahead of the *Louisa* and *Trident*, and since "the signal for the line was out . . . You would not have me, as admiral of the fleet, run down as if I were going to engage a single ship." Since the rear six ships never closed, the lead six bore the brunt of the fight, which was indecisive. On March 14, on the quarter-deck of the *Monarch* sentence was carried out—for Admiral Byng was found guilty under the 12th Article of War and shot. His demise led Admiral Hawke to promulgate a new instruction, which stated, in part, ". . . every ship of the squadron is to steer for the ship of the enemy that from the disposition of the two squadrons must be her lot to engage, notwithstanding I shall keep the signal for the line ahead flying."

The year 1759 saw the French collect flat-boats for troop transport at La Havre, Dunkirk, Brest and Rochefort. They intended to embark 50 thousand troops for a projected invasion of England and a further 15000 to land in Scotland. The Toulon squadron, 12 ships of the line, was dispersed by Admiral Boscawen, stopping the descent upon England. Yet, the French still clung to the invasion of Scotland, entrusting Marshall de Conflans at Brest with 20 SOLs for escort. Leaving Brest in the wake of a gale, the French sailed for Quiberon Bay, chasing off the English squadron there. While pursuing a section of the fleeing British towards shore, the sails of Admirals Hawke's fleet were sighted. Being outnumbered now, the French fled toward Quiberon Bay, believing that Hawke would not follow. Hawke, ordering a general chase, caught the rear-most French ships at the entrance of the bay with the fray turning into a melee. Two French ships were sunk (one from flooding as she opened her

ports to the lower gun tier), two others struck and the remained dispersed. The English lost two ships which ran aground. England's naval war was won once again with one stroke, for which the admirals were rewarded but ignored the rank and file. This time, the seamen let their feelings be known:

Ere Hawke did bang, Mounseer Conflang
You sent us beef and beer.
Mow Mounseer's beat, we've naught to eat
Since you have naught to fear.

The entry of the French into America's war for independence opened a new chapter in England's search for a definitive set of rules for naval combat. While some British commanders preferred the old practice of simply modifying those in force, one chose a different course—one which would eventually lead to the demise of the older system. Lord Howe, the officer in question, will be discussed in the next section. For now, we need to consider Rodney's brush with de Guichen off Martinique.

In this action, the French fleet was sailing northwards when the British were spotted to the southeast. The day was spent in maneuvering to gain the weather gauge, which the English finally achieved. Rodney, having reached a position he desired, ordered his fleet to attack the French center and rear. This necessitated his fleet changing from line ahead to line abreast as they bore down upon their enemy. Admiral de Guichen, seeing the danger, ordered his fleet to wear, all together, this forestalling Rodney's maneuver. Both fleets now found themselves headed towards the southeast on parallel courses. At noon, Rodney directed "every ship to bear down and steer for her opposite in the enemy's line." While this signal is consistent with Article XX1 of the Additional Instructions, Rodney explained later that he did not mean for his fleet to sail for her numerical opposite, but rather her opposite at the moment. Or, "in a slanting position, that my leading ships might attack the van ships of the enemy's centre division, and the whole British fleet be opposed to two-thirds of the enemy." The misunderstanding between the order and his intent derived from a defect in the signal book. Therefore, the leading ships made sail so as to place themselves opposite their numerical counterpart.

The results were an indecisive battle, and an alteration in the existing instructions. Part of the blame for the lack of victory in this action can be traced to a Captain Carkett, commanding the lead ship in Rodney's line. Rodney stated in his reprimand to this individual, "Your leading in the manner you did induced others to follow so bad an example, and thereby, forgetting the signal for the line was at two cables' length distance from each other, the van division was by you more than two leagues distance from the centre division, which was thereby exposed to the greatest strength of the enemy and not properly supported."

To alleviate the confusion caused by the given signal, sometime between 1780 and 1782, an amended set of Additional Instructions was issued with a new Article XVII which stated, "When in line of battle ahead and to windward of the enemy, to alter course to lead down to them, whereupon every ship is to steer for the ship of the enemy which from the disposition of the two squadrons it may be her lot to engage, notwithstanding the signal for the line ahead will be kept flying."

The next major engagement to engender a change was to be the contest between Rodney and de Grasse on 12 April 1782, off the Saintes. In this battle, Rodney was to use the tactic of breaking the enemy line while in line ahead formation, a practice that had long been abandoned. At about 5:30 AM, Rodney's fleet was sailing in line ahead column toward the ESE, roughly towards the scattered French fleet some ten miles distant. Discovering, at first light, the *Zelee* being towed northwards, Rodney dispatched four ships in pursuit. Admiral

de Grasse ignored the pursuit of the *Zelee* and ordered his ships to form line of battle. Sailing southwestwards, the French fleet cut off the advance of the British fleet, gaining the windguage due to their superior sailing.

At 8:00 AM, the French ship *Brave* opened fire upon HMS *Marlborough*. The English van now tacked in succession, opting to sail, in a NNW direction. Passing on opposite tacks at a speed of three to four knots, the engagement remained indecisive if heavy. Seeing the French van was separating from the English fleet, de Grasse ordered his lead vessels to tack in succession towards the southwest, enabling him to engage the enemy rear. De Grasse, having directed his fleet to wear together so as to place them on the same tack as the British, found his fleet unable to execute the maneuver. At 0905, the wind shifted, causing the French to lose way. Rodney now luffed to the new wind and he, followed by the next five ships astern of him, passed through the French line while the sixth ship astern led the rest of the British rear through the French line abreast of Rodney's group. The French fleet was broken at two points and the three parts of the fleet fled in disorder westwards.

In the end, the English pursuit led to the capture of five French ships of the line, including de Grasse's flagship *Ville de Paris*. And it led to an addition to English tactics. The result was drafted as follows: "When fetching up with the enemy to leeward and on the contrary tack to break through their line and endeavour to cut off part of their van or rear." This was amended by Admiral Hood to allow a particular ship to pierce the line "and for all other ships to follow her in close order to support each other."

With Rodney's additions, the system had reached its final stage. The concept of crushing the enemy by superior concentration had replaced the earlier system of crowding them into confusion. A swift and vigorous attack now replaced the watchful defensive. It remained only for Howe and Nelson to breathe life into these new concepts.

New Signal Book Instructions, 1783-1815

The Fighting Instructions did not survive the American Revolution. A sweeping change was necessary to correct the faults of the old system, and to reflect the new ideas that were coming into vogue. This change was initiated by Lord Howe, who wrote,

The looseness of the present system of tactics in the navy—if any system may be properly said to exist—is such that I cannot say I have quite made up my mind upon the plan I would recommend for publication . . . it has not appeared to me that we have any common opinion amongst us how such a force is to be trained and conducted to act with uniformity and effect.

Under Lord Howe's new system, the Fighting Instructions were to be replaced by a signal book with a set of explanatory instructions; the Fighting Instructions would fall into a secondary position.

Lord Howe's experimentation with the existing instructions can be traced to his arrival on the North American station in 1776. Upon his arrival, he issued a set of instructions, followed later by a new signal book. He supplemented this book with additional instructions in 1777 and 1778, in which year he issued a complete set of "Sailing and Fighting Instructions". While usable only within his own command, they were to form the basis of further experimentation.

With the end of the American Revolution, Lord Howe went on to assume the command of the Channel Fleet (2 April 1782) and set about creating an updated "Signal Book" that would incorporate the lessons of the late war and the teachings of Pere Hoste. With this publication, we find the

use of tabular flags being introduced where previously the meaning of a flag was dependent upon its location aboard ship. This revision was to form the basis for a second Signal Book and a set of "Explanatory Instructions", which would remain in effect throughout the Wars of the French Revolution and Empire.

The main tactical advances that were to follow from the release of Lord Howe's Signal Books were to be the creation of a fleet sailing formation of three columns and the reintroduction of the long discarded practice of doubling. Another addition was signal #34, called "Howe's signal for breaking the line in all parts" which allowed the British to penetrate an enemy fleet to either windward or leeward. This particular signal authorized any captains who were unable to carry out the order to "act as circumstances require."

Lord Howe's first encounter with the French, after the adoption of the Signal Book, was the Glorious First of June. First encountering the French fleet (26 of the line) on 28 May 1794, Howe's fleet (32 SOLs) came to the same tack as the enemy and attempted to close. After a period of three hours, the French admiral, Villaret-Joyeuse, tacked his fleet, seemingly with the intention of fleeing. Howe signalled for a general chase with his ships to engage as they came up. The chase continued through the night, and on the morning of the 29th, Howe attempted to tack and break the enemy line. The French van and center wore to protect their rear, placing their fleet to windward and parallel to Howe's ships. Twice more Howe tried to cut the French line. Once the signal was obscured by smoke

and ignored; the second time Howe in the *Queen Charlotte* and two others cut off five ships of the French rear. The French van and center once again came to the aid of the rear ships. Howe ordered a general chase, but by 5 PM, the French were out of gun range.

Weather scattered both fleets, which did not reform until 31 May. On 1 June, with six miles separating the two fleets, Howe closed the distance, signalling his intent to attack the French fleet's center and rear and engage to leeward. Each ship was directed to steer for and independently engage the ship opposite her in the French line. Again, he intended to break through the enemy's line. By 0950, the firing was general and Howe had the signal for close action hoisted aloft. Six English ships broke through the French line, including Howe in the *Queen Charlotte* and Hood in the *Royal George*. By 1010, Villaret-Joyeuse attempted to break off the engagement and Howe ordered a general chase once again. The French did eventually get clear and reached Bertheaume Bay on 11 June. In this action, the number of ships crippled was notable. While no British ships were sunk in action, fully half of those engaged lost one or more masts. Howe's losses in the running battle were 700 killed, 1140 wounded; but he succeeded in making port with six prizes (two 80s and four 74s). On the other hand, he never interfered with the convoy being protected by the French fleet.

If the "Glorious First of June" illustrates Howe's feelings as to how his concepts would be applied, then it was Nelson who took them to their inevitable conclusion.

FRENCH NAVAL TACTICS

During the early to middle 18th Century, three naval schools—each with its own philosophies—developed in France. At the Toulon School, Pere Hoste was a mathematics instructor when his work was published. The Brest School was established by Capitaine Bigot, the Vicomte de Morogues. The last school was that at Rochefort. While Hoste formed the foundation, the writings of Morogues (1763) and Capitaine de Villehuet (1765) were to influence French actions more during the period of our concern. To these writings, the French added a novel idea and in 1772, an "Evolutionary Squadron" was formed because, "training at sea was essential for efficiency." With regards to these training squadrons, Capitaine Salvert suggested that:

In each ship should be embarked a table five feet square, on which compass cards should be drawn for the moving of little models of ships made for the purpose, so that young officers can learn tactical maneuvers.

Unfortunately, there is no record that this suggestion was followed.

While Hoste counseled a very active offense, by 1776 the writings of Morogues, the "King's Battle Orders" and the Evolutionary Squadrons had developed a defensive spirit in the French navy. French admirals came to prefer the parry over the thrust. It would be 1802 before any suggestions of note were to be made, and those offered by Audibert Ramatuelle would come too late to affect the course of the French navy during the Napoleonic Period (but were to influence its development in the post-war years).

To make matters brief, it is possible to devise general rules of engagement and maneuver for the French of this time. These would be, for those players wishing to incorporate them:

1. The line ahead column was the only acceptable battle formation, and ships should be formed with

intervals of one-third of a cable (no interval) between them if weather permits.

2. The admirals of the fleet should place their ships abeam of those enemy ships it is their intent to engage.

3. The fleet should be extended in such a manner so as to keep its stern ship abeam of the enemy's stern ship.

4. The line, if inferior to the enemy, should leave gaps opposite the strongest enemy ships and engage the weakest enemy ships first—with two ships if possible.

5. Ships should not open fire until they are within effective range.

6. Evolutions in the face of the enemy should be held to a minimum; they break up existing formations and give an opponent a chance to attack before the new formation is created.

7. Fleets should approach each other gradually (by tacking) and not in a head-on manner.

8. Breaking the opponent's line was considered risky, but a skillful admiral might attempt it from a leeward position towards a windward one if he reformed as soon as possible to windward so as to preclude the opponent from tacking.

9. Ships should pay "attention to the defense of their own flagship more than to the safety of the ships under their command. His Majesty requiring that these should allow themselves to be sunk rather than that they should abandon the flagship."

10. "If a Capitaine considers that he can take the ship with which he is in action by boarding, he will attempt it, informing the Admiral by signal at the time."

Most of the remaining standing orders for the French Navy, except as at variance with the above, are similar to those of the English (not to leave the line unless ordered, not to chase unless ordered, placement of fireships and frigates, etc.).

Nelson's Tactical Memoranda, 1803 and 1805

You know, Foley, I have only one eye—I have the right to be blind sometimes. I really do not see the signal.—Nelson, Copenhagen, 1802

Excluding the heroes of fiction, Vice-Admiral Nelson seems to rank as the greatest of England's many great admirals. His grasp of tactical realities and opportunities, willingness to gamble and accept the responsibility in a navy that created automatons, set him apart. It was he that was to take Lord Howe's concepts and extend them to their logical end.

The prime principles that were to be put forward by Nelson can be roughly categorized as follows:

1. The denunciation of the single line ahead of battle.
2. The establishment of mutually supporting line ahead squadrons.
3. The concentration of a superior force against a portion of the enemy's line, while the other squadrons cover or support the main attack.
4. Concealment of the main attack.

As we have seen, the lack of reliance upon a single line of battle harkens back to the Elizabethan period, as well as the early 17th Century. Still, Nelson was not necessarily the originator of this revival, since the Additional Instructions of 1759 included an order of battle in two lines. It was the writings of the Clerk of Eldin (1790) and the Viscomte de Grenier (1787) which pointed out the major defects of the line ahead column. It was their contention that the line was too easily broken and disordered, inflexible, and too extended a formation to be controlled by signals.

Nelson's reliance upon mutually supporting squadrons can be seen to exist as early as 1798, when he wrote, "As it is very probable the enemy will not be formed in regular order on the approach of the squadron under my command, I may in that case deem it most expedient to attack them by separate divisions." With this in mind, he organized his squadron into three divisions, one of six ships (his own) and two of four each.

It was to be left to Nelson's Toulon memorandum of 1803 to expand upon the concepts of 1798 by advocating that his fleet break the French line and contain a portion of it before the French line could do any damage. In this memorandum, he states his belief that "little maneuvering is necessary, the less the better." Therefore, he indicates that he will follow one of two courses. The first would necessitate his fleet wearing together when his van parallels the French center, passing through their line and engaging five or six of the enemy ships. His second method called for sailing parallel to the French van before ordering his fleet to cut through the French line about the sixth ship from their leader. This would allow him to severely cut up the French van and possibly capture five or six ships.

Nelson's thoughts around 1798 and 1803, then, display all the tactical ideas that were to be crucial at Trafalgar. We should note that even the French realized the changes that would dictate the attack Nelson would make at Trafalgar. Villeneuve, in his own General Instructions (issued in anticipation of the battle), stated, "The enemy will not confine themselves to forming a line parallel to ours . . . they will try to envelope our rear, to break our line, and to throw upon those of our ships that they cut off, groups of their own to surround and crush them."

Nelson's memorandum of 9 October 1805 (twelve days before the battle at Trafalgar) indicates his intended plan for the upcoming engagement. In this document he states, "that the order of sailing is to be the order of battle." The sailing formation was to have been "two lines of sixteen ships each, with an advance squadron of eight of the fastest two-

decked ships." When the enemy fleet was sighted, the three squadrons were to cut the Franco-Spanish line at three points. Nelson's own squadron would aim to intersect the center; the second column at approximately the 12th ship from the rear; and the advance squadron two or three ships above the enemy center. Expecting the French admiral's flagship to be located in that fleet's center, this would allow the British to overpower the two or three ships ahead of him.

As to the events that followed this plan by 12 days, alterations did occur. The first change was the elimination of the advanced squadron on the 20th. On that date, five of these vessels (*Orion*, *Belleisle*, *Bellerophon*, *Polyphmeus* and *Aganemnon*) were directed to resume their positions in the two lines, while only three (*Mars*, *Colossus*, *Defence*) remained detached between the fleet and the frigates. On the 21st, once the enemy was sighted, Nelson ordered the formation of line of battle in two columns, with the three advance ships directed to rejoin.

To this point in the day, Nelson had issued the following signals:

at 0630: #72 (To form order of sailing in two columns or divisions

#76 (To bear up and sail large on the course indicated—ENE)

at 0700: To prepare for battle

In a letter to Lady Bourcher, Lord Garlies says that, in effect, "We all scrambled into battle as soon as we could." As the two squadrons approached the Franco-Spanish line, they began to separate—Nelson's column passing through the French line astern of the *Bucentaure* while Collingwood's passed astern of the *Santa Ana*. At approximately 1300, the *Victory* opened fire and a confused melee ensued. At 1325, Nelson was wounded and carried below, dying at 1630 after the battle had been won. English losses in the battle were 449 killed and 1241 wounded. The Franco-Spanish fleet lost 18 ships surrendered, nine from each nation (including the *Santissima Trinidad*, the world's only four-decker). Yet, only four of these British prizes made port; five of the remainder reverted to enemy control, two were scuttled, two burnt and five sunk through various mishaps.

With the death of Nelson, and the lack of an active naval opponent, English naval tactics went through a period of decline. With the end of the wars came the issuance of a new Signal Book (1816), which held to the formations and tactics of the 1799 book. Only two attempts were made in this new guide to codify Nelson's teachings. One dealt with his attack at the Battle of the Nile, and the other tried to explain the victory at Trafalgar. The latter missed the point of the action however, and the wording of the new signal confused the issue. Nelson, truly, founded no new school of tactics but may well have been the greatest practitioner of the old.

English Naval Tactics and WS&IM

Within the context of *WOODEN SHIPS & IRON MEN*, fleet actions tend to become confused affairs. Historically this should not be the case, as we have seen. Therefore, a possible remedy is to apply, at least with regards to those actions involving British fleets, the pertinent articles of the Instructions and Books. With this in mind, we need to first discuss certain terms that have arisen in this piece and their definitions, both historical and in game terms.

Measures of distance change as time passes. The one measure that keeps reappearing in the articles is a "cable's length". What is a cable length? The French define a cable as a unit of measure consisting of one hundred "toises"—each *toise* equaling six (French) feet. For the English, a cable, as a unit of distance, consisted of 720 (English) feet. Thus, if the ships of a fleet are to be separated by a dis-

tance of one-half a cable's length, then they are 360 feet apart. What does this imply with regards to *WS&IM*? The diameter of a hex on the playing surface is approximately 100 yards (300 feet). Thus, a line ahead column of ships, one ship directly behind another with no intermittent hexes is the equivalent of a column of ships separated by about half a cable's length. With another hex betwixt ships, the open interval (i.e., the gaps) will equal about one cable's length.

Now, we can turn to gunnery ranges. The articles set forth a distance of "point-blank" as the range at which the English are to open fire. Using 300 yards as our standard of measure, we can arrive at a point-blank range, in game terms, of three hexes.

With these two small items covered, we can now try to present a cogent synthesis of the articles so as to allow their incorporation into the rules. While these will place constraints upon the British player, they will give players a feel for the actual problems faced by their historical counterparts. In order to present these alterations, it is necessary to consider them as falling into one of three general categories: those that apply to the entire period under consideration; those that deal only with a portion of the period; and those that are scenario specific:

A. Rules of Engagement

1. Except as otherwise specified, the only battle formation acceptable for usage by the English is the "line ahead". Except as stated below, the line ahead must be spaced in one of three ways: with no intervals, with one hex intervals, or with two hex intervals. Once a spacing has been decided upon and declared, it must be consistently applied throughout the fleet.
2. In those cases wherein the English fleet contains a greater number of SOLs than the enemy, the English player may remove the excess ships from his line. These ships may be freely employed as the English player sees fit.
3. In those cases wherein the English fleet contains a less number of SOLs than the enemy in scenarios set after 1790, the English player is to stretch his line so that it matches the length of the enemy line. Those opposing ships not initially engaged must be the weakest available if a choice exists.
4. No ships are to leave the English line to pursue a defeated enemy ship. In scenarios set after 1790, those ships leading or bringing up the rear of the English line which have no opponents may leave the line and be used at the English player's discretion.
5. If an English ship is forced to leave the line due to damage sustained, they shall exit the fleet in the direction away from the enemy. The gap in the line left by the exiting ship is to be closed by the ships following so that the fleet's intervals are maintained.
6. The maximum range at which English ships will be permitted to engage the enemy is three hexes.

B. Rules of Maneuver

1. In a battle situation, an English fleet may approach an opponent's vessels in one of three ways: by tacking, by line abreast, or by general chase.
2. In maneuver by tacking, ships in a line ahead formation can change course by either having the entire fleet follow the course set by the lead vessel of the column, or by ships in a squadron of the fleet following the course set by the lead vessel in its squadron.
3. In approaching by line abreast, each vessel maintains a consistent spacing from its neighbor and steers on the same heading towards its opposite number. When finally reaching the distance at which the engagement will commence, a line ahead column is to be formed.

4. When approaching by general chase, if the opponent's fleet is not in a line ahead formation and is in flight, the English player may have his vessels approach his opponent's vessels in any manner that the player wishes.

5. In any scenario set after 1790, in situations where the British line is overtaking an enemy line, the English player may elect to have his lead vessel engage the sternmost of the enemy, his second vessel take the lead and engage his opponent's next to last vessel, and so forth until his new line is formed.

C. Tactical Options

1. When to leeward of an opponent's fleet, the English player may direct his vessels while in line ahead column to tack by squadrons and pass through their opponent's fleet, so as to form a line ahead column to windward of them.

2. If approaching an enemy fleet on an opposite course, once the lead English ship is parallel to the enemy stern ship, the English player may tack his vessels individually, so as to come on to the same tack.

3. The English player may form his fleet into two line ahead columns separated by a distance of four hexes.

4. In scenarios set after 1790, the English player has the option of directing his vessels to break through his enemy's line in one of two ways. Either each ship to pass through independently, or the line ahead formation may be maintained as they pass through the enemy line. Once through the opposing line, the line ahead formation must be reconstituted. Any ships unable to pass through the line are to act independently.

D. Fleet Scenarios

3. The Battle of Ushant (27 July 1778)

a. Squadrons:

Van—Monarch, Hector, Centaur, Exeter, Duke (Admiral Harland), Queen, Shrewsbury, Cumberland, Berwick, Sterling Castle

Center—Couragux, Thunderer, Sandwich, Valient, Bienfaisant, Victory (Admiral Keppel), Foudroyants, Prince George, Valiant, Terrible

Rear—Vengeance, Worchester, Elizabeth, Robust, Formidable (Admiral Palliser), Ocean, America, Defiance, Egmont, Ramillies

b. Scenario Specific Instructions: NONE

6. The Battle of the Chesapeake (5 September 1781)

a. Squadrons:

Van—Terrible, Ajax, Princess, Alcide (Admiral Drake), Intrepid, Shrewsbury

Center—America, Resolution, Bedford, London (Admiral Graves), Royal Oak, Montagne, Europe

Rear—Alfred, Bellequex, Invincible, Barfleure (Admiral Hood), Monarch, Centaur

b. Scenario Specific Instructions: NONE

8. The Battle of the Saintes (12 April 1782)

a. Squadrons:

Van—Marlborough, Arrogand, Alcide, Nonsuch, Conqueror, Princessa, Prince George (Admiral Drake), Torbay, Anson, Fame, Prudent, Russell

Center—America, Hercules, Protee, Resolution, Agamemnon, Dule, Formidable (Admiral Rodney), Namur, St. Albans, Canada, Repulse, Ajax

Rear—Bedford, Prince William, Magnificent, Centaur, Belliquex, Warrior, Monarch, Barfleure (Admiral Hood), Valient, Yarmouth, Montague, Alfred, Royal Oak

b. Scenario Specific Instructions: When engaging the enemy on an opposite tack, the English player may pass his line ahead column through the enemy line so as to cut off a portion of the opponent's van or rear.

RN1. The Glorious First of June (1 June 1794)

a. Squadrons:

Van—Caesar, Bellerphon, Leviathan, Russell, Royal Sovereign (Admiral Graves), Marlborough, Defiance, Impregnable

Center—Tremendous, Barfleure, Invincible, Culloden, Gibraltar, Queen Charlotte (Admiral Howe), Brunswick, Valiant, Orion

Rear—Queen, Ramillies, Alfred, Montague, Royal George (Admiral Hood), Majestic, Glory, Thunderer

b. Scenario Specific Instructions: NONE

RN2. The Battle of Cape St. Vincent (14 February 1797)

a. Squadrons:

Van—Culloden, Blenheim, Prince George, Orion, Barfleure (Admiral Waldegrave)

Center—Colossus, Victory (Admiral Jervis), Wegmont, Goliath, Irresistible

Rear—Captain, Excellent, Namur, Britannia (Admiral Thompson), Diadem

b. Scenario Specific Instructions: NONE

RN3. The Battle of Camperdown (11 October 1797)

a. Squadrons:

Van—Monarch (Admiral Onslow), Powerful, Monmouth, Russell, Montague, Veteran, Beaulieu, Agincourt

Center—Venerable (Admiral Duncan), Triumph, Ardent, Bedford, Lancaster, Adamant, Director, Bellequex, Isis

b. Scenario Specific Instructions: NONE

15. The Battle of Trafalgar (21 October 1805)

a. Squadrons:

Van—Victory (Admiral Nelson), Temeraire, Neptune, Leviathan, Conqueror, Britannia, Agamemnon, Ajax, Orion, Minotaur, Spartiate, Africa

Rear—Royal Sovereign (Admiral Collingwood), Belleisle, Mars, Tonnant, Colossus, Bellerphon, Achilles, Revenge, Polythemus, Swiftsure, Dreadnought, Defiance, Thunderer, Defense, Prince

b. Scenario Specific Instructions: Admirals are authorized to cut while in line ahead column. The Rear Squadron to cut the enemy line at approximately their opponent's twelfth ship and the Van to cut their approximate center.

Ships that become separated from the column are to attack opponent ships as they bear.

E. Commanders of Single Squadron Scenarios

5. Arbuthnot and des Touches: Vice-Admiral Arbuthnot in *Royal Oak*

7. Suffren and Hughes—Admiral Hughes in *Superb*

11. The Battle of the Nile—Admiral Nelson in *Vanguard*

RN4. The Battle of Copenhagen—Admiral Nelson in *Elephant*

Conclusion

Until World War I and the battles at the Falklands and Jutland, the image of British naval power rested upon a myth created by Trafalgar. I have, thus, attempted to give a concise history of British tactical theories and to offer reasonable constraints that will accurately reflect the conditions under which naval actions were fought in the days of *WS&IM*. For those more audacious, I would offer the advice of Lord Dundonald, "Never mind manueveres; always go to them!"



FOUGUEUX (FR)

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.

JULY 14-16

DALLASCON, Dallas, Texas

Contact: DallasCon, P.O. Box 867623, Plano, TX 75086.

JULY 20-23

HISTORICON '89, Harrisburg, Pennsylvania

Contact: Robert Coggins, 4208 Kelway Road, Baltimore, MD 21218.

Note: Simply the largest miniatures-only convention, this year it will see the premier of Avalon Hill's first published set of miniatures rules as well as the usual miniatures games in *FLIGHT LEADER* and *ASL*.

JULY 21-23

ATLANTICON '89, Baltimore, Maryland

Contact: Dale Wetzelberger, Eastern Conventions Inc., P.O. Box 15405, Baltimore, MD 21220. (301) 298-3135.

JULY 28-30

DIP-CON XXII, San Diego, California

Contact: Larry Peery, P.O. Box 8416, San Diego, CA 92102. (619) 295-6248.

Note: The premier *DIPLOMACY* tournament in the States, featuring individual and team and variant competitions.

AUGUST 5

CAPITOL-CON V, Springfield, Illinois

Contact: Bill Wilson, 99 Cottonwood Drive, Chatham, IL 62629. (217) 483-5797.

Note: Among the several board tournaments are ones in *CIV*, *DIP*, *PL* and *TRC*.

SEPTEMBER 15-17

SIoux CITY WARGAMES IV, Sioux City, Nebraska

Contact: Russ Gifford, 1600 Pierce, Sioux City, IA 55105.

Note: Among the many events—*TRC*, *DIP*, *ASL* and *SPEED CIRCUIT*.

SEPTEMBER 22-24

1989 GALTARY GAMING CONVENTION, Calgary, Alberta

Contact: Stephen Zanini, Canadian Wargamers Group, 207 Bernard Drive NW, Calgary, Alberta, T3K 2B6.

Note: Among the many events are competitions in *ASL*, *DIP*, *CIV*, *KREMLIN*, *CM*, *TITAN*, and several other Avalon Hill games.

OCTOBER 6-8

ASL OKTOBERFEST IV, Youngstown, Ohio

Contact: Bill Conner, P.O. Box 4114, Youngstown, OH 44515.

Note: One of the premier *ASL* events, a round-robin tournament for novices and experts alike.

OCTOBER 7-8

TOLEDO GAMING CONVENTION 7, Toledo, Ohio

Contact: Jim Thomasson, Toledo Gaming Con 7, 3001 North Reynolds, Toledo, OH 43615.

Note: Tournament in *ASL* among others.

NOVEMBER 11-12

UMF-CON, Farmington, Maine

Contact: Thomas M. Kane, Table Gaming Club, c/o Student Life Office, Student Center, 5 South Street, Farmington, ME 04938.

THE AGE OF SAIL

Choosing Sides in WS&IM

By Jim Lutz

WOODEN SHIPS & IRON MEN captures the flavor of the age of sail and combat between the navies of the powerful (and the not-so-powerful) of the day. Although the basic aspects of the game are well-known and generally simple to master, some of them will be discussed below to set the stage for a discussion of the play balance of the many historical scenarios that come with the game and the many that have been published in the pages of *The GENERAL* to date. These comments will also help players to decide which side to choose, and to know what their respective chances of victory might be, as well as serve as an aid in determining what tactics are best suited to their squadron or fleet. And, the comments might well help players in balancing scenarios that they design themselves.

The Impact of Game Components and Mechanics

Various aspects of how the game plays are to be considered with care. My comments will normally be based on the rules in the Basic Game, unless otherwise indicated. In particular, all the analyses of gunnery effects will be for the Hit tables in the Basic Game (hereafter, "BHTs") rather than for the Advanced tables—although the points made usually remain valid for the advanced rules as well.

The Wooden Ships. For the large scenarios involving combat between numerous ships, the SOLs are obviously the heart of the fleets facing each other. The queens of the sailing era were the triple-deckers of 100 guns or more (the Class 1 SOLs). They have heavy broadsides, a larger number of hull squares, larger crews, and even a few extra rigging squares. These ships can obviously deliver significant fire and sustain significant damage, particularly in comparison with the smaller SOLs. The major disability of the Class 1 ships is that they lack maneuverability, being limited to only one 60-degree turn in a Movement Phase. While they can overwhelm a smaller 74 by firepower in a slugging match, a 74 might well be able to outsail one of them and gain a rake opportunity. A good result from a rake can quickly even up the odds in many a battle. If the large ships are interspersed with the smaller SOLs (as they usually are in the scenarios), they can slow up the whole battle line if intricate maneuvers are required. The greater firepower of these giants becomes less relevant if they cannot keep up with the action. Their greater durability, however, does mean that they might be able to close with the enemy line or even break through it without suffering disabling damage (as Nelson did in the *Victory* at Trafalgar).

The Class 2 SOLs range from the 44-gunners to the 90s, depending on the period that the scenario takes place in. These ships form the bulk of the large squadrons that are in play. They have better handling characteristics than the Class 1 SOLs, and they do have the advantage of being able to perform some of the maneuvers that will be described later in this article. These vessels are, however, less durable in combat with fewer hull squares than their larger brethren.

The frigates available to the many different navies sacrifice armament and staying power for speed. They can easily outrun a SOL, but one good broadside from the SOL can destroy this edge if a full rigging section is lost. Lost hull, crew or gun squares can lead to their impotence in any gunnery duel. And the limited gun squares carried on the typical frigate limit their ability to damage other vessels, particularly the larger ones. Thus, they

might sustain enough damage while maneuvering for a rake on a slower vessel, and then not be able to do much when, and if, the rake is achieved. The Class 3 frigates have a speed edge on all SOLs at comparable sail levels; and the Class 4 frigates (or corvettes) are particularly fast. Any action between squadrons of frigates will often be one of speed and guesswork. Rake opportunities will probably be more frequent once the distance is closed than in a battle between SOLs. Even though the typical frigate lacks firepower, a rake against another frigate can be devastating for the enemy. When frigates are attached to SOL squadrons, their activities will be confined to the periphery of the action. They can be especially useful in aiding and defending crippled SOLs and capturing ships of the opposing side that have struck (or preventing such captures from occurring to their own).

Maneuver. If the rules for "full sail" are being used (and it is a useful Advanced rule to incorporate even if none of the others are being used), one question that each admiral must answer when faced with the prospect of engaging an enemy is when full sail should be used, and when the conversion to battle sail should be made. Once the combat has been joined in earnest, obviously battle sail is appropriate—since doubled rigging losses will quickly negate any speed advantage that full sail offers. There is no easy answer to the question as to when to make the switch, however, and there is no general rule of thumb that can be offered other than if the planned maneuver requires more speed than a ship has, full sail must be used.

The ideal for any admiral in battle is to arrange to "double the line" of his counterpart. The idea is great in theory, but it is difficult to put in practice. Opposing admirals were, and are, not passive spectators to such efforts. If the opponent's line can be doubled, enemy vessels will be delivering one broadside for every two received, with the ultimate outcome in little doubt. The possibility of doubling the opposing line is likely to be greater for the fleet that has more ships in a battle, since the opponent will be hard pressed to effectively counter every maneuver. The chance of doubling an enemy line is probably greatest when the opposing ships would have to turn into the wind to counter the threat (see Figure 1). Such an effort to avoid the doubling would be slow, and the enemy ships would be vulnerable to rakes. Obviously, it is best to avoid ever being placed in such a position when approaching an enemy fleet.

One useful maneuver when the wind is following in Attitude A, and at least three movement points are available is to sheer toward or away (see Figure 2). A move of "R1L" or "L1R" (or variations such as "R2L" or "R1L1" when under full sail or with frigates) will permit ships to close towards an enemy line or distance themselves from the enemy fleet without being subjected to possible rakes. Since Class 1 SOLs are unable to perform the requisite two turns, Class 2 SOLs may have to be moved to shield them from a rake as they close or move away from an enemy line. If your fleet, a mixture of Class 1 and Class 2 SOLs, is closing on the enemy under battle sail, the Class 2 ships can move "R1L" (for example) while any Class 1 SOLs move "1R". On the next move, the smaller SOLs can move "R1L" and the Class 1s can move "1L". The Class 1 SOLs will not be in the line or able to fire for the first turn of this movement sequence, but they should also be safe from rakes since the Class 2 SOLs will

be nearer to the enemy ships. When the larger SOLs do enter the battle line, their fire will be even more effective if they have not previously fired their initial broadsides. The advantages of retaining the favorable wind attitude for this maneuver are quite obvious, particularly since your fleet does not have to risk going to full sail to perform it.

Two battle lines facing each other will usually have the same attitude toward the wind. If one line is closing, the other could pull away, negating the above maneuver—although it is a bit more difficult to get the Class 1 SOLs away without a rake when downwind. The well-known French preference for remaining downwind in a battle line so as to have the wind available to retire in the face of adversity can be replicated in the game by paying attention to the wind attitude. By the same token, the French vessels in such a position will find it difficult to close with a British force if they desired to do so (a historical rarity) since it is tough to attack if you lack the weather gauge. The downwind squadron has the additional advantage that badly damaged ships can pull out of the battle line (again with a "R1L" in wind direction A) and depart the board to safety. On some occasions a few badly damaged ships could be left behind as a sacrificial rear guard to shield the retirement of the bulk of the fleet. It is more difficult to pull damaged ships upwind out of the battle line. One effective method, though it may not always be desirable, is if the adjacent ships advance towards the enemy battle line. A damaged vessel could then have the opportunity of moving out of harm's way, albeit slowly, against the wind.

Being upwind will also affect the drift of immobilized ships or ones that have struck. The drift will carry such vessels toward the enemy line. Ships that have struck will effectively limit fire from both squadrons, and could also be utilized as a shield for maneuvering ships towards or away from the opposing force. Voluntary drift by ships is another means of permitting upwind Class 1 SOLs to approach an enemy line without the embarrassment of a rake or of being taken out of your own battle line. The disadvantage of such an upwind position is that should the battle go badly, the drifting ships will surely be captured with enhanced victory points for the opposing side. For the downwind squadron, any drifting ships are less likely to be captured.

If the Optional rules for sinking and exploding ships are being used, the situation is even more complicated. Upwind ships that have struck and may explode would be drifting toward the enemy battle line and could become an asset if an explosion damages enemy ships, or if the enemy line is disrupted as vessels seek to avoid any damage from an exploding ship. Even if the struck vessel does not explode, the opposing ships may scramble to avoid becoming fouled with it.)

Gunnery. Table 1 contains a comparison of the expected damage that can be achieved on the various BHTs. If the range is close enough for the firer to have a choice of using the hull or rigging columns, the hull tables will finish off an opponent (surrender by striking) before it will be immobilized by complete dismasting. A typical 74 SOL has 14 hull squares and 21 rigging squares (in three sections). While hull hits are somewhat less likely overall than rigging hits in the corresponding tables, they are more likely than rigging hits as a proportion of the squares of each type available. On BHT 3, for example, it will take an average of 7.65 turns to eliminate all the hull squares, while it takes 9.00

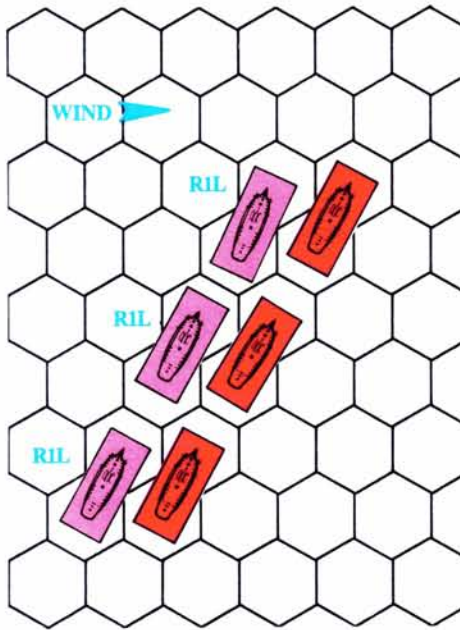


Figure 2: Closing to the enemy line (normal breeze—battle sail).

turns on average to dismast the 74 if it is under battle sail. Gun and crew hits are also more likely on the "hull" column, hits which could eventually weaken the damage done by return fire. In multi-ship scenarios, an immobilized ship will be able to continue to fire and it will not surrender due to immobility while friendly ships are near; consequently, the only advantage to immobilizing an opposing vessel would be to allow continuous rakes until all the hull squares are also eliminated. Ships that are simply immobilized also do not count toward victory points.

If a ship does surrender by immobility, a prize crew can be put aboard, repairs enacted (if that rule is being used), and be sailed away to safety for (doubled) victory points. The immobile ship could also be towed if a damaged, and therefore not particularly battleworthy, unit is available. Another option for capturing an immobilized ship involves the use of grapeshot (another Advanced rule). If continuous rakes are possible, grapeshot can be used to eliminate the opposing crew so that the vessel can be captured with minimum loss to any offensive boarding party.

While using the hull BHTs is generally the quickest way to put the *coup d'grace* to an opposing vessel, shots at the rigging sections are not always a bad choice. In single ship duels or battles fought with only a few ships on each side, the destruction of one of an opposing ship's rigging sections could leave it vulnerable to later rakes, particularly if the Advanced rules are being used in their entirety (since it would not be able to go to full sail again until repairs were effected). Rigging shots at ships under full sail will also often be spectacularly effective, given the doubled rigging losses that will occur. If doubled hits provide a good chance of eliminating the remainder of a rigging section, thus slowing the enemy down, it could be useful to use the rigging column instead of the hull column.

The French practice of aiming at the rigging from their typical downwind position while the British normally concentrated their fire on the hulls now makes sense. The French vessels were in fact often more badly damaged and less seaworthy, but the British ships were often unable to pursue the French when they did retire. Damage to British ships during the Battle of the Glorious First of June (1794) prevented the British from pursuing the beaten French fleet (which was downwind) and inflicting even greater damage on it. If the victory conditions

of a scenario simply require the French (or some other fleet) to maintain a presence on the board for a number of turns, and the French have the downwind position, concentrating fire on the British rigging may be a useful tactic. If a number of British ships have lost rigging sections and the French have not, the British squadron will not be able to pursue a damaged French force at full strength.

How useful rigging shots will be in different circumstances will, of course, depend on victory conditions and whether or not one side is forced to take the initiative to win. Forcing enemy ships to strike is very satisfying and does provide victory points, but there are other ways to win scenarios. The French naval tactics of the day were reasonably well suited to their general naval situation (i.e., one of inferiority to the Royal Navy). The French players might even find it advantageous to use chain shot if that rule is being used. Of course, since chain shot is limited to a three-hex range, it is unlikely that rigging shots will be the best choice except in frigate actions.

If some or all of the Advanced rules are being used, the advantages of using the rigging, rather than the hull columns, increases. Since hull squares, as well as crew and gun squares, increase and rigging squares do not, it becomes relatively more efficient to use gunnery to dismast an opponent first. The typical 74 SOL used as an example above now has 21 hull squares, but still only 21 rigging squares. Lost crew and gun squares, more likely when firing at the hull, will also have less effect as well, since these squares have been doubled. On average, such a ship will be dismasted before all the hull squares have been eliminated. If Optional rule VIII on the loss of rigging sections and the potential for falling masts is in play, shots at the rigging can provide another opportunity to gain extra gunnery and maneuvering advantages. Of course, even though it becomes easier to dismast an opposing vessel, that ship can still fire unless it surrenders. Thus, in many circumstances the hull BHTs will still be the best choice.

Not All Points are Equal

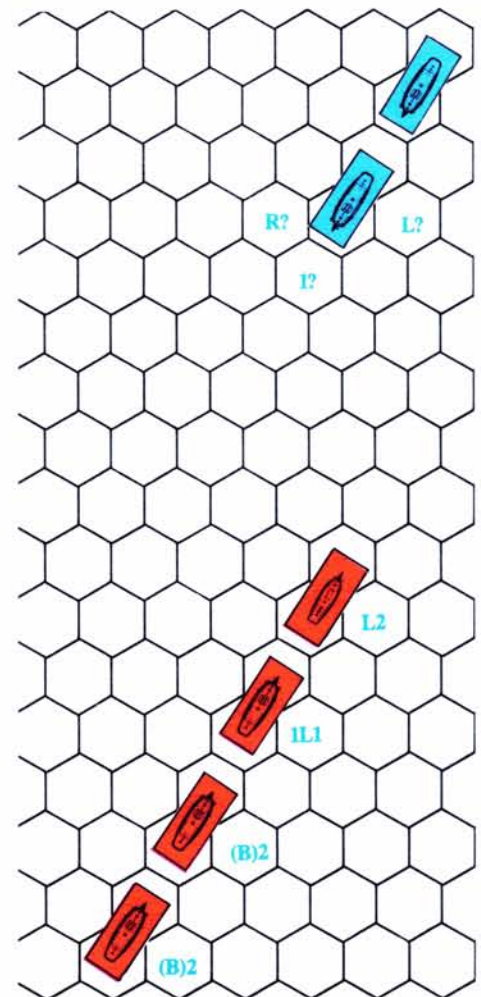
"A few good ships . . ." In design-your-own scenarios (DYO) or when picking sides in one of the historical scenarios, often the choice is between fewer good ships with crack or elite crews, or more ships with crews of lesser quality. In DYO scenarios, the choice of how to allocate points is clearly up to each admiral. In either case, it turns out that the ships with the quality crews are the best buy. The quality of the crew is more durable than a few additional gun or hull squares. Chart 1 contains a comparison of two 75-point French forces and two 100-point British ones, and the likely outcome if they faced each other in battle. In both cases, the smaller force with the better crews will outshoot the larger squadrons. The expected damage at various ranges for each of the opposing forces (drawn from the information in Table 1) demonstrates the superiority of the better crews in terms of damage inflicted by the combined broadsides. The comparisons in Chart 1 make the unrealistic assumptions that no gun squares or crew sections are lost on either side, that there are no excess or wasted hits on hulls of the vessels in either force, that carronades never came into play, and that all ships could always fire on one of their opponents. Even with these assumptions, however, the basic comparison of the relative efficiency of the two squadrons in winning gunnery duels is graphically shown. As the range increases, the disparity between the two forces in question becomes even greater. At a range of four or five hexes, ships with the better crews are clearly superior as indicated by the number of turns required to eliminate all the hull squares in the opposing force. At long ranges, the crew quality modifiers (+1 or +2) can double the

BHT used, while at shorter ranges the increased BHT used is not so great.

It is obvious in addition from the comparisons in Chart 1 that the larger force must either maneuver at least one of its vessels to attain a rake or close the distance to the smaller force as quickly as possible. Additional gun squares lose their impact at greater distances, but at closer ranges the extra gun squares may be able to offset the effects of crew quality. When the range is closed to two hexes, Forces A and C finally have an advantage. Force B requires 7.33 turns to eliminate A's hull squares, whereas Force A only needs 6.2 turns. Force C needs 5.9 turns, while Force D requires 8.0 turns in their confrontation. It is thus necessary for the larger force to gain the wind gauge and close on the opposing squadron as quickly as possible, even risking rakes to do so. Gunnery duels at greater distances will eventually lead to the destruction of the ships in the larger squadron.

The Iron Men of the Royal Navy. In a number of ways, the point values assigned to the ships of the different navies are not truly equivalent. A comparison of the usual British and French ships, the normal opponents in the age of sail, well illustrate this point in a number of respects. In the Revolutionary Period, an average French 74 is valued at 24 points. A crack British 70 has a point value of 25. The similar values represent differences in crew quality, crew size, gun squares, and hull squares. The French 74 has more gun squares than the British ship (ten to eight), a larger crew (14 to 11), and two more hull squares. In gunnery terms, however, the edge is with the British. At any range, the ten gun squares on the French broadside is one higher BHT than the eight available to the British vessel.

Figure 1: Attempt to double the enemy line (normal breeze—battle sail).



The crew quality factor, however, moves the British ship up two BHTs (leaving the British with a net advantage of one BHT). Thus, the British ship will on the average cause more damage than its French counterpart. The balance, moreover, is likely to swing even more in the British favor. The first gun square lost from the British 70 does not affect the BHT used; the first lost by the French 74, however, will reduce it by one BHT. Thus, a straight-out gunnery duel between these two ships will favor the British 70. It not only starts on a higher BHT, but it should have a couple of turns during which it is *two* tables higher. When, and if, the British ship does lose its second gun square, it will drop one BHT (one for fewer guns, and the crew modifier will change as well). By this point in the battle however, the French ship will have suffered much more damage. The two extra hull squares will be insufficient to preserve balance given the pounding that the French ship will have to endure. The trained crews of the British navy clearly provide an edge.

When carronades are added in the Revolutionary Period after 1781, the British edge increases significantly. The values of the carronades, which are costless in terms of points expended to get them or the point values of the British ships, is not that they will ever be used at close range. Rather, the carronades extend the number of turns before the British 70, for example, will suffer a drop on the BHT being used due to gun losses. Carronades simply take the first gun hits, permitting the continued utilization of the regular full broadside. Since the French ships (with the rare exceptions such as the little *Hannibal* in the Suffren-Hughes scenarios) and the Spanish vessels in the Revolutionary Period do not have carronades, they lack the advantage of being able to preserve their full broadside when gun square hits are taken.

Even when strict point comparisons are ignored, the British SOLs often have an additional edge. The typical 74 has eight gun squares (nine with carronades); consequently it is in the middle or at the top of the gun square category for determining BHTs. A French 74 with ten gun squares is at the bottom of its category and will drop in effectiveness when a "gun" hit is scored against it. In the Battle of Ushant scenario, which is pre-carronade, there are 20 French 74s with ten squares out of a total of 30 ships. These vessels could suffer a BHT drop very quickly. Opposed, 26 of 37 British ships (74s and 98s) have eight or nine gun squares, providing them with the ability to absorb more damage before their gunnery effectiveness declines.

Overall, in the Revolutionary Period, the British ships will have an edge in gunnery duels due to better crew quality, often being on the high side of gunnery categories, and having carronades to absorb the initial "gun" hits. The only disability of the British ships are smaller numbers of crew squares, but crew casualties sufficient to cause a section loss are not likely to be frequent since expected "crew" hits from gunnery are relatively low. Hits on guns are much more likely and never less likely when firing on the hull column of the various BHTs shown in Table 1.

In the Napoleonic Era, the British carronade advantage no longer provides a major edge, although British Class 1 SOLs and some Class 2 SOLs have two carronade squares—while French ships have a maximum of one. Many ships of the Spanish navy still lack carronades, and they remain at a disadvantage against British ships. Only four of the 15 Spanish SOLs at Trafalgar, for example, had carronades. Thus, in some cases, the British player will still get more value for his points. For the historical scenarios of this period, the British ships retain their edge in crew quality. The vessels of the Royal Navy are also much more likely to be able to lose gunnery squares before dropping on the BHT used, in comparison with similar French ships.

**TABLE 1:
EXPECTED DAMAGE FROM BHTs**

BHT Table	Hull Shots				Rigging Shots			
	H	C	G	R*	H	C	G	R*
0	.167	.167	.167	.000	.000	.167	.167	.167
1	.500	.167	.167	.167	.167	.167	.000	.667
2	1.333	.167	.333	.167	.167	.167	.167	1.333
3	1.833	.333	.667	.167	.167	.167	.167	2.333
4	2.333	.500	.833	.333	.333	.167	.333	3.000
5	2.667	.667	1.167	.500	.333	.167	.333	4.000
6	3.333	1.000	1.167	.667	.667	.167	.667	4.333
7	3.167	1.167	1.667	.833	.833	.333	.500	5.167
8	4.667	.667	1.667	.833	1.000	.333	.667	5.833

* Rigging hits are doubled if the target ship is under full sail.

Spanish ships with their typically green crews, oddly enough, do not suffer so badly in this regard. When a Spanish ship drops from seven gun squares to six, it drops one BHT but recovers that loss since the negative modifier for the green crew also is decreased. Thus, it will fire on the same BHT as before!

The advantages that the British have in this period can be clearly seen in Chart 2. This chart contains two comparisons of gunnery duels between equal-point SOLs of the Royal Navy and the French navy (assuming that neither vessel suffers from a rake or a critical hit). The range has been kept constant for the purposes of illustration, and the same die roll is used for both sides to minimize the luck factor. In both cases, the French ship strikes first as its hull squares are eliminated. In these two examples, the victors are hardly in a position to engage a fresh enemy ship, but they have won their individual battles. The extra gun squares on the French ships again do not overcome the positive benefits provided by the better crew quality of their British counterparts. The BHT in play for the French ships in both cases also drops more quickly due to gunnery losses. The larger French crews prevent a section loss from occurring, but in neither case does the French fire inflict enough casualties to cause a crew section loss on the opposing British ship—the only way the French can hope to negate the inherent advantages of the British crews. The results of these two hypothetical encounters reinforce the expected losses that can occur with the various BHTs displayed in Table 1. "Crew" hits are relatively infrequent compared to hits on gun squares, a situation that favors the British and hurts the French.

It should be noted that the non-British player cannot really correct the disadvantages he faces with crew quality (except in the case of a player with the American fleets) by upgrading his crews in DYO scenarios. The British carronade advantage in the Revolutionary Period cannot be overcome in any event after 1780. Even if this advantage is neutralized by using vessels from the Napoleonic Era, the French or Spanish admiral will still be a little short in the quality of his fleet. A French elite 80 has 11 gun squares, compared to ten in a British elite 80, and has three additional crew squares as well. The cost to the French player for this ship is 36 points, while the British elite only costs 31. Thus, given the relatively higher costs of ships, the French player will either have one vessel with a poorer quality crew or he will have to choose one very weak vessel in terms of his gunnery capabilities in order to fill out his squadron. The extra gun squares for the 80 might be of some value, but the crew squares are less likely to be that important. For 35 points, the British player can buy an elite 100-gunner (11 gun squares, a few extra rigging squares, the same crew as a French 80, and one additional hull square). The extra hull square and the rigging squares will make this ship a better buy than the French elite 80.

The costs of the Spanish ships is even higher when compared to the British vessels. An elite Spanish 80, which is exactly like the elite British 80 except that the Spaniard gets one extra crew square, costs 33 points. In general, the British player will get more for his point expenditures, and the French or Spanish player will be at a disadvantage. As if all of the above is not bad enough, the French or Spanish ships provide more victory points for the British player if they are lost then is the case with the Royal Navy's ships. Only when the non-British player has American ships is there no advantage to either side in purchasing vessels for DYO scenarios.

The moral of the above is that if you are designing your own scenarios with equal points, choose the British to play whenever possible. (You can also try to insist that it is 1782 in the Revolutionary Period to give yourself the carronade advantage.) If it is a regular, historical scenario that is being played and the point values are about equal, take the British side. Even graciously let your opponent take the French if they have a few more total points. The quality of the British ships and crews should more than even things out.

When a few good men are not enough. While crew quality almost invariably provides an advantage for the British in the historical scenarios (and even in the DYO ones) in terms of gunnery duels and while upgrading French or Spanish crew levels is more expensive than similar upgradings for the British, there is one crew advantage that is available for the French player. On all classes of ships, French crews are larger than their British equivalents. When points are expended for ships, the French vessels with their average crews will have more Crew squares than their British counterparts with similar point values crewed by crack or elite seamen. In a melee, the total value for combat of the British crew may be superior to the French (since each crew square has a higher value), but the greater number of crew squares will work to French advantage. Since losses in melee are taken by crew square, each loss hurts the British player much more. Thus, if two typical vessels of equal point value meet, grapple, and become engaged in melee, the larger crews of the French ship should triumph.

Chart 3 contains a comparison of sample melee actions between the same British and French vessels of equal point values that were used in the gunnery comparison charts. The examples assume that neither ship has previously lost any crew squares, although such losses would damage British chances proportionately more. The die rolls are again assumed to be the same for each side to limit the luck factor impinging. The illustrations in Chart 3 demonstrate that attrition will eventually work to the disadvantage of the British crew, resulting in the capture of the British vessel. Neither ship will be much of a fighting unit against any other vessels, but for the French player the alternative is being battered by superior gunnery.

CHART 1: MORE SHIPS OR BETTER CREWS

Case 1: French Ships of the Napoleonic Era (75 Points)

Force A: Average 74 (24), Average 74 (24), Average 80 (27)

Force B: Elite 120 (39), Elite 80 (36)

Comparison:

Ship	Gun Squares	BHT Range 3	BHT Range 4	BHT Range 5
Av 74	10	2	1	0
Av 74	10	2	1	0
Av 80	11	2	1	0
El 120	13	6	5	4
El 80	11	4	3	2

Expected Damage Inflicted (Shots at Hulls):

	Range 3				Range 4				Range 5				
	H	C	G	R	H	C	G	R	H	C	G	R	
Force A:	4.0	.5	1.0	.5	1.5	.5	.5	.5	.5	.5	.5	.5	.0
Force B:	5.7	1.5	2.0	1.0	4.5	1.0	2.8	.7	3.7	.7	1.7	.5	

Force A contains 44 Hull Squares.

Force B contains 34 Hull Squares.

Gunnery Turns required to Eliminate Hull Squares:

Force A—Range 3: 8.5 Turns to eliminate Force B
 Range 4: 22.67 Turns to eliminate Force B
 Range 5: 68.0 Turns to eliminate Force B
 Force B—Range 3: 7.76 Turns to eliminate Force A
 Range 4: 8.78 Turns to eliminate Force A
 Range 5: 12.0 Turns to eliminate Force A

Case 2: British Ships of the Napoleonic Era (100 Points)

Force C: Average 74 (22), Average 80 (24), Average 80 (24), Average 110 (28)

Force B: Elite 74 (30), Elite 74 (30), Crack 120 (40)

Comparison:

Ship	Gun Squares	BHT Range 3	BHT Range 4	BHT Range 5
Av 74	8	1	0	Miss
Av 80	10	2	1	0
Av 80	10	2	1	0
Av 110	12	2	1	1
El 74	9	3	2	1
EL 74	9	3	2	1
Cr120	14	5	4	3

Expected Damage Inflicted (Shots at Hulls):

	Range 3				Range 4				Range 5				
	H	C	G	R	H	C	G	R	H	C	G	R	
Force C:	4.5	.7	1.7	.7	1.7	.7	.5	.5	.5	.5	.5	.5	.0
Force D:	6.3	1.3	2.5	.8	5.0	.8	1.5	1.3	2.8	.7	1.0	.5	

Force C contains 64 Hull Squares.

Force D contains 40 Hull Squares.

Gunnery Turns required to Eliminate Hull Squares:

Force C—Range 3: 8.89 Turns to eliminate Force D
 Range 4: 24.0 Turns to eliminate Force D
 Range 5: 80.0 Turns to eliminate Force D
 Force D—Range 3: 10.1 Turns to eliminate Force C
 Range 4: 12.8 Turns to eliminate Force C
 Range 5: 22.6 Turns to eliminate Force C

Notice that the British gunnery advantage is still more formidable than the French melee advantage. As seen in Chart 2, the surviving British ships are more effective fighting units, even with all the damage, than the victorious remnants of the crews left on the French ships after a successful melee. Another difficulty with the melee approach lies in the fact that successfully grappling the opposing ship and maintaining that status long enough to achieve the required 3-1 superiority is not easily done. In the game, however, grappling is on at least some occasions going to be worth the effort for the French player. If the Advanced rules are being used, attrition still works to the French advantage since all crew hits are doubled, but the possibilities of British ships being able to ungrapple and escape are somewhat greater since it will take longer for the British crew to be reduced to a low enough level for capture. While doubled crew squares lead to more melee points on each side, the Melee Combat Table does not go high enough for casualties to be proportional when 120 points of crew squares are involved.

The moral of this comparison is that if you are the French player, it could be to your advantage to close and to attempt to board British ships whenever possible. Closing the range is often advisable to negate some of the British advantage from superior gunnery; therefore, grappling attempts may fit in well with this tactic. In some cases, however, French victory conditions in a particular scenario might still be achieved by keeping at a distance, so the choice "to close or not to close" will depend on the circumstances.

In you are the British player, on the other hand, grappling attempts by the French should normally be avoided. If grappling does occur, manning the broadside with a crew section might be worthwhile if the French vessel has already received considerable hull damage. As the above examples show, the required 3-1 superiority in crew squares is unlikely in the three rounds constituting the first turn of melee. The British captain might even consider loading grapeshot if boarding appears imminent. At point-blank range with crew modifiers, the French manpower superiority could be weakened very effectively and give the British ship a better chance to escape capture.

The Scenarios

Scenarios for *WOODEN SHIPS & IRON MEN* can be found in the rulebook and in different issues of *The GENERAL* (including this one). Many of these historical scenarios are analyzed below in terms of their play-balance. The number of ships available to each side is considered, as well as the total points (a good, but not great, indication of balance), the average value of the ships engaged, and notes on any special rules that provide advantages in addition to or instead of the point values for the vessels. Only multi-ship scenarios are discussed in terms of their balance.

While single ship scenarios are discussed in terms of points, maneuvering abilities, crew qualities, and so forth, the outcome of single ship encounters may turn on the first rake opportunity that presents itself—whereas in combat between fleets or squadrons, no *one* move is likely to be decisive. The items above, however, can indicate to readers which vessels in such duels are likely to have the advantage, and the players can modify their plans accordingly. For example, the player with the weaker ship frequently will have to be more daring in his moves. Gaining a rake may equalize the situation, whereas a straight gunnery fight would normally be a losing course of action. A bad maneuver would lead to a rake by the opponent, but that chance must be risked if there is to be any opportunity of victory.

Battles of the Revolutionary War. The comparison of the opposing fleets that is contained in Table 2 generally shows that the British forces involved in the battles of this period are superior. The British forces in Scenario 1 against the Americans on Lake Champlain and in Scenario 3 against the French at Ushant have both higher point totals and better quality crews. These are the only two scenarios on the table in which the British do not have their carronade advantage, but the extra edge is hardly needed. In the other scenarios, the British ships have carronades, an advantage that is not reflected in the total point values. In scenarios 5, 7B, 7C and 7E the British forces not only have this advantage, but they have also higher total points and better quality ships. Scenario 7E is particularly unbalanced since the British admiral even has more ships in play. How Suffern acquitted himself so well against Hughes

in the Indian Ocean is indeed a mystery given these circumstances. (Perhaps the corollary question is more important—how did Hughes manage not to do better?) In Scenario 8, the average value of the ships on each side is equal, but the French at the Battle of the Saintes are outnumbered in total points and ships (and still lack carronades). The British historical victory in this battle is not particularly surprising.

Scenarios 6, 7A and 7D are somewhat better balanced. The British ships retain their carronade advantage, of course, and the higher quality of their crews provide an edge in terms of average value. At least the French commander in these scenarios will have a total point advantage (most marked in Scenario 6), and he also has a greater number of vessels in his squadrons, providing him with at least a chance to maneuver and attempt to create difficulties for the outnumbered enemy. The French edge in total points in scenarios 7A and 7D is slim and is probably more than offset by the British carronades, crews and greater resilience on the BHTs given the usual number of guns available on SOLs of the Royal Navy. The point edge in Scenario 6 is more substantial, making this one the only multi-ship scenario for this period in which the non-British player actually is favored. In the other scenarios, the British are clearly favored to win, and the only differences are the degree to which the British side has the edge.

Of the scenarios included on Table 2, there are victory conditions or points in addition to those gained for sinking or capturing ships for 1, 6, 7A and 7D. These conditions do not necessarily favor either side, but in 1, 6 and 7A the British fleet must force the action; in 7D, the French commander must seize the initiative. In Scenario 6, the French admiral cannot remain passive, even though the initiative is with the British. These factors in the scenarios may have a bearing on the tactics used by the players. For example, in 7A the French may find it smart to avoid closing with the British ships, even though tactically this approach is normally appropriate.

Battles of the Napoleonic Era. Some of the scenarios from the Napoleonic Wars are better balanced (see Table 3) than those from the Revolutionary Period. The three multi-ship actions between

CHART 2: GUNNERY DUEL

Case 1: British Elite 98 vs. French Average 120 at Range 4 (Hull Tables)

British El 98:				French Av 120:				
Hull	Crew	Rig	Guns	Die Roll	Hull	Crew	Rig	Guns
16	5-5-5	8-8-8	10(1)		18	8-7-7	9-9-9	14(1)
Damage:		BHT 4 = 4H-C		5		BHT 5 = 4H-G-R		
12	4-5-5	8-8-8	10(1)		14	8-7-7	8-9-9	14
Damage:		BHT 2 = H-C		3		BHT 3 = H-G-R		
11	3-5-5	8-8-8	10(1)		13	8-7-7	7-9-9	13
Damage:		BHT 2 = 2H		4		BHT 3 = 2H-R		
9	3-5-5	8-8-8	10(1)		11	8-7-7	6-9-9	13
Damage:		BHT 2 = 2H-R		5		BHT 3 = 3H-C		
7	3-5-5	7-8-8	10(1)		8	7-7-7	6-9-9	13
Damage:		BHT 2 = 2H-G		6		BHT 3 = 2H-2G		
5	3-5-5	7-8-8	10		6	7-7-7	6-9-9	11
Damage:		BHT 1 = Miss		1		BHT 3 = H-G		
5	3-5-5	7-8-8	10		5	7-7-7	6-9-9	10
Damage:		BHT 1 = G		3		BHT 3 = H-C-G		
5	3-5-5	7-8-8	9		4	6-7-7	6-9-9	9
Damage:		BHT 0 = G		6		BHT 2 = 2H-G		
5	3-5-5	7-8-8	10		2	6-7-7	6-9-9	8
Damage:		BHT 0 = C		4		BHT 2 = 2H		
5	2-5-5	7-8-8	8		0	6-7-7	6-9-9	8

Average 120 strikes after nine rounds of gunnery.

Number of Carronade squares in parentheses; initial broadside modifier reflected in first listing. No critical hits inflicted.

Case 2: British Crack 74 vs. French Average 80 at Range 3 (Hull Tables)

British Cr 74:				French Av 80:				
Hull	Crew	Rig	Guns	Die Roll	Hull	Crew	Rig	Guns
14	4-4-4	7-7-7	8(2)		16	6-6-5	7-7-7	11(1)
Damage:		BHT 4 = 2H-C-2G		6		BHT 5 = 3H-2C-G		
12	3-4-4	7-7-7	8		13	4-6-5	7-7-7	11
Damage:		BHT 2 = 2H		4		BHT 3 = 2H-R		
10	3-4-4	7-7-7	8		11	4-6-5	6-7-7	11
Damage:		BHT 2 = 2H		4		BHT 3 = 2H-R		
8	3-4-4	7-7-7	8		9	4-6-5	5-7-7	11
Damage:		BHT 2 = H-C		3		BHT 3 = H-C-G		
7	2-4-4	7-7-7	8		8	3-6-5	5-7-7	10
Damage:		BHT 2 = H		1		BHT 3 = H-G		
6	2-4-4	7-8-8	8		7	3-6-5	5-7-7	9
Damage:		BHT 1 = H-R		6		BHT 3 = 2H-2G		
5	2-4-4	6-7-7	8		5	3-6-5	4-7-7	7
Damage:		BHT 1 = H		4		BHT 3 = 2H-R		
4	2-4-4	6-7-7	8		3	3-6-5	4-7-7	7
Damage:		BHT 1 = G		3		BHT 3 = H-C-G		
4	2-4-4	6-7-7	7		2	2-6-5	4-7-7	6
Damage:		BHT 0 = H		4		BHT 3 = 2H-R		
3	2-4-4	6-7-7	7		0	2-6-5	3-7-7	6

Average 80 strikes after nine rounds of gunnery.

Number of Carronade squares in parentheses; initial broadside modifier reflected in first listing. No critical hits inflicted.

opposing squadrons that come with the game reflect the historical superiority of the Royal Navy. At the Battle of the Nile (Scenario 11) the British fleet has more total points, slightly better ships, and the French forces suffer from some special disabilities at the start. Trafalgar (Scenario 15), Nelson's other great victory is almost even in terms of point values. The British ships, however, are much better on the average, while the Franco-Spanish fleet has more ships available. The Spanish vessels with slightly fewer crew squares for their cost (than their French counterparts) and their green crews probably offset the small Franco-Spanish point edge and leave the British player still with the overall advantage.

In Trafalgar, the British vessels will not even have to close with the Allied fleet. There are eight British ships of ten gun squares or more with either crack or elite crews. There are 17 such French vessels with average crews and six Spaniards with their green crews. At a range of six hexes, after the initial broadside modifier has been expended, the French fire on the 0 BHT and the Spanish fire will automatically miss. The larger British ships will fire on BHT 2, and even the British 74s, which comprise the bulk of the rest of the fleet, can fire on BHT 1. The Allied fleet must close the distance to have any chance of inflicting damage, a difficult task since the British have the wind advantage. The Spanish crews, since they are smaller than the French crews on similar ships, will be less useful in boarding melees. The Spanish vessels in many cases lack carronades, a factor that means they are somewhat overvalued in terms of points. Taking the British side is clearly preferable (let your opponent be enamored with all the ships he will have available). Scenario 16 is better balanced in that the larger Franco-Venetian squadron faces a smaller British force with better crews. The French and Venetian ships must eventually close the range to offset the superior British gunnery, but at least they may have sufficient numbers to absorb the damage in doing so.

The other scenarios in Table 3 are somewhat less unbalanced to the British side. The point values for RN-4 and RN-5 are not meaningful given the special conditions for these two scenarios; the British could actually be at a disadvantage in these two cases! The Danish hulks and rafts at Copenhagen are undervalued in the sense that their firepower is the

important consideration. Any British ship that strikes counts more for the Danish victory point total than a hulk that strikes for the British total. Scenario RN-7 clearly favors the French side, an unusual situation for the Royal Navy, while RN-8 reverses the usual British situation of having superior quality ships and more actual total points. In these four scenarios, however, the standard advice to take the British side is not true. The non-British side is either as good a choice (RN-4 and RN-5) or the preferable choice (RN-7 and RN-8).

The remaining scenarios are fairly even ones. Total points and average ship values are equivalent in RN-1, although the British do retain the advantages that come with crew quality. This scenario is unique in that it is the only one where an average British 74 could come face-to-face with an average French 74, since the French crews are green or average and the British ones are average or crack. The larger number of Spanish ships available at Cape St. Vincent (RN-2) is less imposing when the total point values are compared. The British ships are very clearly superior and have a major advantage in terms of crew quality, while the Spanish vessels suffer from their usual faults. The scenario could actually be rated as even so long as the British admiral does not press his luck too far. Scenario RN-3 (Camperdown) is virtually even and therefore quite balanced. There is no advantage in crew quality or average ship value to either side, making this the most exciting of those in Table 3. In RN-6, the Franco-Spanish fleet has superior point totals and somewhat lower ship values. Pre-existing damage also favors the British, as does the overvalued points for Spanish ships involved. The British vessels with their better crews may have enough of an advantage to make this a balanced game. While all four of these scenarios can be rated as "balanced", the better quality of the British crews and slightly better quality of their ships should make choosing the British side preferable—except for Camperdown, which is a true toss-up. For the non-British player, however, play of these scenarios will not be as frustrating since there are advantages for both sides.

Some of the scenarios have additional victory conditions beyond simply sinking or capturing enemy ships. Scenarios 11, RN-1 and RN-4 require specific

victory point margins, and in the latter two cases only for the British. Under some circumstances, RN-5 also requires a specific margin of victory for the British. Thus, the British player is forced to take the initiative. In RN-1 for instance, the British fleet cannot stand off at a safe distance, and the French player may find it helpful to utilize his downwind position and rigging shots to facilitate a retreat. Scenarios RN-7 and RN-8 also require British boldness to some extent, since a draw is considered to be a victory for the other player.

Battles of the Baltic Wars. Some of the naval battles in the late 18th century in the Baltic between Russia and Sweden are generally balanced ones (see Table 4). Scenarios B-3 and B-5 have special rules reflecting conditions in effect at the time; therefore, the Russian disparity in total points is misleading to some extent. The special historical circumstances can make these extremely interesting ones to play. Scenarios B-1, B-2 and B-4, on the other hand, find two fleets that are pretty evenly matched in terms of total point values of the ships on each side facing each other. There are no special advantages resulting from crew quality, since all the crews are average, and neither fleet is equipped with carronades.

Although point values for the fleets are equal in three of the scenarios, there are distinct differences between the two fleets. In the scenarios with no special rules, there are fewer Russian ships but they are somewhat larger on the average. Russian SOLs are six, eight or ten gun square vessels (with last being Class 1 SOLs). The Swedish SOLs, all Class 2, have only five, six or eight gun squares. The largest Russian ships thus have a range advantage over their Swedish counterparts. Since there are only a few of these triple-deckers, however, the Russian edge in this area is relatively small. Also, with the large SOLs that have ten gun squares, the first gun hit will drop them down to the same BHT as the typical Swedish SOL. Just as the French ships with ten gun squares quickly lose their advantage in battles with the British, the Russians will have a fleeting edge against a Swedish squadron.

A factor that favors the Swedes is that, while their vessels are smaller on the average, those ships of the same displacement as Russian SOLs or frigates generally have slightly larger crews. As a consequence, in melee the Swedish player will often

**TABLE 2:
REVOLUTIONARY WAR SCENARIOS**

Scenario	Ships	Non-British		Ships	British		Notes
		Total Point Value	Average Point Value		Total Point Value	Average Point Value	
1	10	52	5.2	9	96	10.7	a,b
3	32	692	21.6	30	758	25.3	a
5	8	157	19.6	8	183	22.9	c
6	24	558	24.5	19	470	24.7	c
7A	12	225	18.8	9	193	21.4	c
7B	12	225	18.8	11	239	21.7	c
7C	11	207	18.8	11	241	21.9	c
7D	15	285	19.0	12	261	21.8	c
7E	15	291	19.4	18	395	21.8	c
8	30	719	24.0	37	877	23.7	c

Notes: a) Neither side has ships with carronades.
b) The mix of vessels on each side is very diverse; therefore the average values are misleading.
c) All British ships have carronades.

Source of Scenarios: Included with the game.

**TABLE 5:
LEVANT SCENARIOS**

Scenario	Ships	Turkish		Ships	Russian		Notes
		Total Point Value	Average Point Value		Total Point Value	Average Point Value	
L-1A	17	279	16.4	14	203	14.5	a
L-1B	18	265	14.7	10	162	16.2	b,c
L-2	18	285	15.8	16	205	12.8	a
L-3	22	343	15.6	16	205	12.8	a
L-4	18	353	19.6	17	233	13.7	—
L-5	14	256	18.3	11	216	19.6	—
L-6	18	328	18.2	10	196	19.6	d
L-7	15	267	17.8	13	238	18.3	—

Notes: a) One Turkish ship has a crack crew.
b) Russian ships include four fireships; there are two Turkish galleys.
c) Movement restrictions on Turkish ships.
d) Russian vessels are all SOLs; Turkish are mixture of classes.

Source of Scenarios: Included in Mr. Sean Canfield's "Wooden Ships and Iron Men of the Levant" (Vol. 19, No. 5 of *The GENERAL*).

**TABLE 3:
NAPOLEONIC SCENARIOS**

Scenario	Ships	Non-British		Ships	British		Notes
		Total Point Value	Average Point Value		Total Point Value	Average Point Value	
11	13	325	25.0	14	369	26.4	a
15	33	763	23.1	27	759	28.1	—
16	6	73	12.2	4	55	13.8	b
RN-1	26	645	24.8	25	641	25.6	—
RN-2	26	554	21.3	15	413	27.5	—
RN-3	25	441	17.6	24	422	17.6	—
RN-4	18	210	11.7	18	351	19.5	c,d,e
RN-5	4	87	21.8	7	194	27.7	d
RN-6	12	244	20.3	8	173	21.6	f
RN-7	5	85	17.0	4	70	17.5	b,d
RN-8	8	66	8.3	8	57	7.1	b

Notes: a) French ships are anchored, and suffer from movement and fire limitations.
b) No SOLs.
c) Danish vessels include hulks and rafts.
d) Shore fortifications on non-British side.
e) Danish ships are anchored.
f) Some ships on both sides start damaged; not reflected in point value totals.

Source of Scenarios: Included with the game and in Mr. James Lutz's "The Royal Navy Triumphant" (Vol. 23, No. 4 of *The GENERAL*).

**TABLE 4:
BALTIC SCENARIOS**

Scenario	Ships	Swedish		Ships	Russian		Notes
		Total Point Value	Average Point Value		Total Point Value	Average Point Value	
B-1	20	300	15.0	17	313	18.4	—
B-2	29	426	14.7	20	384	19.2	—
B-3	24	373	15.5	18	278	15.4	a
B-4	23	356	15.5	17	350	20.6	—
B-5	27	411	15.2	6	112	18.7	b,c,d

Notes: a) Russian ships are anchored.
b) Swedish ships include, in addition, a fireship and royal yacht.
c) Russian ships may be anchored at start.
d) Special victory conditions and rules favor the Russians.

Source of Scenarios: Included in Mr. Gary Charbonneau's "Wooden Ships and Iron Men of the Baltic" (Vol. 15, No. 5 of *The GENERAL*).

have a slight edge. The average larger size of the ships in the Russian squadrons is offset by another factor. There is a possibility of guns bursting every time a Russian ship fires a broadside. The chance of such an accident occurring is but one in twelve. When a gun does burst, a gun square and a crew square are eliminated. Such an accident on the Class 1 SOLs is one way they will drop one BHT; the lost crew squares will also weaken the slightly smaller Russian crews for melee. In fact, a Russian 100-gun SOL, just out of range of a Swedish 74, firing on the 0 BHT can expect to suffer one-third of the damage that it inflicts due to this possibility of exploding guns.

Scenario B-2 has no particular victory conditions beyond capturing ships or forcing them to strike, and there are no special situations that will affect tactics. In Scenarios B-1 and B-4, the Swedish player can gain additional victory points by exiting a particular board edge; consequently, winning these scenarios does not necessarily require the defeat of the Russian fleet. The Russian admiral must take the initiative to some extent, and the Swedish tactics may be more open. In Scenarios B-5, in addition to special rules, there are a variety of ways in which additional victory points can be gained.

When all the factors are considered, the Baltic scenarios are balanced ones. The natural tendency to select the higher value Russian vessels is offset by the unreliability of the Russian guns and the fact that the largest Russian ships quickly lose their gunnery edge, either from enemy action or from self-inflicted damage. The two fleets are also somewhat different in their characteristics, even if equiva-

lent in point values. Thus, players will have to pursue somewhat different strategies and use different tactics to maximize the advantages that their squadrons have. The Swedes can maneuver for rakes more readily with their larger numbers and attempt to double the Russian line as was tried at Aaland (B-2), Revel (B-3) and Styrudden (B-4) without much success. It is more important for the Russians to maintain the integrity of the battle line, particularly with the limited turning ability of the Class 1 SOLs. All in all, there is no set guideline that can be presented in terms of choosing a side, unless a player feels particularly comfortable with the tactics required for a particular nationality. The poor quality of the Russian guns can be a nuisance, but that factor alone does not provide a compelling reason to choose the other side. The three balanced scenarios mentioned above should be particularly close-fought battles.

Battles in the Levant. While the Russian navy in the Baltic was fighting the Swedes in the 18th century, squadrons in the south were taking on the Turks in the Black Sea and the Aegean in the late 18th and early 19th centuries. Table 5 indicates that the Russian force in this region tended to be outnumbered in terms of points and of ships available in many of the actions. Except for Scenario L-1B, which has special rules that favor the Russians, the pattern is for the Turks to have a larger number of ships, higher overall point totals, and often higher average values for the vessels engaged. The various battles involved SOLs, and sometimes auxiliaries as well. Except for the three scenarios indicated in the table in which there is one Turkish ship with

a crack crew, the crews on the vessels are all average. Neither country's ships are equipped with carronades.

Both fleets often include Class 1 SOLs as well as the more numerous Class 2 ships. Gun squares on these vessels range from nine to thirteen. The Turks usually have more of the larger vessels, which means that their battle lines may be less maneuverable. The other SOLs in the two navies range from 50 to 84 guns. While both Class 1 and Class 2 SOLs tend to be variable in terms of hull squares, crew size and rigging squares, similar ships on either side are the same and have the same point values. Neither side is particularly undervalued or overvalued in terms of the points assigned to the various SOLs. In the case of the auxiliaries, the Turkish craft are often more useful. Ottoman corvettes have hull, crew, gunnery and rigging factors equivalent to many of the Russian frigates, but the corvettes are Class 4 vessels and thus have speed and maneuvering advantages over their Class 3 opponents. The Turkish Class 3 frigates are in turn generally superior to the Russian frigates in terms of hull, crew and gun squares. The largest Turkish frigates are even equivalent to some of the smallest Russian SOLs. A 50-gun Turkish frigate has more hull squares, similar crew and gun squares than a 50-gun Russian SOL; and it compares favorably to a Russian 66-gunner. The frigate, of course, has the additional advantage of greater speed and turning, and this edge is one that could prove to be decisive. All the Turkish ships have an additional advantage. At full sail they have a speed advantage over the equivalent classes of Russian ships due to their

CHART 3: MELEE COMBAT

Case 1: British Elite 98 vs. French Average 120

	British El 98:			French Av 120:	
	Crew Squares	Total Strength	Die Roll	Crew Squares	Total Strength
First Round:	15	75		22	66
Losses:	-2	-10	6	-2	-6
	13	65		20	60
Losses:	-3	-15	2	-3	-9
	10	50		17	51
Losses:	-2	-10	4	-2	-6
	8	40		15	45
Second Round:					
Losses:	-2	-10	5	-1	-3
	6	30		14	42
Losses:	-2	-10	3	-1	-3
	4	20		13	39

Elite 98 surrenders to Boarding Party

Case 2: British Crack 74 vs. French Average 80

	British Cr 74:			French Av 80:	
	Crew Squares	Total Strength	Die Roll	Crew Squares	Total Strength
First Round:	10	40		15	45
Losses:	-1	-4	5	-1	-3
	9	36		14	42
Losses:	-2	-8	1	-2	-6
	7	28		12	36
Losses:	-2	-8	2	-2	-6
	5	20		10	30
Second Round:					
Losses:	-1	-4	4	-1	-3
	4	16		9	27
Losses:	0	0	6	0	0
	4	16		9	27
Losses:	-2	-8	1	-1	-3
	2	8		8	24

Crack 74 surrenders to Boarding Party

having copper-sheathed bottoms, an improvement the Russians lacked. Turkish ships will be able to outsail their Russian opponents or more easily escape from danger if the need arises. It will generally be to the Turkish advantage to break the Russian battle line and create a situation where groups of ships are fighting separate and isolated actions.

In scenarios L-1A, L-1B and L-4, the Turkish vessels include more Class 1 SOLs. The Turks have more ships, more points, and more vessels that can damage the opponent while remaining out of range of most of the Russian ships. At the first Battle of Techesme (L-1A), the Turkish fleet is somewhat limited by the presence of four Class 1 SOLs, but the weight of metal favors them. The second Battle of Techesme (L-1B) favors the Russians given the special rules in effect. At Cape Kaliakra (L-4), the Russian admiral has two frigates available while the Turkish fleet contains only SOLs. The presence of two faster ships are the only advantage the Russian player has. In scenarios L-2 and L-3, the opposing fleets contain SOLs and frigates, but the Russian squadrons are outnumbered, outgunned, and have weaker ships on average, and there are no particular offsetting advantages.

In scenarios L-5, L-6 and L-7, the smaller Russian fleet has ships that are larger on average, as shown by the average point values. If the Russians concentrate their fire, they might be able to inflict considerable damage on the Turks while minimizing their own damage. The Turkish admiral, on the other hand, will have to carefully maneuver his vessels in these scenarios and utilize the speed

advantage of his frigates and corvettes to threaten the van or rear of the Russian line. If the Russian line is broken, the larger number of Turkish ships should be able to obtain rakes. At the Dardanelles (L-5) the total points represented by the ships in both fleets are close to parity, and the Russian edge in the average value of the ships in play is as great as it ever gets. The Russian player will have a good chance in this scenario, and probably at Varna (L-7) as well since the point totals are even closer, although the Russian advantage in ship quality is not as great.

None of the scenarios contain any manner of gaining victory points other than by destroying enemy ships, and there are no special margins of victory required for either side. Thus, the point values in Table 5 accurately reflect the advantages that the Turkish fleets have. Unlike many of the other scenarios from other wars or other areas, the presence of land hexes and the opportunity of anchoring come into play frequently. The shore lines will limit the movement of the fleets to some extent and will on occasion make it difficult for the Turkish admiral to deploy all his forces effectively. Overall, the Russian player will have his work cut out for him in seven of the eight scenarios (L-1B is the exception). The obvious moral to be drawn is that it is normally is normally advisable to play the Turkish side. The Russian victories, or even the draws, that were achieved in the actual battles will be hard to duplicate among evenly matched players. The Turkish fleets were often outsailed and outfought, but such an accomplishment will not be readily repeated on the gameboard.

Minor Points

Three minor modifications to existing material in the rule book should be at least considered by experienced players. First, in the Trafalgar scenario, all the French 80-gun SOLs are listed as Class 1 ships; they should be considered Class 2 instead. There is no reason that the four largest French ships available should not have the turning capabilities and maneuverability that is due to them.

Secondly, when ships "surrender by striking", there is the possibility that the ship will sink or explode if some of the Optional rules are being used. Rather than determining whether the ship will eventually sink or explode at the time it strikes, the players should roll a die for the affected ship(s) during each Unfouling Phase. When a "6" is finally rolled, then the players should check the Destroyed Hull Table to determine if the ship does sink, explode or simply strikes. If this procedure is used, neither player will know in advance whether the vessel will explode and must take into account the possibility of such an even happening—rather than the certainty.

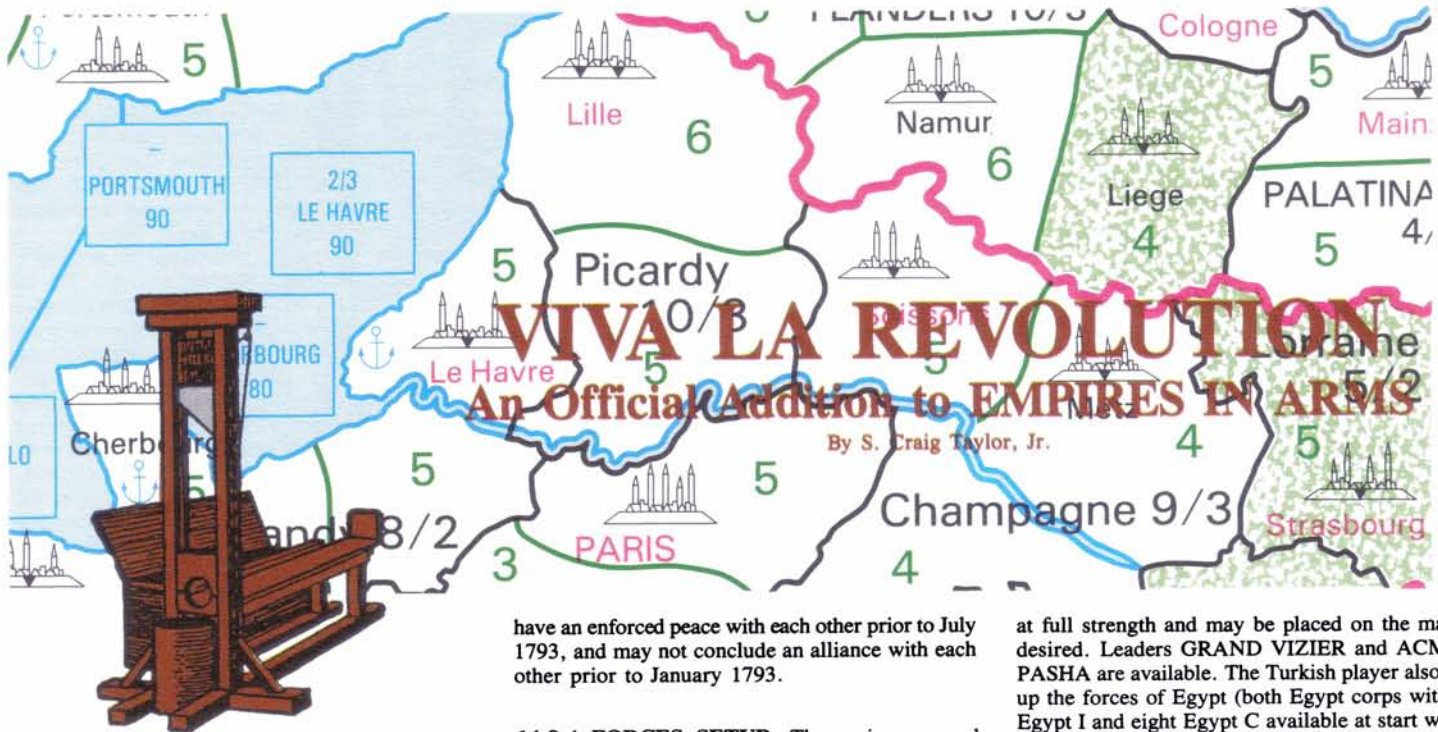
A third suggestion relates to immobilized ships with no rigging squares left that are subjected to continuous rakes. These ships will not surrender if friendly ships are within ten hexes. Players may wish to consider that if such a vessel on three (or four?) consecutive turns is subjected to rakes with grapeshot that remove at least one crew square on a frigate or two on a SOL, and that the raking ship is not fired upon (on at least the 0 BHT), and that the immobilized ship does not score a hit of some kind on any enemy vessel during these turns, then the immobilized ship will indeed surrender. It seems that there would be a limit to how many casualties a ship's crew would be willing to suffer without being able to respond or seeing relief. Such ships would, of course, be reactivated for their side if a friendly ship were later to move within five hexes if there was no prize crew aboard.

Play Balance

All of the historical scenarios discussed can be played as recreations of the actual events, of course. Some of the scenarios are reasonably balanced, either in terms of the forces involved or the quality of ships: 6, 7A, 7D, 15, RN-1, RN-2, RN-3, RN-6, B-1, B-2, B-4, L-5 and L-7. Others are roughly balanced because of special advantages due to fortifications or other factors: RN-3, RN-5, B-5, L-1B. In other cases, such as many of the battles during the Revolutionary Period or most of the Levant scenarios, balance is clearly absent. Rather than modifying history by adding ships (you might as well design your own scenarios), it would be possible to balance play by requiring the superior force to accomplish victory by doing 25%, 33% or even 50% more damage to win. If a fleet is 50% larger in total points, it has to do 50% more damage. If no such modifications are made, at the very least a draw should be considered a victory for the weaker fleet. The Battle of the Nile (Scenario 11) could also be balanced by removing the special disabilities that the French ships suffer at the beginning of play. It would make modern-day Nelsons face a much more serious challenge.

If you are designing your own scenarios, and you want to employ fleets of different nations to provide variety and challenge, rather than making things exactly balanced by drawing upon ships from the same fleets with exactly the same characteristics, you can give one player more points. In the Napoleonic Era, the French forces might be granted 10% more points than the British, while the Spanish would receive 15% (or even 20%) more since the relative costs for Spanish vessels are higher. American and Dutch (use RN-3 as a guide) ships

Continued on Page 45, Column 1



The following is the end result of an idea that has been germinating in Craig's fertile mind ever since we first playtested *EMPIRES IN ARMS*. At long last, after having playtested this variant a couple of times, he felt ready to turn it over to my tender mercies. Note that the new leader counters required are found on the bonus counter sheet included with Vol. 25, No. 2 of *The GENERAL*.

[14.8] THE FRENCH REVOLUTION CAMPAIGN GAME: This campaign simulates the period of general war in Europe prior to the Peace of Amiens in 1802.

14.8.1 STATUS CARD SETUP:

14.8.1.1 POLITICAL STATUS: Austria and Great Britain: use the As(III) position; France: use the Tu(II) position; Prussia* use the GB(I)/Fr(II) position; Spain: use the As(I)/Pr(III) position; Russia: use the GB(II,III) position; Turkey: use the Sp(II) position.

14.8.1.2 TIME: The game begins in April 1792 and ends after the March 1802 turn. [NOTE: Use 1805 as 1792, 1806=1793, etc. to mark the years.]

14.8.1.3 STARTING VICTORY POINTS: All major powers begin with "0" victory points.

14.8.2 PLAYERS: If there are less than seven players, the following division of major powers is recommended:
6 PLAYERS: Great Britain, France, Austria, Prussia, Spain, Russia.
5 PLAYERS: Great Britain, France, Austria, Prussia, Spain.

4 PLAYERS: Great Britain, France, Austria, Prussia.
3 PLAYERS: Great Britain, France, Austria.

2 PLAYERS: Great Britain and France. For major powers (if uncontrolled): At the start of the game, Turkey is a neutral UMP with no controlling player, Russia is an active Spanish UMP, Austria and Spain are active British UMPs and Prussia is an active Austrian MP.

UMPs of a UMP become an UMP of the controlling major power.

14.8.3 EXISTING WARS AND TREATIES:

14.8.3.1 WARS: France is at war with Austria and Prussia (Prussia did not make this formal until July, but this was the case.)

14.8.3.2 ALLIANCES: Austria is allied with Prussia. Russia is allied with Spain.

14.8.3.3 PEACE CONDITIONS AND AGREEMENTS: Prussia and Turkey just concluded a war,

have an enforced peace with each other prior to July 1793, and may not conclude an alliance with each other prior to January 1793.

14.8.4 FORCES SETUP: The major powers' forces begin with these strengths: **AUSTRIA:** 70I, 6Gd, 12C, 5 depots, and desired corps and \$20. Both insurrection corps begin at full strength, but may not be set up on the map. The freikorps is not used in this game. Only leaders WURMSER and MACK are available at the start of the game. All Austrian forces must be placed in the Austrian home nation, except for up to one garrison strength factor per city in Austria's conquered minor countries. The Austrian player also sets up the forces of Lombardy (three Lombardy I—no corps available at start) and Piedmont (one Piedmont corps with eight Piedmont I and one Piedmont C available at start which must be placed in Piedmont).

FRANCE: 25I, 50M, 8C, 3 depots, no more than six corps and any desired fleets, 54 ships and \$2. DUMOURIEZ is the only leader available at the start of the game.

GREAT BRITAIN: 10I, 1Gd, 3C, 2 depots, no more than two corps and any desired fleets, 91 ships and \$30. YORK is the only leader available at the start of the game. The British player also sets up the forces of Hanover (the Hanover corps with six Hanover I and two Hanover C available at start which must be placed in Hanover) and Hesse (the Hesse corps with five Hesse I and one Hesse C available at start which must be placed in Hesse).

PRUSSIA: 50I, 5Gd, 12C, 5 depots, no more than five corps, \$15 and 39 manpower. The freikorps is not used in this game. BRUNSWICK is the only leader available at the start of the game. All Prussian forces must be placed in the Prussian home nation, except for up to one garrison strength factor per city in Prussia's conquered minor countries.

RUSSIA: 60I, 20M, 4Gd, 2Ck, 6 depots, no more than eight corps and any desired fleets, 38 ships and \$5. SUVAROV is the only leader available at the start of the game.

SPAIN: 20I, 15M, 1Gd, 2 depots, no more than four corps and any desired fleets, 56 ships and \$10. Leaders DE LA UNION and RUBY are available. The Spanish player also sets up the forces of the Kingdom of the Two Sicilies (Naples and Sicily are separate, if option 11.7 is not being used—one Naples corps with ten Naples I and two Naples C and the Naples fleet with five Naples ships available at start which must be placed in Naples and/or Sicily).

TURKEY: 25I, 7C, two depots, any desired corps and fleets, 27 ships and \$5. All feudal corps begin

at full strength and may be placed on the map if desired. Leaders GRAND VIZIER and ACMED PASHA are available. The Turkish player also sets up the forces of Egypt (both Egypt corps with 12 Egypt I and eight Egypt C available at start which must be placed in Egypt) and Syria (the Syrian corps with five Syrian I and five Syrian C available at start which must be placed in Syria).

14.8.5 CONTROL: The major powers control their home nations (minus any ceded provinces that are part of Poland) plus those minor countries in the status indicated in the MINOR COUNTRIES CHART on the game card (with changes given in 14.8.7.C). Poland is a neutral minor country consisting of Posen and Masovia (ceded from Prussia), West Galicia (ceded from Austria) and Lithuania, Polesia and Podolia (ceded from Russia). The Kingdom of the Two Sicilies (Naples plus Sicily) is in existence as a Spanish Free State if option 11.7 is used.

14.8.6 REINFORCEMENTS: The following leaders arrive in the Reinforcement Phase of the months and years indicated or on any later turn: Austria: CHARLES (April 1796), MELAS (July 1799) and JOHN (October 1800); France: HOCHÉ (October 1793), PICHEGRU (April 1794), MOREAU (July 1794), BONAPARTE "C" (March 1796) and MASSENA (January 1799); Great Britain: NELSON (January 1798) and ABERCROMBY (January 1800); Prussia: HOHENLOHE (January 1796); Russia: FERSEN (April 1794) and ALEXANDER (March 1801).

14.8.7 SPECIAL RULES:

A. NEW LEADER COUNTERS: The leader counters needed for this scenario are provided on the counter sheet included in Vo. 25, No. 2 of *The GENERAL* or found in the original game. Leader counters from the game are to be used as given, except for the Austrian CHARLES whose strategic rating should be considered reduced to "4".

B. NEW CORPS STRENGTHS: The corps to be used and their maximum strengths are unchanged except as given below:

Austria: The maximum strengths of the I through IX corps are reduced to 10 I/M, 1 C.

France: The maximum strengths of the I through IV corps are reduced to 14 I/M, 2C; that of the V through IX corps to 12 I/M, 1C; that of the IC and IIC to 4C; and the Imperial Guard Corps is reduced to 5 Gd, 1 C. The Imperial Guard Corps cannot be created until the NAPOLEON "A" leader is avail-

able. The Artillery, IIC and IVC corps are not used in this game.

Prussia: The maximum strengths of the I through VIII corps are reduced to 9 I/M, 3 C.

Russia: The maximum strengths of the I through III corps are reduced to 10 I/M; the IC through IVC corps to 3C; and the Imperial Guard (V) Corps is reduced to 6 Gd, 2C. The Artillery Corps is not used in this game.

Spain: The maximum strengths of the I corps is reduced to 8 I/M, 2 Gd and 2 C; and the II through VIII corps are reduced to 8 I/M, 1 C.

Turkey: The maximum strengths of the I and II Janissary corps are reduced to 12 I and the Nizami Cedid corps to 8 I, 2 C.

Minor Countries: The following minor countries maximum corps strengths are reduced as follows:

Bavaria: 9 I, 2 C.

Lombardy: 7 I, 2 C.

Poland Inf.: 10 I, 2 C.

Portugal: 8 I, 2 C.

C. THE 1792 MINOR COUNTRIES CHART: This campaign game uses the "1805" column of the MINOR COUNTRIES Chart on the Game Card, with the following changes:

COUNTRY	STATE	START		
		If	Cv	Sh
Baden*	N	2		
Corfu	N			
Denmark*	N	6	1	29
Egypt*	Tu FS	12	8	
Flanders	As C			
Hanover*	GB FS	6	2	
Hesse*	GB FS	5	1	
Holland ^f *	N	20	3	30
Kleves	N			
Lombardy*	As FS	3		
Malta	N			
Naples ^g *	Sp FS	10	2	5
Palatinate	N			
Piedmont*	As FS	8	1	
Poland*	N	5	3	
Portugal*	N	8	1	17
Saxony*	N	8	2	
Sicily ^g *	Sp FS			
Sweden	N	15	3	12
Switzerland	N			

f: The Holland fleet is "+1" for combat, like the fleets of Great Britain. In addition, Holland has a treasury of \$20 that goes to the first major power to control the country.

g: Part of the Kingdom of the Two Sicilies.

D. FRANCE IN FERMENT:

1. LEVEE EN MASSE: Up to twice during the game, during any desired Money and Manpower Collection Steps, the French player may declare a "levee en masse". When declared, France immediately loses three political points each time (or, alternately, see Special Rule I below), but can collect four times the French manpower values (including any conquered minor countries, but not French-controlled minor free states) that would normally be available during that step.

2. AGRICULTURAL DISRUPTION: The revolution seriously interfered with France's time-honored and largely feudal farming system. As a result, there were a number of bad harvests during the 1790s (1793 being so bad as to threaten famine by early 1794). During all Economic Phases in September turns, the French player must total up France's total major power money (including conquered minor countries) and roll one die to "check the harvest" (round all fractions up). Modify the die roll by France's *status* modifier during the Money and Manpower Collection step. Apply the result from the following table:

Die Roll Result

6+	France gets normal Money
5	France gets half normal Money
4	France gets half normal Money
3	France gets quarter normal Money
2	France gets quarter normal Money
1 or less	France gets no normal Money

E. POLITICAL CHANGES:

1. FRANCE NOT A DOMINANT POWER: During this game, the morale value of French regular infantry is "3.0" and France's total income is reduced by \$10 on the Money and Manpower Collection Steps of every Economic Phase. [Note: if option 11.8 is used, France may improve on this if it again becomes a dominant power. Since none of the cases in 11.8.2.3 apply, France still gets to choose its spot in the sequence of a Land Phase.]

2. BRITISH-FRENCH RELATIONS (Optional): If option 11.9.2 is used, its provisions still apply, but the following changes must be made for this game:

a. France and Great Britain do not have to start the game at war.

b. The removal of the NAPOLEON/BONAPARTE leader unit is *not* required for France to surrender to Great Britain.

3. FRENCH FOREIGN RELATIONS (Optional):

The absolute monarchies of the rest of Europe were reluctant (as long as France seemed weak) to deal with the regicides of the French revolutionary government. Therefore, alliance with France may only be made when France is in the Dominant Zone on the POLITICAL STATUS DISPLAY. Also, victory condition B.5 (Royal Marriage) cannot be used (either way) when peace is made with France.

F. MILITARY DIFFERENCES IN THE 1790s:

1. INCREASED FORAGING LOSSES: Most armies in the 1790s were still tied to the depot supply system and their numerous mercenary soldiers would desert in droves when supplies failed. For all corps except the French, Russian and Turkish home nation corps and minor country corps from Asia and North Africa, an additional "+2" modifier applies to all foraging die rolls. This modifier does *not* apply for besieged supply.

2. BLOCKADE DIFFICULTIES (Optional): All the problems involved in holding blockading fleets at sea were not worked out until the end of the period covered by this game and there is a chance the blockading fleets can be driven off station.

a. At the start of its Naval Step, a major power with one or more of its ports blockaded may select any one of these blockade boxes in which to "check the blockade". To check the blockade, the blockade box is announced and all major powers having fleet(s) in that blockade box roll a die for each fleet while the blockaded power rolls one die. Great Britain's rolls when blockading are always modified by "+1".

b. If any blockading fleet roll matches or exceeds the blockaded power's roll, there is no change. If the blockaded power's roll exceeds the highest blockading roll, all blockading fleets in the blockade box must be immediately moved into the adjacent sea area or areas (the controlling player's choice). The blockaded major power then performs its naval movement normally.

3. INDECISIVE NAVAL ACTIONS (Optional): Although some admirals, notably "Black Dick" Howe at the Glorious First of June, were not adverse to fighting unconventionally, prior to January 1798 (when Nelson) rose to command of the fleets) naval actions were ruled by stilted "Fighting Instructions" and tended to have indecisive results. Therefore, prior to January 1798, for any naval combat except when using harbor defenses (which are handled normally), the losses on both sides are *halved* (fractions rounded up).

G. NAPOLEON'S RISE TO POWER: There are three different leader units for Napoleon Bonaparte (two new BONAPARTEs and one NAPOLEON from the original game) with different seniority letters to reflect his increasing status as the wars continued. The leader that arrives as a reinforcement in March 1796 is the BONAPARTE unit with the "C" seniority rating. Whenever an army of three or more corps commanded by Napoleon Bonaparte wins a field combat with an enemy force of three or more corps, the leader unit (unless "killed") used can be replaced by the leader unit with the next higher seniority letter rating—until the "A" seniority unit is reached (and General Bonaparte becomes First Consul Napoleon). Unless commanded by the NAPOLEON "A" leader unit, rules 7.5.2.10.1.3 and 7.5.2.10.1.3.2 covering extra political points gained or lost when armies are commanded by NAPOLEON *do not* apply.

ERRATA for EMPIRES IN ARMS

Victory Conditions B.6 on Game Card Add: Although 4.2.2.4 can be ignored in this case, the other restrictions of 4.2.2 still apply.

RULES:

Add after the word "case" in 6.3.1.2.2: . . . although the other restrictions in 4.2.2 still apply) . . .

Typo in 7.4.1.2.5: "+1" should be -1

Clarification to 7.4.4: A depot built on a ship must be that of the same major power.

Add to the end of 7.5.2.11.1.2: *Trivial combats do not count as a combat to prevent attempts to reinforce. If all of a side's forces in an as yet unresolved trivial combat leave to reinforce another combat, the trivial combat does not take place.*

Add to the end of 7.5.2.13.1: *Since no one was defeated, no political points are gained or lost from the combat.*

Add to the end of 8.2.1.2: *For ALL trade, Great Britain announce all trading he wishes to conduct, after which each major power involved may agree or disagree.*

Clarification to 8.5.4: Only available (currently off the map) fleet and corps counters may be purchased as "new" counters. Counters currently on the mapboard may *not* be purchased to be available for immediate return to play as "new" counters should they be eliminated.

Add to the end of 10.5.2.3: *Garrison factors (NOT corps, freikorps, or cossacks in garrison) of the controlling major power MUST be immediately removed from the minor country following the honors of war rules (see 7.5.4.1.2.3.1—in this case, it can be done by Spanish and Turkish garrisons).*

Clarification to 11.5.2.3: East and/or West Galicia may be part of a Russian-controlled Poland.

Add before the last sentence in 11.9.2.2: *They may never make an informal peace and may never be allies.*

Clarification to 12.2.2: This is determined during an Economic Phase.

Add to the end of 12.3.3.2: . . . or if the commanding leader has a strategic rating of 5.

Add the following rule: **12.3.10 OVERWHELMING NUMBERS:** Field or limited field combats where one side has a 5:1 or better ratio in strength factors *must* be resolved using trivial combat. EXCEPTION: An outnumbered defender may attempt to withdraw before the trivial combat by rolling the commander's strategic rating or less.

H. IMPROVED HANOVER MORALE (Optional): If using option 12.3.2, consider that Great Britain has controlled the Hanover Free State for 24 continuous months prior to the start of the game.

I. THE REVOLT IN VENDEE (Optional): The Vendee revolt (centered in the province of Poitou) was a thorn in the side of the French Republic throughout most of this period. Start use of this option the *first* time a "levee en masse" (see Special Rule D.1 above) is declared *instead* of dropping the three French political points. Use Spanish guerilla counters for the Vendee guerillas (their use outside Spain indicates their nationality). All rules on Spanish guerillas (see 10.1.1) apply, with the following changes:

1. The Vendee guerillas are *always* controlled by the British player, even if Great Britain and France are not at war.
2. Assume that the French province of Poitou has a guerilla value of "3". During every British Guerilla Step *after* the first French "levee en masse" declaration, a die is rolled and for every point the die is less than Poitou's guerilla value, one Vendee guerilla factor is placed in a Poitou area. There is no need for there to be a French corps or garrison in Poitou for this to be done. This is *not* done if Poitou is ceded to a major power other than France.
3. Only French home nation corps may be used to conduct anti-guerilla operations against Vendee guerillas. Handle as in 10.1.1.2 (consider all of these provinces to have a guerilla value of "3" for this purpose). All Vendee guerillas are automatically removed during a French Guerilla Step when France is at peace with *all* other major powers or in the event of a Bourbon restoration (see Special Rule M) and will not be reintroduced for the remainder of the game.
4. Vendee guerillas are moved one area per turn during the British Land Movement Steps. As with Spanish guerillas which are restricted to moving within Spain, the Vendee guerillas may be moved only within the following French provinces: Brittany, Guyenne, Languedoc, Normandy, Poitou and Provence (regardless of who controls these provinces).
5. For the Vendee guerillas, "friendly" forces are any that are at war with France.
6. Treat any French city held by Vendee guerillas the same as if it were held by enemy forces.

J. THE REVOLT IN IRELAND (Optional): Both the French and British felt that the French Revolution could be spread to Ireland. Use Spanish guerilla counters for the Irish rebels (their use outside Spain indicates their nationality). All rules on Spanish guerillas (see 10.1.1) apply, with the following changes:

1. The Irish rebels are *always* controlled by the French player, even if Great Britain and France are not at war.
2. During every French Guerilla Step while one or more French-controlled corps are located in Ireland, two Irish rebel factors are *automatically* placed in an Ireland area. This is not done if Ireland is ceded to a major power other than Great Britain.
3. Only British-controlled (not necessarily home nation) corps may be used to conduct anti-guerilla operations against Irish rebels during a British Guerilla Step. Handle as in 10.1.1.2 (consider Ireland to have a guerilla value of "4" for this purpose).
4. Irish rebels are moved one area per turn during French Land Movement Steps. As with Spanish guerillas which are restricted to moving within Spain, the Irish rebels may be moved only within Ireland.
5. For the Irish rebels, "friendly" forces are any that are at war with Great Britain.

6. Treat any city held by Irish rebels the same as if it were held by enemy forces.

K. MADAME GUILLOTINE (Optional): French generals could provide prominent and convenient scapegoats for their unstable government whenever anything went wrong and, as a result, many were imprisoned, executed or fled the country one step ahead of the gendarmes. To reflect this, use this modification of option 12.7 *again*, after using it to determine leader casualties. These extra rolls are performed only for French *commanding* generals who have failed to *win* (they do not necessarily have to lose) a field or limited field combat. Roll two dice, and modify the die roll by "+1" if the combat was a "draw", by "+2" if the French lost the combat but lost no strength factors to cavalry pursuit, and by "+3" if the French lost the combat plus lost strength factors to cavalry pursuit. If the modified dice roll is "12" or more, roll again—this time with just one die. If "4-6" is rolled, the French commander is executed or skips across the border (permanently eliminate the leader counter from the game). If "1-3" is rolled, the French commander is imprisoned for a number of months equal to the die roll (remove the leader unit from the map and it cannot be returned to play until the prison term is over). This rule does not apply once the NAPOLEON "A" leader is available.

L. FRENCH EMIGRES (Optional): French monarchists driven from France by the revolution served with the armies of France's enemies.

1. The French emigres are considered to be controlled by the major power highest in the following listing that is currently at war with France: Austria, Prussia, Great Britain, Spain, Russia.
2. Control of the French emigres allows the collection of money and manpower (half normal values; round up fractions per province) from any French home nation province(s) occupied by (but not ceded to) *any* major power at war with France. The money and manpower collected in the name of the French emigres can be used by the controlling major power the same as if the announced provinces were provinces of the controlling major power home nation.

M. FAIURE OF THE REVOLUTION—A BOURBON RESTORATION: If France surrenders *unconditionally* at any time prior to the arrival of the NAPOLEON "A" leader, consider that the revolution is over and there has been a Bourbon monarchy restoration to rule France. The following rules apply if there has been a restoration:

1. France keeps all current leaders in play, but no new French leaders scheduled for later reinforcement will enter the game. The Napoleon Bonaparte leader remains at its current seniority rating, with no further promotions possible (see Special Rule G). If desired, as an additional option, the French player can roll the die once for each current leader to check for his "political reliability". A roll of "1-5" keeps a leader in the game and a roll of "6" eliminates a leader permanently.
2. France may not use a "levee en masse" (no more Special Rule D.1). Unfortunately, the agricultural disruption (Special Rule D.2) continues.
3. All French militia infantry must be *immediately* eliminated from the game, although new French militia may be raised later.
4. France may now make alliances and royal marriages normally (no more Special Rule E.3).
5. Any Vendee revolt ends immediately (no more Special Rule I) and French corps can no longer start Irish revolts (no more Special Rule J).
6. The guillotine is dismantled and shipped to a museum (no more Special Rule K).

N. HOW TO WIN: This replaces the victory levels given on the Game Card:

FRENCH REVOLUTION VICTORY LEVELS CHART

MAJOR POWER	FINISH
Austria	300 (275)
France	320 (290)
Great Britain	340 (300)
Prussia	290 (265)
Spain	295 (270)
Russia	320 (290)
Turkey	285 (260)

Use the numbers in parentheses if playing without Economic Manipulation.

PLAYER NOTES:

The 1792-1802 campaign game is an interesting change of pace for veteran players of *EMPIRES IN ARMS* since it presents a more chaotic situation with major differences from the campaigns of 1805-1815. The weakness of France negates (at least initially) the usual impulse for the other major powers to form common cause and frees the major powers to explore new conflicts and back-stabbing opportunities that may fail to surface in well-mannered games set in the later period.

Military operations will have a different "feel" from the 1805-1815 period. The generally smaller corps (since permanent corps organizations were not really a feature of military operations during the period and the corps counters are used only for convenience) means that armies will tend to be smaller. The increased foraging costs for most corps sets a premium on establishing and protecting lines of communication (depot chains) and sieges assume even more importance than in the later period. The major powers' outlooks (assuming the use of all options) can be summarized as follows:



AUSTRIA: Austria's starting diplomatic situation is interesting (frightening?), to say the least. Any Austrian Kaiser should come equipped with a glib tongue as standard equipment. Allied with Prussia and at war with France, there is no guarantee of a neutral Britain's subsidies and funds can get short. Revolutionary France is initially quite weak and vulnerable, if Austria can diplomatically neutralize its other pressing problems.

Austria's central position in 1792 is even more fraught with danger than in 1805. Engaged in the west, Austria also has to keep an eagle eye on the east for signs of trouble from Russia and Turkey that could signal a two-front war. Although Austria has less at stake (only West Galicia) than Prussia or Russia, the settlement of the "Polish Question" can bedevil early Austrian negotiations. The Austrian player should definitely try for alliances or at least the friendly neutralization of Russia and Turkey. If you have to let Russia gobble up Poland, at least try to obtain *something* in return. Failure to settle Poland's fate in a satisfactory manner could leave Austria squeezed into a very weak position and force an immediate peace with France—a prospect that means facing a much more powerful France on an inevitable later go-round *after* an exhausting war with Russia. Don't avoid talking to Great Britain and Spain; their actions and plans can prove to be a great counterweight to troubles in the east or cause even more headaches at home.



FRANCE: *Sacre bleu!* They're big and they're bad, but their indifferently officered army stinks up Europe and the 1792 French player will feel like a 90-pound weakling compared with the muscular 1805 model. However, the *sans-culottes* can still outmarch everybody in sight and France still picks its spot in the Land Phase sequence. If all goes well, conquered territory can be accumulated, a new and better army can be recruited and some great leaders

(if they manage to avoid the guillotine) will show up. Who knows? It may even be possible to make France dominant (it became so historically with the Peace of Amiens in 1802).

French strategy early in the game should be a strategy of delay. After the first 18 to 24 months, French prospects vastly improve. Save the Revolution! Raid supply lines to force the enemy to meticulously secure lines of communication and turn campaigns into a war of posts and sieges. Fight only when the situation is very favorable. Hang on and avoid a showdown battle at the gates of Paris while improving army quality and awaiting better leaders. The "levee en masse" should be used only in a serious emergency—it is preferable to increase the army by slower and more conventional means and avoid a Vendee revolt. While waiting for the cavalry to arrive and make dreams come true, French diplomacy should be aimed at keeping Great Britain out of the picture for as long as possible (try offering trade with that nation of shopkeepers for mutual monetary benefits—this is the only way money can be offered, as France's inability to form alliances with other major powers makes bribing them impossible) and stirring up trouble elsewhere to weaken Austria and Prussia and distract Britain, Russia, Spain and Turkey.



GREAT BRITAIN: In 1792, the British lion is pretty toothless as far as its army goes. Although the troops of Hanover and Hesse may be useful, they could also serve as a trap to lure Britain into a massive continental involvement. The navy starts smaller than in 1805, Nelson takes his time stepping onto the stage of history, and while Russia has a smaller fleet, the French and Turkish fleets are a bit larger and the question of who gets the Swedish, Danish, Portuguese and especially the Dutch (with that "+1" combat modifier) assumes greater significance. The naval situation *could* get out of hand.

Britain realistically has the option of hanging back at first, avoiding alliances to maintain room to maneuver diplomatically while building up strength (more ships and a decent-sized army). This "Fabian" strategy can be combined with trying to grab some stray minor countries (don't have too much strength away from the British Isles though or you risk the possibility of a "surprise attack"). The alternative strategy is jumping feet first into the French war; but if the French ever get past the Royal Navy early in the game, Great Britain is in for it. Even one French corps in Ireland could create a situation requiring months or even years to remedy. Later in the game, a built-up Britain will need allies with good generals to make maximum use of any British expeditionary forces (sorry, Wellington is in India).



PRUSSIA: Prussia's central location is similar to Austria's, although the Prussian stake in the "Polish Question" is much larger (Masovia and Posen). On the bright side, there is no Turkey threatening the eastern borders. On the down side, a complete Russian occupation of Poland could leave the Russian army just two spaces from Berlin! *Ach du lieber!* Another gloomy note is that Prussia's leaders are nothing to write home to the folks about, and they stay that way (Blucher is still a junior officer). For minimum security, Prussia can't afford not to incorporate at least Posen province or to keep a neutral Poland as a buffer state with Russia.



RUSSIA: The glittering Russia of Catherine the Great has just defeated Turkey and features a good army with superior mobility to most (they forage better than the Austrians or Prussians), the finest general (Suvarov) in Russian history (although there

is an overall dearth of commanders), the usual "corner" position on the mapboard and a decent navy. Foraging problems by Austria and Prussia make deep invasions unlikely, and the Russian interior is safer than in 1805-1815 games.

Russia definitely starts in the "catbird seat". Britain lacks the army for a showdown in Sweden; Austria and Prussia are distracted by their on-going French war; Turkey can do nothing for over a year; and, right in the middle of all this, lies that beautiful bundle of goodies called Poland. Other players may consider Russia to be initially a greater danger than France and care must be taken not to overplay your hand or you could find yourself at war with most of Europe. The opportunity is certainly there for Russia to take Sweden and Poland, then beat Turkey and Austria to end up as a dominant colossus. The trick is to avoid seeming *too* menacing. Keep a low profile. Exploit the initial strong position to negotiate, cajole and bully as many concessions from the other major powers as possible.



SPAIN: Spain's position is the least different from that existing in 1805. Spain is a bit more secure than in 1805-1815, as neighboring on a weaker France makes invasion less likely and the puny and nearly leaderless British army doesn't constitute much of a threat to Madrid. Right out of the box, most powers will be happy enough to watch a neutral Spain busily grabbing up parts of North Africa instead of fighting them, but unless Turkey is tied up attacking Austria, Spain could easily get involved in an early war with Turkey for possession of the sand dunes. The possibility also exists of France and/or Austria offering a free hand in Italy (where Spain already has a foothold in Naples) to secure help in their war; these offers could be advantageous if the Spanish player can accurately "pick the winner" when deciding which way to jump.



TURKEY: Turkey's position, like Spain's, is similar to that of 1805, but Britain will probably prove to be less generous when it comes to offering money as she does not necessarily start at war with France. Turkey should generally try to maintain a low profile.

Turkey starts with two viable alternatives. First (possibly in conjunction with Russia), an early war with Austria; and second, ignore Europe while conquering Africa and creating the Ottoman Empire. The first option should be conditional on promises of later French assistance when (almost as a matter of course) Russia attacks. The problem with this plan is that France cannot make alliances (unless in the Dominant Zone) and therefore can't offer much-needed money to Turkey. Also, Russia in a dominant position is the last thing Turkey wants. The second option seems more promising, but could get tricky if Spain, possibly Great Britain, and even a southward-looking Russia and/or France are also operating in the Mediterranean. One or the other plan must certainly be chosen. Doing nothing will just result in Turkey vegetating while everybody else gets more powerful. Trying to go with both alternatives simultaneously will almost certainly leave Turkey overextended and vulnerable.

The counters for these new leaders units are found on the die-cut counter sheet which accompanied Vol. 25, No. 2 and were enclosed for subscribers only. Those readers who are not subscribers may purchase the counter sheet—which contains 130 variant counters for various games—direct from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please specify the counter sheet "The GENERAL, Vol. 25, No. 2" and enclose \$3.00 (plus the usual 10% shipping and handling charge).



AREA TOP 50 LIST

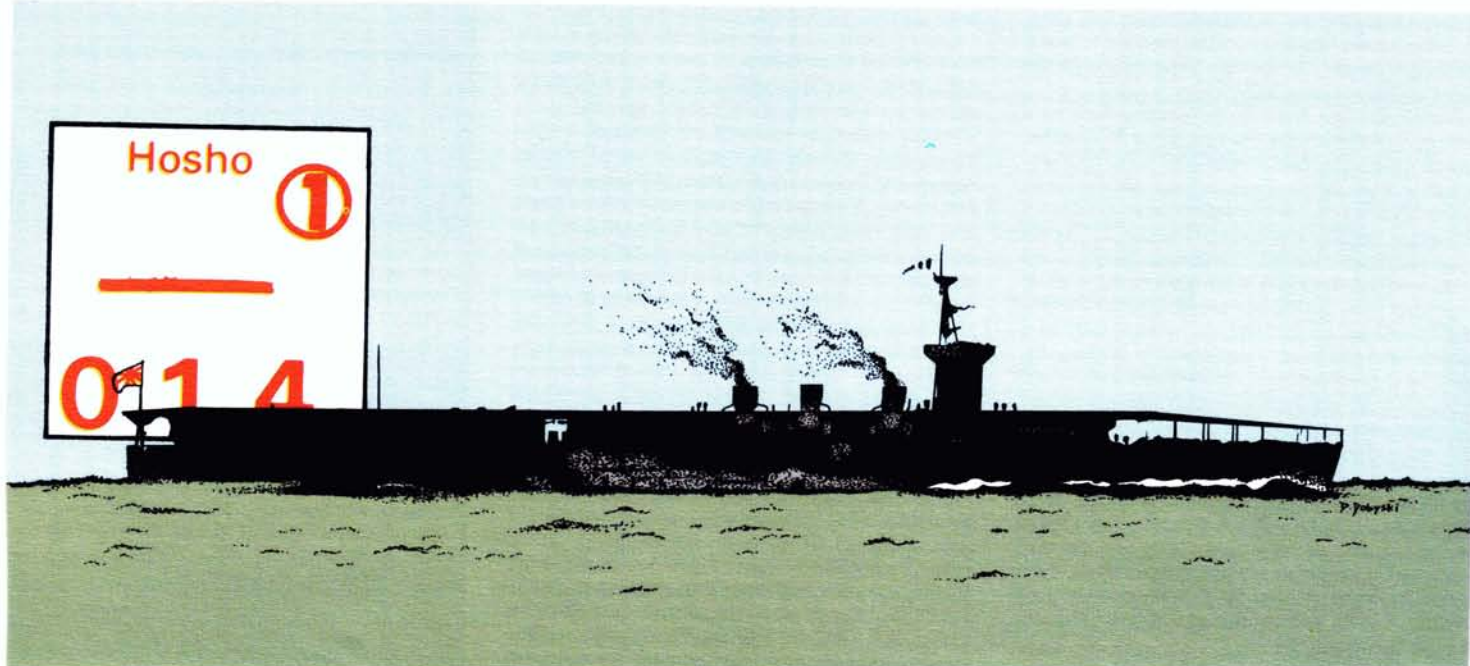
Rank	Name	Times		Previous Rank
		On List	Rating	
1.	K. Combs	65	2563YOW	1
2.	D. Burdick	64	2305HHP	2
3.	J. Kreuz	59	2190IGR	3
4.	B. Sinigaglio	50	2179GJ	4
5.	J. Beard	54	2143IIR	5
6.	J. Noel	18	2118EDJ	7
7.	P. Siragusa	59	2114FHL	8
8.	P. Flory	41	2074EHL	11
9.	E. Mineman	35	2073DFG	9
10.	D. Garbutt	63	2048HIQ	6
11.	P. Gartner	30	2030HHK	12
12.	P. Landry	39	2019HIO	14
13.	R. Beyma	40	2014DDG	15
14.	H. Newby	30	2009VKP	10
15.	B. Remsburg	48	2005HIR	16
16.	T. Deane	17	1998FCB	17
17.	S. Sutton	32	1989GHN	13
18.	G. Schnittker	12	1983DFJ	18
19.	C. Corn	14	1970FEA	19
20.	R. Berger	5	1964DEF	22
21.	J. Spontak	9	1963DCE	21
22.	L. Barlow	12	1960JKV	24
23.	R. Shurdut	10	1951GHM	27
24.	T. Oleson	74	1942ZZZ	20
25.	D. Mattson	7	1933LJW	28
26.	F. Reese	45	1931IDJ	23
27.	R. Cox	4	1911YKM	35
28.	J. Eliason	13	1910FIM	25
29.	E. O'Connor	24	1908GHN	26
30.	B. Schoose	4	1891GIM	29
31.	D. Kopp	10	1887GIO	30
32.	K. McCarthy	19	1882DFZ	31
33.	M. Frisk	19	1877DEJ	32
34.	B. Salvatore	32	1871GKO	33
35.	F. Preissle	62	1850MOZ	37
36.	K. Kinsler	10	1827GGJ	39
37.	G. Smith	19	1826FGM	38
38.	J. Campbell	2	1820EED	43
39.	W. Scott	62	1817MKW	36
40.	E. Miller	12	1812HKR	40
41.	P. DeVolve	2	1806DFD	34
42.	J. Lutz	10	1795HGP	44
43.	F. Ornstein	48	1786GHM	41
44.	M. Mitchell	2	1786FFM	42
45.	L. Carpenter	10	1781CEF	45
46.	M. Simonitch	3	1780EFH	49
47.	R. Costelloe	5	1774CEH	46
48.	K. Blackwell	2	1767HGB	48
49.	C. Clemens	1	1760CFI	—
50.	S. Koleszar	1	1754CBB	—

MEET THE 50 . . .

Mr. Roger Cox is 30, married, father of three, holds a BA in Philosophy and BS in Biology and resides in Inman, South Carolina.

Favorite Game: tie between 3R and World in Flames
 AREA Rated Games: 3R, WAT, STAL, AK, CIV, FITG, GOA and others
 AREA W-L Record: 177-141 % Time PBM: 0%
 Gaming Time/Week: 20 hours Play Preference: FTF
 Hobbies: Art, History, Softball, Bowling
 Pet Peeve: People who call skill "just luck"

Mr. Cox takes the critics of our coverage to task: "I am sick and tired of letters in *The GENERAL* which demean games other than wargames! The article on *YELLOWSTONE* was well done, then panned in a letter by some moronic hawk. I think AREA should allow games other than "war-strategy" games to count; *ACQUIRE*, *TV WARS*, *TUFABET* and *TRIVIA* are all strategy games—as demanding as 3R or *FLAT TOP*. And God forbid you not devote one-half of each *GENERAL* to those ASL and SL addicts—they'll all go into convulsions if you deprived them of their fix. Bottom line: not all subscribers like, or even play, ASL. And since I've brought 35 new members to AREA in one-and-a-half years and only one plays ASL, I think I'm in the majority."



KEEP ON TRUK-IN'

Strategy and Tactics in VITP

By Alan Applebaum

Previous articles on *VICTORY IN THE PACIFIC* have concentrated heavily on tactics in the first two turns of the game. However, only Alan Moon's "TKO in Three" (found in Vol. 17, No. 4) presented specific *strategic* concepts which help a player evaluate various tactics beyond their immediate effect. Subsequent authors, as reviewed below, have improved upon Moon's suggested Turn 2 USN moves, but they avoid discussing turns 3-8 in any detail—claiming that because it is so hard to predict the course of the game, meaningful analysis is impossible.

This article, in contrast, rests on three premises: 1) *VITP* is a fairly balanced game which is predominately a test of skill over eight turns (not just Turns 1-2); 2) it is possible to look ahead several turns into the future if you pursue a certain style of play; 3) analysis of strategic goals and "looking ahead" are *necessary* to intelligently choose among tactical options, even at the very beginning of the game.

In any game of strategy, skill consists partly in predicting short-term results of tactical options and learning to evaluate the positions which arise as a result of implementing these options. In Chess, for example, beginners learn to focus on piece development and control of the center squares because experience shows that these short-term goals usually lead to a winning position, even though the exact course of the game cannot be predicted. Similarly, a *VITP* player must try to reach positions which he knows will yield a winning advantage. By focusing on these intermediate goals, we can choose intelligently among the tactical alternatives without "predicting" the entire course of the game. If we can predict as few as one or two turns into the future and can evaluate the positions we expect to reach, we have a sound basis for choosing tactics. The discussion below describes favorable mid-game positions for each side in *VITP*, the tactics available for pursuit of those goals—and the reasoning behind each.

There is no "perfect plan" for either side in *VITP*, or even a "perfect response" to a given plan. If

both players play well, the result is heavily dependent on luck. This article is certainly not an exhaustive study of all reasonable opening moves. Instead, the dominant style of play in large tournaments is used to illustrate the thought processes necessary to play a strong game of *VITP*.

I have used some "home-brewed" jargon that should be explained in advance. The "opening" means Turns 1-3; the "mid-game" means Turns 4-5; and the "end game" means Turns 6-8. (This discussion assumes that none of the optional rules are in use.) "Exclusive area" means a sea area unreachable by any opposing forces, whether due to distance or intervening friendly control markers. "Friendly area" is defined as a sea area with a favorable Control marker *and* all adjacent ports and bases friendly so no opposing LBA can operate there. A "hostile area" is a friendly area for the opposing side. The U.S. "Home Areas" are the Coral Sea, the US Mandate, and the Hawaiian Islands. The U.S. "Home Ports" are Pearl Harbor and Samoa.

IJN Goals and Openings

Because the IJN player switches from offense to defense around Turns 5 and 6, the "turning point" at the start of Turn 6 is an obvious time to evaluate his position. What Turn 6 situations typically yield a win for the IJN, and how are they reached? The Japanese have five major strategic goals for the end of Turn 5 and start of Turn 6:

1) *POC Count*: The IJN would like to have 25-29 POC after Turn 5. It is almost completely irrelevant how many POC they have at any earlier point. (They may, for instance, have 29 after three turns and 25 after five; or they may have 15 after three turns and 29 after five.) The goal is to have the highest total at the end of Turn 5, giving the USN the most ground to recover in the shortest time.

2) *Balance of fleet strength*: At the start of Turn 6, the IJN fleet will probably be outgunned. However, if no Allied carriers survive Turn 5, the IJN has a significant advantage. Since the USN Turn

6 reinforcements arriving at Pearl cannot reach Indonesia, the IJN can hold it very cheaply unless the Allies can place LBA there. Also, the IJN needs enough strength to be able to defend any single friendly area against the entire USN. Retaining at least enough strength to defend the Japanese Islands, where the older USN BBs must "speed-roll", is a must. As Alan Moon pointed out in "TKO in Three", however, the IJN prefers heavy attrition on both sides because the USN needs a lot of patrollers late in the game. The IJN especially needs to destroy Allied cruisers, because these ships do not need to make speed rolls.

3) *Perimeter*: If the IJN can make Japan and the Marianas "exclusive areas", unreachable by Allied forces, it can control each of them with a single patrolling ship. The "full perimeter" protecting Japan and the Marianas consists of Indonesia, South Pacific, Marshalls, Central Pacific and the Aleutians. If at the end of Turn 5 the Japanese control all of these areas and can hold Indonesia with their entire navy and air force (remembering that USN reinforcements cannot reach it), they have held the enemy to a *maximum* gain of but four POC on Turn 6 with absolutely no risk. (Japan, Indonesia and the Marianas give the IJN +8; the rest of the board gives the USN +12.) Indonesia and the Central Pacific are the most important perimeter areas, as IJN control of these protects Japan from U.S. forces based at Pearl Harbor and Australia.

4) *Bases*: It is very difficult for the Allies to win if they cannot place LBA in the Japanese perimeter areas. The USN, which has the burden of patrolling most of the board late in the game, must then expend scarce, vulnerable cruisers on patrol. Lacking an advanced base, the USN cannot patrol the Aleutians, the Marianas, or Japan—and its BBs must make speed rolls to raid there. Ideally, the IJN will control Okinawa, Saipan, the Philippines, Lae, Guadalcanal, Midway, Kwajalein/Maleolap, Attu and Dutch Harbor at the end of Turn 5. USN control of the Philippines, Lae or Midway is especially serious, as these bases border on the key perimeter

areas of Indonesia and the Central Pacific and are only two sea areas from Japan. The IJN can often afford Allied control of *one* of the more distant bases of Guadalcanal or Kwajalein/Maleolap. While Dutch Harbor and Attu are close to Japan, they are also less important because they border low-POC sea areas.

5) Conversion of an Allied Home Port: In this context, the term "Allied Home Port" means Pearl and Samoa. (Australia is too hard to capture to make that a viable IJN option; not only does it require control of *two* adjacent sea areas for two consecutive game turns, but the British may aid in its defense. Furthermore, the IJN must telegraph their intentions by withdrawing to Saigon instead of Truk at the end of the previous turn; otherwise it cannot patrol the Indian Ocean.) IJN control of both U.S. Home Ports wins the game, since the USN loses its reinforcements until it recaptures one. Control of Pearl Harbor alone gives the IJN a big advantage, as its LBA can easily control the high-POC Hawaiian Islands sea area against the early- and mid-game USN CV fleet—and even against the Turn 6 reinforcements. Furthermore, the USN cannot reach the northwest region of the board from its ports in Samoa and Australia. The IJN "full perimeter" is also reduced to four sea areas (Indonesia, South Pacific, Marshalls and Hawaii) instead of five. If the IJN can hold this line through Turn 4 and 5, it will win a huge POC gain as well. IJN control of Samoa is not nearly as decisive as control of Pearl Harbor, especially if the Allies can counterattack the US Mandate with New Hebrides-based LBA. Still, it yields a good POC gain, and an IJN flag in the US Mandate divides the Allied fleet.

Recapping, the five strategic goals are: high POC score, fleet strength, perimeter, bases and control of Allied Home Ports. Possession of three of these five factors at the end of Turn 5 gives the Japanese player a solid advantage; possession of four is decisive. While it is easy to identify a good POC total, a perimeter, or possession of an Allied Home Port, fleet strength and advanced bases can be "possessed" only by degrees—and there is no mechanical formula to determine a winner at the end of Turn 5. The main purpose of identifying these factors is to formulate a consistent strategy when not all can be pursued at once.

Turn 1 may seem too early to decide on Turn 5 strategic goals, but the IJN player must have them in mind in order to choose correct tactics. The next section discusses several common IJN openings in view of the five strategic goals.

Our discussion of some IJN openings and their relation to IJN strategic goals will center on an aggressive style involving patrols from Truk into the USN "Home Areas" on Turns 2 and 3. This approach brings large early POC gains and threatens to capture one or both U.S. Home Ports via the two-turn surrounding move. The USN is typically presented with a difficult choice between conceding control of its Home Areas or contesting them with its inferior fleet. Even in battles in which the U.S. forces outnumber the IJN, attrition will usually favor the IJN because it has higher quality ships. Day combat is no bargain for the U.S. player either, as he has only six CVs during the first five turns.

This aggressive IJN approach partially negates the USN last-move advantage by attacking more areas than the Allies can defend. The IJN enters high-POC areas either with large forces which cannot be fought without heavy attrition, or smaller day-action oriented groups which force the USN to risk its precious CVs. Allied LBA needed to prevent Home Port conversion on Turn 3 cannot be used aggressively.

In this style, the IJN defends its perimeter primarily with unassisted LBA, but control of the perimeter is unimportant in the early game because IJN control of the USN Home Areas and threats to

the Home Ports sufficiently restrict USN freedom of movement. The IJN plans to perfect its perimeter on Turns 4 and 5 when Allied CV strength is weakest.

The IJN ignores the Bay of Bengal and Indian Ocean in this opening. Attacking these relatively low-POC areas dissipates the Japanese surface advantage by exposing the IJN fleet to fire from the British, who cannot reach beyond Indonesia at this stage because of their restrictive basing rules. Perhaps more importantly, Japanese commitments here relieve the pressure on U.S. forces, which can then threaten the IJN interior areas through the Central Pacific, Marshalls and Aleutians. Therefore, IJN attention to this part of the board in the opening moves is primarily limited to placing LBA in Indonesia.

The following discussion assumes that the IJN has controlled the Central Pacific on Turn 1. U.S. control is rare, and when it happens the Allied position is better, but the IJN strategy is not affected much. So much pressure is put on the U.S. Home Areas that any forces based at Midway may have to be used on defense anyway. In any case, once the Midway forces are used against a high-POC IJN-friendly area, they have to retreat back outside the perimeter, so they will only have a serious POC effect on one occasion.

With these tactical generalizations in mind, we turn now to the specifics of the IJN opening. The three variations described below differ primarily in *how many* of the U.S. Home Areas to patrol on Turn 2—so they are named accordingly: the one-, two- and three-area approaches.

Table 1: Typical IJN Turn 2, using Pearl-only Opening*

Area	Patrollers	LBA	SNLF	Raiders
Japan	(1) CA			
Marianas	(1) CA			
Indonesia		2-4		(1-?) CV
Marshalls		2-3		(1-?) CV
Central Pacific	(1) CA		(?) 1	(1-?) CV
North Pacific	(1-?) CA			
Aleutians	(1) CA		(?) 1	(1-?) CV
South Pacific		0-2		
Hawaii	(12) CA		(?)	1(7-9) CV and (10) BB

*=No IJN units are placed in Bay of Bengal, Indian Ocean, Coral Sea or U.S. Mandate.

The One-Area Approach—Hawaiian Islands. This method focuses nearly the entire IJN effort on converting Pearl Harbor to Japanese control by controlling the Hawaiian Islands sea areas during Turns 2 and 3 (see Table 1). It features a large Turn 2 patrol in the Hawaiian Islands, a substantial commitment to either the Marshalls or the Central Pacific to guarantee patrol access to Hawaii on Turn 3. Often the Yokosuka SNLF accompanies the Hawaii on Turn 3. Often the Yokosuka SNLF accompanies the Hawaii force to capture Johnston Island. If Johnston falls on Turn 2, the capture of Pearl is virtually guaranteed since the IJN can base at Johnston on Turn 3 and Japanese LBA can assist the Turn 3 attack.

This opening emphasizes strategic goals of Home Port conversion, perimeter and base conversion, while de-emphasizing POC gain and the destruction of Allied ships—at least during the first three turns. This straightforward and popular method often wins for the Japanese player, as the loss of Pearl Harbor without significant compensation—Singapore or a very low IJN POC total—is good grounds for Allied resignation at the end of Turn 3. The IJN control marker in Hawaii cuts off the northeast corner of the mapboard from the bulk of the Allied fleet, leaving the IJN at least two turns to convert any remaining Allied bases there against little or no opposition. The perimeter is cut down to four sea areas and can be completely impenetrable if the USN has lost a few carriers. Even if the IJN POC total only reaches 20 by the end of Turn 5,

the U.S. is hard-pressed to recover in the last three turns (because it can't use LBA in Hawaii and its fleet cannot reach the northeast).

However, the "Pearl-Only" approach is extremely inflexible, requiring an almost total commitment to the single goal of converting Pearl Harbor to Japanese control. Unlike the other options discussed below, it does not lend itself well to a change in direction at each turn. The entire IJN carrier fleet will usually beat six Allied LBA on Turn 3 to complete the isolation move, but it is no sure thing. If Pearl does not fall on Turn 3 and there have been no substantial USN losses, the Japanese player has probably lost the game. The IJN can no longer achieve Home Port conversion, a high POC total, or fleet attrition because Allied LBA are numerous enough to defend the U.S. Home Areas by themselves on Turns 4 and 5. Furthermore, the U.S. offensive position is good with those Turn 3 Marines available to move toward Midway and Dutch Harbor.

As a sub-strategy of this approach, you might consider sequential conversion of the Home Ports—a "TKO in 5". Some IJN players, having conquered Pearl, then attempt to capture Samoa as well by controlling the U.S. Mandate on Turns 4 and 5. This would virtually force an Allied resignation, but it cannot really succeed. If the Allies can arrange to have eight to ten LBA available on Turn 5 and still control New Hebrides (so no IJN LBA appear in the U.S. Mandate), Samoa is pretty much impregnable. Having converted Pearl and controlled the Mandate on Turn 4, and faced with a large LBA force there on Turn 5, the IJN should spend the turn cleaning up the perimeter and virtually guaranteeing a win rather than trying to get the game over fast by converting Samoa as well. To put it another way, the IJN in this situation can guarantee four or five strategic goals without risking any Turn 5 attack on the U.S. Mandate. If the IJN has not captured Singapore, however, it might be worth the try since the IJN advantage is not so great in this case and the increased risk is justified.

Table 2: Typical IJN Turn 2, using Two-Area Opening*

Area	Patrollers	LBA	SNLF	Raiders
Japan	(1) CA			
Marianas	(1) CA			
Indonesia		2-4		(1 or 2) CV
Marshalls		2-3		(1-?) CV
Central Pacific	(1) CA		(?) 1	(1-?) CV
Aleutians	(1) CA		(?) 1	(1-?) CV
North Pacific	(1-?) CA			
South Pacific		0-2		
Hawaii	(6) CA		(?) 1	(4-5) CV, (5) BB, and (2) CA
U.S. Mandate	(6) CA			(4) CV, (5) BB and (2) CA

*=No IJN units are placed in Bay of Bengal, Indian Ocean, or Coral Sea.

The Two-Area Approach. On Turn 2, the IJN sends heavy patrols to both Hawaii and the U.S. Mandate, threatening to control both areas by raiding in two equal groups (see Table 2). Strategic goals are high-POC gain, and conversion of a Home Port or fleet attrition (depending on Allied response).

There are several advantages to this course. The opening allows the IJN to respond flexibly to various U.S. defenses. If the USN does avoid combat with the main IJN battle groups on Turn 2, the IJN gets a huge (6-12) POC gain and is virtually certain to convert one U.S. Home Port on Turn 3 by simply concentrating the whole fleet in either Hawaii or the U.S. Mandate rather than risking an attempt to convert both ports. The IJN should then be on its way to 29 POC and a solid perimeter, with its carrier fleet intact and control of a Home Port.

If the Allied player tries to protect Pearl on Turn 2 by putting LBA and/or patrollers there, the IJN can abandon the U.S. Mandate and convert the game into a one-area attack strategy, sending most of the fleet to Hawaii during the Raid Phase. Each Allied

LBA lost simply eases the IJN's task of controlling Hawaii again on Turn 3. Alternatively, the IJN could split the fleet anyway and risk raiding both Hawaii and the U.S. Mandate, speed-rolling the Turn 2 reinforcements to Hawaii to improve the odds.

The primary advantage of the two-area approach over "TKO in Three" is that it gives the IJN better results in a large night action in Hawaii or the Mandate if the USN raids one of these areas with most of its fleet. With 13-14 surface ships in each area instead of Moon's ten or eleven, the IJN can screen its carriers (and SNLF) more effectively. The U.S. may not be able to fire on all the Japanese CVs, and can rarely fire more than one ship at each. A four-factor BB has only about a 32% chance of sinking a three-DF CV with a single salvo.

However, a big USN raid on one of the Japanese Home Area groups with a four- or five-ship advantage and a first-round night action *can* really sting. Even if most of the IJN carriers are disabled rather than sunk on the first combat round, the Allied player will be able to choose day combat on subsequent rounds with the +2 DRM and probably will sink several IJN surface ships with no losses. This move by the U.S. may thus make the game into a single die roll—which is certainly unattractive to players who take pride in their skill. Therefore, as the IJN player I would certainly use the two-area opening if I thought my opponent was a better player—especially if he thought so too!

The other problem with the two-area approach is that no IJN surface ships are left over for such duties as breaking U.S. control of the Marshalls and South Pacific, reinforcing Indonesia, or chasing the Americans out of the northeast. U.S. control of both the Marshalls and South Pacific on Turn 2 will take most of the teeth out of the attack. Even if the Yokosuka Marines took Johnston Island or New Hebrides on Turn 2, only half the IJN fleet can stay in position to patrol Hawaii and the U.S. Mandate again on Turn 3; the half which did not accompany the SNLF must return to Truk, from which they cannot patrol the Home Areas and may not even be able to raid them if the Allies control the Central Pacific.

The *Three-Area Approach*. In this opening, the IJN patrols Hawaii, the U.S. Mandate, and the Coral Sea in force on Turn 2. By threatening as many high-POC areas as possible, it forces the USN into combat at a stage when attrition favors the Japanese player. In addition to destroying the USN carriers early, the IJN hopes to sink enough cruisers in surface combat to prevent the Allies from advancing effectively in the late game. Contrary to appearances, this is the most *conservative* IJN opening, because it is the only one against which the USN cannot risk the entire game on a small number of die rolls.

There are at least three major variations on the three-area attack: the classic "TKO in Three", the three-area raid, and the Hawaii-emphasis opening:

Table 3a: Typical IJN Turn 2, using "TKO in Three"*

Area	Patrollers	LBA	SNLF	Raiders
Japan	(1) CA			
Marianas	(1) CA			
Indonesia		2-4		(1 or 2) CV
Marshalls		2-3		(1 or 2) CV
Central Pacific	(1) CA			(1-?) CV
Aleutians	(1) CA		1	(1-?) CV
North Pacific	(1-?) CA			
South Pacific		0-2		
Hawaii**	(4) CA		(?) 1	(4) CV, (5) BB and (0-2) CA
U.S. Mandate**	(4) CA		(?) 1	(4) CV, (5) BB and (0-2) CA
Coral Sea**	(4) CA			(4) CV, (5) BB and (0-2) CA

*=No IJN units are placed in Bay of Bengal or Indian Ocean.

**=Only two of these three raids take place, against the more weakly-defended areas.

"TKO in Three." In this plan of attack (see Table 3a), the IJN patrols all three Allied Home Areas on Turn 2, and raids the two weakest ones with

carriers and more surface ships. This opening strives primarily for fleet attrition and a high POC total. If most U.S. CVs are sunk early, the perimeter will be easy to hold as well. The three-area approach usually sacrifices the chance to convert a U.S. Home Port though.

This opening provides lots of combat and ship destruction, as the U.S. Player must fight for at least one area. The IJN can raid the Coral Sea if the USN is repairing a carrier in Australia. "TKO" also tends to yield a slightly higher short-term POC gain than the two-area approach, because the IJN patrollers may destroy the Allied patrollers even in the Home Area the IJN does not raid.

The "TKO in Three" attack has two major disadvantages. It sacrifices the chance to convert Pearl Harbor to IJN control (although Samoa might fall), because the U.S. will respond by either blocking IJN Turn 3 patrols through the Marshalls or by weakening the IJN carrier fleet. And a big night battle in which IJN carriers are not screened can be a disaster.

Table 3b: Typical IJN Turn 2, using three-area patrol/three-area raid*

Area	Patrollers	LBA	SNLF	Raiders
Japan	(1) CA			
Marianas	(1) CA		(?) 1	
Indonesia		2-4		
Marshalls		2-3		(1-2) CV, (2) CA/BB
Central Pacific	(1) CA			
Aleutians	(1) CA		(?) 1	
North Pacific	(1-?) CA			
South Pacific		0-2		
Hawaii	(4) CA		(?) 1	(2-3) CV, (4) BB and (0-2) CA
U.S. Mandate	(4) CA		(?) 1	(2-3) CV, (3) BB and (0-2) CA
Coral Sea	(4) CA			(2-3) CV, (3) BB and (0-2) CA

*=No IJN units are placed in Bay of Bengal or Indian Ocean.

Three-Area Raid. A second variation on the three-area attack is to patrol and raid all three U.S. Home Areas (see Table 3b). The strategic goals are the same as for the "TKO in Three" approach. But the advantage is that, in order to free a Home Area, the USN now *must* risk some CVs. The U.S. player cannot afford to preserve his fleet by using an indirect defense because IJN control of all three Home Areas is too strong a position for the IJN.

But there is a disadvantage. The IJN task forces in the USN Home Areas, with only three carriers and eight or nine surface ships each, are too weak to fatally damage the U.S. raid force and, in fact, are likely to suffer adverse surface attrition. In a night action, the massed U.S. raiders massacre five to seven IJN ships, losing only two or three of their own; if it's day, similar benefits accrue, but at a cost of a couple of USN carriers. After such an unequal battle, the IJN carrier force is probably too weak to defeat five or six Allied LBA on Turn 3 so neither Pearl nor Samoa can be converted to IJN control. If the USN still has three carriers left at the end of Turn 2 and neither Johnston nor New Hebrides has fallen, it will be in great shape.

Table 3c: Typical IJN Turn 2, using three-area patrol, Hawaii-emphasis*

Area	Patrollers	LBA	SNLF	Raiders
Japan	(1) CA			
Marianas	(1) CA		(?) 1	
Indonesia		2-4		
Marshalls		2-3		
Central Pacific	(1) CA			(1) CVL
Aleutians	(1) CA		(?) 1	(1-?) CVL
South Pacific		0-1		
Hawaii	(8) CA		1	(5-6) CV, (6) BB and (0-2) CA
U.S. Mandate**	(3) CA			(1-2) CV, (2) BB and (0-2) CA
Coral Sea**	(3) CA			(1-2) CV, (2) BB and (0-2) CA

*=No IJN units are placed in North Pacific, Bay of Bengal or Indian Ocean.

**=One of these raids (but not both) could be deterred by strong Allied LBA commitments.

Hawaii-Emphasis. In a third variation on the three-area approach, the IJN sends heavy patrols to Hawaii and light patrols to the Mandate and Coral Sea (see Table 3c). In the Raid Phase, the IJN sends just enough force to Hawaii to deter the USN from contesting it, and divides the rest of the fleet between the U.S. Mandate and Coral Sea to destroy the Allied patrols and sink U.S. CVs in a day action. Yokosuka goes to Johnston on Turn 2 as well, as insurance against U.S. control of the Marshalls and/or IJN CV losses. This approach attempts to combine the benefits of the one- and three-area attacks: conversion of Pearl, high POC gain, and high attrition.

If the Japanese player is lucky, this attack can be devastating. The best Japanese result after Turn 2 finds Hawaii and Johnston Island in IJN control, a gain of around 10-12 POC, and two or three Allied CVs sunk. All five strategic goals are in reach! The U.S. will probably raid both the Mandate and Coral Sea, and the day/night die roll will be very important. The U.S. player prefers night with its great surface superiority, but the IJN does not mind a day/night action since it will get to shoot at the USN CVs before its own carriers are sunk or disabled. Thus the IJN is a 7/5 favorite to get a favorable day/night determination in each area. Of course, the odds are about two-to-one that the USN will get night in one of the two areas, but that is not necessarily a disaster. Not only may the IJN player destroy the USN surface patrollers, but the IJN carriers (subject to non-bonus dice only) may escape unscathed.

But the IJN cannot afford to send three or four carriers in the Coral Sea and U.S. Mandate together, because then it may be too weak to capture Pearl on Turn 3, especially if Johnston was not captured and no Japanese LBA can assist. Like the two-area approach, this is a high-risk, high-reward opening. If Pearl doesn't fall and the USN CVs have survived, the IJN has a very bad game ahead.

IJN Tactical Considerations

We should now examine several IJN tactical options and how they interact with the IJN openings. Some of these have been discussed at length in other articles; the comments below focus only on the relationship of various options with the IJN strategic goals.

Turn 1 Carrier Placement. One school of thought maintains that the IJN needs two or three CVLs in the Central Pacific to kill some U.S. CVs and guarantee control of the area; the other approach tries to maximize the Pearl Harbor raid by placing all eight fast carriers there. While the results of each option depend on luck to some extent, the proper choice depends on what approach you plan to take on Turn 2. Planning a Pearl-only or three-area patrol, take the best chance to sink American carriers and send a CVL or two to accompany the *Hosho* in the Central Pacific.

On the other hand, those free targets in Pearl can be very important if the IJN plans a two-area patrol and raid into Hawaii and the U.S. Mandate. Assuming no losses in the Central Pacific, the Allies have at least 18 surface ships available for the Home Area on Turn 2, only two of which are BBs. The IJN will have only 14 surface ships for each area, so the USN has a possible surface superiority in one area of at least four ships. If the USN patrols several other sea areas, however, it may not be able to retain a surface advantage in Hawaii or the Mandate without several survivors from Pearl. Therefore, when planning the two-area attack, the IJN should send all eight IJN carriers to Pearl on Turn 1, concentrating on the BBs even though the CAs are easier to sink. If seven or fewer ships sink at Pearl, the IJN should seriously reconsider the two-area plan.

The 7th AF at Pearl Harbor on Turn 1. The decision whether to shoot at the 7th during the Pearl

Harbor raid is difficult. The IJN would like to hold the Allies to two LBA on Turn 2, because that third LBA unit allows the Allies to either put a great deal of pressure on Indonesia or maintain a successful and inexpensive defense of an Allied Home Area. If planning a two-area patrol, however, the IJN should concentrate on the USN surface fleet, as discussed above.

The Yokosuka Marines on Turn 1. Robert Harmon discussed this in detail in his article (Vol. 23, No. 5) but I have some additional comments. Basically, you've several places to send them. All have advantages and disadvantages. Let's look at the targets.

Dutch Harbor is safe but unnecessary. Sasebo may be available for this mission on Turn 2, and if not there is plenty of time to take this base in the mid-game. Allied forces may be too busy to use this base in the opening rounds anyway.

Central Pacific offers several possibility. This popular choice either takes Midway (a key base) or provides an extra target for the U.S. CVs, possibly saving the *Hosho* and even determining control of the sea area. Along with the Dutch Harbor move, this is the only option which allows the IJN to patrol the North Pacific on Turn 2, stealing a POC if all U.S. ships are needed elsewhere. On the other hand, Midway may fall without expending Yokosuka via the two-turn surrounding move if the U.S. player cannot afford to contest the Central Pacific on Turn 3.

A two-step move gets the Marines to Johnston Island. Here, the Marine is put in a safe area on Turn 1 and landed at Truk, then accompanying a large IJN force to Hawaii on Turn 2. Capturing Johnston is a very strong move, as it allows the Japanese LBA to patrol Hawaii on Turn 3 increasing the odds of converting Pearl, and it means the IJN can base at Johnston so it can still patrol Hawaii and the U.S. Mandate on Turn 3 even if the USN controls the Marshalls and the South Pacific. Because Yokosuka might not get through to Johnston, this option is not an automatic choice except with the one-area and "Hawaii-emphasis" moves. With the two-area move, however, it is a good way to induce the enemy to come out and fight, since IJN control of Johnston can lead to conversion of both Allied Home Ports on Turn 3. On balance, it pays to use Yokosuka elsewhere with a three-area attack, as the USN will probably not allow it to complete any mission against Johnston Island.

Any arguments against the Johnston attack are not too convincing. While it is true that the U.S. marines might recapture Johnston on Turn 3, that is unlikely if the IJN player remembers its priorities and ensures both day and night superiority in Hawaii on Turn 3. The only sound argument against it is the lost opportunities elsewhere, but these must certainly be outweighed by the increased chance of converting Pearl Harbor, by far the most important Japanese prize in the game.

How about the New Hebrides? Save the SNLF on Turn 1, land it at Truk, and send it to the U.S. Mandate on Turn 2, using the two-area approach. The USN must react, as it faces the gruesome prospect of the conversion of both Home Ports and IJN control of all three U.S. Home Areas on Turn 3! Yokosuka is untouchable in a night action even if the U.S. has a four-ship advantage, as the four or five IJN CVs screen it (don't worry, the USN CVs won't fire). Of course, the IJN prefers day, but since at least one USN CV must fire at Yokosuka, the IJN may gain air superiority after the first combat round. This is devastating, because the U.S. must now either seek night in order to destroy the IJN patrollers and suffer the heavy resulting attrition, or withdraw and concede IJN control.

If on Turn 2 the IJN captures New Hebrides, it will have a dominant position even if it fails to control the U.S. Mandate. Because the IJN will con-

trol Hawaii, New Hebrides is invulnerable to USN recapture on Turn 3, as the U.S. Marines can't reach it. IJN control of two Home Areas on Turn 3 is now virtually certain, as the Japanese LBA can fly in both the U.S. Mandate and Coral Sea, and the IJN fleet may still threaten to convert Pearl. The best Allied response is to put LBA in the Mandate on Turn 2, but they have to commit the LBA before Yokosuka moves.

OK, I admit sending the Marines to Lae is pretty weird. You risk either the SNLF or two BBs to screen it in Indonesia, so you can take a base that many IJN players convert automatically by surrounding it on Turns 2 and 3. However, as discussed below, there may be no forces available to control the South Pacific on Turn 2. Allied control of Lae can really get annoying when the U.S. starts to have six or eight LBA available to challenge IJN control of the South Pacific and Indonesia.

Turn 2 Japanese LBA Placement. This is a delicate matter of great importance. As mentioned above, in the aggressive IJN opening style we are discussing, the LBA are charged with protecting the perimeter on the early turns. They have many duties on Turn 2.

Some must be used to convert Singapore. Failure to capture Singapore is a disaster which can only be compensated for by conversion of Pearl and either the capture of Samoa or heavy damage to the Allied fleet. Controlling Indonesia on Turn 2 will require two, three or more LBA, depending on the Allied LBA placement and the number of USN CVs in Australia.

Other LBAs look to break U.S. control of the Marshalls. This is necessary if the IJN must patrol Hawaii from Truk on Turn 3. If so, the IJN player must use two or three LBA in the Marshalls.

Likewise the South Pacific, where the IJN wants to break Allied control. A U.S.-controlled Marshalls and South Pacific is fatal to the IJN if neither Johnston or New Hebrides was taken. The IJN cannot then patrol Hawaii in force, and cannot reach the Mandate or Coral Sea at all.

And some LBA should be committed to capture Lae and the Philippines. If no U.S. ships can reach the Marianas (and no U.S. LBA appears there), the Philippines fall along with Singapore if Indonesia holds. To convert Lae, the IJN must control the South Pacific as well.

But the IJN simply doesn't have enough LBA to accomplish all these Turn 2 objectives—not even close. If the U.S. patrols the Marshalls (as it should unless planning a big raid on Turn 2), the "TKO in Three" plan of "3 (Indonesia)—2 (South Pacific)—1 (Marshalls)" allows the U.S. to control the Marshalls too easily. The IJN should put its first two LBA in Indonesia and the third one in the Marshalls, expecting to divide them 4-2 or 3-3 between the two areas, depending on how many U.S. carriers can reach Indonesia and how many LBA the Allied player puts there. If the Allies send three LBA to Indonesia, the IJN is under severe pressure. Three IJN LBA in Indonesia will probably lose to three U.S. LBA and three British carriers, even without USN CVs. On the other hand, four or five U.S. CVs will usually beat two IJN LBA in the Marshalls, even if the latter are accompanied by the I-Boat. Given that the IJN could distribute all six of its LBA between the Marshalls and Indonesia and, if unlucky, still lose both battles, there are none to spare for the South Pacific, Marianas or other duties. The South Pacific is not as important at this stage of the game as might appear, because the IJN will usually have time on Turns 4 and 5 to control this area with a large fleet and land Marines on Lae and Guadalcanal. Even if the U.S. player puts an LBA unit in the Marianas on Turn 2, rather than responding in kind the IJN should rely on Sasebo to take the Philippines and nullify the Allied commitment.

Of course, if the Allies do not apply maximum pressure and attempt to conserve their LBA, or fail

to patrol the Marshalls, then the IJN can afford one or two LBA in the South Pacific.

The Turn 2 Reinforcements. Because these CVLs are so useful within two areas of Japan, attempting to send them all the way to Hawaii seems a little greedy. If they fail their speed rolls, not only would they be wasted for the turn, but they would have no place to return where they are safe from air raids! Even if all U.S. forces are outside the perimeter, the Japanese carriers still can't safely return to Truk; they must go back to Japan or Saigon, where they again must speed roll to reach the action on the following turn.

If the IJN decide not to speed roll, they can use the two CVLs for "flag defenses": a single patroller and a single carrier in a sea area (Central Pacific or Aleutians, perhaps Japan or the Marianas if threatened). The +2 day/night DRM in favor of "day" in these friendly areas may deter the U.S. player from attacking with surface ships only, and he may be reluctant to risk a CV for a small POC gain. The U.S. carriers may be busy elsewhere anyway.

Instead, the Turn 2 IJN CVLs could go to Indonesia if the Allies make an LBA commitment there. This risks loss in a night action for the opportunity to fire at U.S. LBA or British carriers, but it might be necessary to maintain the advantage in this key area. At least they will probably deter USN CVs from entering the area.

Planning the IJN Turns 3-5

By the end of Turn 2, the Japanese player must evaluate the position in terms of the five strategic factors and tentatively choose achievable, useful goals for the next three turns. The IJN will have controlled at least one U.S. Home Area; if not, at least it won't take long to set up the counters for a new game. The major factors distinguishing the Turn 3 situation are the number of Home Areas controlled by the IJN, the amount of attrition which occurred on Turn 2, control of the Marshalls, and control of Singapore. Let's look at these from two viewpoints: if there was no major battle on Turn 2, and if there was.

No Major Battle:

If the IJN attacked Hawaii only, the USN probably conceded it without a fight, so both fleets should be near full strength. The IJN strategic goals for the end of Turn 5 are capturing Pearl, maintaining the fleet, and converting bases. The perimeter is not so important as long as the IJN controls Hawaii and Midway, because the U.S. forces will not be able to reach the northeastern portions of the board in any case. The IJN doesn't need a high POC count, because the USN cannot regain POC very fast in the end game without Hawaii and Pearl. IJN control of Japan, Indonesia and Hawaii alone holds the Allied player to a *maximum* gain of two POC per turn.

Assuming Singapore fell, then, the IJN should play as though Pearl is all that matters. Secondary adventures are unnecessary (except to prevent the U.S. from capturing bases), and allow the Allies to gain favorable attrition against your small groups. You'll have plenty of time on Turns 4 and 5 to establish the perimeter and build your POC total. If the U.S. places six LBA in Pearl on Turn 3 and you do not hold Johnston Island, send every carrier you've got. Any extra carriers you send will pay off in a *faster* victory, allowing fewer opposing shots—so don't feel they are wasted. Even if you have captured Johnston, you still need a large fleet along with your LBA to prevent the Marines from recapturing it.

After a two- or three-area attack, if the USN conceded both Hawaii and the U.S. Mandate on Turn 2 and did not control the Marshalls, you are in even

better shape (even if you don't have either New Hebrides or Johnston Island). You can take Pearl even against all six LBA, as long as most USN CVs are in Australia and can't reach Hawaii because of your control flags. More conservatively, you can patrol both Hawaii and the mandate again and, if the six Allied LBA do go to Hawaii, raid the Mandate with everything, including a SNLF if available. You have now captured Samoa and run up about 25 POC without losing anything but a couple of cruisers in Hawaii. You have two more turns to capture more bases, reach 29 POC, and solidify the perimeter before the USN goes on the offensive. Even though this option frees the U.S. Marines for offensive action on Turn 4, it should be easy to reach three strategic goals as you no longer need to raid for POC. Trying to take Hawaii and the Mandate again on Turn 3 risks throwing away your advantage.

If the enemy did control the Marshalls, life is still not too bad, as you can patrol the U.S. Mandate and Coral Sea through the South Pacific. Presumably the Allied LBA will defend the Mandate to save Samoa, so the IJN will wind up raiding the Coral Sea and possibly Hawaii. The game should be about even after this start.

If the Japanese have failed to capture Singapore, however, Indonesia has higher priority than attacking any U.S. Home Areas. You should try to take it with LBA alone if possible, for fighting surface battles against the British seriously tips the balance of fleet strength in favor of the Allies.

After Turn 3, the IJN should plan its POC goal for the next two turns. If the IJN control Pearl, 24 POC will do; otherwise the IJN should strive for the maximum of 29. If you need only four or five more POC, you can afford to play conservatively. This does not mean that you stop patrolling the U.S. Home Areas however! Your perimeter and interior (Japan, Aleutians, Central Pacific, Marshalls, South Pacific, Indonesia, Marianas) gives you 12 POC; the rest of the board gives the Allies nine, so it appears you can gain three POC per turn simply by staying on the defensive. This will not be true in practice, however, because the USN will attack the perimeter. Since the Allies move last, the IJN must divide its defenses equally among all perimeter areas; otherwise, the USN will raid the weakest ones. As Alan Moon noted, the IJN's best defense is a good offense; by continuing to patrol two or three U.S. Home Areas, the IJN can deter the enemy from using its LBA aggressively. The Allies certainly cannot afford to let the IJN control its Home Areas after Turn 3, even if the Home Ports are no longer in danger.

In "friendly" areas on Turn 4 you can use "flag defenses", relying on the +2 "day" DRM to either deter the U.S. player or cost him a CV. Defending friendly areas with a carrier, an LBA and the I-Boat, as discussed in an old Series Replay, is also extremely effective as it requires the Allies to risk two or three CVs to break IJN control. If you are short on LBA, you can sacrifice a friendly area completely for a turn, so long as you are sure you can recapture it on the following turn and prevent its bases and ports from flipping to Allied control.

During the Raid Phase of Turn 5, the IJN should not expose groups of ships which are both weak enough to lose a battle and strong enough to be a significant target. In other words, don't provide the enemy with a target which will allow it to accomplish two goals at once—weakening your fleet and breaking your perimeter. If you want to fight for a perimeter area which you do not already control and which the U.S. fleet can reach in force, either defend it with LBA only or send most of your fleet there.

If you have more ground to gain (say you only have about 15-21 POC after Turn 3), be patient. Get in the habit of predicting the U.S. move and the resulting POC score. Don't take unnecessary

risks just to reach your goal on Turn 4 instead of on Turn 5. You get no extra credit for this, and it will involve risking your fleet in areas which the USN can now defend with its abundant LBA. (If you killed most of his LBA on Turn 3, of course, you may raid aggressively again on Turn 4—but not at the expense of cleaning up the perimeter.) On Turn 4, concentrate on converting bases rather than racking up POC; if you succeed, you will get a handsome POC gain on Turn 5. Send suicide carriers against any U.S. Marines which are moving through IJN-controlled zones to threaten a key base.

Major Battle on Turn 2:

The key distinction, actually, is not whether there was a major battle but whether the IJN has retained enough air strength to convert a U.S. Home Port against all available Allied LBA. Resumably you have sunk a substantial number of Allied ships, and lost five to ten yourself (including three to five carriers). Because you probably cannot convert any Home Ports without support from your LBA, your strategic goals are: 29 POC, the perimeter, and base conversions. In this type of game, bases are even more important than usual because there are fewer carriers around, so each LBA is relatively more powerful. To rack up POC the IJN must now patrol all three U.S. Home Areas on Turn 3, spreading out the Allied LBA, and raiding only one or two of them. If you patrol only one or two Home Areas, the U.S. can concentrate its LBA there, maintaining POC parity for the turn at little risk. You hope that the Allies are down to two or three carriers, so your own LBA can hold the entire perimeter except for one area.

If the Allies broke the perimeter on Turn 2, don't worry too much about Japan and the Marianas; just use a flag defense if you can't spare the LBA. If the U.S. raids the interior, the surviving raiders must withdraw outside the perimeter at the end of the turn since there are no friendly adjacent bases to go to, and the USN doesn't have enough carrier strength to raid the interior and contest the perimeter as well. Thus, such an interior raid, while costing a few POC, will make Japan's job all the easier on the following turn. Remember, the IJN have a POC ceiling of 29, so early U.S. victories in the IJN interior sea areas may not affect the fifth turn POC score at all.

The IJN should try to put most of the fleet in the South Pacific on Turn 4 or 5, along with two or three Marines to take Lae and/or Guadalcanal. If the Allies have LBA in Indonesia, this move is very important. The IJN can neutralize the Lae-based Allied LBA in Indonesia by resolving combat in the South Pacific first and capturing Lae with a Marine unit. By continuing to patrol the U.S. Home Areas at the same time, the IJN will prevent many Allied LBA from defending the South Pacific.

Other projects for Turns 4 and 5 include driving out pockets of Allied ships in the Northeast and converting any remaining Allied bases there. If, on Turn 5, the IJN cannot hold all points on the perimeter, it should sacrifice the Marshalls (as long as Kwajalein/Maloelap won't be converted to U.S. control). With the Marshalls open, all the USN gains is the ability to raid the Marianas—they can't patrol it or threaten Japan.

Late Game IJN Strategy

From Turn 6 on, the IJN is on the defensive. IJN strategy is governed by the arithmetic of the POC count and USN access to the Japanese interior. Key principles to remember:

Hold the High-POC Areas. Generally speaking, the IJN should concentrate its forces in a few areas rather than spreading out and trying to hold onto the entire perimeter. Because the USN has the last move, it can mass overwhelming strength against the areas it wishes if the IJN is spread thin. By con-

centrating on Japan, Indonesia and Hawaii (if held), the IJN preserves the remains of the fleet and makes the game's POC allocations work for them; IJN control of these three areas alone holds the Allies to a maximum gain of but two POC, and probably less. The principle bears repeating: don't allow the U.S. to gain POC and gain favorable attrition in the same sea area.

Hide behind the Perimeter. The maximum U.S. gain, patrolling the entire board, is 17 POC per turn. IJN control of Japan, the Marianas and Indonesia holds the Allies to a maximum gain of four POC. If the IJN can do this on Turn 6 and hold the Japanese Islands alone on Turns 7 and 8, the maximum U.S. gain is 26 (4 + 11 + 11). Thus holding the perimeter at the start of Turn 6 with 27 + POC lead is mighty strong for the IJN! Even in the unlikely event that both the Marianas and Aleutians are exposed to Allied patrollers, IJN control of Japan and Indonesia holds the USN to +7 at most. If you can do this on Turn 7 again, and hold Japan on Turn 8, you are home free (7 + 7 + 11 = 25).

The message is clear. If you can avoid it, don't attempt to patrol any area in which you are likely to be outgunned. If your Turn 3 POC analysis shows that you cannot win by hiding in protected high-POC areas, it is better to "suicide raid" weakly-patrolled areas with three or four ships than risk half your navy attempting to patrol an area easily reachable by massive USN forces. Losing large battles is the fastest way to destroy your position. Calculate how many POC you can give up each turn and still win; then take the safest route to that total.

Guard the Key Bases. If the IJN begins Turn 6 with a solid perimeter and 25+ POC, your only worry is U.S. control of a base within two sea areas of Japan. Defend against this either with "suicide carriers" (solo CVs, hoping to roll "day" so they can destroy an invading Marine) or with a massive force (the U.S. can destroy any medium-sized fleet). Again, don't allow the Allies to accomplish two objectives (in this case, sinking your ships and taking an area, and possibly a base) in the same sea area.

Guard the Key Perimeter Areas. To put it another way, if you can hold the entire perimeter on Turn 6, you don't need to do so to win. Indonesia is the most important perimeter area to defend. If the U.S. controls Pearl Harbor, the Central Pacific is the second most important perimeter area, since it shields Japan from U.S. reinforcements. On the other hand, if the IJN controls Pearl, the South Pacific has an even higher priority, since it protects Indonesia from U.S. reinforcements arriving at Samoa.

Mass your LBA. Grouped together, they can beat the U.S. Turn 6 reinforcements unaided. If the USN does attack and kill most of them, they will be back for Turn 8, while your remaining carriers are preserved for another key battle. As mentioned above, avoid trying to hold too much of the perimeter and losing LBA piecemeal without winning any battles, especially on Turn 7; at this point, the LBA have lost their "immortal" nature and the U.S. is just as happy to destroy them as to sink ships. If you control Pearl, it is an obvious place for your LBA as you defend a five-POC swing area, reachable by the entire USN, without risking any ships. Alternatively, if the U.S. controls Pearl but the IJN holds the perimeter entering Turn 6, by putting all your LBA in the South Pacific you force the U.S. to defeat them to gain more than a single POC.

Preserve a Last-Ditch Defense Force. Obviously, to defend the Japanese Islands sea area when it becomes exposed to heavy USN forces. To accomplish this, avoid major battles on Turns 5 and 6 if possible by "hiding behind the perimeter" or massing out of the USN's reach. Again, don't expose medium-sized task forces; your carriers won't deter the USN any more! Don't let him destroy your fleet

and take a key sea area at the same time.

Stick to Friendly Areas. The USN player does not like to attack IJN-friendly areas for several reasons. The IJN can use its LBA, while the USN cannot. The IJN get the favorable DRM on the day/night determination die roll. Finally, and most importantly, by defending friendly areas, the IJN prevents the enemy from achieving multiple goals with a single attack. Late in the game, if the U.S. does not control Singapore, it must not only capture sea areas, but also re-position its ships to reach the Japanese interior. By attacking an IJN-friendly area in force, the U.S. player sacrifices the chance to advance ships to forward bases because it must withdraw to distant ports at the end of the turn. On the other hand, by defending in an area adjacent to an advanced U.S. base, the IJN presents an inviting target since U.S. survivors of *this* battle may stay in their forward positions.

USN Strategy and Tactics

The Allies, like the Japanese, hope to gain three or four of the five strategic "plus factors" by the end of Turn 5. The difference is, of course, that throughout most of this period they will be on the defensive. To enumerate their strategic goals:

1) **POC Count:** You want to hold the IJN to the low 20s. This is not always possible or necessary, but it determines your moves on Turns 3-5. If it looks like the IJN will easily reach the 29-POC maximum, the USN should cheerfully concede it and concentrate on gaining favorable attrition and holding bases and ports. There is no point in risking ship losses just to delay the 29-POC score by a turn or two. On the other hand, if the IJN convert a U.S. Home Port but have amassed only 15-17 POC by the end of Turn 3, the Allies should battle tenaciously to hold his POC total down.

2) **Balance of Strength:** The USN needs enough carriers to threaten Indonesia on Turn 6, and enough surface ships to be able to patrol and raid in sufficient strength in the late game. You simply cannot let the IJN control Indonesia late in a game of *VITP* with one or two unassisted LBA. Also, you usually need enough fleet strength to defeat the entire IJN in the Japanese Islands at the end of the game; otherwise the maximum U.S. gain is 11 POC per turn. This will usually require a substantial majority, because some of the U.S. BBs will require speed rolls and several of your ships will be needed to patrol other sea areas subject to IJN raids. Therefore, the U.S. needs favorable attrition, and this is hard to achieve because most U.S. ships lack the attack bonus. Early-game attrition almost always works against the Allies.

3) **Break the Perimeter:** You would like the Central Pacific to be open so you can raid Japan and the Marianas with your Turn 6 reinforcements. You would also like to see Indonesia open, but this doesn't do you much good if you have no carriers that can reach Japan, Indonesia or the Marianas on Turn 6. Freeing the Marshalls and Aleutians are secondary. Freeing the South Pacific is especially important if you have lost Pearl Harbor, so your reinforcements can reach Indonesia as soon as they arrive. Again: breaking the perimeter on Turn 4 does you little good unless it contributes to holding the Japanese POC below 29 at the end of Turn 5.

4) **Control Pearl and Samoa:** If the U.S. loses control of both of these ports, the game is over as you cannot get any reinforcements. Losing Samoa alone is merely annoying; but losing Pearl Harbor is very serious. If Pearl has fallen to the enemy, and the U.S. has not at least controlled the Hawaiian Islands sea area on Turn 5, it will be very difficult to overcome even a 20-POC deficit.

5) **Get an Advanced Base:** Since it is unrealistic to expect to control Okinawa or Saipan, the Allied

player hopes to control Midway, Lae or the Philippines. Guadalcanal, Dutch Harbor and Kwajalein/Maleolap are not as useful. To count base possessions as a plus factor, you probably need *two* of the second group but only one of the first group. Remember though, you want them at the end of Turn 5; getting them earlier only to lose them back to the Japanese is useless unless they contributed substantial POC gains.

USN Turn 2 Responses

This topic has been addressed extensively in The *GENERAL* articles which followed the appearance of "TKO in Three". They express several fundamental principles which bear repeating.

The U.S. should not patrol any areas which the IJN patrols in force, and conversely should patrol those that the IJN does not patrol. If the IJN does raid an area you patrolled, your patrollers will not survive to control it. If the IJN patrolled, and you patrol enough ships to beat him in a night action, he will raid, because you have presented him with a triple incentive—destroying your ships, protecting his own, and control of the area. Thus, the U.S. patrols gain nothing. The purpose of patrolling in contested areas is to force the opponent into a fight against his will; early in the game, the Allies simply cannot do this—the IJN is *always* willing to fight. The underlying principle reoccurs: avoid letting your opponent achieve more than one objective in a sea area.

On the other hand, the U.S. player does not mind if the IJN raids a Home Area that only the USN has patrolled. If the IJN raid without air support, they are depending on a night roll with a -1 or -2 DRM, since the U.S. can send CVs in its Raid Phase. If the IJN does send carriers, they get the risks without the chance for the big POC gain they would have if they had patrolled. Also, since the IJN is not threatening to control the area, the Allies can afford to withdraw after the first round of combat.

To a lesser extent, the same reasoning applies to LBA as well on Turn 2. If you put them in an area which the IJN raids in force, they have made little contribution to your position and will be easily destroyed, leaving the Allies all the weaker on Turn 3. Never put them in Hawaii on Turn 2, as the IJN will never be deterred from raiding it.

Patrol the Marshalls, to threaten to block IJN patrols of Hawaii on Turn 3. If the U.S. patrols the Marshalls, the IJN cannot afford to defend it with a single LBA.

Never, never fight an even battle early in the game. Doing so allows the IJN to achieve favorable attrition and positional gains at the same time.

Three basic defenses to the aggressive IJN openings have been developed in these pages in the past: Counterattack Indonesia ("TKO in Two", Hanson and Schroeder—Vol. 22, No. 2), a massive raid on half the IJN fleet on Turn 2 ("Another Country Heard From", Grady Hendrix—Vol. 17, No. 6) or Turn 3 ("Pearl Harbor Defended", James Lutz—Vol. 18, No. 2), and an indirect "hit 'em where they ain't" defense ("Maniacal Approach", Ed O'Conner—Vol. 17, No. 6). Each of these articles articulated some excellent concepts which merit further exposition.

Counterattack Indonesia. The "TKO in Two" defense features British patrols in Indonesia on Turn 2, followed by all available Allied LBA and British carriers, and possibly even some USN CVs. The basic concept behind the defense is that while the Allies cannot hold Pearl against a determined Japanese attack, preservation of Singapore is ample compensation. Not only will Allied LBA be able to fly in Indonesia for at least two more turns, but the entire IJN interior is threatened and the British surface fleet becomes a factor. Furthermore, the Philippines and Lae do not fall to the Japanese via

isolation. Allied control of Indonesia is so devastating, in fact, that in practice it shouldn't happen often. The IJN will counter the Allied threat with all the resources required to retain control, thus weakening their attacks elsewhere.

While the Indonesia attack can be tried against any of the "eastern-oriented" IJN openings, it is best against the Pearl-only Japanese strategy. The more U.S. Home Areas the IJN patrolled on Turn 2, the less inclined the Allies should be to fight in Indonesia. There are several reasons for this. First, if the IJN threatens Pearl only, the Allies can afford to trade it for Singapore, but they can't afford to save Singapore while losing Pearl and Samoa. Secondly, against a two- or three-area approach, the Allies will need the LBA risked in Indonesia to defend at least one Home Area on Turn 3. Finally, if the IJN threatens only Pearl, the POC the Allies gain by controlling Indonesia on Turn 2 are more likely to limit the IJN high-water mark because the IJN is less likely to "max out" at 29 POC using this opening. Therefore, a corollary to the Indonesia counterattack is aggressive pursuit of POC in other weakly-defended areas.

Some technical notes on the Indonesia attack:

The Allies should tend to patrol Indonesia with British BBs rather than cruisers, as they are harder for the IJN to sink if the Allies do decide not to raid. If planning the Indonesia attack, the Allies can return *Hermes* and the British BBs to Singapore after Turn 1. This guarantees that at least one BB can patrol Indonesia on Turn 2, and the *Hermes* can raid Indonesia on Turn 2 without risking a speed roll. If the IJN deter the Indonesia raid with only LBA, *Hermes* can stay in Singapore and migrate back to Ceylon at the end of the turn without suffering any air raids.

If the IJN defend Indonesia on Turn 2 with only three LBA, the Allies are heavy favorites with three British carriers and three LBA, even if they use no USN CVs. If the IJN send in four or five LBA or the Allies have only two, the Allied player must decide whether to send in the Americans. If no USN CVs can enter, go for night and withdraw—you need your LBA on Turn 3 more than he does, and the diversion of four or five Japanese LBA will surely benefit you in the South Pacific and Marshalls. USN CVs, along with the British carriers and three LBA, can give the Allies the edge, but at a price.

If the Allies controlled Indonesia on Turn 2, it should consider attempting to capture Saigon by encirclement. If the IJN have lost three or four LBA, it can be done. The IJN still have to make a large commitment to be sure of Hawaii, even if you put your LBA in Indonesia again. British Turn 3 attacks into the IJN interior should hold the Japanese to little or no POC gain for the turn even if Pearl Harbor falls.

On the other hand, if the Allies lose Indonesia on Turn 2, they shouldn't go in on Turn 3 unless the IJN defense is so weak that the British are favored to win the battle. The area is no longer crucial, because Singapore has already fallen. You might kill one LBA, but you are more likely to lose a couple of carriers yourself. Even though two of the British CVs are withdrawn at the end of Turn 3, that does not mean that they should be sacrificed recklessly. If the Allies can keep the *Hermes* and an 0-2-7 around through Turn 5, the IJN player may have to divert an extra LBA to Indonesia for two turns. This is more valuable than the chance of killing an LBA on Turn 3.

By the way, it doesn't make much sense to concentrate fire on one IJN LBA when you could shoot at two. It only matters when you get two or more hits. With two hits, there are 36 possible damage roll combinations. "1-1" and "2-1" (three combinations) don't matter much either way, as you do not destroy an LBA in either case. With "2-2", "3-1", "3-2" and "3-3" (six combinations), you

gain by shooting at only one unit as you get a kill rather than damage on two units. With a roll of "4" or more on one die and "3" or less on the other (18 combinations), you get a slight gain by attacking two units since you kill one and damage the other rather than just killing one. Finally, if you roll "4" or more on both damage combinations (nine), you gain heavily by shooting at two units since you kill two instead of one. It is hard to imagine a situation in which killing a single IJN LBA is so critical that it is worth giving up the chance to shoot down two. Furthermore, even if you lose a kill by shooting at two units, the damage points you inflict still have some value; on the other hand, if you shoot at only one unit, the "overkill" is totally wasted.

Big Raid. Against a two- or three-area attack, this defense (proposed in the "Another Country Heard From" article) keeps Allied patrols to a minimum so that the USN can outnumber half of the IJN fleet in either Hawaii or the U.S. Mandate on Turn 2. As Mr. Hendrix pointed out, this option is not available against a Pearl-only attack, because the entire IJN fleet outnumbers the Allies at this point. Strategically, this option accepts immediate attrition to relieve pressure on the Home Ports. If it succeeds, the U.S. can play very cautiously on Turns 3 and 4, striking only on Turn 5 to break the perimeter and seize an advance base. The big raid is more attractive if one of the IJN raid groups contains an SNLF, since loss of Johnston Island or the New Hebrides is very damaging to Allied prospects.

Deciding which IJN task force to raid can be difficult. The USN strongly prefers a night action on the crucial first combat round, although it has both surface and air superiority against eight half of the IJN fleet. Night combat gives the USN BBs a shot at unscreened IJN carriers, while day combat puts the precious USN carriers at risk. In the U.S. Mandate, the Allies have a 42% chance of a night action because of the control flag; in Hawaii, controlled by neither side, it is only 28%. Freeing Hawaii is better positionally, however, because on Turn 3 the U.S. reinforcements and Marines can move and the USN can threaten the northeast. Whichever Home Area the Allies raid, they expect to weaken the IJN enough so that on Turn 2, unsupported Allied LBA can successfully defend the other Home Area. This way, the Allies hope to avoid further exposing their CVs while saving both Home Ports.

Unfortunately for the Allied player, this defense is not a complete answer to the risky two-area or "TKO in Three" attacks. If the first combat round in the big Turn 2 battle is a night action, or if two USN CVs survive a day round, the Allies may have a good game. Even in a "pure" night action in which no USN CVs receive fire, the IJN will probably get favorable attrition because of its cruisers' attack bonus. Although the IJN may lose some carriers, it might gain surface superiority after the first combat round. Even if three or four USN BBs fire at the enemy carriers in a first-round night action, only one or two of the CVs rate to sink since the BBs are firing without their attack bonus.

Furthermore, even without capturing a Home Port, the IJN can still achieve a high POC total and a solid perimeter by patrolling all three Home Areas on Turn 3, followed by a "perimeter clean-up" on Turns 4 and 5. If the U.S. loses three or four CVs, the IJN can defend their perimeter very cheaply with one LBA in each area. USN surface ship losses will hurt it badly in the late game if another large battle is required before Turn 6. In summary, while a viable response, the "big raid" defense does not invalidate either the two- or three-area attacks. The combat result on Turn 2 will probably decide the game if the luck substantially favors one side.

Indirect/Delayed Defense. The methods found in "The Maniacal Approach" and "Pearl Harbor Defended" subscribe to the "TKO in Three" philosophy that the Allies simply cannot afford

heavy losses on Turn 2, regardless of positional gains. They aim to save the Home Ports either by blocking the IJN in the Marshalls and South Pacific, or by defending one Home Area in force on Turn 3. In strategic terms, these defenses sacrifice POC in order to preserve the U.S. fleet, keep the perimeter open and retain control of bases. Since the USN does not attack Indonesia on Turn 2, success depends on saving Pearl, either through blocking Turn 3 IJN patrols or with a massive battle on Turn 3. The U.S. player will rarely have a viable position if Pearl Harbor and Singapore are both lost.

Having patrolled the Marshalls with two or three cruisers, the Allies should use this defense automatically if the Marshalls are defended by a lone LBA. Even two USN CVs are heavily favored to win, blocking IJN Turn 3 patrols from Truk to Hawaii. Against two or three LBA, the decision is more difficult as all the USN CVs must be committed to win. If the IJN responds to U.S. patrols by raiding the Marshalls, the U.S. patrollers will almost certainly fail to control the area, and the USN should not raid. This IJN response, however, should weaken another area sufficiently to make one of the other defenses more likely to succeed.

If the Yokosuka Marine is after Johnston Island or New Hebrides on Turn 2, the U.S. must consider sending a "suicide carrier" to destroy it. IJN control of one of these bases not only negates most of the benefits gained by U.S. control of the Marshalls but introduces Japanese LBA into the U.S. Home Areas on Turn 3. A suicide carrier has about a 58% chance of success at Johnston, 66% at New Hebrides. Remember, though, that one of the USN strategic goals is to preserve some CVs through Turn 5. Committing one to a suicide run and the rest to the Marshalls against two LBA preserves the U.S. surface fleet, but only has about a 40-45% chance to prevent IJN patrols in Hawaii on Turn 3 since you must stop the SNLF and patrol the Marshalls. If you fail to achieve both you will be in very tough shape.

If you didn't control Indonesia or the Marshalls and still have five or six LBA left on Turn 3—if the first round is a day or day/night action, you have evened the odds. If the first round of combat goes badly, retreat; it's bad enough to lose Pearl without being defenseless on Turn 4. The extra one or two CVs you could kill just aren't worth it.

Resist the temptation to dump the entire USN into Pearl on Turn 3; you'll probably break Japanese control, but lose the game easily. If you allowed the IJN to control both Hawaii and the U.S. Mandate on Turn 2, you don't have this option anyway unless you allowed your entire fleet to be trapped in Hawaii. You simply cannot afford to lose all your CVs and half your surface fleet this early in the game. The damage is going to be severe, because unlike Turn 2 the IJN now have the control flag and so can influence the day/night roll. Concentrate instead on preventing the IJN from converting bases. With luck, you can hold the IJN below 22 POC by the end of Turn 5; as stated above, it will be an uphill battle for the USN.

The U.S. should accept the loss of Samoa, unless the IJN is blocked from controlling Hawaii on Turn 3. If the IJN can threaten both areas, you cannot retain both Samoa and Pearl without incurring unacceptable casualties. On the other hand, an IJN attempt to control both Hawaii and the U.S. Mandate again on Turn 3 without LBA support is overreaching on his part; the Allies can put all six LBA in Hawaii and save Pearl easily against half the IJN fleet without risking any ships.

To summarize, the "indirect defense" is a less-than-50% gamble against a two-area attack which uses a Marine; if the IJN is not prevented from patrolling Hawaii in force on Turn 3, the game is probably lost (although I guess Allied LBA could make a brilliant stand on Turn 3). Against a Pearl-only attack, the indirect defense is more attractive

because even if the IJN capture Pearl, the POC situation will not be as bad. The USN should only use the Turn 3 "Big Raid" to avoid losing both Pearl and the Mandate, because the resulting ship destruction gives the U.S. a weak position, even if it saves both Home Ports.

USN Early Game Tactics

Turn 2 LBA. Usually you will have two or three LBA available, but you could have four being very lucky. You have several choices, aside from attacking Indonesia in the "TKO in Two": the North; the Coral Sea or Mandate; the South Pacific.

The "North" is defined as the North Pacific, Aleutians, Central Pacific and Marianas. These placements preserve the nearby bases in relative safety, or force the Japanese to use SNLFs to capture Midway and the Philippines, which would otherwise fall through isolation. Don't count on winning any POC though; a single LBA has only about a 27% chance to stop an SNLF from converting a base in a Japanese-controlled area.

Placing these in the Coral Sea or U.S. Mandate is OK against a three-area patrol enemy strategy; otherwise, it's not aggressive enough. Against a one- or two-area strategy, the USN needs to hold the IJN POC total down; if you already patrolled these areas with ships, the LBA are free for duty in the IJN perimeter areas. If Yokosuka is at Truk and you plan an indirect defense, placing all your LBA in the Mandate is probably your best way of preventing the fall of New Hebrides. On the other hand, this placement concedes not only the Philippines, but the Marshalls as well since now the Japanese can probably afford to commit three LBA there.

Putting the LBA in the South Pacific is a fairly good option. It may draw IJN LBA which could be better used elsewhere; if not, it provides safety for the LBA and a good position, especially when combined with control of the Marshalls. (Don't forget to patrol the Indian Ocean with a British CA, so the Coral Sea will be "exclusive" on Turn 3!) If the USN loses an LBA versus LBA battle here, however, it will be very weak on Turn 3.

Operating from Advanced Bases. A force at Midway or Dutch Harbor is a gun pointed at the IJN's heart, but it only has one bullet. Once you enter Japan or the Marianas, you must fall back to the edge of the board. This is a situation, like that of the British CVs threatening Indonesia, where the threat is more powerful than the execution. Once you raid Japan and take the three POC, the absence of your raiding forces from the interior on the following turn will compensate the IJN somewhat. Against a weak IJN defense in Japan or the Marianas, your decision to raid should be based on your intermediate goals. If you have a chance to hold the IJN below 29 POC, the gain from the raid is significant and you tend to make the raid. If, however, the IJN is well on its way to "maxing out", your priority is to preserve Midway if you possible can. Keep the force "in being" in the Central Pacific. Raid the Aleutians or North Pacific only if you can still base at Dutch Harbor or Attu.

USN CVs versus IJN LBAs. Against the Japanese style of play discussed above, the U.S. player frequently contemplates raiding areas guarded by unaided enemy LBAs. The deciding factors should be: whether the USN can afford to lose carriers; the battle odds; the importance of the sea area. Taking the Marshalls on Turn 2 is usually a worthwhile goal, while taking the South Pacific is less so. Obviously, if you have patrolled an area, the POC swing and positional stakes are higher and you are more likely to raid.

The following figures have been arrived at through about 100 trials, not by any calculations (*VITP* is meant to be played). Against one IJN LBA, two USN CVs are a favorite—even if the I-Boat is

present. (Of course, the USN wants a day action on the first round to prevent the I-Boat from removing one of the USN carriers before it has a chance to fire!) Surprisingly, a lone CV is about 50% favored to destroy a lone LBA in repeated combat rounds. You lose the CV about two-thirds of the time, however. Against two LBA and the I-Boat, four CVs are a 70% favorite with an average loss of about 1.1 CVs.—not too bad. Three USN CVs are still a slight favorite to win against two LBA. Against three LBAs, five CVs are a solid favorite, but the cost starts to get high. If you have only four CVs to go against three enemy LBA, do it only if you think a victory will present you with a “won” game.

USN Mid-Game Strategy

As with the IJN, your plans depend on whether there has been a major battle, whether your Home Ports are threatened, and the chances for the IJN to reach the 29-POC maximum.

If the IJN has used a two- or three-area approach and already has 22 POC or so by the end of Turn 3, but you have lost neither Home Port and there has been no major battle, you can envision the following position at the end of Turn 5: the IJN has 27-29 POC, the Allies have two or three CVs left, there is a hole in his defensive perimeter, and the USN has an advanced base. If you can accomplish this, you have a substantial (but far from conclusive yet) advantage. Now you can drive the Japanese back.

If you have lost Pearl at the end of Turn 3, however, your goals are much different. Now you need to hold the IJN POC total as low as possible. If you have no forces in the north (Midway, Dutch Harbor, Attu), you are in a lot of trouble. If the IJN have more than 22-23 POC after Turn 5, you are probably dead—so try to hold that score down. Raid Japan and the Marianas if possible, but don't put more than two carriers per turn at serious risk (other than from the I-Boat) until Turn 5.

If you retained Singapore, the situation is a lot brighter. Concentrate on keeping Singapore; it's a lot easier to do this than retaking Pearl because you can use your LBA and Indonesia swings only one less POC. As long as Singapore and Samoa are safe, the USN should aggressively pursue POC in the IJN interior. It's not as important to save carriers for Turn 6 in this “Japanese concede 29 POC” type of game—for two reasons. Since you will have fewer POC to recover on the last three turns, you don't need to gain as many POC on Turn 6; so giving the IJN Indonesia for free is not as damaging to U.S. chances. Secondly, if the IJN does not control the South Pacific at the start of Turn 6, the USN reinforcements at Samoa threaten Indonesia immediately.

If there was a major battle on Turn 2, the U.S. has an important strategic decision to make. The Allies will probably be able to preserve both Pearl and Samoa without risking any more ships, because six LBA should be able to fend off the remaining IJN carriers in whichever Home Area the IJN controlled on Turn 2; thus, the IJN control neither Hawaii nor the U.S. Mandate for two consecutive turns. The question facing the Allied player, then, is whether to try to limit the IJN POC maximum at the expense of U.S. ships. This decision *must* be made early, because none of the strategic goals can be reached if a different one is pursued each turn. If the USN expects the IJN to reach 29 POC easily, it should not patrol any areas for POC on Turns 3 and 4. The U.S. hopes that a relatively intact fleet, a hole in the perimeter, control of the Home Ports, and possibly an advanced base will compensate for the POC deficit.

On the other hand, if there is a real chance to hold the IJN POC total to the low 20s, the Allied player may decide to pursue the riskier strategy—breaking

the IJN perimeter every turn. Unfortunately, all USN carriers will probably be gone at the end of Turn 5, easing the IJN Turn 6 defense of the western portion of the board. And if the USN CVs are gone *before* the end of Turn 5, the IJN will almost surely be able to complete their perimeter. In order to make a decision, the U.S. player must try to look ahead and get a sense of how many POC he can reasonably expect to gain by an aggressive policy on Turns 3-5.

The USN player should keep a few additional, general, points in mind during this stage of the game:

If you expend carriers on Turn 4 to break the perimeter, and don't capture a base for your LBA, you will probably find that the enemy perimeter is impenetrable on Turn 5. Thus, if you only have enough CV strength to break it once, wait for Turn 5. Breaking the perimeter on Turn 5 is usually more valuable than any POC gained by an additional raid on Turn 4. The best reason for a perimeter raid on Turn 4 is to either capture a base or remove the IJN control flag to increase the chance of one of your Marines capturing a base for that area on Turn 5.

Next, on Turn 5, don't try to break the perimeter in two places unless you are gaining POC *overall* for the turn. You really need to preserve your existing CVs to threaten Indonesia on Turn 6, preventing the IJN from defending it cheaply. Similarly, don't try to take two bases on Turn 5 if you have a safe move to secure one. The USN only needs one good base on Turn 6.

Use of the Marines is always sticky, the most difficult aspect of the game for the Allies some think. The U.S. Marines are easily defeated by LBA or “kamikaze carriers” if they move into IJN-controlled sea areas because of the +2 DRM for daylight. You can't sneak past the IJN since the IJN raids after the Marines move. Try to anticipate when it will be futile to move the Marines into an area, and when to save them for a later turn. It is wasteful to move a Marine into an area and then be unable to fight the huge IJN raiding force which appears. There are a couple of things you can do to improve your chances though:

Move two or three to the same sea area. You greatly reduce the chances that all of them will be stopped, and make it more expensive for the IJN to send “kamikaze carriers” or expend shots on them in large battle. If this involves waiting an extra turn, it's usually worth it—especially if you can pave the way by controlling the sea area first. Even with control, you have only a 42% chance for “pure” night; but these are the best odds you can get.

Or send the Marines where you think the IJN will hate to chase them with a big task force (for example: to Indonesia, where the IJN will have to risk its ships against the British; or to the North Pacific, which only fast ships can reach from Truk; or to the Coral Sea with substantial Allied LBA cover). In all of these, the Marine still might not get through, but the IJN might pay dearly to kill it. On the other hand, remember that a Marine unit used immediately is recycled two turns later and thus will get more “lives” than a unit that just “hangs” around accomplishing nothing. Just make sure that it has a reasonable chance to land *before* you send it to sea.

Finally, a word on “pursuit”. It is rarely profitable for the USN to pursue retreating IJN surface ships with surface ships alone. The USN player does not want even attrition, and it is almost impossible for the U.S. to gain favorable attrition in surface combat. Even if four or five U.S. cruisers chase a single IJN cruiser, your expected loss is about the same as the IJN expected loss (because the IJN loss is but one ship, but the U.S. can lose all their pursuers). In fact, a single *patrolling* 1-1-8 should stand its ground against three-five Allied cruisers!

USN—The Late Game

The USN must now plan a “schedule” of POC gains for Turns 6, 7 and 8 which is the most conservative it can follow and still win. Remember that there is no bonus for winning by 10 POC—one will do just as well. Determine whether you can win by sheer force (that is, without risking any even or adverse battles or any speed rolls). This should be fairly predictable, because the USN moves last and you know pretty much what the IJN will do. Expect your opponent to defend his high-POC areas (and possibly the Central Pacific and South Pacific) since that is his best strategy. The fewer battles you fight (and the fewer speed rolls you make), the more predictable the game becomes. Don't misunderstand; planning the next three turns is a *difficult* exercise. In a “serious” game, I suggest that my opponent go get a snack after his Turn 6 patrols, for my planning will take some little time.

It's not only possible, however, but very important because in order to decide whether or not to fight a large IJN force, you must decide whether you *need* to fight it to win. If the IJN has followed the advice above and avoided exposing medium-sized task forces, every large battle that takes place *reduces* the U.S. chances. This is because the USN CV fleet in the late game, while strong, is not omnipotent and must be conserved. In order to overcome a large POC deficit, the U.S. will have to at least free, if not control, Japan, the Marianas and Indonesia. Typically, there are no Allied bases in Japan and the Marianas, so the USN CVs alone will have to defeat not only the remaining IJN fleet but the IJN LBA as well. Even if the U.S. has surface superiority, the IJN control flags in these areas present only a 17% chance of a night action before the IJN CVs get to trade shots with the USN CVs. On Turns 7 and 8, the more U.S. carriers that have been lost, the more powerful the Japanese LBA becomes. Consequently, the USN must guard against a situation in which, although the IJN fleet has been totally destroyed, their LBA alone can hold Japan and perhaps another area as well—to win on POC count.

Here is a simplified example of the kind of reasoning the U.S. player must undertake: Suppose at the start of Turn 6 the IJN has a “perfect perimeter” controlling the Aleutians, North Pacific, Central Pacific, Marshalls, South Pacific and Indonesia, along with all ports and bases therein. The Allies control all other areas, ports and bases but have lost all CVs arriving before Turn 6. The IJN places one LBA in Indonesia, one patroller each in Japan and the Marianas and the Aleutians, and most of the rest of its force in the Central Pacific. A U.S. Marine arriving in the South Pacific threatens to capture Lae, but the IJN sent a four-factor CV there to destroy it. The U.S. player estimates that he has a 30-70% chance to break IJN control of the Central Pacific. Should the USN raid?

Since the result of a large battle in the Central Pacific is unpredictable, the U.S. player must make the decision based on something which is predictable—namely, what will happen if the USN does not raid. Since the USN cannot patrol the Aleutians and the IJN automatically controls Japan, Indonesia, the Marianas and the Central Pacific, the U.S. can gain but two POC at most on Turn 6. On Turn 7, Japan is still exclusive and requires only two patrolling ships; the rest of the IJN fleet goes to Indonesia. Since all six Japanese LBA will be available on Turn 7, and USN Turn 7 reinforcements cannot reach Indonesia, the IJN is virtually certain to control it on Turn 7 again. The U.S. Marine might capture Lae on Turn 6, but the “kamikaze carrier” has about a 70% chance of preventing it from landing. Thus, the U.S. player can count on gaining seven POC at most on Turn 7. Since the IJN fleet is avoiding combat on Turns

6 and 7, it will almost surely be able to destroy any U.S. patrollers in the Japanese Islands on Turn 8. Therefore, even in the unlikely event that the Allied fleet can patrol the rest of the board on Turn 8 and break IJN control of the Japanese Islands, your maximum POC gain on the last three turns is 23 (2+7+14). Therefore, the USN player virtually concedes the game if he is down by 24 or more POC and does not attack the Central Pacific on Turn 6 in the position described above.

Given a close decision, don't go after a large concentration of IJN LBA on Turn 6. You'll just have to kill them again on Turn 8. On Turn 7, be glad to attack any of these since they can no longer return to the game if destroyed.

Don't try to frighten the IJN player with patrollers you can't afford to support with carrier power. The IJN is going to commit its forces to the high-POC areas (and to killing your Marines) no matter what your patrols look like; all you'll be doing is sacrificing some surface ships you can't afford to lose. Make your entire effort consistent. The IJN can't really give you an unpleasant surprise at this point in the game, so patrol where you expect to win.

Given a close choice between two areas, don't raid "hostile" areas unless the POC or positional gain is great. Your ships will be out of position at the end of the turn if you do. Attacking too aggressively on Turn 6 will cost you on Turn 7, because your slow ships will still not be able to reach the IJN interior without speed rolls. They may need to peacefully be advanced to a forward base on Turn 6, or even Turn 7.

Competitive Notes for Both Sides

Don't resign unless your position is really hopeless. I have known several USN commanders who make a habit of resigning if they lose two carriers on Turn 1. This is foolish; you can always make a few desperation attacks on the next turn or two before throwing in the towel. If the game is turning against you, you must try to make the outcome more luck-dependent. The opportunities are always there. Look for LBA versus LBA combat. Try sending an all-carrier force against a mostly surface fleet of the other side, or as the Allies an all-surface fleet against a smaller mixed force. It probably won't work, but if it does it can turn the game around.

Except for carriers which have lost their airstrike capability, repairing ships is generally not efficient. If you can spare the ships from active duty, you have a big advantage already! It is reasonable to say, in fact, that you should *never* repair surface ships unless you are restoring either their attack bonus or their full attack factor. Heavily damaged ships are best used to patrol either exclusive areas or areas the opponent is unlikely to attack, freeing your sounder vessels for combat duty. Remember, the IJN may be sacrificing a ship for two turns to make a repair—one turn for the repairs and a second because the ship cannot reach the action from Japan. Look at it this way; for a Japanese 4-4-4 with, say, two damage points to profit substantially from repairs, *all* of the following must occur: the ship must be sent in harm's way, it must be attacked, and it must be hit. It must get more than one damage point; otherwise the repair does not affect the ship's combat value. It must get less than five damage points, because otherwise it would have been sunk without repair. Obviously, this is an extremely unlikely scenario.

Play your opponent. If you don't know him well, try to pick up his tendencies during the early turns. Some players just hate to go against LBA, or risk day/night rolls that can determine the outcome of a battle even if they are favored. In situations where you wish to deter your opponent, try to find out the minimum force that scares him away. This leaves you more forces for other adventures. On the other

hand, a single patroller may draw two, three or more of his ships in response if your opponent fears his "bad luck".

Depending on what part of the country you travel to, you will hear that one side or the other has an overwhelming advantage in *VITP*. This fact alone indicates that the game must be relatively unbalanced. My own feeling is that the Japanese have a slight edge. Certainly, if you are playing in a tournament with "Victory Point" conditions, you should always try to play the Japanese as they can often win by huge scores, while the U.S. rarely can. For this reason, victory-point tournaments are not really fair since some players will inevitably get to play the Japanese more than others.

Fortunately, there is a simple mechanism available to correct any imbalance which the players believe exists. Suppose both players want the Japanese. First, call a tie a U.S. victory. If this does not induce either to take the USN, the players may "bid" for the IJN by offering POC handicaps (similar to that used in many other games). The bidding should be open, not secret—why introduce an irrelevant "poker" element? These handicaps should be applied at the *end* of the game. If they are applied at any other time, they only increase the distortion in strategy required. Tampering with the rules or forces available to each side is an even sillier solution. Players should not have to wait until they arrive at a tournament to discover the rules they will be using.

Finally, a word on "luck". I always smile to myself when people see me playing *VITP* and exclaim, "Ah, Dice in the Pacific!" This classic is no more a game of luck than most other wargames. If it was, the same person (Dave Targonski) would not continue to win the major tournaments year after year. However, be aware that part of the skill of the game lies in controlling the *amount* of luck involved. If you are playing a superior opponent or one who will concede an important sea area rather than risk a day/night roll, you should push him hard. A player who thinks he is better than his opponent won't often pursue a risky course of action even if it is his best theoretical chance. On the other hand, if you play a style in which you seek to avoid even battles rather than engage in them, the luck factor is minimized. You can then plan ahead and use tactics which are in harmony with your strategy—whichever of the several I have explored here.



AH Philosophy . . . Cont'd from Page 4

Despite the fact that such efforts as the "1988 GENERAL Readers' Survey" are rare, I'd like to remind all that your input is helpful to us. If you've got something to say (complaint or suggestion), just pick up a pen and write.

SURVEY RESULTS

Responses: 1109

1) Regular Features—

(All responding "Expand" taken as "Yes" also.)

AH Philosophy:	1031 Yes	78 No	181 Expand
Letters to the Editor:	950 Yes	159 No	102 Expand
Opponents Wanted Ads:	711 Yes	398 No	
Game Contests:	684 Yes	425 No	
Question Box:	1015 Yes	94 No	316 Expand
Convention Calendar:	611 Yes	498 No	
AREA Top 50 Listing:	388 Yes	741 No	
AREA Meet the 50:	418 Yes	691 No	30 Expand
Infiltrator's Report:	948 Yes	161 No	189 Expand
Back Issue Listing:	651 Yes	458 No	
New Product Ads:	936 Yes	173 No	166 Expand
ASL Scenarios:	640 Yes	469 No	326 Expand
Table of Contents:	930 Yes	179 No	44 Expand
So That's What:	801 Yes	308 No	129 Expand
Readers Buyers Guide:	819 Yes	290 No	129 Expand

2) Occasional Features—

Editor's Choice Award:	656 Continue	453 Suspend
AH Best Sellers List:	713 Continue	396 Suspend
GENERAL Index:	866 Continue	243 Suspend

3) Types of Articles:

Strategy/Tactics:	1060 Yes	49 No
PBM Systems:	514 Yes	595 No
Historical:	896 Yes	213 No
Statistical/Analytic:	619 Yes	490 No
Convention Coverage/Reports:	453 Yes	656 No
Variants:	968 Yes	141 No
New Scenarios:	1023 Yes	88 No
Series Replays:	970 Yes	139 No
Staff Briefings/Interviews:	535 Yes	574 No
Humorous:	472 Yes	637 No
Designer's Notes:	999 Yes	110 No
Military Book Reviews:	312 Yes	797 No
Works in Progress:	931 Yes	178 No

4) Subject of Articles—

AH Wargames:	1088 Yes	21 No
AH Non-Wargames:	399 Yes	710 No
VG Wargames:	873 Yes	236 No
AH Sports Games:	158 Yes	951 No
AH Sci-Fi Games:	441 Yes	688 No
AH Fantasy Games:	297 Yes	812 No
AH Computer Games:	448 Yes	661 No
AH Role-playing Games:	145 Yes	964 No

5) Regular Columns—

Advanced SL:	587 Yes	522 No
DIPLOMACY:	406 Yes	703 No
AH Classics:	636 Yes	473 No
AH Computer Games:	354 Yes	755 No
Solitaire Games:	753 Yes	356 No
SF/Fantasy Games:	241 Yes	868 No
THIRD REICH:	518 Yes	591 No
FIREPOWER:	304 Yes	805 No
MAGIC REALM:	126 Yes	983 No
AH Leisure Games:	152 Yes	957 No
Modern Era Games:	578 Yes	531 No
AH Role-playing Games:	76 Yes	1033 No

6) Miscellaneous—

Cartoons:	382 Yes	727 No
Die-Cut Counters:	941 Yes	168 No
Illustrations:	1051 Yes	58 Less
Larger Type:	120 Yes	989 No
For Sale Want Ads:	423 Yes	686 No
VG Games in RBG:	730 Yes	379 No

7) Game Purchase Consideration—

Varnished Counters:	649 Yes	460 No
Varnished Map:	673 Yes	436 No
Bookcase Box:	740 Yes	369 No
Flat Box:	101 Yes	1008 No
Solitaire Rating:	858 Yes	251 No
Complexity Rating:	930 Yes	179 No
PBM Rating:	422 Yes	697 No
Introductory Rules:	692 Yes	417 No
Multi-player Design:	491 Yes	618 No

8) 5th Edition THIRD REICH—

Rulebook: 87
GENERAL: 116
Expansion Kit: 452

9) Update SL scenarios—

Scenario Pad: 141
GENERAL: 442

10) New Games—

(Given are the total who selected this game, followed by number selecting it for 1st, 2nd and 3rd choice.)

ASL Japanese Module: (632)	201 first 130 second 82 third
ASL French Module: (583)	63 first 106 second 110 third
Contemporary ASL: (515)	25 first 63 second 70 third
ASL Solitaire System: (588)	105 first 86 second 103 third
ASL PBM System: (379)	14 first 29 second 39 third
M-1: (555)	39 first 66 second 51 third
MBE (549)	24 first 49 second 55 third
Red Sky at Morning: (621)	58 first 98 second 83 third
Global Domination: (534)	53 first 75 second 78 third
Updated PB/PL: (604)	112 first 67 second 58 third
Rising Sun: (769)	201 first 148 second 86 third
Tarawa: (772)	125 first 128 second 137 third



Age of Sail . . . Cont'd from Page 31

of this period and their costs are equivalent to those of the British navy already, so no modifications are necessary. Similar modifications of points would be necessary if Dutch or American ships are facing the French or Spanish. The Swedish and Russian fleets in the Baltic scenarios probably require no modifications. The ships of the fleets have different strengths and weaknesses, a fact which is one good reason for using vessels of different countries to make the play more interesting. If the bursting gun rule is used, the Russians in the Baltic might receive a 5% bonus for buying vessels, but compensation is not essential. In the Levant, the Russian and Turkish ship values are fairly even, although the Turkish side will have a greater diversity of vessels to draw from. A DYO scenario here, however, would obviously be more balanced.

In the Revolutionary Period, the Spanish and French ships average slightly larger crew and gun squares than equivalent British ships, so they cost slightly more to purchase. The extra crew squares are not quite equivalent to the British more readily being able to purchase slightly larger ships or ones with better quality crews, but the values are close. You might consider letting the French or Spanish player move up in crew quality if he is one point short of a particular vessel (in effect, letting him have 101 or 151 point). For years prior to 1781, no bonuses are really necessary. For 1781 or later, however, the French, Spanish and American squadrons should receive a 10% point bonus to make up for the British carronade edge.

Hopefully, the above observations I have presented will make your play of this classic game on warfare in the Age of Sail much more enjoyable. At the very least, now you can judge your performance in the many historical scenarios, and design your own with an eye toward play balance.



PLAYTESTERS WANTED

Quality playtesters are needed for a variety of non-wargames Avalon Hill is currently developing. Volunteers must be willing to spend some 20 hours per month in the testing for a period of three months, and to send in monthly written reports. Only those with access to a pool of three or more regular opponents equally willing to playtest will be considered. Applicants are cautioned that playtest materials are pre-production quality and can involve some effort to assemble. Remuneration is limited to a free copy of the published game for each group co-ordinator. We regret that, due to the volume of mail such invitations usually generate, we will be unable to reply to any but those actually accepted for the playtest. The games are:

March Madness: College basketball NCAA tournament-style for one to four players, with the emphasis on tournament advancement rather than individual games.

Wrasslin': Pro Wrestling card game for two or more players.

Four Square: A finance game in the mode of *Monopoly*.

Show Biz: An abstract game of supply, demand, and the prediction thereof.

All of the above are quick-play family type games. Applicants should send a short letter of introduction to Don Greenwood, c/o Avalon Hill. Please be sure to mention which game you are interested in playtesting.

Coming Attractions

NAPOLEON'S BATTLES

Orders are not written; there is no time! All is confusion. At the division level, generals are bullying or encouraging their units to advance or to stand under fire. Occasionally, a hint of martial music floats through the air.

The entire picture is in motion; parts of the army are advancing and others recoiling. In this atmosphere, you as the Commanding General must assess the situation and decide on a course of action. Aides stand ready to relay your wishes as fast as they can ride.

A dark mass appears through the smoke on a distant hill. On the periphery, you notice a nearly spent cannon ball rolling dangerously past one of your staff officers. Nonchalantly, you turn your glass toward the ever-growing mass. You lean forward in the saddle, beckon to your Chief of Staff and quietly ask, "Who are they?"

These are the conditions under which Napoleon and Wellington—and all the other leaders during the era—had to make decisions. Can you do as well as they?

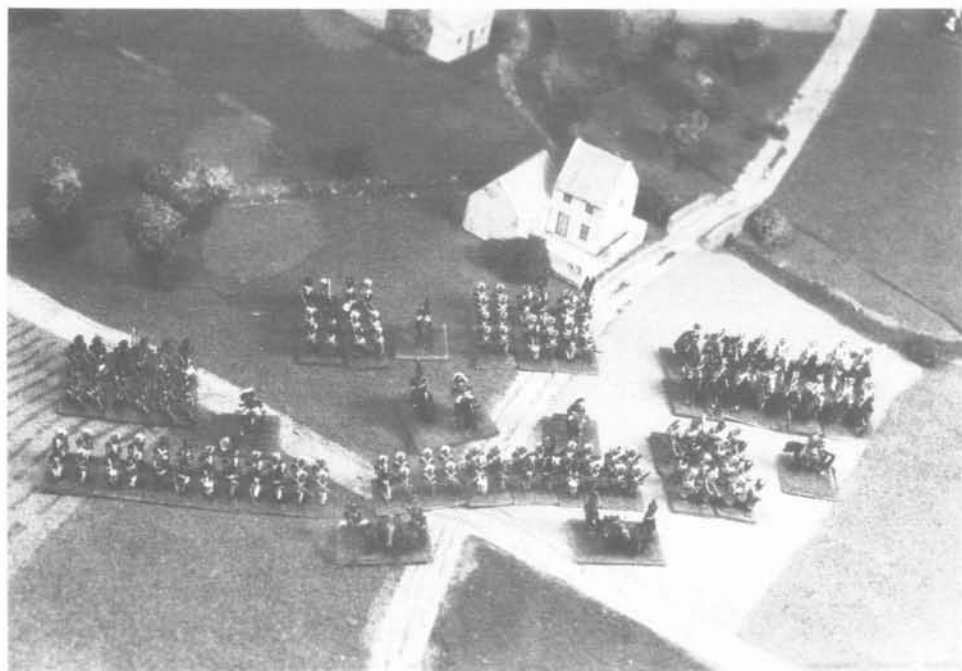
There is a certain pride and satisfaction that the raising of a miniatures army instills in a gamer. It adds an extra dimension to wargaming, one which cannot be obtained by playing a board or computer game. Devised and developed with those gamers who have never played a miniatures game in mind, *NAPOLEON'S BATTLES* can be played with miniatures or with the specially designed, full-color counters/bases included in the game.

NAPOLEON'S BATTLES is the culmination of 35 years of Napoleonic wargame rules development and owes much to those which preceded. During those years, miniatures wargame rules have progressed from "pure" games with toy soldiers

on the one hand, to simulations—many so complicated as to be almost unplayable—on the other. The object of *NB* is to provide the average miniatures wargamer the ability to recreate the grand tactical sweep of entire Napoleonic battles on the table-top. The rules are characterized by ease of learning, quick playing time and effortless inclusion of detail. The rules were designed to recreate Napoleonic warfare without the mechanics getting in the way of the players' decision-making.

To that end, the figure scale is one infantry figure equals 120 men, and one cavalry figure equals 80 troopers. One artillery base equals one battery of heavy or horse artillery. One Turn equals 30 minutes; the ground scale is one inch to 100 yards. The ground scale, at first glance, does not match the figure scale. To match perfectly, the ground scale would have to be 150 yards to the inch or so. The difference can be explained by the fact that no brigade or regimental commander in his right mind would take all his battalions or squadrons and place them in one line, with no reserves. The game system precludes the player, as an army or corps commander, from meddling in brigade or regimental tactical affairs.

Unlike previous sets of musket-period rules, *NB* holds that on a miniatures board a unit's depth is as important as its frontage. What is important to remember is that the brigade area, represented by the figures, is *mostly empty*. Despite the fact that the area occupied by a unit on the board is fairly empty, it is an absolute zone of control or "brigade area", within which neither friend nor foe may come to rest, and through which a foe may not move. A friendly unit may move through a brigade area with no restrictions, if both are in good order. Not only



does this eliminate the large body of text which is found in many miniatures rules sets concerning "pass-through", but it also allows cavalry to closely support infantry and artillery without undue concern over space. The game is, therefore, freed from the constrictions of other sets of rules.

Another major rule concept is the elimination of divisional artillery and skirmishers. Medium or divisional artillery provided close support for the infantry brigades and their firepower is built into the fire of the brigades. The same is true of skirmishers who, though not physically represented, are factored in the firepower of the brigades as well.

The final important major concept is command control. One of the primary characteristics of war-gamers is the need to be in control. There are many ways to simulate the problems of command, from written orders to percentage chances to activate a new order. *NB* simplifies command control by making it absolute at brigade level. If a brigade is not within the command range of its divisional general, it may not move or voluntarily change formation. If a general, no matter what level, is attached directly to a brigade, he loses his command radius. Only divisional generals can use their command radius to control brigades. Army and corps commanders may only apply their command radius to controlling divisional or corps generals, and not directly to brigades. *NAPOLEON'S BATTLE*, therefore, confines the players' command decisions to the proper level without giving them the chance to make decisions they would not normally be involved in.

Finally, we must again stress that *NAPOLEON'S BATTLES* is characterized by the simplicity of its systems. There are no flow charts, morale charts or combat results tables (only modified comparison die rolls). Morale is integrated into the combat system and is not tested separately. The system does not get in the way of the player's decisions or enjoyment.

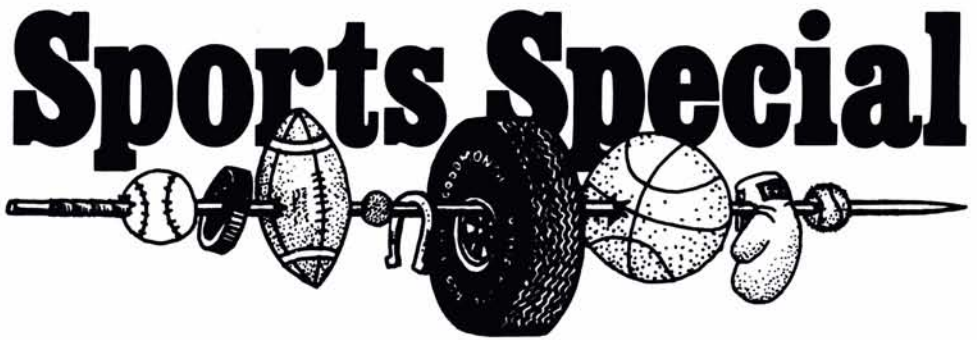
NAPOLEON'S BATTLES, Avalon Hill's first venture into miniature gaming, will be released at HistoriCon '89 (the premier annual miniatures wargaming convention held each year under the auspices of HMGS in Harrisburg, PA in July). The boxed game will sell for \$25.00.

Robert Coggins
June 1989



GENERAL Variant Counters

With the second issue of the year (Vol. 25, No. 2), subscribers were treated to a half-sheet of counters (130, mounted and die-cut) intended for use with several variants appearing in *THE GENERAL*. These counters included new ones for *TAC AIR, 1776, EMPIRES IN ARMS* and replacement counters for *BULGE '81* and are necessary to play the variants appearing in Vol. 25, No. 2 through Vol. 25, No. 4. These were enclosed as a bonus for subscribers only, and readers should note that issues purchased at stores do not contain these counters. Nor will this counter sheet be included when customers order back issues of Vol. 25, No. 2. The variant counter sheet may be ordered separately direct from Avalon Hill (4517 Harford Road, Baltimore, MD 21214) for \$3.00; please indicate "GENERAL Vol. 25, No. 2 Counters" on your order form. Usual shipping and handling charges apply.



LEAGUE PLAY

By Jim Burnett

As an aficionado of Avalon Hill sports games, you want to play as often as you can. Individual games, played singly, are fine as far as they go; but isolated playings rarely bring out the full intent or extent of the overall design of the games. What you need is "league play". Fortunately, most of the team sports games in the AH line are intended for extended play over a typical season from the sport. We will attempt to outline in this installment the two parts of setting up a league, competition levels for the games, and organization of the league. Since you will obviously have in mind the particular sport and game you wish to campaign, the following will include only suggestions as to the manner of arranging the playing procedures.

Football is the easiest game to fit into league play. If you wish to play an NFL season using *FOOTBALL STRATEGY* or *PAYDIRT*, the obvious way is to get 28 players together and recreate the full schedule through the Super Bowl. For those with access to fewer players, a single conference or division may be used. *PAYDIRT* is excellent here since those teams with poor records could be dropped from the list. For those who wish to use *BOWL BOUND*, a tournament or round-robin format is the answer. *STATIS-PRO FOOTBALL* can be used in just about any format, but the statistical emphasis will put the player with a poor team at a distinct disadvantage. Again, this game will play best with eight to sixteen players taking the top teams and running a regular season and playoff format.

Since basketball is the ultimate tournament sport, any league should match the NBA playoff system. In general, you will not need a "regular season". Just begin with a best-of-seven elimination tourney. *BASKETBALL STRATEGY*, being a balanced game, is perfect for competitive play; but *STATIS-PRO BASKETBALL*, with its players ratings, gives more excitement. If you wish to use this game, I'd suggest that the players in the teams not used be distributed in a draft, with the players picking from this pool in reverse order of their team's finish in real life.

Since baseball's season is twice as long as basketball, only those with little else to do in their life will be able to play through an entire season. League play, then, must center on a tournament format. I suggest that whether you use *STATIS-PRO BASEBALL*, *CLASSIC STATIS-PRO BASEBALL* or *BASEBALL STRATEGY* you play a full round-robin schedule against all other players in a three-game set leading to your own version of the World Series. Once again, a draft of those players whose teams are not used in the stat games will do much to balance the league.

For each of the statistical games, a full draft from the player pool is a most interesting way to go if you have a dozen or more players. Any fewer and the overall talent level will put a strain on the credibility of the averages. This goes a long way to give balance to your league. I suggest that the

drafting be alternating; that is, the order of the draft be reversed on each round. You may even wish to establish a continuum from year to year if your league stands the test. This method will also lead to trading schemes, which will serve to enhance the interest of the gamers. For those games which feature injury possibilities, a taxi squad system or re-entry draft will serve to keep teams at full strength throughout the season.

TITLE BOUT, with its fighters from many eras, lends itself well to elimination tournaments for divisional crowns. I would recommend a selection system based on divisions which gives each player equal chances at first-through-last picks. Each division should then be fought as single elimination and points given for finishes. Best overall total in all categories takes the season.

Automobile racing in *SPEED CIRCUIT* can best be represented by running a full set of tracks for the Grand Prix. Starting positions for each race should be the inverse of the finish from the preceding race. This keeps a balance to the competition. The season should be scored by the F1 system of 9-6-4-3-2-1 points (no points for no finish) for each race. Since the game is set up for six players, this is the optimal league size.

Few of the other games in the line lend themselves to full league play. At their best as shorter, week-end tournaments are *PRO GOLF*, *PRO TENNIS*, *SUPERSTAR BASEBALL* and *WIN, PLACE & SHOW*. As will be covered below, the realization of the number of players and time available are crucial to the enjoyment of group play.

League Organization:

The key to the success of any sports league is its organization. Naturally, any player joining a league wants to find one which is well organized, has good competition, and has the stability to last throughout a season and from year to year. The following suggestions are made from the experiences in several different leagues which have had a goodly amount of success. In particular, the rules of the *FOOTBALL STRATEGY* League of Avalon Hill (Baltimore) have been condensed for this purpose.

The most important part of a league are its players. Each member should have an interest in the game and a desire to play out the season. Those who enter for a lark will not be assets to the league. From the ranks of these players must come the officers. I suggest that, as a minimum, you fill the offices of Commissioner, Secretary and Treasurer. The Commissioner (maybe with a Board of Directors below) will be in charge of operating the league as far as schedules and rules interpretations go. The Secretary will accumulate the results and statistics and publish them regularly for the members. The Treasurer should be in charge of the prize and penalty fund. If league size permits, a Board of Directors of three to five people is valuable for

settling controversies. Obviously, those who are party to any dispute should relinquish their vote.

The league schedule should be set by the commissioner. In the case of a football league which can follow an NFL season, this will be easy. In other sports games, the competition schedule should be set in conference with the membership. The actual playing schedule is another matter. In order to assure the timely finish of league play, a playing schedule should be set and the members be required to play their games at a regular meeting time or within a week of the time set. Delays in completion of games will result in the discontinuance of the league. Mass competition games such as *SPEED CIRCUIT* must obviously be played at set times. Statistical games in the *Stat-Pro* line which feature player injury and replacement must be played in order of schedule for the proper effects to be felt. If one of these games is overly delayed, it will affect the operation of the full schedule. All scheduling should be set before the season begins and followed rigorously. A pool of prospective members or substitute players can be maintained for the occasions when it is impossible for a regular to be present. Penalties should be given to those who miss their games as outlined below.

There will be those who have the opinion that games should not be played for money. It is our experience that the prize fund is not a sneaky method of gambling, but a method of further insuring that each member has an interest in the proceedings. The league fees should be high enough to discourage a member from forfeiting a season, but reasonable enough to allow anyone to play. A dollar-per-game in advance is a good bottom line. In the case of a full 28-player *FOOTBALL STRATEGY* league, this will give the treasury \$448 to work with. This should give a small amount of money for the expenses of the league and enough left over for trophies and prizes at the end of the season. An alternate solution is to require a "bond" of \$25 before the season starts and then to return all except for expenses (and any trophies) to each player who completes their full schedule. Substitute players should be allowed to participate free since this is a good time to review their qualifications for the next year, and since they are in essence providing a service for the league.

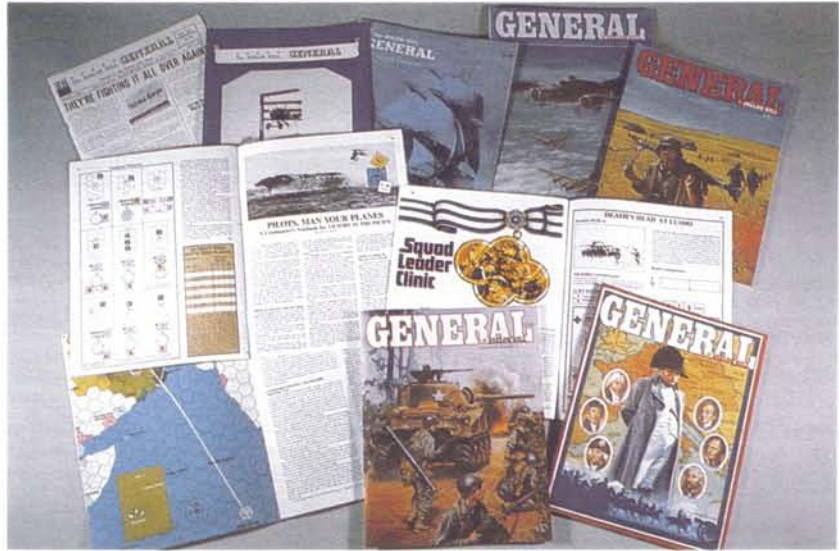
This has been an outline only of the procedures you might wish to use to establish a league. There will be many specifics which you should tailor to your individual situation. The important thing is that all of the organization and procedures be clearly spelled out *before* beginning play. While you might not be able to anticipate every problem that might arise, the better prepared you are the less likely problems are to occur. The major success of any league will be in the satisfaction it gives to the members, and this will not happen unless there is sufficient planning done to eliminate as many potential problems as possible. If handled well, league play is one of the best experiences any gamer can hope for.



The Avalon Hill FOOTBALL STRATEGY League, steeped in the tradition of 15 straight years of a 28-team league modelled on the NFL season, had a hard time filling its ranks this year. Inevitably, the attritions of life (new jobs, families and other concerns) create openings, but always in the past there has been a waiting list of those interested in matching wits with some of the best sports gamers around. Not so in 1988. Players of the game in the Baltimore area who may be interested in playing during 1989, or who might know of a mutually agreeable central location the league could use as a meeting place are urged to call Don Greenwood, care of The Avalon Hill Game Company.

BACK ISSUES

Only the following back issues of *The GENERAL* remain in stock; price is \$4.00 per issue (plus the usual shipping and handling charges). Due to the low quantities of some back issues, if ordering, please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the "Opponent's Wanted" form on the insert of this issue). Type of article is indicated by the following abbreviations: H—Historical, DN—Designer's Notes, V—Variant, SR—Series Replay, S—Strategy, Q—Questions, P—PBM (postal), Sc—Scenarios, A—Analytical. The featured game for each issue is always the first one listed. Those printed in red indicate one-color reprints of previously out-of-stock issues.



- 14-3: *AIW*—H, DN, S, Q; *TRC*—S; *3R*—S; *STAL*—SR; *WAS*—V; *PB*—Sc
 14-5: *SL*—H, A, DN, Q; *WS&IM*—A; *TRC*—S; *MD*—S; *SST*—S; *3R*—S
 15-2: *PL*—V, Sc; *STAL*—V; *3R*—V; *DD*—DN; *RB*—S; *VITP*—S
 16-1: *AZ*—Sc, S, DN; *3R*—S; *NP*—S; *PB*—SR; *1776*—S; *DIP*—S
 16-6: *DUNE*—A; *DIP*—V; *OS*—V; *AZ*—DN, Sc, SR; *PB*—A, PBM
 17-4: *FE*—S, P, DN, V; *MD*—V, Q; *COI*—SR; *VITP*—S; *1776*—Sc; *WO*—A; *SST*—V; *NAP*—S
 17-5: *CM*—S, V, Q; *RW*—V; *SL*—V; *STAL*—V; *PL*—S; *3R*—S, SR; *CAE*—V; *KM*—S; *MR*—S
 17-6: *STAL*—S; *WS&IM*—V, Sc; *WAS*—V; *3R*—SR; *SL*—S; *TLD*—Q; *CL*—S; *VITP*—S; *TRC*—S
 18-1: *FITW*—A, Q; *BIS*—S; *SL*—S; *DUNE*—V; *DIP*—S; *AK*—A; *PB*—SR; *AL*—S; *W&P*—S
 18-2: *AF*—A, Sc, Q; *AK*—V; *3R*—DN; *TB*—V; *SL*—S, Sc; *AIW*—V; *VITP*—S; *DIP*—S; *DD*—S
 18-3: *GOA*—S, DN, V, Q; *AOC*—V, Sc; *AK*—S; *VITP*—V; *SL*—S, Sc; *WS&IM*—SR, P; *DIP*—S
 18-5: *3R*—S, A, V, DN, Q; *SL*—S, A, Sc; *TRC*—V; *TB*—V; *RW*—V; *CL*—A; *DUNE*—V
 18-6: *FT*—A, Sc, V, DN; *VITP*—V, Q; *MD*—S, Q; *SOTN*—A, Q; *SUB*—Sc; *BL*—V
 19-1: *SOA*—A, V, DN, SR, Q; *TLD*—A, Q; *3R*—S, Q; *DWTK*—DN; *TB*—A
 19-2: *BB*—H, Sc, S, DN; *TLD*—A, Q; *SL*—V; *3R*—S; *SOA*—SR
 19-3: *GSL*—A, Sc, V, SR, Q; *DIP*—A; *RW*—Sc; *GE*—V; *1776*—Sc; *LRT*—V, Q; *SL*—A
 19-4: *CIV*—A, V, DN; *CM*—V; *DIP*—A; *GL*—V; *AL*—V; *TR*—Sc; *WO*—Sc; *SLA*; *3R*—S, Q
 19-5: *SON*—A, S, H, Q; *W&P*—S, Q; *DIP*—A; *WAT*—V; *WS&IM*—Sc; *SL*—A
 19-6: *VITP*—PBM, SR; *3R*—V, Q; *DIP*—A; *FT*—V; *BIS*—V; *NW*—A; *SL*—A, Sc; *SUB*—V, Sc
 20-1: *GI*—S, A, DN, V, Q; *VITP*—SR
 20-2: *TT*—A, DN, S, Q; *MR*—V; *LRH*—A; *SL*—Sc; *W&P*—V; *GOA*—S, Q; *DIP*—A; *PL*—V
 20-3: *FRED*—S, V, Sc, Q; *PB*—A; *1776*—Sc; *DWTK*—S, V, Q; *DIP*—A; *CON*—V, S
 20-5: *BR*—SR, S, H, Q; *LRT*—S; *DIP*—A; *GSL*—Sc; *GE*—A; *WS&IM*—Sc; *SON*—Q
 20-6: *B-17*—A, V, SR, Q; *AF*—V; *LW*—S; *DL*—S; *FE*—S; *DIP*—A; *MD*—S; *BR*—SR; *GOA*—Sc; *SL*—A; *PL*—Q
 21-1: *UF*—S, A, SR, DN, Q; *SOA*—S; *GI*—H, S; *TRC*—S; *DD*—S
 21-2: *NAB*—S, DN; *W&P*—S, A, Q; *NAP*—S, Q; *DIP*—A; *FR*—S; *FE*—S; *3R*—S; *BFI*—S; *1776*—S; *SL*—A
 21-3: *BB*—S, SR, Q; *3R*—S; *SL*—A, H; *SOTN*—V; *DIP*—A; *FRED*—S; *FE*—S, Q; *SST*—S; *TLD*—S; *PL*—Sc; *1776*—Q; *SOA*—Q
 21-4: *PGG*—S, SR; *PB*—A; *3R*—S; *TRC*—S, V, Q; *DIP*—A; *STAL*—V, S; *SL*—Sc; *PK*—Q
 21-5: *HW*—S, V, A; *MR*—S, Q; *OR*—A; *DIP*—A; *3R*—A; *RB*—S; *CON*—V; *CIV*—S; *SL*—A
 21-6: *FP*—H, V, SR; *AIW*—S, Sc; *BL*—V; *TAC*—V, Q; *SL*—A; *PK*—Q
 22-1: *PA*—A, S, Q; *TB*—A, V; *DWTK*—DN; *TR*—V; *GSL*—PBM; *DIP*—A; *AOC*—S; *WAS*—S, Q; *AK*—V; *CIV*—S; *3R*—S, Q
 22-2: *BANZ*—A, SR, Q; *FT*—A, S; *SUB*—Sc; *VITP*—S, Q; *AK*—Q
 22-3: *PB*—SR; *PL*—Sc, V, Q; *SOA*—S; *3R*—V; *DIP*—A; *CIV*—A; *UF*—Sc, Q; *AIW*—S; *GOA*—A, Q; *TLD*—A
 22-4: *RF*—A, V, S; *TRC*—V; *PK*—S, Q; *DIP*—A; *3R*—V; *SUB*—V; *PPG*—S
 22-5: *DEV*—S, A, Q; *GSL*—Sc; *BR*—S; *DIP*—PBM, A; *SC*—V; *FITG*—A; *ASL*—Sc, Q
 22-6: *ASL*—A, Sc, DN, Q; *FP*—Sc; *FE*—S, Q; *WAS*—A; *DIP*—A; *SL*—S; *TLD*—S
 23-1: *FL*—A, V; *DL*—V; *B-17*—V, DN; *HW*—S, Q; *VITP*—V; *3R*—S; *TT*—V; *LW*—V; *SST*—V; *RW*—V
 23-2: *ASL*—A, S, Sc, Q; *BV*—SR; *UF*—S; *DIP*—A; *PL*—A
 23-3: *SUB*—V, Sc; *ASL*—S, Sc; *BV*—SR; *HW*—V; *BL*—V, Q; *BB*—A
 23-4: *EIA*—S, DN; *W&P*—V, S; *WS&IM*—Sc; *SC*—V; *NAP*—S; *YS*—S; *3R*—S, Q
 23-5: *KOTA*—DN, Sc, Q; *WAT*—V; *B-17*—V, Q; *3R*—S; *RW*—V; *ASL*—S, Sc; *VITP*—S
 23-6: *1830*—DN, S, V, Q; *FP*—Sc; *RB*—S; *DEV*—PBM; *CIV*—S; *MR*—S
 24-1: *ASL*—V, S, Sc, Q; *SOF*—SR; *TRC*—S; *FP*—Sc; *RF*—S, DN; *PGG*—S
 24-2: *ASL*—A, S, Sc, Q; *SOF*—SR; *PL*—S; *3R*—S; *DD*—S; *FE*—S
 24-3: *DIP*—S, A, H; *HW*—V, S; *EIA*—S; *DE*—S; *TV*—Q; *KOTA*—Q
 24-4: *RSN*—H, D, A, SR, V, Q; *ASL*—V, S, Sc; *FE*—S; *3R*—S
 24-5: 25th Anniversary Issue; *KREM*—S, Q; *DINO*—S; *MOV*—DN; *ASL*—DN, Q
 25-2: *TAC AIR*—H, S, SR; *FP*—Sc; *PLA*—S; *MBT*—DN; *TRC*—PBM; *ASL*—S, Sc, Q; *AIW*—S; *AREA* Revision
 25-3: *PAT*—S, H, V, Sc; *TPS*—N; *AK*—V; *3R*—Sc, Q; *ASL*—S; *PGG*—PBM; *PB*—A; *UF*—V; *SOA*—V; *PL*—S; *BB*—S

Dear Rex,

I wanted to tell you how much I enjoyed your 25th anniversary issue of *THE GENERAL* and how the remembrances and comments from so many other wargamers brought back some fond memories for me. I recalled getting the original *GETTYSBURG* in 1960 at the age of ten, followed by *CHANCELLORSVILLE*, *D-DAY*, *AFRIKA KORPS*, *STALINGRAD* and *BLITZ-KRIEG* and filling many a day (and night) devising those "perfect plans" and arguing over the rules; those early days of PBM, when people more often than not were inclined to quit after the first "bad" roll of the die; of writing my (only) wargame article, a review of a game called "Confrontation" for Don Greenwood's *Panzerfaust*. Through the intervening years, despite the addition of a wife, two children and all those other responsibilities, I am happy to say that I have stuck with the hobby, can still devote a few hours a week to it (mostly PBM), and am thankful for Avalon Hill and *THE GENERAL* for their many contributions to it.

In reading Don Greenwood's piece, I realized how much of his philosophy and the *GENERAL*'s coincided with mine. I am someone who buys and plays only a very limited number of games; if the game is not playable and exciting in itself, the fact that it is a wonderful simulation of a battle will not induce me to buy it. To me, *WATERLOO* is a terrible simulation but a wonderful game. I can still spend hours looking over my PBM moves for it. I believe it is a pleasure derived from familiarity, like wanting to listen to the same music over and over again. So when the *GENERAL* crunches numbers and perfect plans and the best tactics, that's just doing what makes gaming fun in the first place.

I don't think most recent gamers realize how far things have come from those early days. All aspects of the games are better: the graphics (just compare an old *STALINGRAD* board to an *ASL* one), the rules, the options for play, the research behind the game. Of course, everything costs a lot more, but have you shopped for a new car lately? Despite its problems, AREA brought some order to a very chaotic PBM situation and this was something Avalon Hill did more for the good of the hobby than for any financial gain for itself.

I can go on, but I won't. Thanks again, and keep up the good work.

Mark Gutgrund
Cincinnati, Ohio

★★★★★

Rex:

I was happily browsing through my copy of the Special Issue *GENERAL* the other day when I happened across a "Letter to the Editor" that captured my attention. This particular letter was written by one Dan Hawthorne. Mr. Hawthorne was merrily and loyally praising AH and *THE GENERAL* by vigorously denouncing all who would dare a spiteful word toward the Holy Founder of our hobby. He quickly (and thoughtlessly) dismissed all those ungrateful wretches, who would complain about AH, by simply labelling them all lazy rabble-rousers!

Certainly anyone who would think of AH becoming an impersonal, mechanical, and profit-hungry "Big Corporation" has clearly never dealt with AH. These people are just eccentrics who had an unusual question about the rules and never bothered to write to AH to have it clarified.

Well, just for the record, I happen to be one of those deranged troublemakers, and I have had no problems with AH at all. I have not bought a game with "off-register counter trim" or a "wrinkle map"; nor have I ever discovered a major bug in the rules/design. I have, however, had my own worries and concerns about Avalon Hill becoming too big and commercial. How could this be? It is not because of laziness or maliciousness; it is because of change.

In the past year or so there have been many changes going on within AH, and indeed in our hobby. In *THE GENERAL*, we have seen fancy new colors and graphics, new columns on sports, computers and fantasy games, ads for G.I. Jane calendars, sensational and pushy advertisements and a new format. Look at all the new game titles that have been seen out in the past two years: *Nightmare on Elm Street*, *PLATOON*, *DINOSAURS OF THE LOST WORLD*, *Dr. Ruth's Game of Good Sex*, *MERCHANT OF VENUS*, *KREMLIN*, and about 10000 *ASL*

Letters to the Editor . . .

modules! (I know that all those *ASL* freaks are probably booing and hissing right now, but do we really need another module including map-board #87 and scenarios #347-359; some of the best times I've had with games were old *SL* scenarios and mapboards I designed myself.) I am sorry, but honesty above loyalty, this is not what attracted me to AH. I can get this from Parker Brothers and Milton Bradley. I liked the classics and the intellectual approach to games and their advertisers.

And what is AH's response? "We can't run a business without a profit and if we sell more popular games we will have more money and time to continue making traditional wargames." This should be *THE GENERAL*'s new theme! I hear it whispered as I flip each page! I understand that you do have a bottom line and money is what keeps the doors open, but I feel like my hobby is being slowly eaten away by "what sells"! Our hexes are being replaced by playing cards and pretty pictures!

Avalon Hill has been a trustworthy friend for many years now. In the midst of all these changes, I can't help but wonder: "Is AH selling out?"

S.C. Wawrzyniak
Sandown, New Hampshire

As with so many who long for the "good ol' days", Mr. Wawrzyniak simply slides over the fact that Avalon Hill has released more new wargames in the past three years than they did in a decade back then. And I'm sorry, but I happen to feel that releases such as PLATOON, KREMLIN and even MERCHANT OF VENUS to be fine, challenging wargames—much better both in graphics and design than many of the "classics". If Mr. Wawrzyniak terms our efforts to popularize and expand our hobby to be "selling out", I doubt that anything we can say will change such a mindset. Of course, despite all our subtle advertising, we aren't forcing him—or anyone—to buy or play our new games. But it is a shame that his narrow-minded approach to the wide world of gaming will lead him to miss out on so many unique and fun simulations.

★★★★★

Dear Rex,

Having just read through the latest issue (Vol. 25, No. 2), allow me to express my displeasure with the coverage of your computer games presented therein. Not with the fact that they are covered—this is long overdue (yes, I am one of those fellows who voted for more on the computer games in your magazine survey)—but with the quality of that coverage. Living in the wilds of Nebraska, opponents (no matter how incompetent) for wargames are few and far between. I bought some of the first computer games ever published by your company and, as the computer game industry proliferated with new companies and technologies, have added and expanded my collection until it dominates my gaming time. Oh sure, I still play the occasional FTF wargame, and go to the occasional convention. But the convenience and increasing challenging play of computer games make them my prime interest these days.

So, with Mr. Peschel's first column, I was looking forward to getting information and insights into your better computer games. But what's this—John Huff? And the column was truly useless. Who cares about some self-appointed expert's views on what makes a "good game"? Just give me some hard information and I'll make my own decisions. His disjointed ramblings from the soapbox you gave him was worse than useless: it was insulting. I would even have preferred some information on the "video" games he so cavalierly dismissed. Please Rex, if you are going to carry a computer column, make it be as informative and well-written as the rest of the magazine. Bring back Bill Peschel.

Then, to add insult to injury . . . or injury to insult, you ran that ridiculous ad for Under Fire on page 46. A whole page wasted on this piece of shit commercialism. It shows no screens (so I have no idea of the level of graphics—and indeed must assume that they are so bad you fear to display them), gives no information on what the game is about (scale, theater, complexity, etc.), and doesn't even carry the price! If ever

an ad was designed to drive me away from purchase of a computer game, this is it. I can't believe that you, who have consistently given us informative ads on new boardgame products, would run this. I'd think you were purposely trying to sabotage computer gamers if the next issue didn't carry a fine ad on your new Police Blotter game. It is everything the ad for Under Fire isn't—and consequently might serve to excite some interest (although, truthfully, not mine). So please, if you are going to run ads for computer games, and take a full page to do so, make sure that they serve both our purposes and yours. No more of this trash advertising for it does more harm than good.

For years *THE GENERAL* has been the finest magazine about gaming around. Now you've devoted some space to the phenomena of computer gaming. But if you aren't going to expend the effort to make coverage of them up to the level of the rest of your material, please don't bother. I'd rather see the space you wasted on the likes of Mr. Huff's column and the Under Fire ad devoted to boardgames—and I like computer games!

Ron Fellows
Whitman, Nebraska

*In short, I tend to agree with you—although you may be a bit harsh on Mr. Huff. We've run designer's notes before, and I look on his comments as nothing more than this. Hopefully, in the future we can give you more of the hard data on the Avalon Hill computer games that you crave. Likewise with the ads for new computer games; I am sure that they will come to be as informative as the ones we craft for the boardgames. However, as with so much else in *THE GENERAL*, I must either provide no coverage (which you seem to imply would be better) or use what is given to me by Microcomputer Games. I chose to use what was given, even knowing that it was not up to our usual standards. Eventually, with more experience, all involved will refine their skills at giving the readership the best information on our extensive line of computer games possible. Please be patient—this electronic wizardry is all new to me.*

★★★★★

Dear Rex:

Thank you for publishing my article "The Laager" in *THE GENERAL* (Volume 25, Number 2). There are some clarifications, errata and updates to the situation that you might want to consider passing on:

Historical Background: In the second paragraph of the section on Namibia starting on page 17, the original Herero population before the 1904 revolt against Germany was 80000. With 65000 Hereros killed in the uprising, the line between pacification and genocide becomes more than a little blurred. Also, the last paragraph in the center column of page 18 needs clarification. There is one railroad and one road running from Uptington, South Africa into Namibia, and a single road linking South Africa with the Caprivi Strip via Botswana. On page 19, Trevor Edwards commanded the 3rd Battalion of the SA Army, not the 32nd.

Scenario Guidelines: The Southern Hemisphere's seasons run opposite to those north of the equator. Thus, the spring rainy season takes place during the northern autumn.

Squad Groups: The SWATF Infantry Squad (Counterinsurgency), the first one listed, has 8×RFL1—not 1×RFL1.

Scenarios: In "Operation Zulu 1975", the leaders of the 2nd and 3rd MPA Guerrilla Squads are S, not C. In "Trouble in Ovamboland 1978", add to the SWAPO Extra Equipment 15×MPL20AMO, and raise the point values accordingly.

A negotiated settlement for the conflict was reached in December 1988 under United Nations auspices, and with significant superpower involvement, stemming in large part from an eagerness by both the United States and USSR to resolve regional issues in order to facilitate better relations. South Africa's willingness to negotiate owes a lot to a frightening Cuban offensive in southern Angola that made Pretoria reexamine the costs and benefits of such a war far from its

borders (see the scenario "A Defeat for the SADF? 1987").

Namibia is to gain its independence, with free elections. SWAPO will probably take power, but then would have to reach an accommodation with the white regional superpower to the south. The Cubans are to leave Angola. The big loser appears to be the African National Congress, which will lose its permanent camps in Angola, its only facilities in the front-line black states. At present, no other country appears willing to take them in. Together with the redeployment of about 30000 South African troops from northern Namibia and Angola to South Africa's own border, this should make ANC infiltration far more difficult than it is even today. A possible consequence is greater use of local terrorists who, with little control from ANC headquarters in Lusaka, Zambia, would continue their pattern of counterproductive free-lancing.

Jim Werbaneth
Alison Park, Pennsylvania

★★★★★

Dear Rex Martin:

I was very glad to see *THE GENERAL* devoting some space to the subject of play-by-mail wargaming in Vol. 25, No. 2. I've enjoyed this method of play for years as it allows very competitive play and lets me enjoy games that I otherwise don't get a chance to play face-to-face. I also was disturbed to read the article by Robert Costelloe about a method for getting tough with the inevitable errors that happen in play-by-mail games.

I agree with the editor that the preferred way to handle errors is to return faulty moves to be done over. I know from experience that using a method of applying penalties for making mistakes can lead to hard feelings and unfinished games even when this is agreed to at the start. I tried a similar system 14 years ago when I started to play by mail. I would simply adjust offending moves so that they would be as near as possible to what was written (but not necessarily intended) and still be legal. This meant that opponent's units sometimes ended up in locations other than that expected when they moved too far or exceeded stacking limits. Occasionally, the result was such inconveniences as attacks changing to lower odds, or defending units finding themselves suddenly surrounded or isolated, or a unit making an unplanned attack at 1-4 odds.

These "corrections" allowed me to make devastating moves that otherwise would not have been possible. Unfortunately, it also left me looking for new opponents as some gamers didn't appreciate what I'd done to the game. After a few games like this, I wised up and realized that it is better to stay on good terms with my opponents and slow the game down a bit than to go after a quick win due to someone's oversight. After this, my completed games percentage increased remarkably.

I, like Mr. Costelloe, am a "registered professional engineer". What this has to do with play-by-mail wargaming escapes me. I do think that if readers want to avoid hard feelings and many unfinished games, they should avoid these methods and follow Avalon Hill's more sportsmanlike policy of allowing opponents to correct their own mistakes.

Ronald Haas
Oak Park, Illinois

★★★★★

Dear Mr. Martin,

In your fine recent issue (Vol. 25, #1) I noticed Mr. Greenwood forewent the usual *GENERAL* article format in that he supplied an introduction to each game he wrote about. His style of writing in these articles characterized the kind of writing that will benefit the reader, the consumer, and your company. In his article "Power Politics" he provided an overview of *KREMLIN*'s structure and mechanics for people unfamiliar with the game. When the reader read the article "Blood in the Politburo", he was already familiar with the game through the previous article. He could now understand what the players were doing phase-by-phase. I have often read *Series Replays* in your publication and found them hard to follow simply because I do not own nor am I acquainted with the game. A separate article (such as "Power Politics") or a brief introduction (like in "Dinosaur Hunting") provides the reader with insights so as to make the rest of the articles easy to understand for the reader who does not own the game.

Britt Rife
Silver Springs, Maryland

THE CONTINENTALS

The Americans in WOODEN SHIPS & IRON MEN

By Richard Olsen

There have been a number of articles covering the actions of various navies of the age of sail for *WS&IM*. However, one navy has not been only overlooked, but even ignored by writers. That navy is, of course, the Continental Navy of the fledgling United States. "Yes Virginia, the official bi-centennial wargame sadly overlooks and even maligns America's first navy."

Only three scenarios to date represent the Continental Navy. According to the designers of *WS&IM* (see the introduction to Scenario 8 in the rulebook), "the reason is that colonial America had no navy to protect herself." While this is certainly true of colonial (pre-Revolution) America, it is not true of the period of the revolt. In fact, the revolting colonies had twelve navies (eleven state navies and the Continental Navy itself). Now it must be admitted that most of the state navies were only very small flotillas of very small ships, but the Continental Navy was not. In fact, it was twice the size of the acclaimed U.S. Navy of the War of 1812 (which, including the XYZ affair, is represented by some 12 scenarios for the game).

The reason that Continental Navy is so poorly represented I suspect, both in history books and in the game, is that it did so poorly in the fighting. While pointless cruises and wasted opportunities make frustrated reading (unless you're British), the possibility to do better than our forefathers in a game ought to be exciting enough to lure any wargamer.

The Continental Navy was created by Congress on 13 October 1775. During the course of the revolution, 56 different warships passed under the Continental colors. This count does not include the boats under the control of George Washington before the navy was organized, nor those on Lake Champlain or the Mississippi. Over half of these 56 ships were captured or destroyed—more often the former—by enemy action. Another third were destroyed by their crews to keep them from falling into the hands of the enemy. A handful were given to France. In fact, only four ships would still be in commission by the end of the war (one built only a month before) and they were all shortly sold.

The goals of the Continental Navy were varied and explicitly stated by Congress. The general goal of the navy was to cut the sea supply lines of the British forces in North America. One of the more ambitious goals was to capture British ships, thus creating a navy through capture, working their way up the classes until even the largest British ships could be taken. The only thing the Continental Navy actually accomplished was limited arms running and the transport of important letters and men to Europe.

The biggest problem that the new navy faced was one of experience. While many of the officers had served in similar positions on merchant ships, not one had served aboard a warship, or ever been engaged in any conflict larger than pirate-hunting. Because impressment was not allowed by the British in the Americas prior to the war, few of the common sailors had any experience in these areas either. All these men were certainly brave, but bravery alone could not make up for the lack of experience.

As the Continental Navy went from disgrace to disgrace, a second problem began to arise: manpower. A sailor serving on a Continental ship knew he would likely end up in some prison hulk or, failing that, impoverished due to being paid late in worthless paper money (if paid by Congress at all). That same sailor could earn hard coin on a privateer, and probably augment his wages with prize money to boot. The choice seems obvious. This is not to

say that the privateers were unpatriotic money grubbers, but rather realistic pragmatists. The colonies were fighting against a strong central government, not for a new one in Philadelphia. So any anti-British service was seen as service for one's country.

The following ten scenarios depict the short, inglorious history of the Continental Navy. All are small actions, perfectly suited for an evening's play. Unless stated otherwise, all rules and optional rules may be incorporated. It is hoped that these scenarios satisfy the many ardent fans of the classic tactical game, *WOODEN SHIPS & IRON MEN*.

SCENARIO C-1 BLOCK ISLAND April 6, 1776

I. INTRODUCTION

The Continental Navy (all eight ships) sailed out of the Delaware River on its first voyage on 17 February 1776. Esek Hopkins, the commander-in-chief, had orders to "search out, attack, take and destroy" all enemy ships in the Chesapeake Bay, along the Carolina coasts, and off Rhode Island and Connecticut. Provisionally, if these orders could not be accomplished, Commodore Hopkins was allowed to abort the mission and take whatever actions he thought most plausible. Like any ambitious commander of the day, he sailed for the Bahamas and the capture of British stores there went fairly well. On the way back, the small flotilla (after dispatching two ships) came upon the HMS *Glasgow* in the morning just off Block Island, Rhode Island. Being so outnumbered, the *Glasgow* should have easily been captured. However, the commodore's ineptness allowed the ship to escape. This would be the last time Hopkins commanded a Continental ship, the last time Congress promoted anyone to flag rank, and the last time the Continental Navy would sail as a fleet.

II. PREVAILING WEATHER CONDITIONS

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

III. SPECIAL RULES

1. The British player wins if the *Glasgow* exits board edge 1 at any point after Turn 10.
2. No anchoring allowed.
3. No land hexes.

SCENARIO C-2 HANCOCK VS. FOX June 7, 1777

I. INTRODUCTION

Not content with merely buying ships, Congress decreed that thirteen frigates should be built. While plans for these ships were the best of their time, the shipyards did not receive those plans in time. So, many of the yards, drawing on their own experiences, began building oversized, strong but slow merchant-style frigates. Because of this, the American frigates varied greatly depending on when the yard responsible received the actual plans and how much effort they undertook to change the work already completed. One of them, the *Hancock*, was considered the best ship afloat in the world. On its maiden voyage, she ran down the *Fox* and captured it.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 1
Wind Velocity: 4—Heavy Breeze
Wind Change: 6

III. SPECIAL RULES

1. No anchoring allowed.
2. No land hexes.

SCENARIO C-3 CAPE SABLE July 7, 1777

I. INTRODUCTION

As the Continental frigates *Boston* and *Hancock* were escorting the prize *Fox* to the Carolinas, they were overtaken by three British ships—a ship-of-the-line and her tender coming from one direction and a frigate coming from another. Although the captains of the SOL and the frigate believed the other to be rebel ships, they went ahead and closed with the Continentals. The rebels, believing the odds hopeless, scattered. This difference in reaction by the British and American officers was common throughout the war, and perhaps best shows why the Continental Navy did so poorly. The *Fox* and the *Hancock* were then chased by the *Flora* and the *Rainbow*. The *Hancock* should have easily out-distanced HMS *Rainbow*, but her captain attempted to get even more speed out of her by shifting the ballast. Instead he threw her way out of trim, and the *Hancock* was taken by the SOL. Only the *Boston* escaped.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 4
Wind Velocity: 5—Gale
Wind Change: 6

III. SPECIAL RULES

1. No anchoring allowed.
2. No land hexes.

SCENARIO C-4 RANDOLF VS. YARMOUTH March 7, 1778

I. INTRODUCTION

To keep them from falling into British hands when New York and Philadelphia were occupied, five of the thirteen frigates were burned before they were even outfitted. Coupled with the loss of the *Hancock*, only seven remained. The *Randolf*, one of these frigates, sailed to the West Indies along with four ships of the South Carolina navy. There they fell in with the 64-gun *Yarmouth*. Obviously out-gunned, the Americans should have run and could have done so easily. But Captain Biddle of the *Randolf* decided to fight. After some 15 minutes, a lucky shot from the *Yarmouth* must have hit ammunition stores aboard the *Randolf* for it disintegrated in a tremendous explosion. The other ships promptly scattered. Four days later, the *Yarmouth* picked up three men on a makeshift raft, the only survivors from the ill-fated Continental warship.

text continued on Page 51

MASTER SCENARIO CHART

Name	Guns	Class	Nr.	Initial Position			Qual.	Crew Section			Guns		Carro-nades		Rigging				Point Value
				Bow Hex	Dir Nr.	Hull		1	2	3	L	R	L	R	1	2	3	4	
Scenario C-1																			
<i>American</i>																			
Alfred	24	F	4	CC21	1	4	Av	1	1	1	3	3	—	—	4	4	4	4	9
Columbus	20	F	4	Z25	1	4	Av	1	1	1	2	2	—	—	4	4	4	4	8
Cabot	14	B	5	AA18	6	3	Av	1	1	—	1	1	—	—	3	3	3	3	6
Andria Doria	14	B	5	Z23	1	3	Av	1	1	—	1	1	—	—	3	3	3	3	6
Providence	12	S	5	Z27	1	3	Av	1	—	—	1*	1*	—	—	3	3	3	3	5
<i>British</i>																			
Glasgow	20	F	4	BB16	6	5	Cr	2	2	1	3	3	—	—	4	4	4	4	9
Scenario C-2																			
<i>American</i>																			
Hancock	32	F	3	S20	6	5	Cr	2	2	1	2	2	—	—	5	5	5	5	11
<i>British</i>																			
Fox	28	F	4	S14	6	4	Cr	1	1	1	2	2	—	—	4	4	4	4	9
Scenario C-3																			
<i>American</i>																			
Boston	24	F	4	T24	2	4	Cr	1	1	1	2	2	—	—	4	4	4	4	9
Fox	28	F	4	T22	6	4	Cr	1	1	1	2	2	—	—	4	4	4	4	9
Hancock	32	F	3	T20	2	4	Cr	2	1	1	2	2	—	—	5	5	5	5	11
<i>British</i>																			
Rainbow	44	SOL	2	V14	5	7	Cr	2	2	2	3	3	—	—	5	5	5	—	12
Victor	10	S	5	AA13	5	3	Cr	1	1	—	1	1	—	—	5	5	5	5	5
Flora	32	F	3	Q18	5	5	Cr	2	1	1	2	2	—	—	5	5	5	5	10
Scenario C-4																			
<i>American</i>																			
Randolf	32	F	3	S20	6	5	Cr	3	2	2	2	2	—	—	5	5	5	5	11
Gen. Moultime	18	S	5	U22	6	3	Av	2	2	1	1	1	—	—	3	3	3	3	6
Notre Dame	16	S	5	W23	6	3	Av	2	1	1	1	1	—	—	3	3	3	3	5
Poly	16	S	5	Y24	6	3	Av	2	1	1	1	1	—	—	3	3	3	3	5
Fair American	14	S	5	AA25	6	3	Av	1	1	1	1*	1*	—	—	3	3	3	3	4
<i>British</i>																			
Yarmouth	64	SOL	2	W16	6	11	Cr	4	3	3	6	6	—	—	7	7	7	—	20
Scenario C-5																			
<i>American</i>																			
Raleigh	32	F	3	P21	5	5	Av	2	2	1	3	3	—	—	5	5	5	5	11
Alfred	20	F	4	S20	5	4	Av	2	1	1	2	2	—	—	4	4	4	4	9
<i>British</i>																			
Ariadne	20	F	4	DD19	5	5	Cr	1	1	1	2	2	—	—	4	4	4	4	9
Cerbus	16	B	4	FF18	5	4	Cr	1	1	—	1	1	—	—	4	4	4	4	7
Scenario C-6																			
<i>American</i>																			
Raleigh	32	F	3	MM16	6	5	Av	2	2	1	3	3	—	—	5	5	5	5	11
<i>British</i>																			
Unicorn	22	F	4	LL21	6	5	Cr	1	1	1	2	2	—	—	4	4	4	4	9
Experiment	50	SOL	2	**		8	CR	3	2	2	4	4	—	—	6	6	6	—	17
**=ship may enter via any board edge 4 hex on Turn 20.																			
Scenario C-7																			
<i>American</i>																			
Trumbull	32	F	3	U20	4	5	Cr	2	2	1	2	2	—	—	5	5	5	5	11
<i>British</i>																			
Watt	36	F	3	CC17	4	6	Cr	2	2	1	2	2	—	—	5	5	5	5	11
Scenario C-8																			
<i>American</i>																			
Trumbull	32	F	3	S15	1	5	Cr	—	2	1	2	2	—	—	5	5	5	5	9
<i>British</i>																			
Iris	32	F	3	W20	1	5	Cr	2	1	1	2	2	1	1	5	5	5	5	10
Scenario C-9																			
<i>American</i>																			
Confederacy	36	F	3	T16	1	6	Cr	2	2	2	2	2	—	—	5	5	5	5	11
<i>British</i>																			
Roebuck	44	SOL	2	U23	1	7	Cr	2	2	2	3	3	1	1	5	5	5	—	12
Orpheus	32	F	3	V27	1	5	Cr	2	1	1	2	2	1	1	5	5	5	5	10
Scenario C-10																			
<i>American</i>																			
Alliance	36	F	3	BB20	1	6	Cr	2	2	2	2	2	—	—	5	5	5	5	12
<i>British</i>																			
Syble	32	F	3	U18	1	5	Cr	2	1	1	2	2	1	1	5	5	5	5	10

*=If playing with Basic Rules, ships may fire each broadside every other turn. Advanced Rules—do not double guns.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 4
 Wind Velocity: 3—Normal Breeze
 Wind Change: 6

III. SPECIAL RULES

1. No anchoring allowed.
2. No land hexes.

SCENARIO C-5 CAPTURE OF THE ALFRED March 9, 1778

I. INTRODUCTION

The *Raleigh*, one of the thirteen frigates, and the *Alfred*, the first ship commissioned in the Continental Navy, were patrolling to the West Indies when they spotted what appeared to be two larger ships bearing down on them. The two rebels turned tail and ran from what were actually two smaller ships. However, the *Alfred* was a sluggish ship and soon fell far behind. The two British ships overhauled her and, before the *Raleigh* could come about, the *Alfred* struck her colors.

II. PREVAILING WEATHER CONDITIONS

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

III. SPECIAL RULES

1. No anchoring allowed.
2. No land hexes.

SCENARIO C-6 SEAL ISLAND September 21, 1778

I. INTRODUCTION

After being chased for two days, the *Raleigh* was overhauled by HMS *Unicorn*, the foremost of its several pursuers. Some sharp shooting by the British gun crews took off part of the foremast of the *Raleigh*, eliminating its chance to escape. So the crew of the Continental frigate ran it aground after a short fight and attempted to scuttle the ship. However, the British were able to stop the scuttling procedure, pull it off, and capture it relatively intact. The loss of the *Randolph*, the *Raleigh* and the *Virginia* (which had been abandoned to the enemy) in one year brought the number of remaining frigates from the thirteen built down to four.

II. PREVAILING WEATHER CONDITIONS

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

III. SPECIAL RULES

1. The American player wins if the *Raleigh* exits board edge 5-6.
2. No anchoring allowed.
3. No land hexes.

SCENARIO C-7 TRUMBALL VS. WATT June 1, 1780

I. INTRODUCTION

In 1779, only one frigate was dropped from the lists. Two more were built and three were purchased from abroad (not counting the *BonHomme Richard*, which was both purchased and lost in that year).

The *Trumball*, one of the original thirteen, and the *Watt*, a British letter-of-marque raiding American merchants, were both looking for a fight. They found it. After a hot action lasting two-and-a-half hours, they drew apart. Almost all the rigging of both ships were shot away, both were leaking, and casualties on each were tremendous. This was perhaps the hardest fought naval action the Americans engaged in during the war. Captain Nicholson, of the *Trumball*, later wrote, "I would sooner fight any two-and-thirty gun frigate they have on the coast of America, than to meet that ship ever again."

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 5
 Wind Velocity: 4—Heavy Breeze
 Wind Change: 4

III. SPECIAL RULES

1. No anchoring allowed.
2. No land hexes.

SCENARIO C-8 THE LAST OF THE THIRTEEN August 9, 1781

I. INTRODUCTION

The Continental Navy lost three frigates when Charlestown fell in 1780, two of which were of the original thirteen. The *Trumball*, the last of those ships, was overhauled by HMS *Iris* when the *Trumball*'s rigging had been damaged in a storm. A quarter of the American crew were impressed British prisoners, who refused to fight. After a short, spirited defense, the *Trumball* had to strike. Poetically, the *Iris* was the former American *Hancock*, the first of the thirteen to be captured by the British.

II. PREVAILING WEATHER CONDITIONS

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

III. SPECIAL RULES

1. No anchoring allowed.
2. No land hexes.
3. The *Trumball* is considered to have lost a crew section already.

SCENARIO C-9 SURRENDER OF THE CONFEDERACY April 15, 1781

I. INTRODUCTION

Returning from the West Indies, the *Confederacy*, a Continental frigate, was overtaken by the British *Roebuck* and the *Orpheus*. Her captain surrendered the ship without firing a shot. The Continental Navy had reached its lowest point by 1781. After the capture of the *Confederacy*, only two frigates comprised the entire navy of the new nation.

II. PREVAILING WEATHER CONDITIONS

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

III. SPECIAL RULES

1. The American player wins if the *Confederacy* exits board edge 1.
2. No anchoring allowed.
3. No land hexes.

SCENARIO C-10 ALLIANCE VS. SYBLE March 10, 1783

I. INTRODUCTION

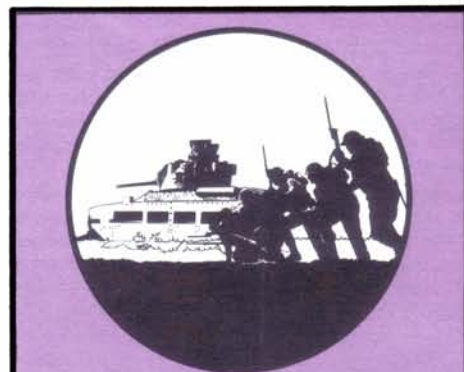
This inconsequential action, lasting about 45 minutes, is considered the last naval action of the American Revolution. As such, it serves to illustrate and summarize the most ineffectual period of America's naval history.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 6
 Wind Velocity: 4—Heavy Breeze
 Wind Change: 4

III. SPECIAL RULES

1. The American player wins if the *Alliance* exits board edge 5-6.
1. No anchoring allowed.
2. No land hexes.



ASL Annual 1989

For the die-hard *SQUAD LEADER* and *ADVANCED SQUAD LEADER* fans comes the first of our planned annuals for their enjoyment and edification. Released at ORIGINS, this year's *ASL Annual* is devoted to presenting the best of articles and new scenarios for both systems, wargaming's premier tactical simulation. The 64-page, full-color publication is packed with information in 11 articles by some of the best players around (the likes of Mark Nixon, Jon Mishcon, Jim Stahler and Robert Medrow). These articles offer numerous insights for play and some food for thought, maybe even a chuckle or two. But while the articles are the meat of the first *ASL Annual*, the sizzle is supplied by 18 new scenarios—three for the original *SL* system, three for *Deluxe ASL*, and an even dozen for *ASL*. And then, there are the small treats: a number of columns dealing with such diverse topics as a scenario survey, a look at upcoming projects and releases, a question/answer page, and other matters of interest to players of this engrossing game system. In short, we have packed as much into 64 pages as possible, making the *Annual* a sterling addition to the growing body of literature on *SL/ASL*.

The *ASL Annual 1989* is available now for \$10.00. If you cannot locate it at your favorite game store, it may be ordered direct from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add the usual 10% shipping and handling for domestic orders; 20% for Canadian; 30% for overseas. Maryland residents please add 5% state sales tax.

RIDING THE EXPRESS

An Introduction to TOKYO EXPRESS

By Jonathan Southard

TOKYO EXPRESS simulates the night surface actions off Guadalcanal in late 1942. The U.S. and Japanese navies fought five chaotic, bloody surface battles in this time period, and five more in the central Solomons during the following year. The game was originally designed for solitaire play, but may also be enjoyed by two opposing players.

In *TOKYO EXPRESS*, the solitaire player represents a U.S. admiral. (In the two-player option, the second player commands the Japanese.) The game was designed to make the player experience the suspense, uncertainty and confusion of command in a night surface action. No "hidden" paragraphs are involved as with so many other solitaire games; the game is replayable again and again.

In the game, each hex represents 1500 yards and each turn represents ten minutes. The map itself depicts the area off Guadalcanal, specifically the waters known as "Ironbottom Sound". Counters represent individual ships, admirals, and Japanese "hidden forces". And, of course, quite a few information markers. There are two pads of Ship Log Rosters, one for the U.S. and one for the Japanese, which are used to keep track of damage, torpedo expenditures, and such.

The game begins with only U.S. ships on the map; the Japanese emerge as "hidden forces"—single counters representing an unknown number of vessels. Detection is very important; ships must be detected before they can be attacked. All ships and hidden forces begin the game undetected. A detected force is replaced with ship counters. Hidden forces do not make detection attempts, but may make surprise torpedo attacks at any time—implying that they have detected their targets (your ships).

In each turn, the sequence of play is highly unpredictable. There are six movement segments in which the ships basically move one hex each (or zero, depending on speed). Each side's "Detection Phase" and the mutual "Combat Phase" may occur in any segments (and in any order), determined randomly by chit draw. For example, the U.S. Detection Phase might occur in the first segment, the Combat Phase in the second, and the Japanese Detection Phase in the sixth (a happy sequence for the American player, in this case).

In the basic scenario, the Japanese may attempt to accomplish several missions: deliver supplies to the Japanese Army on Guadalcanal, bombard the U.S. Marines there, or destroy the U.S. transports (if present). The player does not know the Japanese mission at the start. Other scenarios provide many alternative situations, including changes of mission in mid-game.

U.S. Force Selection.

The U.S. player receives ships by die roll, using two tables (one for destroyers and one for cruisers), but he may then trade cruisers for destroyers or vice versa, and trade either for a battleship. In trading off ships, it is important to balance the numbers of each type in the force. The novice player may be tempted to get rid of his destroyers simply because the American destroyers—unlike the Japanese—are relatively weak in combat. But trading away DDs for cruisers reduces the total number of ships in the force (the trades are not one-for-one) and more ships would allow the U.S. to detect the Japanese sooner (an important advantage).

Having a battleship is usually a good idea, especially since the player then automatically

receives the excellent Admiral Willas A. Lee in the bargain. However, the U.S. player cannot afford the battleship if it would reduce his total number of ships too severely. A force of one BB and two other ships, for instance, would be much too fragile; lose that BB and the game's over.

U.S. Force Placement.

The U.S. player's next decision is where to place his force to begin play. He has a choice between two locations, but must deploy all his ships at the same location; he cannot split them up. The gambler's choice is to put everything to the west of Guadalcanal, destroy whatever Japanese ships arrive on the southwest edge, and then race back to the southeast. If the player is lucky, this allows the entire U.S. fleet to be concentrated against parts of the Japanese force in turn. If he is unlucky, all the Japanese may arrive on the north edge and accomplish missions before the U.S. player can intervene.

The Enemy.

With the U.S. force placed on the map, action begins in earnest. Before thinking about tactics, the U.S. player should note some basic facts about his enemy.

The first is that the Japanese possess the single most powerful weapon in the game, the "Long Lance" torpedoes. These are very deadly out to a range of seven hexes, and can kill a ship as far out as fourteen. Hidden forces employ these in Surprise Torpedo attacks, killing before the American is even aware that he has been detected. The U.S. player's most important problem is to bring his own weapons to bear without suffering sudden death by torpedo attack.

A second important fact to remember is that all Japanese detections are visual; the Japanese have no radar. Japanese visual detections outrange those of the U.S., but on a dark night and with good radar the U.S. can gain the advantage through radar detections. Lacking these conditions, the U.S. has to take his best chance and hope that the Japanese Detection chit appears late in the turn.

Basic Tactical Principles.

The most important principle in *TOKYO EXPRESS*—and in naval combat in general—was stated very well by Captain Wayne Hughes in his book *Fleet Tactics*: "attack effectively first". Even an outnumbered force, if it attacks before the enemy can reply, can quickly even the odds and gain an advantage. In naval warfare there is usually no advantage to holding fire once the main force is within range. In naval warfare, unlike that on land, the defender accrues no tactical advantage from his position as defender.

The key, however, is to attack "effectively". In the game, it may often happen that part of your force detects the enemy, while another part is unready to fire. Should you fire, revealing your presence, or wait until the rest of your fleet is within range? The player must make this judgement according to what forces are nearby, what the enemy's detection prospects are, and how effective his immediate attack can be.

The detection rule allows a detecting formation, in some cases, to execute "immediate fire" right after the detection. Detections should be planned

so that the most powerful formations can take advantage of this rule. Even without immediate fire, the luck of the sequence chits may allow you to detect and then attack before the Japanese have a chance to detect you. Of course, the luck of the chits can also run exactly the other way, leaving you open to a devastating attack. In executing maneuvers, it is important to pay attention to which sequence chits have appeared—is there a Japanese Combat Phase in your immediate future, or not?

A second important principle—also stated by Captain Hughes—is that an outnumbered force will be quickly defeated in a straight-up gunnery battle. To win, an outnumbered force needs either a much superior weapon or the advantage of surprise. Unfortunately, the only "much superior weapon" in the game is the Japanese torpedo. Either side can employ surprise, however, by slipping out of detection range and then reappearing from another quarter.

One Formation, or More?

As the Japanese arrive, the U.S. player wants to detect them as quickly as possible. This forces him into a dilemma over how to organize his force. Splitting the fleet up into several separate formations will allow him to cover more sea and attempt more detections. However, every formation not containing an admiral is subject to command problems under the "Freedom of Action" rule. It may not "understand" and properly execute the orders given it. Smaller formations are more vulnerable to problems.

Splitting the fleet into one main battle formation and one scouting formation can be very effective, especially if the U.S. player has a second admiral available to control the second formation. Two formations allow one to be placed on each principal approach. The second formation should be composed mostly of destroyers, so as not to divide the main U.S. battle strength. Usually the American cannot afford more than two formations. With three or more formations, at least one will suffer badly from "Freedom of Action" problems.

If the U.S. player does split up his force, he should remember that the purpose of the scouting formation is to *scout*. If a large Japanese formation looms ahead, the scout formation should retire—after doing what damage it can in a surprise attack, if possible—and the entire American fleet regroup.

Torpedo Tactics.

As noted earlier, the Long Lance is the game's most formidable weapon. As much as possible, the U.S. player should approach the Japanese bow-on, so as to gain favorable die roll modifiers against torpedo attack. Presenting a nice fat broadside to the Japanese at medium or less is a mistake you will not live to repeat. This presents a difficult decision for the U.S. player, because occasionally he will have to make turns within fairly close range of the Japanese, and timing is critical. He should wait, if possible, until the Japanese Combat Phase has already occurred.

If the U.S. player wants to make torpedo attacks, he will need to get extremely close, because his torpedoes have poor range. In fact, they have poor performance at any range. The American should make such attacks only with independent formations of destroyers; he cannot risk sending his heavier

ships in so close. Such attacks can pay off if the Japanese are outnumbered ambushing a couple of detached enemy destroyers can work well. They can also pay off if the U.S. has good luck with the sequence and sneaks in undetected. But the U.S. player should attempt them only if he can afford to lose most of the destroyers involved, because that is the likely outcome. (Historically, the first highly successful U.S. torpedo attacks did not occur until the Battle of Vella Gulf in mid-1943, and was then executed by a well-trained American force against overconfident, unsuspecting Japanese commanders.)

Gunnery Tactics.

Cruiser and battleship guns are the U.S. player's main weapon. If his ships are undetected, the U.S. player should bring them into medium range for maximum effect. If detected, he usually must keep them at long range to reduce the threat of torpedo fire. (This is another reason BBs can be useful.)

Picking gunnery targets is a difficult problem. It is tempting to concentrate all fire on the biggest ships. However, even the Japanese DDs are important targets because they have that extremely powerful weapon (the torpedo). Usually it is best to split up fire evenly, so as to do some damage to every enemy ship. Just one good salvo can often put a destroyer out of action. The U.S. player should concentrate on first making Japanese ships retire (level 3 damage), and then on pursuing and sinking them.

The Japanese Player.

Many suggestions for the Japanese player in the two-player version of *TOKYO EXPRESS* will be evident from the preceding discussion of U.S. tactics. One additional point needs to be made, however. The Japanese must pay close attention to the Victory Conditions and Victory Point awards. There is a strong temptation simply to wade in and slug it out with the Americans. The game does not reward this. Instead, victory points reflect the vastly superior ability of U.S. shipyards to replace losses. An ideal victory for the Japanese player would be won without sinking a single ship—avoid the U.S. force and have every ship accomplish a mission to then slide off the map without naval combat.

Obviously it is impossible to evade the enemy totally in the game. But it is possible to hit with torpedo attacks while still undetected and then sneak away. These are exactly the tactics employed to such good effect by Admiral Raizo Tanaka ("the Tena-cious"). If the Japanese player does start trading ship losses, he should keep a careful eye on the Victory Point chart.

The game did not include a historical scenario for the Battle of Savo Island, because it was thought that this Japanese slaughter would be both uninteresting and very unpleasant for the solitary U.S. player. However, the battle was one-sided only because the Allies failed to detect the Japanese until half the American and Australian ships were already ablaze. Two U.S. picket destroyers were patrolling the waters beyond Savo Island, yet both failed to pick up the Japanese column, which thus paddled by and surprised the main Allied fleet. The following scenario explores what might have happened had the Allies been more vigilant.

15.5 Savo Island: 9 August 1942

THE SITUATION: On 7 August 1942, U.S. Marines had landed at Guadalcanal. At the Japanese base of Rabaul, Admiral Gunichi Mikawa immediately organized a counterattack. His mission was to destroy the vulnerable American transports still lying off Guadalcanal. Protecting these transports was a strong Allied fleet. Confident that Allied air search would warn them of any Japanese heavy

units, Admirals Richmond Kelly Turner and Victor Crutchley (of the Royal Australian Navy) split their ships into three packets to cover the three possible approaches. The Allied crews were extremely weary from the preceding days (one captain had spent 40 consecutive hours on his bridge) and not alert. Mikawa's column of five heavy cruisers, two light cruisers, and one destroyer eluded the air search, steamed past unwitting picket destroyers, and proceeded to sink four Allied heavy cruisers and one destroyer in an action lasting less than an hour. Concerned about Allied airpower, Mikawa withdrew without touching the vulnerable transports—but these retreated the next day anyway.

DEPLOYMENT:

US Forces

The following ships are deployed at the start of the game:

SHIP	SET-UP HEX
Blue	2239, headed SW
Ralph Talbot	0939, headed SE
Southern Force*	within two hexes of 2017
Northern Force**	within two hexes of 1317

*—consists of Chicago, Canberra, Patterson, Bagley
**—consists of Vincennes, Astoria, Quincy, Helm, Wilson

1. The U.S. force has no admiral. All formations are subject to "Freedom of Action" rolls. (Admiral Crutchley was off the map conferring with Admiral Turner.)

2. The U.S. player may give the ships of each force (North and South) any heading he wishes. All ships in the same force must have the same heading.

3. The U.S. Cohesion Level is -1.

4. U.S. transports are present. The Japanese will always carry out the transport mission rather than the Bombardment mission.

5. The Lighting condition is Dark, so the U.S. Visual Detection Range is 7 hexes. The Visual Tracking Range is 7 hexes. The Visual Fire Direction Range is 7 hexes.

6. All U.S. ships possess SC radar. The Radar Detection Range is 7 hexes. The Radar Tracking Range is 4 hexes. The Radar Fire Direction Range is 7 hexes.

Japanese Forces

1. Two Japanese hidden forces arrive at hex 3 and two at hex 4. Use the Mission Movement procedure (including the Special Rule #1 below) to determine headings on Game Turn 1.

2. At each hex, one hidden force is headed SE and one is headed S.

3. Place the following Force Size markers in the container: 2×0, 1×3, 1×4, 1×5.

4. The Lighting condition is Dark, so the Japanese Visual Detection Range is 10 hexes. The Visual Tracking Range is 9 hexes. The Visual Fire Direction Range is 9 hexes.

5. The Japanese missions are Transport Attack and Supply, never Bombardment.

SPECIAL RULES

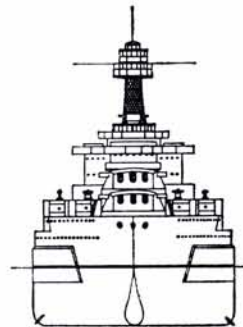
1. The Japanese will not attack either *Blue* or *Ralph Talbot* until some Allied ship has attacked the Japanese. In performing Mission Movement, a Japanese Hidden Force which has detected either DD will choose a heading which brings it no closer to the detected ship, if such a heading is available on the Mission Heading Compass and does not cause the ship to enter either shoal or land. If every heading available brings the Hidden Force closer to either DD (detected), ignore this restriction.

2. Ships of the Northern and Southern Forces may not move or attack until either *Blue*, *Ralph Talbot* or a formation of the same force has detected the Japanese or suffered damage.

3. *Blue* and *Ralph Talbot* each may move only three hexes per turn until they detect the Japanese or suffer damage. (Note: *Blue* being released from this restriction does not release *Ralph Talbot*, and vice versa.)

4. The Allies may not attempt detection on Game Turns 1 and 2. On Game Turn 3, there is a -2 die roll modifier to all Allied detection attempts. On Game Turn 4 and thereafter there is a -1 modifier. (These simulate the surprise and fatigue.)

5. If you play this scenario using the Advanced Rules, the Japanese receive Admiral Mikawa. You generate one U.S. Random Event in the Random Event Phase, another in the U.S. Detection Phase, and a third in the Combat Phase. Do not subtract anything from the final U.S. VP total before determining the winner.



SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 143

Total Responses: 631

Rank	Title	Pub	Rank Times		
			Last	On	Freq.
			Time	List	Ratio
1.	Tac Air	AH	—	1	5.0
2.	Advanced SL	AH	1	18	4.6
3.	Russian Campaign	AH	2	47	3.0
4.	Third Reich	AH	3	47	2.7
5.	Kremlin	AH	5	2	2.1
6.	Diplomacy	AH	4	19	2.0
7.	Russian Front	AH	19	2	1.8
8.	Flat Top	AH	—	1	1.7
9.	Firepower	AH	—	1	1.6
10.	Fortress Europa	AH	18	2	1.5
11.	Britannia	AH	9	3	1.4
12.	Squad Leader	AH	13	47	1.4
13.	St. Nazaire	AH	12	6	1.3
14.	Panzer Leader	AH	—	1	1.2
15.	Empires in Arms	AH	8	10	1.1
16.	7th Fleet	VG	—	1	1.1
17.	Up Front	AH	6	5	1.1
18.	Flight Leader	AH	—	1	1.0
19.	Panzerblitz	AH	—	1	1.0
20.	WS&IM	AH	—	1	1.0

Undoubtedly there is a lot of interest in our newest "modern-era" game, *TAC AIR*, and our recent coverage of it in *THE GENERAL* certainly helped it vault to the top of our listing of player preferences. As last time, there was also quite a bit of change among the most-played titles, with no fewer than eight showing up. Of course, this means that eight failed to make the "cut". Most notable among these are *B-17*, which seems to have been bumped aside by *RAID ON ST. NAZAIRE* in the hearts of solitary gamers, and *CIVILIZATION*, which has given way to *BRITANNIA* and *KREMLIN* among the multi-player crowd. Among those appearing for the first time in awhile, several (notably *FIREPOWER*, *7th Fleet* and the *PB/PL* pair) owe their showing to recent articles in these pages.

COMMAND PRESSURES

Leaders for 1776

By Jim Lawler

I am writing this article because I have spent many enjoyable hours playing *1776*. I have been playing this game for over ten years now, and still list it among my favorites. *1776* is an extremely challenging contest with the full campaign being very finely balanced. Still, the game is showing signs of age, but I don't believe that Avalon Hill plans to revise it. Thus, I have slowly devised a series of rules changes that add to the enjoyment of both scenarios and Campaign.

I hope that those of you who own the game and haven't played it for a while will take it off the shelf, and get reacquainted with an old friend. And that those of you who don't own *1776* will buy this classic game on the American Revolution.

Since I began this project, over four years ago, I have had the good fortune to have had the help of about a dozen other players of this classic game. They have contributed original ideas, improved upon my own, and helped playtest them so that now we are able to present a well-thoughtout set of additional rules that add to the enjoyment of playing the scenarios and campaign games of this challenging game. As their ideas have come in, I have had to revise these rules continuously. I sincerely thank each one of them.

LEADERS

The biggest addition to the rules will be the addition of Leader counters. [*The mounted counter-mix for this variant can be found on the counter sheet included with Vol. 25, No. 2 for subscribers; others may order it direct from The Avalon Hill Game Company at \$3.00*]. These counters will increase the strategy needed to play the Campaign Game and make the scenarios more challenging and enjoyable.

There were no great generals that dominated the American Revolution, but there were a number of competent officers, as well as incompetent ones, on each side. The concept I put forth would have the major leaders of the war (Washington, Gates, Greene, Cornwallis, Howe, etc.) represented in combat as realistically as possible.

Adding these leaders to the game will add realism in a number of ways, such as controlling the movement of troops, their effect on combat, and the difficulty of trying to deal with incompetent generals who hold higher rank than more competent men. The counters have values representing the rank and various abilities of the individual leaders: along with their name, a movement factor, a combat effect number and the leader's rank. (See below.)

Leader Effect on Movement

All leaders have a Movement Factor of "10". This will be necessary to attempt any forced march. Major rules changes are:

No force marches will be permitted unless accompanied by a leader. (This will eliminate some of the desperation rolls by militia that take place before interface which have no historic correlation, but which the rules allow.)

Whenever a unit other than dragoons or Indians moves from one hex to another, movement costs are doubled unless accompanied by a leader. A leader accompanying dragoons for the entire turn has 13 Movement Points. At all times, including Winter, all units may always move one hex even if the unit does not have a leader present. (*Clarification:* A leader does not have to start in the same

hex to help move troops; and he can help more than one group in one turn.)

No leader can effectively control an unlimited number of troops. There must be enough leaders present to control the troops present, or none of them may take advantage of the leader's movement allowance. (See the section of Leadership Rank and Command Structure for restrictions.) Militia are considered to be familiar with the area they operate in and able to follow their own when it comes to marching; any number of militia (or Indians) may travel with a leader at no penalty. (*Example:* If General Gray, a two-star general is in a hex with ten BR SP and two TM, Gray could lead only eight BR and the two militia the standard seven movement points.)

Leadership Rank and Command Structure

The first number on each leader counter will be his seniority within his rank. In addition, the stars denote two-star or one-star rank. Thus, Washington has two-stars and a seniority of "1".



The general with the highest rank and seniority present in a stack is the *only* general whose "Combat Value" affects the battle. Therefore, if an American force has 12 regular strength points and the Generals Gates, Sullivan and Morgan in a hex, Gates being the senior general would add his "0" combat value (the "1" for Sullivan and "2" for Morgan being ignored) if they were engaged in combat. This duplicates the frustration that faced a more competent subordinate being outranked by a less competent commander. It also reflects the frustration Washington, as rebel commander, had when he dealt with less than competent officers appointed by the Continental Congress; but the British player will have similar problems.

Finally, the British troops being better organized and drilled is shown by allowing their generals to control more troops. A two-star British general can lead eight SP, and the one-star ones can lead four SP. (Militia and Indians are counted when figuring the amount of troops a leader may control in combat, but *not* in movement.) The American two-star generals can lead six regular SP (EXC: Washington can lead 8SP), and the one-star leaders can lead three. French leaders have the British abilities, and can command American as well as French troops. However, American leaders cannot command French regular SP. (Thus, in a stack with Washington, Morgan and Green, some 17 SP can be moved.)

THE CAMPAIGN GAME

All of the following rules are for use with the full Campaign Game only, and should be considered optional. As most entail some effort, both players must agree to each specific rule.

Gain and Loss of Combat Efficiency

At the start of each Interphase, the leader with

the highest rank on each of the five sections of the mapboard (representing the American colonies and Canada) must be in a the hex with the single largest concentration of combat units. Failure to do this will result in a temporary (this season only) reduction of "1" in the combat efficiency of both the leader with the highest rank, and the leader who *is* with the largest troop concentration in that section for that Interphase. (This rule has been added to try to force command structures to be somewhat historical.)

I have tried to give the leaders presented in this article the most accurate appraisal of their combat ability that I could. I know that rating people's ability is a very subjective area and can be open to argument. Therefore, we devised a manner to allow leaders to gain/lose combat efficiency, depending on their success under your control. A leader's ability may change only +1 or -1 from the original value on the counter. Therefore, General Gates and General Howe, for example, will never be "+2" leaders in combat; "+2" remains the highest and "0" the lowest values.

There are three ways that a leader may gain or lose combat efficiency modifiers by actions on the mapboard:

1. If a leader captures a major city (one with a red star) that has been defended by five or more enemy SP (not including artillery or supply), the highest ranked leader of the attacking force is given an additional +1 to his combat effect number. The opposite is also true: if a defending leader in a major city destroys an attacking force of five or more SP, the commanding leader's value is adjusted upward. If neither is destroyed, there is no adjustment.
2. A leader may be bettered by destroying a large enemy force in battle. Any leader in command of a force that destroys a force having ten or more *infantry* SP gains "+1". Any commander of the defeated force is demoted (-1). If a force successfully withdraws, has a "No Combat" result or if the attacker breaks off the battle, no adjustment will occur.
3. Any defending commander with at least four SP at the start of a battle, facing odds greater than 2-1, gains +1 to his combat effect number if his force survives the battle while losing less than half the original total SP.

Unnamed leaders can never be promoted. Leader promotion takes place *before* the Leader Casualty is enforced.

Rules for Special Leaders

George Washington is a difficult figure to classify in history, never mind in a wargame. He was not a great general in the sense of combat (he made plenty of mistakes), but still managed to keep a respectable army in the field against huge odds for six years until the victory at Yorktown. To try and allow for his skills, add the following: When Washington is in a hex with Continental troops, he can break off combat at any time during the first two rounds of combat. Further, Washington is the only American leader that can control up to eight SP.

Benedict Arnold is another strange figure of the period. Arnold was arguably the colonies' most able general in the war, and certainly deserves his "+2"

combat efficiency rating. After he joined the British however, he was never truly trusted by his new commanders and therefore, the British counter has a "+1" rating. To reflect the surprise of his treachery, the British player may roll one die each month commencing in October 1779. When a "6" is rolled, Arnold is immediately removed from the American OB and placed with the nearest force of British regulars, assuming the rank of a one-star general the following month.



There were few leaders in this war who knew how to get the best from militia and irregular forces. For the British, any all-militia force led by Tarleton does not suffer a "-1" in combat against regular Continental Army units. For the American player, any all-militia force led by Arnold or Morgan do not suffer a "-1" against British regulars.



General Lafayette is the only American commander who may also lead and control French regulars.



General Guy Carleton was the British Military Commander of Canada throughout the entire American Revolution. For historical purposes, General Carleton cannot move more than five hexes into the American colonies.

Leadership Casualties

Casualties among leaders will be dealt with in the following manner: At the end of all combat, two dice are rolled for each leader (commanding or not) present in combat. A result of "12" means the leader is eliminated (dies), an "11" results in his being wounded. If wounded, a third die roll will show the period he must be removed from play (1-6 turns); he will be offboard "convalescing".

If the force accompanying a leader is totally destroyed, only one die is rolled: "1-4"—the leader retreats to the nearest friendly occupied hex; "5"—the leader is captured; "6"—the leader is killed. A leader caught in a hex by himself by any enemy SP is considered automatically captured. During the next Interphase, players may exchange such captured leaders in any mutually agreeable manner. (For example, come the Spring Interphase the British hold Lee and Arnold, while the Americans hold Carleton; the two players agree to trade Lee and Carleton, but Arnold remains in a British prison.)

For each leader defending a fort that has fallen, roll one die (this is in addition to any combat result, as above, if the fort is captured by assault). A roll of "1-4" means the leader is captured; "5-6", he dies.

If the number of leaders falls below ten for the British, or eight for the Americans, a new leader will become available the next turn. The player is given a nameless one-star general with "0" combat rating to represent an untried officer promoted to replace the fallen. The nameless leader can be placed with reinforcements or in any controlled city. Nameless leaders can never be killed, wounded or captured. If their force is destroyed, they are simply removed and appear at the start of the next turn with the nearest friendly force.

Indians

Another small adjustment I would like to make concerns the use of Indians in the Campaign Game. While Indians were not a major source of manpower during the Revolution, they were a constant threat and nuisance through the entire war. Militia that could have been used more effectively against the British had to remain in the western areas of the colonies to defend against possible raids. General Washington was even forced to send General

Sullivan and a goodly portion of his regulars on an expedition to punish the Iroquois in 1779. The campaign was not a success, it did not eliminate the threat of further uprisings. Indeed, the attacks continued with increasing intensity in the following years.

In the Campaign Game now, however, the three Indian units are usually eliminated from the game by the end of 1777 and then ignored. I propose that the British player be allowed to replace one Indian unit, during the Spring Interphase, from 1778 through 1780. This unit must be placed in either Montreal or Oswego, whichever is British controlled. This will be a more realistic interpretation of historic events.

Dragoons

Another adjustment must be made to the Campaign Game concerning Dragoons. These were present throughout the fighting, although in small numbers relative to the infantry. As it stands now, the use of dragoons is an optional rule rarely used because they are so expensive to raise. In actuality, there were a number of times when dragoons played a significant role in the various campaigns. The British, in particular, had a most able and effective commander of dragoons in Banaster, while Tarleton was very active in the southern colonies.

At any Interphase, the first dragoon in an area counts for only one SP. Any further dragoons will count for two SP. A maximum of four dragoons can be on the board at any one time for either side. No more than three SP can be in the same area at any time. It still costs two SP to build a dragoon, but only one to maintain if he is the only dragoon in an area.

French Variable Forces

The last rule I would change to balance the game concerns the arrival of French reinforcements. I do not like the rule as it now stands, for a lucky American player can receive as many as three or four fleet loads of infantry that he can unload and continue to use even when the French Fleet is forced to withdraw. There was never any real threat of that many French troops being committed to the backwater of the American Revolution.

Enforced now is a rule change that would allow the French Variable Fleet to continue to appear, but the fleet will have only five French regular SP, one artillery and one supply the first time it appears. In any additional appearance, the fleet will carry only one supply unit. This change will not affect most games, but can prevent an otherwise balanced playing from being ruined by unrealistic reinforcements.

RANDOM EVENTS

Finally, one last option—truly for the adventurous. The Campaign Game of 1776 is one of the most evenly matched contests in the Avalon Hill line. Random Events will add some of the historical uncertainty of the war to the game, without upsetting that delicate balance. The players should roll once on the following tables just prior to the Spring and the Fall Interphase. Events rolled might affect the activity of the Interphase.

BRITISH:

- 2 Increased effort to end war at home—add two additional BR to any controlled port
- 3 Additional supplies from England—add one supply to any controlled port
- 4 Successful attempt to gain Indian allies—add one Indian SP at Montreal
- 5 Successful recruitment of Tories for service—add one TM to each area of north or south map portion
- 6-8 No effect

- 9 Tories fear reprisals—remove one TM from each area of north or south map portion
- 10 Storms appear—all Fleets remain in port for next month
- 11 Scandal in Admiralty—only one supply this turn
- 12 War rumors in Europe—deduct two BR from British reinforcements

AMERICAN:

- 2 Spain invades Georgia—two SP and one unnamed leader (use French counters) appear within three hexes of Savannah for American use
- 3 Build one dragoon instead of one militia at no additional cost
- 4 France increases support—add one additional supply to any controlled port
- 5 Congress raises bounty for joining Colonial army—add two regular SP to friendly city nearest largest American force on board
- 6-8 No effect
- 9 Locals fear reprisals—remove two RM from each area of north or south map portion
- 10 Royal Navy interrupts French supply—remove one supply from anywhere on board
- 11 French monarch loses interest—Fleet A is removed
- 12 Local governors discourage enlistments—deduct two SP from Continental reinforcements

SCENARIO LEADERS

Unless noted otherwise, leaders are shown in their locations at the start of the scenario.

Scenario #1: Invasion of Canada

British:

Carleton in Montreal
Leader A in St. John's

American:

Montgomery in Ticonderoga (Oct)
Arnold in Western (Oct)

Scenario #2: Saratoga Campaign

British:

Burgoyne*, Fraser, von Riedesel in St. John's
Howe, H. Clinton, Cornwallis, Gray, G. Clinton,
Knyphansen, Leader A in New York
Leader B in Oswego

American:

Washington, Sullivan, Wayne, Sterling in Morristown
Schuyler in Ticonderoga
Gates, Morgan in Albany (Aug)
Lincoln, Arnold in Albany (Sept)
Leader A in Albany (Oct)

*—Burgoyne must remain with the largest Canadian Force until he links with units under Howe's command.

Scenario #3: Greene's Southern Campaign

British:

Cornwallis in Winnsboro
Tarleton in Camden
Rawdon anywhere

American:

Greene within one hex of Cheraw
Morgan anywhere
Leader A within two hexes of Georgetown, north of Santee River

Scenario #4: Virginia-Yorktown Campaign

British:

Cornwallis, Tarleton at NC-VA border (June)
Arnold in Portsmouth (March)
Phillips in Portsmouth (April)
H. Clinton, Gray in Portsmouth (Nov)

American:

Lafayette anywhere (May)
Wayne anywhere (June)

Washington, Lincoln, de Grasse and Rochambeau anywhere (Sept)
 de Grasse removed from play at start of Nov

Scenario #5: Tory & Indian Campaign

British:
 Leader A at Oswego
 Leader B at Painted Post
American:
 Sullivan at Easton
 Leader A at Albany

Scenario #6: Lincoln's Southern Campaign

British:
 Prevost at Savannah
 Leader A at Augusta
 Leader B at Wilmington
 Leader C with TM reinforcements in SC
American:
 Lincoln at Charleston
 Leader A at Ninety-Six
 D'Estang with French reinforcements
 Leader B with RM reinforcements in SC

Campaign Game & Short Campaign #2:

British:
 Howe, H. Clinton, Leader A in Boston
 Carleton in Quebec
 Cornwallis with Reinforcements A
 Burgoyne, Frazer, von Riedesel with Reinforcements B
 Leslie, G. Clinton, Knyphausen, Leader B with Reinforcements C
 Gray, von Heister, Rall, Phillips, Leader C with Reinforcements D
 Prevost, Rawdon with Reinforcements E
 Leader D with Reinforcements F
 Tarleton with ranking general in colonies (Apr 77)
 Arnold anywhere (Jan 80)
American:
 Washington, Lee, Lincoln, Greene, Sterling, Sullivan, Montgomery, Wayne, Gates within one hex of Boston
 Arnold, Morgan within one hex of Quebec
 Schuyler in Albany
 Leader A, Leader B in Norwich
 Lafayette with Washington (July 77)

Short Campaign #3:

British:
 Leader A in Quebec
 Carleton in Montreal
 Leader B in Halifax
 G. Clinton, Rawdon in St. John's
 Gray in Newport
 Leader C in Oswego
 von Heister, Leader D in New York
 H. Clinton, Cornwallis, Phillips, Knyphausen, Leslie, Tarleton in Philadelphia
American:
 Washington, Lee, Lafayette, Greene, Morgan, Wayne with largest Continental force
 Sullivan in Providence
 Schuyler in Ticonderoga
 Sterling, Leader A in West Point
 Leader B in Norfolk
 D'Estang with any French unit
 Lincoln in Charleston

The counters for these new leader units are found on the die-cut counter sheet which accompanied Vol. 25, No. 2 and were enclosed for subscribers only. Those readers who are not subscribers may purchase the counter sheet—which contains 130 variant counters for various games—direct from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please specify the counter sheet "The GENERAL, Vol. 25, No. 2" and enclose \$3.00 (plus the usual 10% shipping and handling charges).



Desert War

DESERT WAR is an expansion set for the controversial, and wildly-popular, *UP FRONT* card game. Just as *BANZAI* provided a new environment and two new nationalities for players, **DESERT WAR** provides a new theater for the tactical skirmishes of existing nationalities as well as two new combatants—the Italians and the French. While not all seven nationalities can be readily pitted historically against each other (especially in North Africa), the interaction possibilities are greatly enhanced. Tired of the Russians being mauled by the Germans? Try them against the Italians. And if your Germans don't feel like facing the Tommies, throw them at the French. Tournament play can now feature seven rounds with a differing nationality in each round, truly a mind-boggling prospect. With **DESERT WAR**, *UP FRONT* has become, if not the greatest tactical wargame, certainly the most complete.

While the prowess of the French and Italian armies in WW2 is often questioned, they often gave good accounts of themselves at the squad level. While neither may be the equal of the best of the other five nationalities in an even battle, they can pull off the occasional upset—and therein lies the challenge and bulk of their appeal for the experienced *UP FRONT* player. For instance, one of the most intriguing possibilities offered by this variant is the chance to match German and Italian squads in a team game against British or American opponents.

The new, unboxed module contains the same components as *BANZAI*—a new rulebook, new character cards, and a new small countersheet. The inclusion of Range markers above "5" is bound to draw some praise simply because you can now avoid the need to combine multiple counters to keep track of groups moving at great distances. The only rule sections cover the two new nationalities, and the terrain alterations for simulating desert conditions. Too, the rulebook now carries charts for all seven nationalities detailing the personality cards to be used in each scenario published in *UP FRONT* and *BANZAI*, something many aficionados have asked for in the past.

DESERT WAR is now available for \$10.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add 10% shipping and handling for domestic orders (20% for Canadian; 30% for overseas). Maryland residents please add 5% state sales tax. For easy credit card ordering, call 1-800-638-9292.

#10 PVT CELOZZI
 Bolt-Action Rifle: CCV:7/2 X6

Mannlicher-Carcano M 91/41

Range	Firepower
0	0
1	0
2	0
3	1
4	2
5	3

MORALE:2 PT:6 KIA:8

#3 PFC LARUE
 Light Machinegun: CCV:5/4 X6

Chatellerault mle 24/29

Range	Firepower
0	2
1	3
2	4
3	5
4	6
5	7

PFC GIO

PANIC:3 CCV:-1/-1 KIA:9
 ROUT: 0r RNC >2
 No Secondary Weapons Allowed
 No Moving Fire

#33 Char S-35
 Effect Number:2 [2] BOG:6/w0 X5-6
 OVR:2 CE:9 MG:X6

Range	To Hit #	MG FP
0	1	2
1	0-1	3
2	0-2	4
3	0-3	5
4	0-4	6
5	0-5	7

MORALE:4 ARMOR:i2/s3/k4
 PT:297 FLANK:i1/s2/k3

The second issue of our 25th year was well received, polling a respectable 3.16 as an Overall rating. Major Morgan's "Tactical Airpower Doctrine" and Mr. Werbaneth's "The Laager", as expected, dominated the polling of most-popular articles; surprisingly, and despite complaints about its brevity and errors, the Series Replay for *TAC AIR* also rated well. Although it showed well, due no doubt to being on a new game of great interest to the readership (witness its place on the "So That's What You've Been Playing" listing this time), we pledge to do better in the future with our SRs. As for the rest of the articles, based on a random sampling of 200 responses, their ratings are as follows:

TACTICAL AIRPOWER DOCTRINE	305
THE LAAGER	188
SERIES REPLAY	160
STORM IN THE PACIFIC	143
THE CASE FOR PBM	63
INTO THE JUNGLE	62
THE PIECES OF AIW	50
COMING ATTRACTIONS	45
THE REVISED AREA BRIEFING	43
CODE OF CONDUCT	40
SPORTS SPECIAL	39
SQUAD LEADER CLINIC	26
AH PHILOSOPHY	17
PLAY CONVENTIONS FOR TRC	10
COMPUTER CORNER	9

ASL players waiting for their 1989 errata should be patient. It is not lost—it simply hasn't been produced yet. As this compilation of corrections and clarifications will be the last issued for free, we are waiting as long as possible before completing the final listing. Please do not call to inquire where your copy is until after the announcement of its availability printed in *THE GENERAL*. In fact, the 1989 errata for ASL may not appear before 1990.

Joseph Balkoski, once a leading light at Avalon Hill and now designer of a number of popular titles for Victory Games, has added "author" to his resume with the publication by Stackpole Books of his *Beyond the Beachhead, The 29th Infantry Division in Normandy*. Just released, this most impressive work on the actions of the famed "Blue and Gray" division covers it from mobilization through its role as spearhead at Omaha Beach to its capture of St. Lo. Nor does Joe just concentrate on the actions of the G.I.s; extensive material on the men, weapons and plans of the enemy they faced are also included. The book contains a wealth of information for those interested in tactical operations in World War II, much of which he made use of in his design of *OMAHA BEACHHEAD* for Victory. The hardback edition of the new book retails for \$19.95; *GENERAL* subscribers unable to locate the book in their favorite bookstore may order it

Infiltrator's Report

directly from Mr. Balkoski for \$22.00 (\$19.95 plus \$2.05 for shipping—check or money order only please) at his home address (601 Galliton Lane, Towson, MD 21204). Liberally sprinkled with odd facts, photos and maps, *Beyond the Beachhead* is sure to be a fine addition to any military historian's collection.

The "Windy City Wargamers" have a short history (having arisen out of a Opponents Wanted ad in *THE GENERAL* in December 1987) but a busy and expansive one. Today the WCW numbers some 70 members, host numerous events for that membership, and have taken to producing a nifty little club newsletter. A recent copy of their publication brought a game review, a listing of events, reports of various games played, and the results of the latest season moves in the two play-by-phone *DIPLOMACY* games currently underway. For those in the Chicago area who might be looking for some convivial opponents, contact Rich Wiet (123 Pickwick Drive, Apt. C, Schaumburg, IL 60193).

Having been soundly trounced in yet another postal *DIPLOMACY* game recently (this time as Italy in Game 1987CK), your editor was immediately invited to take up the sword by the publisher of *Fiat Bellum*—Don Williams. This superb 'zine concentrates on reportage of a number of ongoing, rated *DIP* PBM games and features bloodletting by some of the best players in the hobby. With a minimum of non-game noise, *Fiat Bellum* serves as one of the best sources for those who might be interested in seeing what the PBM hobby is all about. And of course, given the caliber of players, the "Press" is extensive and thought-provoking if one is following the game. At last report, subscriptions were \$.75 an issue (or \$7.50 for ten). More information on the 'zine or how to become involved in one of the games can be had from Mr. Williams (1521 West Avenue J-8 #163, Lancaster, CA 93534).

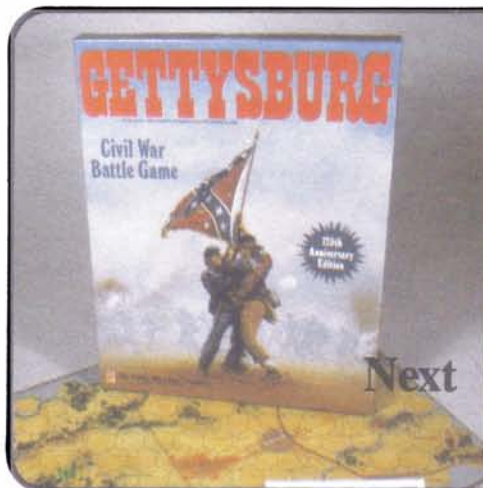
Contest 144 sought to force the readers to make the most elementary of decisions faced in any wargame—how to set up the units, in this case for *TAC AIR*'s first scenario. Quite a response, with over a hundred entries. After discarding those that violated the set-up parameters of the scenario (quite a few tried placing units in Lichtenfels or by the bridges near Bamberg; and hex T23 was quite popular—despite being illegal), we were left with some 50 entries. We then tossed those who had placed the 9th Engineers in unlikely spots (such as

Staffelstein), where their special abilities might be wasted. And we eliminated those who set up units out of command or out of supply. After this, we had 20 that seemed to have valid initial placements for the NATO units in Scenario 1. Falling back on our old method of deciding winners, a random draw selected the following ten to receive merchandise credit vouchers from Avalon Hill: Don Casselman, Sault Ste. Marie, ONT; Blair Cole, Cumming, GA; Ken Eckhardt, Stockton, CA; Gary Grove, Moore, OK; Roger Hyman, Powell, TN; Dan Jones, Boulder, CO; Nicholas Marshall, Thornton, IN; Jason McMahan, Carlisle, PA; Mark Stevens, Simi Valley, CA; Richard Wilbur, Kansas City, MO.

The American predicament in Contest #145 is how to deny a German victory for two final turns without losing four more *combat* units. American victory depends upon the American player's ability to act with resolve and stamina. And the contest demanded that the entrants have at least some appreciation for what the German might do in his half of Turn 9. Thus, only some general guidelines are offered here; each entry must, perforce, be judged on its own merits and on the assumptions about German actions the reader made. However, again, we would be looking for several key actions.

Resolve to hold onto the key hexes Ax6 and Aq2 with full stacks. Withdrawal of any units from these two strongholds seals the fate of those which remain. Standing pat against a panzer firestorm or panzergrenadier close combat calls for stamina. Only concentrated forces can survive the enemy blows and deal some back. Luckily, most of the German threats are neutralized this turn. While the U.S. infantry remains in place, the howitzers and tanks must assist them with some well-placed salvos. If called upon to defend themselves, the 105s can kill or pin any panzer should it close within half-range. Otherwise, the artillery must attempt to pin enemy units threatening Ax6. The Shermans' 75s must also support the Grancelles garrison and will prove deadly next turn to any Germans brash enough to venture into the open. In contrast, the American scout units must withdraw from danger to the woods south of Grancelles to avoid becoming game-losing casualties. Non-action on Turn 9 will save the 57mm gunners; unless they fire, they remain unspotted and alive. Nothing that you can do will save the GIs around Nece (except an inept German player, something you can't assume). But their loss will not be enough to cost you the game.

The American player stands the best chance of winning in the last turn by stubbornly holding Aq2 in Caverge and Ax6 in Grancelles. If you've plotted the various remaining U.S. units with the above points in mind, the underdog in Situation #12 tastes victory.



The Ultimate Wargame...

ADVANCED SQUAD LEADER

Complexity Rating—10

Playing Time—1 hour and up

Our crowning achievement. There will never be another simulation that can match its combination of beauty, detail and excitement. **ASL** is a complete game system whereby a player can simulate any WWII action on the company or battalion level. Each module contains eight or more carefully balanced scenarios, but players can also "design their own" scenarios using any of the three dozen geomorphic boards, copious Designer's Notes and thousands of pieces depicting virtually every vehicle, gun and troop type to see action in the war.

Moreover, **ASL** is never obsolete. It takes the form of a three-ring binder in which its pages can be individually removed and exchanged for updates, much like an Army Field Manual. Each chapter is separated by a fold-out pasteboard divider replete with the system's Tables and Charts for the utmost in accessibility. **ASL** even comes in two distinct scales. **Deluxe ASL** uses the same rules and pieces but its played on large 11" x 26" geomorphic maps featuring 2.2" hexes that eliminate stacking and are playable with 1/285th scale miniatures.

So, if you fancy yourself a true wargamer, do yourself a favor and enlist with the ultimate wargame. **WARNING: ASL** is addictive—you may never have time to play other wargames again. \$45.00

★ ASL MODULES...

WEST OF ALAMEIN—The British addition to the ASL system. Includes 5 separate mounted mapboards of the North African desert; 8 additional Scenarios, ASL Chapter F, and unique Terrain Overlays to provide endless topographical variety. \$45.00

PARATROOPER—A special introductory module based on the U.S. airborne landings in Normandy with one mapboard and just enough pieces to play the eight simple scenarios enclosed. It contains Chapter K—a humorously-written Training course to help new players understand the system. \$18.00

BEYOND VALOR—The complete German and Russian Orders of Battle are featured in this ten-scenario, four-mapboard package of street fighting on the Eastern Front. \$40.00

PARTISAN!—This module adds the infantry and support weapons of the Axis Minor nations, and contains two mapboards and eight scenarios depicting engagements fought by the Resistance forces of several different countries. Ownership of **BEYOND VALOR** is required. \$18.00



YANKS—The entire U.S. Army makes its appearance here complete with no less than 17 variations of the Sherman tank in eight scenarios and four more geomorphic mapboards. It also contains Chapter E—a compendium of optional rules depicting night actions, amphibious operations, air landings and air power. Ownership of **BEYOND VALOR** is required. \$35.00

THE LAST HURRAH—Involves the minor nations' participation in their defense against the German blitzkrieg, 1939-40. Ownership of **BEYOND VALOR** and **YANKS** is required. \$18.00

HOLLOW LEGIONS—Includes the Italian forces in numerous scenarios re-creating their travails in both the European and North African theatres. Ownership of **BEYOND VALOR**, **YANKS**, **WEST OF ALAMEIN** and mapboards 4, 7, & 12 is required. \$25.00

RED BARRICADES (not pictured)—Summer '89 release involving German-Russian conflict over the Red October Ordnance factory in Stalingrad.

STREETS OF FIRE—This is a **DELUXE ASL** module featuring four of the large geomorphic boards with 2.2" hexes for ten urban firefights in Russia. AFV playing aid cards are also provided for most of the major Russian and German vehicles. Ownership of **BEYOND VALOR** is required. \$30.00

HEDGEROW HELL—**DELUXE ASL** goes rural with four more of the larger mapboards, U.S. AFV cards, information markers and eight scenarios depicting the bocage of Normandy. Ownership of **BEYOND VALOR** and **YANKS** is required. \$30.00

ASL GAP—A Computer Assist Program gliding players effortlessly past the myriad of Advanced Squad Leader Rules. Resolves all die-rolls; prompts players not to forget important functions; improves one's play of this advanced level military simulation game system. Not a complete game; ownership of **ASL** and a module required. For the Apple II family. \$25.00

Prices subject to change without notification

Available at your favorite game store, or direct from:



The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road ★ Baltimore, MD 21214

For quick credit card purchasing, call TOLL FREE 1-800-638-9292

ENEMY IN SIGHT \$12.00

Card Game of 18th Century Naval Combat

INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right ("1" equating to 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 *HITLER'S WAR*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 24, No. 5. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity, Year of Publication and Type (2P=two player; MP=multi-player; SO=solitaire) have been provided for your information.

- | | |
|----------------------------|-------------|
| 1. Overall Value | _____ |
| 2. Components | _____ |
| 2a. Mapboard | _____ |
| 2b. Counters | _____ |
| 2c. Rulebook | _____ |
| 3. Complexity | _____ |
| 3a. Avalon Hill Complexity | <u>2</u> |
| 4. Completeness | _____ |
| 5. Playability | _____ |
| 5a. Excitement Level | _____ |
| 5b. Play Balance | _____ |
| 6. Authenticity | _____ |
| 7. Game Length | _____ |
| 7a. Shortest | _____ |
| 7b. Longest | _____ |
| 8. Year of Publication | <u>1988</u> |
| 9. Type | <u>MP</u> |

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 phone 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

\$1.00

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are always in vogue—be the subject books, television, shows, movies or even games. The public seems never to tire of seeing how its favorite way of spending their leisure time stacks up against the competition. So, to cater further to your whims (and to satisfy our own curiosity), this is *The GENERAL's* version of the gamer's top ten. From the responses to this form the editors produce the regular column "So That's What You've Been Playing" found elsewhere in this issue.

We aren't asking you to subjectively 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 fewer) games which you've spent the most time playing since you received your last issue of *The GENERAL*. With the collation of these responses, we can generate a consensus list of what's being played by our readership. This list can serve both as a guide for us (for coverage in these pages) and others (convention organizers spring instantly to mind). The degree of correlation between this listing, the Best Sellers Lists, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of manufacturer. There will be, of course, a built-in bias to the survey since the readers all play Avalon Hill games to some extent; but it should be no more prevalent than similar projects undertaken by other periodicals with special-interest based circulation. The amount to which this bias affects the final outcome will be left to the individual's own discretion.

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 uncanceled 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 Squad Leader—ASL, Afrika Korps—AK, Air Force—AF, Arab-Israeli Wars—AIW, Blitzkrieg—BL, Britannia—BRIT, Battle Of The Bulge—BB, Bull Run—BR, Circus Maximus—CM, Civilization—CIV, D-Day—DD, Devil's Den—DEV, Diplomacy—DIP, Empires in Arms—EIA, Enemy in Sight—EIS, Firepower—FP, Flat Top—FT, Flight Leader, FL, Fortress Europa—FE, France 40—FR, Gettysburg—GE, Gladiator—GL, Guns of August—GOA, Hitler's War—HW, Kremlin—KREM, Kingmaker—KM, Knights of the Air—KOTA, Luftwaffe—LW, Magic Realm—MR, Merchant of Venus—MOV, Midway—MD, Naval War—NW, PanzerArmee Afrika—PAA, Panzerblitz—PB, PanzerGruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Patton's Best—PAT, Platoon—PLA, Raid on St. Nazaire—RSN, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Russian Front—RF, Stellar Conquest—SC, Squad Leader—SL, Storm Over Arnhem—SOA, Tac Air—TA, Tactics II—TAC, Third Reich—3R, Thunder at Cassino—CASS, 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 146

To enter, simply check the player who can *guarantee* to amass 100 points by the end of this hand. Then, list the actions that he must take in order to reach this:

SCORING PLAYER: A B C

Turn 1 Action:

Turn 2 Action:

Turn 3 Action:

Issue as a whole _____ (Rate from 1 to 10, with "1" equating excellent and "10" terrible). To be valid for consideration, your contest entry must also include the three best articles, in your view:

1. _____
2. _____
3. _____

NAME _____

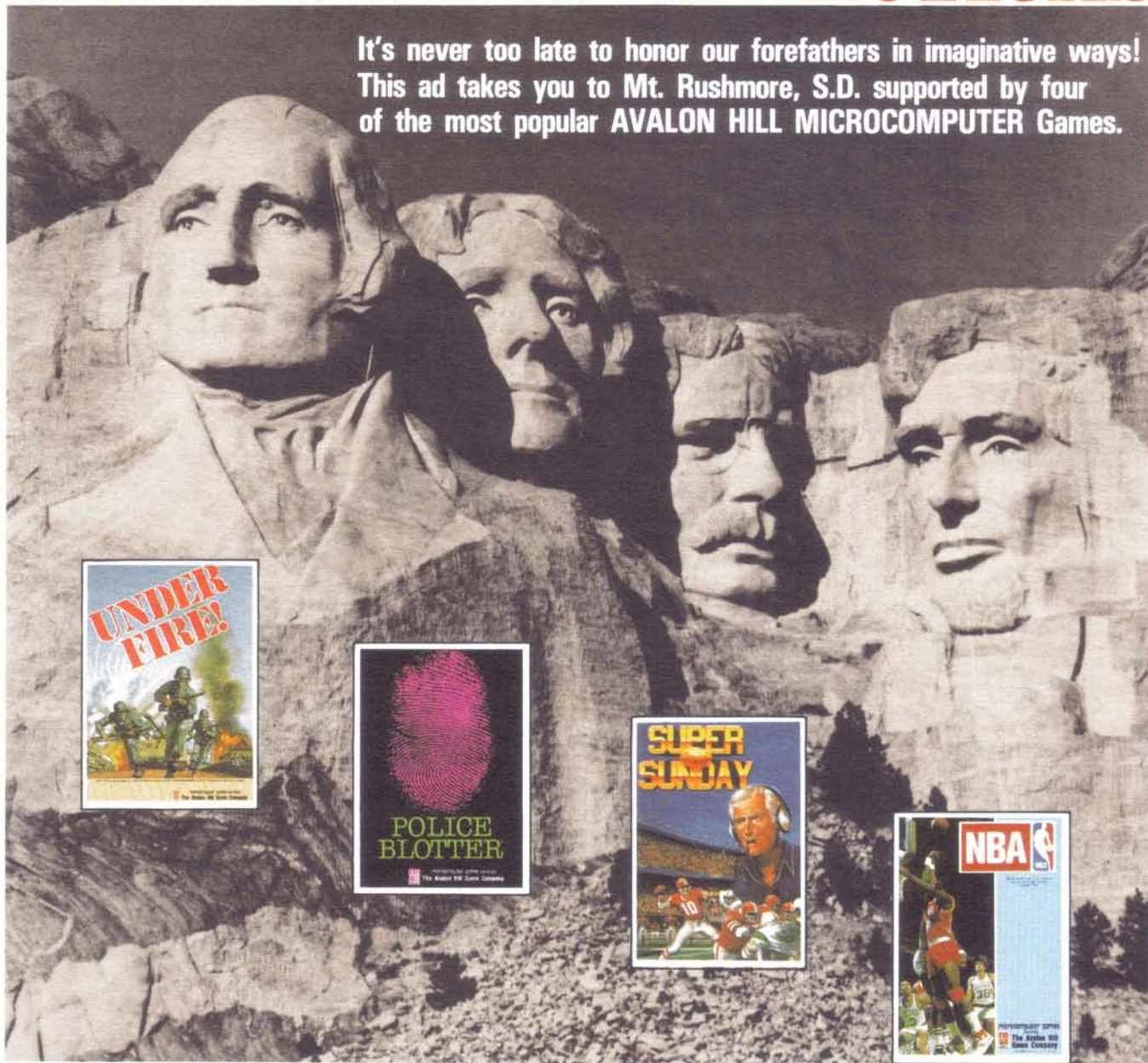
ADDRESS _____

CITY _____ STATE _____ ZIP _____

The **GENERAL**

PRESIDENTIAL SELECTIONS

It's never too late to honor our forefathers in imaginative ways! This ad takes you to Mt. Rushmore, S.D. supported by four of the most popular AVALON HILL MICROCOMPUTER Games.



George Washington, the father of our country, was foremost our first Commander in Chief. He would like UNDER FIRE! No other WWII wargame brings you so close to the front lines. For the Apple® II, C® 64/128 and IBM® PC. Apple (includes mapmaker)...\$59.95
C® 64/128 and IBM PC versions...\$34.95

When you talk about law and order, Thomas Jefferson wrote the book! To this great President we dedicate POLICE BLOTTER, the Apple® II detective game requiring a keen sense of logic and curiosity...\$29.95

Theodore Roosevelt was a President's President. He always seemed rough and ready. SUPER SUNDAY is the game that typifies the 26th man to hold our nation's highest office. It's a hard hitting realistic simulation of Pro Football. For the Apple®, C® 64/128 and IBM® PC...\$19.99 (many expansion disks available.)

Abraham Lincoln was one of our tallest Presidents and a man of great vision. His tall and lanky physique typifies the giants awaiting your coaching genius in our award-winning NBA Basketball game. For the Apple®, C® 64/128 and IBM® PC...\$39.95 (many expansion disks available.)



microcomputer games DIVISION
The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY

4517 Harford Road, Baltimore, MD 21214 • (301) 254-9200

Our games can be found at better computer and game stores everywhere. If not readily available, you can order TOLL FREE by calling 1-800-638-9292.

NOT PLAYING AVALON HILL GAMES MAY BE HAZARDOUS TO YOUR HEALTH!

"When you combine play with laughter, this triggers the release of two hormones in the body —endorphins and enkaphalins—and this triggers healing and bolsters the immune system."

Dr. Joseph Cassius, Clinical Psychologist
and author of "Horizons in Bioenergetics"

Dr. Cassius may not have had Avalon Hill directly in mind, but everyone will agree that playing Avalon Hill games can be a whale of a lot of fun. And a lot of laughter! Especially after you've wiped out an entire enemy division!

**The fun continues with 3 New Games...
Available NOW at your favorite game store:**

Hollow Legions—the 7th in a continuing series of ASL modules, featuring the Italian campaigns in WWII. **\$25.00**

Turning Point: Stalingrad—The attack and siege of the Russian city itself, featuring authentically-detailed mapboard of Stalingrad. **\$25.00**

MBT—the acronym for Main Battle Tank, a fast-moving game covering modern tactical ground combat. **\$30.00**

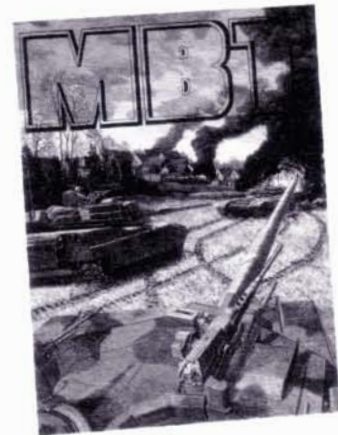
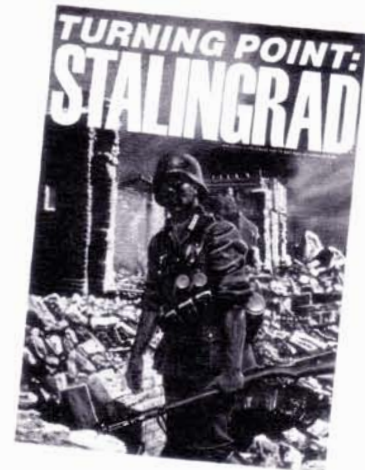
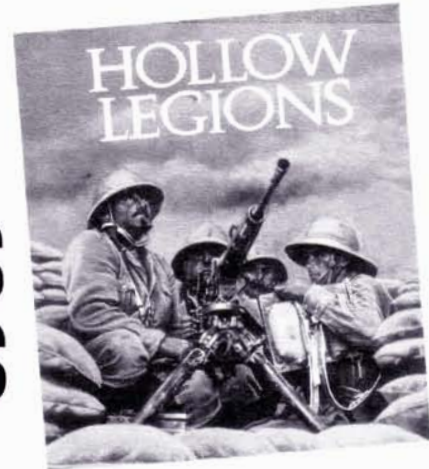
Future Releases for the Fall Include...

Napoleon's Battles—Three books plus charts in Avalon Hill's first boxed set of miniatures rules.

Troll Gods—the 8th full-size RuneQuest module featuring three more character books and large map.

Siege of Jerusalem—the long-awaited monster game with huge 48" x 33" mapsheet, myriad troop counters, charts and playing aids covering the ancient siege.

Red Barricades—number 8 in the expanding ASL series; includes 7 scenarios and three campaign games based on eastern front action.



If not available locally,
feel free to order from the
Company as a last resort.
Send check or money order
to cover the retail prices,
plus postage & handling
(10% US; 20% Canada, Mexico;
30% Overseas).

For Quick Credit Card
purchasing, call
TOLL FREE
1-800-638-9292



The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road ★ Baltimore, MD 21214

The **GENERAL**

WE ANSWER TO THE "REAL" GAME AUTHORITY ...YOU!

YOU asked us for games on World War II. We've done 39 at last count!

YOU wanted Civil War games. We gave you Bull Run, Gettysburg and a half-dozen others.

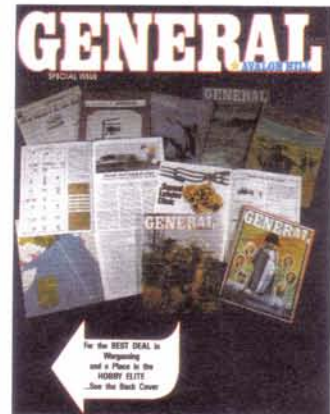
YOU insisted on games from all ages. So we complied with games ranging from Siege of Jerusalem to Stellar Conquest.

YOU demanded authenticity. We gave you authenticity by consulting primary, not secondary, historical sources.

YOU expected play balance. We gave you play balance, even though it meant missing a few deadlines.

YOU even begged for hints on how to win. That's mainly why we gave you **The General**. But not the only reason! In fact, **The General** fulfills every major need that has been expected of us by real game authorities.

- ★ **The General** includes move-by-move illustrated replays of sample games.
- ★ **The General** poses FREE game situation contests in every issue.
- ★ **The General** features in-depth analysis of Avalon Hill and Victory games.
- ★ **The General** includes historical data in support of game concepts and mechanics.
- ★ **The General** offers insights on game tactics and strategy from experts and convention winners.
- ★ **The General** gives readers advance information on what's new.
- ★ **The General** solicits feedback from its readers to determine exactly what you want in the way of new games.
- ★ **The General** provides all this, and more, in every 64-page full-color issue for only \$15 a year...\$24 for 2 years!



Subscribe NOW—
and we'll send you the
25th Anniversary issue FREE.
This 64-page "Best of The General"
issue sells for \$5.50

OFFER EXPIRES December 31, 1989.

- I'll take a 1-year subscription @ \$15 postpaid in the USA (Canada & Mexico add \$15; overseas add \$25 for postage).
- Make it for 2 years @ \$24 (Canada & Mexico add \$30; overseas add \$48).
- Can't afford a subscription. Just send me the Anniversary issue @ \$5.50 postpaid.

Checks and money-orders payable to:

The Avalon Hill Game Company.

Charge to my: MasterCard VISA American Express

ACCOUNT NUMBER

SIGNATURE _____ Exp. Date _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

DO NOT SEND CASH



The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.
4517 Harford Road ★ Baltimore, MD 21214
Call TOLL FREE 1-800-638-9292 for quick
credit card purchases!

Upcoming issues to feature...

Available at your favorite game store, or direct from
The Avalon Hill Game Company

