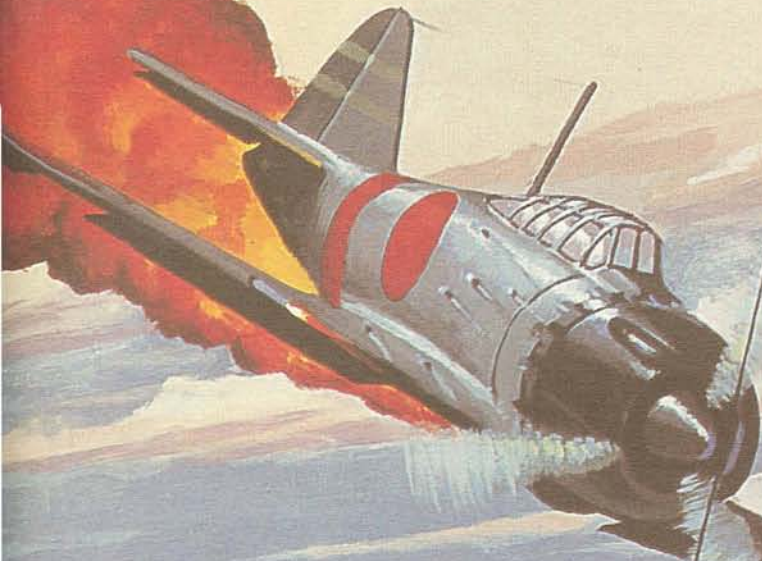


# GENERAL

★ AVALON HILL

Volume 28, Number 5



*The Pacific War*  
Featuring: Midway '92  
Victory in the Pacific  
Guadalcanal '92  
Tokyo Express

★ ★ The AVALON HILL  
**GENERAL**

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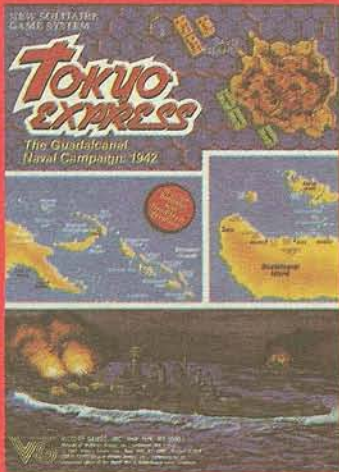


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*Tokyo Express* is a solitaire and two-player simulation of the naval battles off Guadalcanal, recreating the Imperial Japanese Navy's convoy runs — nicknamed the "Tokyo Express" — to supply and reinforce their troops and to bombard US Marine positions on the island. Major battles resulted when US task forces intercepted the Express.

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- 1 Basic Rules Booklet
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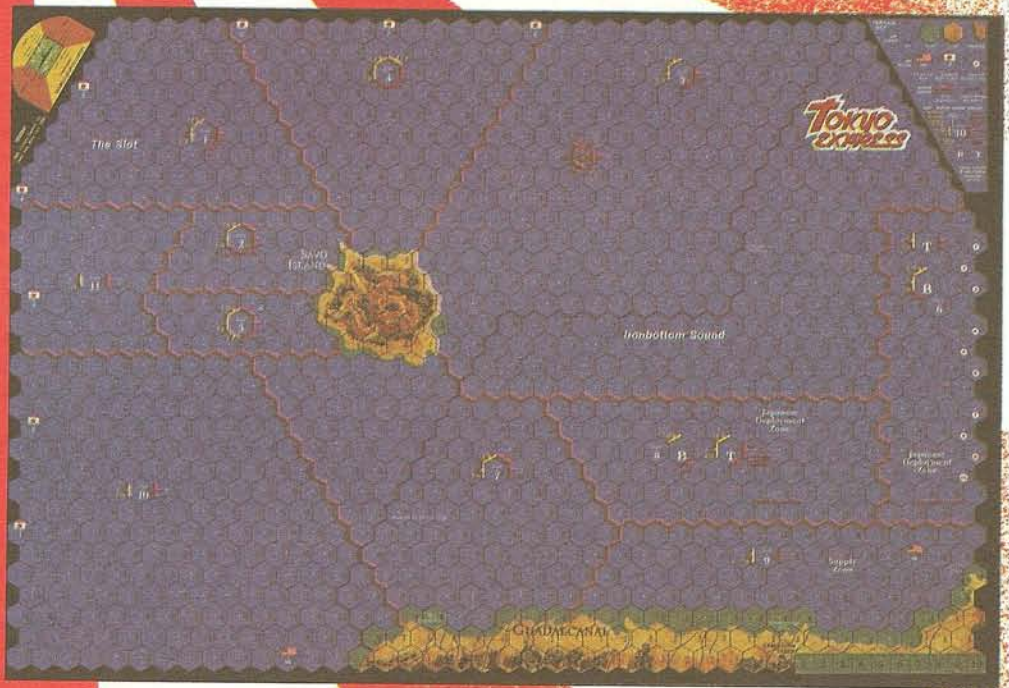
TIME SCALE: 10 minutes per Game Turn.

MAP SCALE: 1500 yards per hex.

UNIT SCALE: Individual ships.

PLAYERS: One or two.

PLAYING TIME: From 1 hour for the Basic Scenario to 3 to 6 hours for a Standard Scenario.



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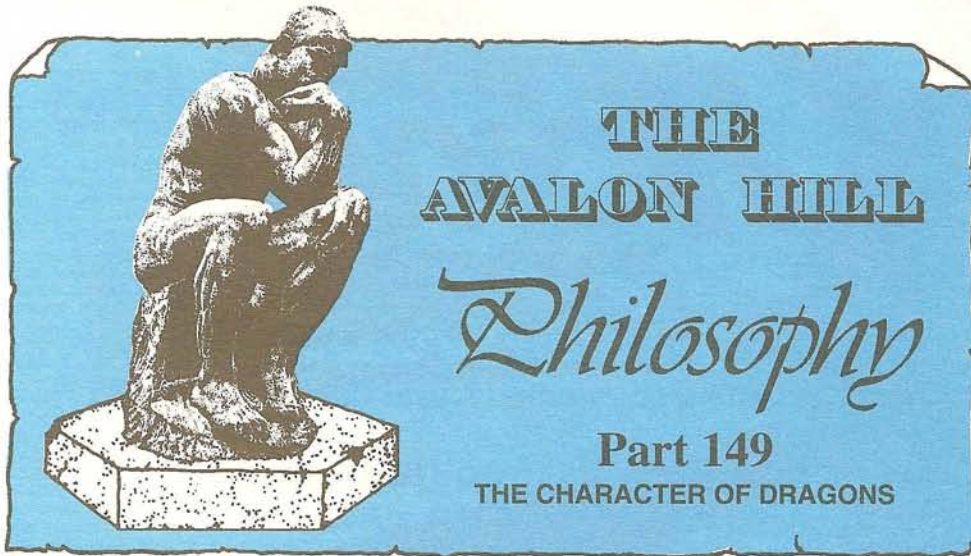
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Four hundred years ago (to paraphrase Charles Lamb in his biography of Genghis Khan), a man conquered the earth.

In 1600 AD, at Sekigahara, Tokugawa Ieyasu defeated the last meaningful coalition of armies arrayed against him, and in the days to come became Shogun of Japan, establishing a dynasty that continued uninterrupted until the arrival of Commodore Perry's gunboats as a symbol of the western world's "Pacific overtures" intended to invite the Japanese to enter the community of nations. That invitation was accepted.

With it, the West got a good deal more than it had bargained for. In less than a century, Japan went from an agrarian economy of almost stultifying traditionalism to the dominant military and economic power in the Pacific Rim. Tokugawa's victory played no small part in that leap forward, for this was a people ruled by direct descendants of a man who had literally made himself master of the world. Or at least, all the world that mattered, for everything beyond the shores of Japan was (and in many ways remains) the domain of barbarians.

Other nations produced similar men; Alexander, Zoser, Minos, even the Great Khan himself. But all those nations had borders, and all knew that there were other peoples, other tribes, beyond them. The barbarians on the other side of a range of mountains were savage and warlike, and not fit to live... but they were after all not really that far away, and sooner or later, they would have to be dealt with, one way or another. Such knowledge fostered arrogance in many cultures, most of which did not survive their eventual conflict with their "barbarians". Other wiser nations, like Rome, continued to expand the boundaries of her culture and power into those barbarian lands, showing the barbarians the advantages to be gained from civilization—not the least of which was a well-trained army sworn to protect it.

But in each nation's view of the world, the inevitability of outside contact was implicit, and each nation dealt with that fact in accordance with its national character.

Japan, however, faced no such underlying threat. With the expulsion of all foreign trade missions to the island of Formosa, the Japanese people were, by and large, utterly isolated from all contact with the outside world, and it is quite clear from records of the time that they felt no void in their existence for being so. Living in an environment of precisely defined societal position, obligation,

responsibility and privilege, with very little possibility (or, in fact, incentive) for movement between castes, the character of the Japanese people was firmly molded over the next two centuries.

Beginning around the same time (with the settlements in Virginia), the character of the American people was being shaped as well.

A nation largely comprised of people all living at some level of discontentment, Americans too enjoyed an unique historical situation: A vast frontier into which they could expand, hindered only by the environment itself and a coalition of indigenous peoples hopelessly ill-equipped to stem the tide of invasion. The result being the creation of a national psyche as utterly convinced of "Manifest Destiny" as the Japanese were of their own inherent superiority.

And between these two disparate cultures—each convinced of its own natural superiority, each endowed with formidable gifts—lay no border but the greatest ocean on earth.

Given that arena, how could they *not* go to war?

Alexis De Tocqueville, in his "Democracy in America", wrote: "There are two great nations in the world; the United States and Russia, and inevitably, they must become foes. For the enemy of the American is the land, and he subdues it with the plow. But the enemy of the Russian is his fellow man, and he subdues him with the sword."

De Tocqueville was referring not simply to Russia, but to Asia, as at the time of his writing many learned Europeans saw the former as merely a European extension of the latter. And it would be difficult to find a better description of the relationship between the United States and Japan at the beginning of the twentieth century. Both sides displayed staggering ignorance of the capabilities of the other, both sides labored under the mistaken notion that each could be easily defeated in a war, and viewed each other as conspicuously lacking in the virtues they themselves held dear.

In this last, both were correct; Japan's technological strength flowed from an expertise derived of sheer devotion to and application of the national will; America's from the power of individual research and the industrial might of entrepreneurs on the threshold of creating the mega-corporations of the late twentieth century.

Japan's moral strength was rooted in ancient tradition; a conviction that a nation blessed with an unbroken line of living deities for emperors and an unbroken line of success in things temporal could

not fail to be destined for ultimate greatness. Every citizen of that nation knew what it expected of them; if they lacked a measure of latitude in personal status, they wanted for nothing in their conviction that their actions contributed (or could detract from) the good of their family, community and nation as a whole.

America's moral strength was based on an abiding faith in the Power of the New—whether that "New" was technology, immigrants or ideas. Americans thus possessed a free-wheeling self-determinism which allowed them to latch on to whatever looked promising and run with it until something better came along, always aware that backing them up was the Constitution they had created for themselves; a living document embodying the sanctity of the individual, the product of the world's first and last true Revolution.

Americans of the period can almost be forgiven their lack of objectivity concerning Japan; few western institutions of learning covered the history of that nation or its people, even fewer Americans could have been expected to show any interest in the subject. Americans (of all races) were no less racist than the Japanese, who evinced a political incorrectness that would give any modern political speechwriter migraines.

But the Japanese had spent the last hundred years studying all that had brought the west to where it was and where they in many ways wanted to be; they should have known better. Many—such as Yamamoto—did, but in periods of national demagoguery, reasonable voices of restraint and planning are usually lost in the chorus. Pericles of Athens died of plague, and the Athenians charged off to snatch defeat from the jaws of what might have been ultimate victory. Yamamoto was killed, and with him died the Japanese commander who perhaps best understood the United States.

It seems safe to assume that few members of the Japanese High Command were familiar with the American Civil War. Even a casual knowledge of that conflict should have shown the lengths to which Americans were prepared to go and the casualties they were willing to suffer—and inflict—in the pursuit of victory; and that among themselves. The American Civil War was far bloodier than those which had unified Japan; it was fought by peoples far less inured to such horrors than the more fatalistic Japanese, and still it raged, not until peace was negotiated, not until people wearied of it, but until it was *won*.

Perhaps, had Tokugawa Ieyasu been more concerned with history than stability, the system he created might have been different. But the empire born at Sekigahara had been preceded by centuries of internal strife, and he can only be praised for having finally put an end to that.

The American character had grown from a culture of expansionist settlers into a republic defined by political flexibility. That of the Japanese had descended from a culture of order and discipline into a rigid military dictatorship. Perhaps the end results of these cultures' respective evolutions were as inevitable as their clash (democracies, by contrast, don't usually make war on each other).

Pyrrhus of Epirus learned what happened when a system of despotism engages a republic; Hannibal of Carthage learned it again soon after. Japan and her allies learned it once more in World War II, and it is a lesson which has continued through the ages to this day.





# MIDWAY OPUS TAYLORUM

Or

**How to Fail in Padding an Article  
Despite Really, Really Trying**

**Being An EXPANSION and ELABORATION**

**Upon the ARCANES CONCEPTS and DETAILED SIMULACRA  
Found Within The 1992 MIDWAY and GUADALCANAL Game Systems,**

**As Put Forth by Their ARCHITECT and PURVEYOR,**

**The Right Honorable Mr. S. CRAIG TAYLOR, JR., His Own Self.  
(Whose Original Title, "Shark Bait", was Dropped as Lacking in PIZZAZZ.)**

# GUADALCANAL

*Before we begin Craig's article, I'd like to insert a brief editorial aside for the benefit of our readership.*

*For anyone who doubts it, working here on The Hill is an education in its own right. The repartée among the staff alone should qualify as partial credit for any political-science course in the world. And of those here willing to express the wisdom gained by their years of experience, none are more loquacious than our own S. Craig Taylor, Jr.*

*When he wants to be.*

*Now, I believe that The GENERAL is a great bargain, even at the over-the-counter price. Even so, I want to go on record here and now as saying that I really, really did ask Taylor if he planned on any more verbiage for this article beyond the almost staggeringly dry techno-babble you're about to read. In reply, Craig lowered his head, looked up at me from beneath shaggy brows and said: "No."*

*A duller mind than mine might have missed the subtle nuance of inflection, the careful modulation in Craig's tone when he gave me that answer. That sort of thing happens all the time. That is, after all, how mass-murderers ply their trade, and how the dim-witted wildebeest is transformed from a fleet-footed rover of the veldt into Cheetah-Chunky-Treats.*

*But being the faithful servant of the readership that I am, I came back with a witty rejoinder (I think, at the time, it was something like: "Stay back! I've got a gun!"), and tried to convince Craig to set down a few more words. Plying our resident design maven with lots of coffee, I watched him trundle back into his den, to emerge several days later with a sheaf of papers and a warning that next time, he would not be so forgiving. What he gave me was this...*

When designing a game, it is not unusual to "overshoot" the mark and produce more material than can be included in the final published work. In the case of the "sister" games *MIDWAY* and *GUADALCANAL*, this material includes scenarios that were dropped due to countermix limitations, options deleted for space considerations, a more detailed victory point system that was much simplified to match the games' overall ease of play, additional ship classes that were generated to double-check the validity of the game system for use in post-1942 scenarios and a diabolical device that I just call the "Thingie". So much left out, but if everything were included in the box, no game would ever get "finished" or published, and we wouldn't have any articles for *The GENERAL*.

## ADDITIONAL SCENARIOS AND SCENARIO VARIANTS

Some of these scenarios and those by James E. Meldrum found elsewhere in this issue require the use of both sets of Operations Cards.

If a unit's name or number designation is followed by a "g", then the unit and/or its Operations Card are available in the *GUADALCANAL* game components.

If a unit's name or number designation is followed by an "m", then the unit and/or its Operations Card are available in the *MIDWAY* game components.

If a unit's name or number designation is followed by an "\*", then new components which are described in this issue are required. These components are due to be made available free to subscribers in Volume 28, Issue Number 6 of *The GENERAL*. Non-subscribers may order them after publication of that issue from our Parts Department for a nominal fee.

## [19] ADDITIONAL OPTIONAL RULES

These are to be considered *official* additional optional rules that can be used (where applicable) with one or both games.

### 19a) GUADALCANAL SUBSTITUTIONS:

Due to countermix limitations, the very old and small Japanese light cruisers *Tatsuta* and *Tenryu* were treated as multiple destroyers in some of the *GUADALCANAL* scenarios. If the counters described in this issue are used, the following substitutions may be made:

- In the Eastern Solomons Scenario (7c), replace DD #15 with the two cruiser ship units during initial setup.
- In the Guadalcanal Scenario (7e), replace DD #14 (back) with the *Tenryu* ship unit during initial setup.

### 19b) AVENGER DIVE BOMBERS:

The "Avenger" torpedo bomber was a versatile aircraft that made a better-than-average dive bomber, and was often used in that manner. If desired, when an Avenger combat air unit "takes off", the player may make a written note that the unit is to be used for dive bomber category combats, which are performed normally. The "Avenger" combat air units are:

- *MIDWAY*: Unit "2T8".
- *GUADALCANAL*: All Allied carrier-based torpedo bomber (white basing dots) air units, plus unit "SB131".
- *GENERAL*: This article's "3T8" unit.

**19c) SPECIAL INTERCEPTORS:**

In emergencies, the maneuverable Japanese “Val” and Allied “Avenger” and “Dauntless” air units could be pressed into service as “special interceptors” to augment a weak fighter CAP.

**19c1)** To be used as a Special Interceptor, when a unit “takes off” shift it to its “Low CAP” box. “Avenger”, “Dauntless” or “Val” air units placed in a “Low CAP” box are defined to be “special interceptors”. These air units are:

- All “Avenger” air units (see 19b).
- All Japanese dive bomber air units in *GUADALCANAL* and in this issue.
- The American “2SB241” land-based air unit in *MIDWAY*.
- All Allied dive bomber air units in *GUADALCANAL* and in this issue.

**19c2)** A special interceptor air unit performs the same as a fighter air unit in a “Low CAP” box, except that it may not engage in fighter-to-fighter air combats with opposing escort fighter units. To be used in air combat against opposing bomber air units, there must be a breakthrough

(see option 14e) – either because no escort fighter units are present, or because a special interceptor fighter unit(s) is stacked with a CAP fighter unit(s) that does breakthrough (even though stacked with a CAP fighter unit or units, the special interceptors may not be used against the opposing fighter units).

**19d) SCARCE RESOURCES:**

Henderson Field on Guadalcanal suffered from a lack of fuel and extra fuel tanks that effectively limited aircraft ranges from the base. Treat all “D”, “F” and “T” type combat air units that “take off” from Henderson base as if their movement factor were one less than normal (note, if necessary).



**ALLIED SHIP UNIT VICTORY POINTS**

TYPE UNIT	UNIT IDENTIFICATION(S)	VICTORY POINTS	
		FULL	FLIPPED
CV	Lexington*, Enterprise, Hornet, Saratoga, Yorktown	30	12
CV	Wasp	24	10
CV	Ranger*	21	8
CV	Essex class*	37	15
CVL	Independence class*	19	7
CVL	CVE3 (represents 3 x CVEs)	16	10
CVL	CVE4 (represents 4 x CVEs)	23	14
BB	Arkansas*	15	5
BB	Texas* and Nevada* classes	17	6
BB	Maryland class (Colorado, Maryland)	20	7
BB	California (Tennessee), Pennsylvania*, and New Mexico (Mississippi, Idaho) classes	19	7
BB	North Carolina (Washington) and South Dakota classes	30	10
BB	Iowa* class	34	11
CB	Alaska* class	14	5
CA	Astoria (Quincy*, Minn’polis, N. Orleans, S. Francisco, Vincennes), Ind’polis* (Portland), and Northampton (N’hampton, Chester*, Louisville*, Chicago) classes	8	2
CA	Wichita*	9	3
CA	Baltimore* class	11	3
CA	Pensacola, S. Lake City, Australia* (Australian), Canberra* (Australian)	9	2
CL	Hobart* (Australian), Atlanta (Atlanta, Juneau, San Diego, San Juan) and Omaha (Detroit, Raleigh) classes	7	2
CL	Brooklyn (Boise*, Helena, Honolulu*, Nashville*, St. Louis*) class	9	3
CL	Cleveland* class	10	3
DD	U.S. #1, #2, #6, #7	17	7
DD	U.S. #3, #8	16	7
DD	U.S. #4, #9, #10	14	6
DD	U.S. #5	7	–
AP	U.S. I	17	9

\* These units can be found in Subscriber’s Insert #3, in Vol. 28, No. 6 of *THE GENERAL*. Non-subscribers may order them from our Parts Department after publication of that issue. Alternately, these units may be fabricated from information provided elsewhere in this issue.

**ALLIED AIR UNIT VICTORY POINTS**

TYPE UNIT	UNIT IDENTIFICATION(S) (Front Lower Factors)	VICTORY POINTS †	
		FULL	FLIPPED
D	(2-4-5)	2	1
D	(2-5-5)	3	1
D	(3-7-5)	3	1
F	(3-3)	1	1
F	(4-3)	1	1
F	(5-3)	2	1
F	(6-3)	2	1
F	(2-4)	1	–
F	(5-4)	2	1
F	(6-4)	2	1
F	(5-5)	2	1
H	(2-2-11)	2	–
H	(5-5-11)	4	2
H	(6-6-11)	4	2
H	(5-5-8)	3	1
H	(6-6-8)	3	1
M	(1-4-3)	1	1
M	(1-7-5)	2	1
M	(2-5-5)	2	1
M	(2-6-5)	2	1
M	(3-7-6)	2	1
T	(1-5-3)	2	1
T	(1-1-5)	1	–
T	(1-2-5)	1	–
T	(2-4-5)	2	1
T	(2-5-5) – 100A, T8	2	1
T	(2-5-5) – Night Capable – T7	3	1
T	(2-6-5)	2	1
T	(3-5-5)	2	1
T	(3-6-5)	2	1
S	(5*) AA – EE	1	–
S	(9*) A – H, FF – NN	1	–
S	(9*) OO – PP	1	–
S	(6) L, QQ	1	–
S	(6) M – Q, RR – TT	1	–
S	(6) UU – WW	1	–
S	(7*) I – K, XX – ZZ	1	–

† Flipped points are used only if a unit is eliminated which began the game already flipped.

**19e) PROXIMITY FUSES:**

In late 1942, starting just after the events covered in the *GUADALCANAL* game, the Allies cleared their secret new proximity fuse for use in the Pacific. This fuse would automatically detonate an anti-aircraft shell whenever the shell was near an aircraft, turning near misses into hits, and making Allied anti-aircraft fire more deadly for the rest of the war. If players wish to see what effect these shells would have had if introduced earlier, or if post-1942 scenarios are created for the game system, simply apply a “+1” combat modifier to all Allied anti-aircraft combats versus enemy air units.

## JAPANESE SHIP UNIT VICTORY POINTS

TYPE UNIT	UNIT IDENTIFICATION(S)	VICTORY POINTS	
		FULL	FLIPPED
CV	Akagi, Kaga	29	11
CV	Hiryu, Soryu	25	10
CV	Hiyo, Junyo	22	8
CV	Shokaku, Zuikaku	27	11
CV	Taiho*	25	11
CVL	Hosho	11	5
CVL	Ryujo	16	6
CVL	Shoho*, Zuiho	15	5
CVL	Chiyoda* class (1943 conversion)	17	6
AV	Chiyoda (Chitose) class	7	2
AV	Tone (Chikuma) class, Mogami* (1943 conversion)	13	6
BB	Fuso, Hyuga, Ise, Yamashiro	18	7
BB	Haruna, Hiei, Kirishima, Kongo	16	5
BB	Mutsu, Nagato	20	7
BB	Yamato class (1942)	32	11
BB	Yamato class (1944) (Musashi*)	35	12
BB/AV	Hyuga, Ise (1944 conversion)*	22	8
CA	Aoba, Furutaka, Kako*, Kinugasa	10	3
CA	Chokai	12	4
CA	Myoko (Haguro, Nachi) and Mogami (Kumano, Mikuma, Suzuya) classes, Atago, Maya, Takao	13	5
CL	Katori*, Tatsuta* (Tenryu*) and Oyodo* classes, Yubari*	5	2
CL	Kuma class conversions (Oi*, Kitakami*)	8	3
CL	Nagara (Isuzu, Yura), Sendai (Jintsu) and Kuma (standard)* classes	7	3
CL	Agano* class	8	2
DD	Japanese #1, #2, #11, #12, #13, #14	21	10
DD	Japanese #3, #4, #5, #6, #15	20	9
DD	Japanese #7, #8, #9, #16, #17, #18, #19, #20	16	7
DD	Japanese #10	10	—
AP	IV	14	5
AP	I, II, III, V	13	5
APD	VI	18	7

\* These units can be found in Subscriber's Insert #3, in Vol. 28, No. 6 of The *GENERAL*. Non-subscribers may order them from our Parts Department after publication of that issue. Alternately, these units may be fabricated from information provided elsewhere in this issue.

## BASE UNIT VICTORY POINTS

TYPE UNIT	UNIT IDENTIFICATION(S)	VICTORY POINTS†	
		FULL	FLIPPED
<b>ALLIED BASE UNITS</b>			
B	Atlantic*, Midway, Pacific*	7	4
B	Canal*	—	—
B	Espiritu Santo	7	4
B	Gili-Gili	2	1
B	Henderson	7	4
B	Port Moresby	10	5
B	Wake*	6	3
<b>JAPANESE BASE UNITS</b>			
B	Buka	2	1
B	Gasmata	3	2
B	Kwajalein*, Shortland	4	2
B	Lae	4	2
B	Rabaul	11	6
B	Tulagi*	2	1

†: Flipped points are used only if a unit is eliminated which began the game already flipped.

## JAPANESE AIR UNIT VICTORY POINTS

TYPE UNIT	UNIT IDENTIFICATION(S) (Front Lower Factors)	VICTORY POINTS †	
		FULL	FLIPPED
D	(1-4-6)	2	1
D	(1-5-6)	2	1
D	(2-6-6)	3	1
D	(2-7-6)	3	1
F	(2-5)	1	—
F	(6-5)	2	1
F	(3-6)	2	1
F	(4-6)	2	1
F	(5-6)	2	1
F	(6-6)	2	1
F	(6-7)	3	1
F	(7-7)	3	1
F	(6-9)	3	1
F	(7-9)	3	2
T	(1-4-5)	1	—
T	(1-5-5)	2	1
T	(1-6-5)	2	1
T	(1-7-5)	2	1
T	(2-8-5)	3	1
T	(1-4-7)	2	1
T	(2-8-7)	3	1
T	(1-3-9)	1	—
T	(1-4-9) – Night Capable – IMS	3	2
T	(1-4-9)	3	1
T	(2-6-9)	3	1
T	(2-8-9)	4	2
S	(6) A – G, AA – DD	1	—
S	(6) H – L, EE – HH	1	—
S	(3*) M – N, OO – RR	1	—
S	(8) O	1	—
S	(11*) KK – NN	1	—
S	(13*) II – JJ	1	—
S	(8*) SS – TT	1	—

†: Flipped points are used only if a unit is eliminated which began the game already flipped.

## 19f) OPTIONAL VICTORY POINTS:

The victory point values in the games' VICTORY POINT CHARTS are "averages" for the various unit types. As such, they do not take into account that one particular unit or type of unit may actually be better and, therefore, more valuable than another.

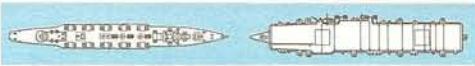
If desired, players may make use of the more detailed victory point values found in the accompanying charts to replace the values found in the original VICTORY POINTS CHARTS of the *MIDWAY* and *GUADALCANAL* games.

## THE THINGIE

The "Thingie" is used to quickly check the chances of success and failure in a combat. Photocopy the Template, then mount on some card stock and cut out carefully, including the center. Place the open center over the chart to reveal the range of possible combat results.

## THE "THINGIE" CHART

DEF NO.	ATTACKER'S MODIFIED NUMBER																								
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
1	Blue	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
2	Blue	Blue	Green	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
3	Blue	Blue	Blue	Green	Green	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
4	Blue	Blue	Blue	Blue	Green	Green	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
5	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
6	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
7	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
8	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
9	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
10	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
11	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
12	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
13	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
14	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Green	Green	Green	Green
15	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Green	Green	Green
16	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Green	Green
17	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Green
18	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green
19	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green



## NEW SHIPS

In addition to the new units required for these new scenarios (for those units, any necessary further specific information is provided in the scenarios), some other classes of ships have a ship profile provided in this issue to show what they look like in the *MIDWAY/GUADALCANAL* game system. Some additional data is necessary to use some of these units:

CV Essex class: 9 Capacity; 5/3 Launch.

CVL Independence class: 4 Capacity; 2/1 Launch.

CVL 3CVE division: 7 Capacity; 3/1 Launch.

CVL 4CVE division: 10 Capacity; 4/2 Launch.

CV Taiho class: 5 Capacity; 3/2 Launch.

CVL Chiyoda (aircraft carrier) class: 3 Capacity; 2/1 Launch.

BB/AV Ise (1944) class: 2 Capacity; 1/1 Launch.

AV Mogami (1943 conversion): 1 Capacity; 1/1 Launch.

**“THINGIE”  
TEMPLATE**  
Photocopy this  
template, mount  
on card stock  
and cut out this  
center portion

## USING THE "THINGIE":

The attacker in a combat has a total modifier of +3 and the defender has a total modifier of +1. This means that the attacker's possible combat numbers could run from "4" (a roll of 1+3) through "13" (a roll of 10+3); the defender's possible combat numbers likewise range from "2" through "11". In this case, place the Template so that the opening reveals the 4 through 13 columns (for the attacker) and the 2 through 11 lines (for the defender) to check the percentage of the combat. There are 100 boxes exposed, with 15 in the "Eliminated" section—a 15% chance of eliminating the unit. Thus, there is also a 15% chance of flipping the defending unit, a 34% chance of achieving one hit against it, and a 36% chance of missing it entirely.



## 7h) SCENARIO SEVEN – THE BATTLE OF THE CORAL SEA: May 4 – 8, 1942.

This was the first carrier vs. carrier battle in history, and is played on the *GUADALCANAL* Searchboards.

**7h1) TIME:** Starts with May 4, Turn 2 and ends after May 8, Turn 5 (28 Turns). Use August 24 = May 4, August 25 = May 5, October 25 = May 7, etc., on the TIME RECORD TRACKS.

### 7h2) ALLIED SETUP INFORMATION:

**Task Force 11 g:** Place in any "V" area hex at the game's start.

- 1 CV – Lexington\*<sup>1</sup>: 1F2\*, 2F2\*, B2\*, S2\*, T2\*, Scout RR g
- 2 CA – Chester\*, Minn'polis gm, N. Orleans gm
- 1 DD – #9 g

**Task Force 17 gm:** Place in any "IV" area hex at the game's start.

- 1 CV – Yorktown m<sup>2</sup>: 1F4\*, 2F42\*, B5 m, S5 g, T5\*, Scout SS g
- 2 CA – Astoria m, Portland gm
- 1 DD – #8 g

**Task Force 16 (really 44) gm:** Place in any hex containing the number "11" at the game's start.

- 2 CA – Australia\*, Chicago\*
- 1 CL – Hobart\*
- 1 DD – #6 g

**Port Moresby ("A6") Base g:** Place the base unit in its hex.

- 1BG3 g, 4BG3\*, 1FG8 g, 2 FG8 g, 1BG19 g, 1BG22 g, 2BG22 g (back), 75A g (back), Scouts AA g, BB g and FF g

**Enemy Bases:** Place the respective enemy base units in their hexes, as follows: Lae g ("A4"), Rabaul g ("F1"), Shortland g ("J4"), and Tulagi\* ("N6").

### 7h3) JAPANESE SETUP INFORMATION:

**Strike Force g:** Place in hex "E1", "G1", "H1", or "I1" at the game's start.

- 1 CV – Shokaku g 1SF g, 2SF g (back), 1SD g, 2SD g, 1ST g, 2ST g, Scout AA g
- 1 CV – Zuikaku g: 1ZF g, 2ZF g (back), 1ZD g, 2ZD g, 1ZT g, 2ZT g, Scout BB g
- 2 CA – Haguro gm, Myoko gm
- 1 DD – #11 g

**Attack Force g:** Place in Rabaul (hex "F1") at the game's start.

- 3 CL – Tatsuta\*, Tenryu\*, Yubari\*
- 2 AP – IV g, V g
- 1 DD – #15 g

**Support Force gm:** Place in hex "H2", "H3", "H4", or "I5" at the game's start.

- 1 CVL – Shoho\*<sup>3</sup>: SHF\*, SHT\*, Scout EE g
- 5 CA – Aoba g, Furutaka g, Kako\*, Kinugasa g
- 1 DD – #16 g (back)

**Invasion Force g:** Place in hex "N6" (Tulagi base) at the game's start.

- 1 DD – #17 g (back)

**Lae ("A4") g, Rabaul (back) ("F1"), Shortland g (back) ("J4"), and Tulagi\* ("N6") Bases:** Place the respective base units in their hexes. The air units may be spread between them in any desired manner.

- 1AG4 g, 2AG4 g, 3AG4\*, 4AG4\*, 1GZ\*, 2GZ\*, 1TN g, 2TN g, AG253 g, YK g, Scouts KK g, LL g, MM g, NN g, SS g, and TT g

**Enemy Base:** Place a Port Moresby base unit g in hex "A6" at the game's start.

### 7h4) SPECIAL RULES:

**7h4.1)** The Japanese side wins with 40 or more victory points more than the Allied side has. The Allied side wins with 15 or more victory points more than the Japanese side has. Any other result is a "tie" game.

**7h4.2)** Japanese AP units may "unload" only in hex "A6" for victory points. To "unload", a unit must start and end a Turn in the hex for at least two consecutive Turns without being eliminated. No unit may be "unloaded" more than once per game. For each AP unit that successfully "unloads" during the game, the Japanese side gets 10 bonus victory points at game's end.

**7h4.3)** Only the Japanese YK and Scouts KK, LL, MM, and NN air units may land at the Shortland and Tulagi bases.

**7h4.4)** The Allied side holds the free roll marker (option 11a) at the game's start. The night fighting modifier to the Japanese side's roll is "+3" (option 16k3).

<sup>1</sup> Use the *GUADALCANAL* Allied Operations Card's Saratoga area, but capacity should be only "7".

<sup>2</sup> The Yorktown's capacity should be reduced to "7".

<sup>3</sup> Use the *GUADALCANAL* Allied Operations Card's Zuiho area.

The scenarios accompanying this article are presented in the same format as those published in the *MIDWAY* and *GUADALCANAL* games' Battle Manuals, and should be regarded as official (Tournament directors take note that no guarantee of perfect balance is expressed or implied). These scenarios use counters from both games, in addition to counters which may be crafted by the players themselves using the Expansion Units Statistics Chart at the conclusion of this article.

## 7i) SCENARIO EIGHT – THE BATTLE OF SAVO ISLAND: August 9, 1942.

This is not an overall scenario, but is designed to demonstrate how a surface combat is conducted, and covers only the one surface action as a complete scenario. It is recommended for players who have just read through option 16, which must be used, and wish to see how a surface combat works, or for players looking for a fast game. The Searchboards are not needed to setup this scenario, only the Battleboard, the two Surface Turn markers, and the ship units given below:

**7i1) TIME:** Starts with Surface Turn 1, and ends when the surface combat ends. This combat takes place during a night Turn.

### 7i2) ALLIED SETUP INFORMATION:

Assume the Allies are side B this Turn (and therefore setup first), and the opponents entered the hex from opposite hex sides.

- 5 CA – Astoria m, Canberra\*, Chicago\*, Quincy\*, Vincennes m
- 3 DD – #4 m, #9 g, #10 g

### 7i3) JAPANESE SETUP INFORMATION:

Assume the Allies are side B this Turn (and therefore setup first), and the opponents entered the hex from opposite hex sides.

- 5 CA – Aoba g, Chokai gm, Furutaka g, Kako\*, Kinugasa g
- 2 CL – Tenryu\*, Yubari\*

### 7i4) SPECIAL RULES:

**7i4.1)** The Japanese side wins with five or more victory points more than the Allied side has. The Allied side wins with five or more victory points more than the Japanese side has. Any other result is a "tie" game.

**7i4.2)** Assume that the opposing task force units entered the battle hex through opposite hexsides, so the ship units setup facing in opposite directions (see option 16b2.2).

**7i4.3)** Attempts to break contact may not begin before the end of Surface Turn 5.

**7i4.4)** The Japanese side holds the free roll marker (option 11a) at the game's start. The night fighting modifier to the Japanese side's roll is "+4" (option 16k3).

### 7j) SCENARIO NINE – THE BATTLE OF CAPE ESPERANCE: October 11/12, 1942.

This is not an overall scenario, but is designed to demonstrate how a surface combat is conducted, and covers only the one surface action as a complete scenario. It is recommended for players who have just read through option 16, which must be used, and wish to see how a surface combat works, or for players looking for a fast game. The Searchboards are not needed to setup this scenario, only the Battleboard, the two Surface Turn markers, and the ship units given below:

**7j1) TIME:** Starts with Surface Turn 1, and ends when the surface combat ends. This combat takes place during a night Turn.

#### 7j2) ALLIED SETUP INFORMATION:

Assume the Japanese are side B this Turn (and therefore setup first), and the opponents entered the hex from opposite hex sides.

- 2 CA – S. Lake City g, S. Francisco g
- 2 CL – Boise\*, Helena g
- 2 DD – #6 g, #9 g

#### 7j3) JAPANESE SETUP INFORMATION:

Assume the Japanese are side B this Turn (and therefore setup first), and the opponents entered the hex from opposite hex sides.

- 3 CA – Aoba g, Furutaka g, Kinugasa g
- 1 DD – #16 g (back).

#### 7j4) SPECIAL RULES:

**7j4.1)** The Japanese side wins with five or more victory points more than the Allied side has. The Allied side wins with five or more victory points more than the Japanese side has. Any other result is a “tie” game.

**7j4.2)** Assume that the opposing task force units entered the battle hex through opposite hexsides, so the ship units setup facing in opposite directions (see option 16b2.2).

**7j4.3)** Attempts to break contact may not begin before the end of Surface Turn 5.

**7j4.4)** The Allied side holds the free roll marker (option 11a) at the game’s start. The night fighting modifier to the Japanese side’s roll is “-1” (option 16k3).

## TAYLOR STRIKES AGAIN

*No sooner had the cheering stopped on completion of this article than Mr. S. Craig Taylor wandered by your faithful editor’s desk and brought up two pithy observations:*

1. “The readership will howl when they see there’s just a sheet of statistics for the new ships, but no new counters.” — and,

2. “You should point out in some sort of ‘Notes’ section that the *Kuma* was the original class of vessel, whereas the *Kitakami* and *Oi*

### 7k) SCENARIO TEN – THE BATTLE OF TASSAFARONGA: December 1, 1942.

This is not an overall scenario, but is designed to demonstrate how a surface combat is conducted, and covers only the one surface action as a complete scenario. It is recommended for players who have just read through option 16, which must be used, and wish to see how a surface combat works, or for players looking for a fast game. The Searchboards are not needed to setup this scenario, only the Battleboard, the two Surface Turn markers, and the ship units given below:

**7k1) TIME:** Starts with Surface Turn 1, and ends when the surface combat ends. This combat takes place during a night Turn.

#### 7k2) ALLIED SETUP INFORMATION:

Assume the Allies are side B this Turn (and therefore setup first), and the opponents entered the hex from opposite hex sides.

- 4 CA – Minn’polis gm, N. Orleans gm, N’hampton gm, Pensacola gm
- 1 CL – Honolulu\*
- 2 DD – #9 g, #10 g (back)

#### 7k3) JAPANESE SETUP INFORMATION:

Assume the Allies are side B this Turn (and therefore setup first), and the opponents entered the hex from opposite hex sides.

- 3 DD – #16 g, #17 g (back), #18 g (back)

#### 7k4) SPECIAL RULES:

**7k4.1)** The Japanese side wins with more victory points than the Allied side has. The Allied side wins with five or more victory points than the Japanese side has. Any other result is a “tie” game.

**7k4.2)** Assume that the opposing task force units entered the battle hex through opposite hexsides, so the ship units set up facing in opposite directions (see option 16b2.2).

**7k4.3)** Attempts to break contact may not begin before the end of Surface Turn 3.

**7j4.4)** The Japanese side holds the free roll marker (option 11a) at the game’s start. The night fighting modifier to the Japanese side’s roll is “+2” (option 16k3).

were torpedo and anti-aircraft conversions, respectively.”

Well, okay. To address Craig’s second point:  
**NOTES**

“The *Kuma* was the original version of this class of vessel. The *Kitakami* and *Oi* were, respectively, a torpedo conversion and an anti-aircraft conversion.”

As for Craig’s first observation, the statistics charts on the following pages are intended to

### 7c4.6) ADDITIONAL MIDWAY TASK FORCES

This is presented as an additional Special Rule for *MIDWAY* Scenario Two. These are some other optional forces, and may be used the same as those in *MIDWAY* rule 7c4.2. The number of victory points awarded to the opposing side if a task force is used is listed with each task force.

#### AMERICAN TASK FORCES:

**Task Force 11 g:** Enters at any “T” row hex on Turn 4. Worth 15 bonus victory points to the Japanese side.

- 1 CV – Saratoga g: 1F5 g, 1F72 g, 1F2\*, S3 g, S5 g, T5\* (back), 3T8\*, Scout P m
- 2 CA – Chester\*, Chicago\*
- 2 DD – #9 g, #10 g

**Task Force A (really 8):** Enters at any “T” row hex on Turn 4. Worth five bonus victory points to the Japanese side.

- 2 CA – Ind’polis\*, Louisville\*
- 3 CL – Honolulu\*, Nashville\*, St. Louis\*
- 1 DD – #6 (back) g

#### JAPANESE TASK FORCES:

**Strike Force g:** Enters at any “VI” area hex on Turn 8. Worth ten bonus victory points to the American side.

- 1 CV – Zuikaku g: 1ZF g, 1ZD g, 2ZD g, 1ZT g, Scout E m
- 1 CA – Aoba g
- 1 DD – #16 g

**Fifth Fleet\*:** Enters at any “VI” area hex on Turn 8. Worth 15 bonus victory points to the American side.

- 1 CV – Junyo g: 1JF g, 2JF g, JD g, JT g, Scout F m
- 1 CVL – Ryujo g: 1RF g, RT g, Scout J m
- 3 CA – Maya g, Nachi\*, Takao g
- 1 DD – #11 g

*allow players to craft their own counters for use in the variants presented in this article and elsewhere in this issue. We are attempting to produce a variant countersheet for these vessels. This countersheet will go out to subscribers free of charge with their copy of The GENERAL Volume 28, Number 1; non-subscribers can order it from our Parts Department after publication of that issue. In the meantime, we tried to allow the readership, with a little effort, to play the variants rather than wait several months for the new counters.*

*Considering the imminent price increase of The GENERAL (see the notice on Page 19 of this issue), it would behoove anyone interested in these variant counters—to say nothing of the bargain such a subscription is, anyway—to subscribe before the rate increase goes into effect.*

*A word to the wise...*



## MIDWAY AND GUADALCANAL EXPANSION UNITS STATISTICS CHARTS

### ALLIED NAVAL UNITS/FRONT

Name	Type	Defense Factor	Surface Factor	Torpedo Factor	Anti-	
					Aircraft Factor	Movement Factor
Essex	CV	4c	1d	—	7	3
Lexington	CV	3c	2d	—	3	3
Ranger	CV	3c	1d	—	2	3
Independence	CVL	3c	—	—	4	3
3 CVE	CVL	2d	0d	—	3	2
4 CVE	CVL	2d	1d	—	4	2
Alaska	CB	5a	3a	—	5	3
Arkansas	BB	5a	3a	—	2	2
Iowa	BB	8a	10a	—	9	3
Nevada	BB	5a	4a	—	2	2
Pennsylvania	BB	6a	5a	—	2	2
Texas	BB	5a	4a	—	2	2
Australia	CA	3b	2b	1	2	3
Baltimore	CA	3b	3b	—	4	3
Canberra	CA	3b	2b	1	2	3
Chester	CA	3b	2b	—	2	3
Chicago	CA	3b	2b	—	2	3
Indianapolis	CA	3b	2b	—	2	3
Wichita	CA	3b	2b	—	2	3
Quincy	CA	3b	2b	—	2	3
Louisville	CA	3b	1b	—	1	1
Hobart	CL	2c	2c	1	1	3
Cleveland	CL	3b	3c	—	3	3
Boise	CL	3b	3c	—	2	3
Honolulu	CL	3b	3c	—	2	3
Nashville	CL	3b	3c	—	2	3
St. Louis	CL	3b	3c	—	2	3

### ALLIED NAVAL UNITS/BACK

Name	Type	Defense Factor	Surface Factor	Torpedo Factor	Anti-	
					Aircraft Factor	Movement Factor
Essex	CV	2c	0d	—	4	2
Lexington	CV	1c	1d	—	2	2
Ranger	CV	1c	0d	—	1	1
Independence	CVL	1c	—	—	2	1
3 CVE	CVL	2d	—	—	1	1
4 CVE	CVL	2d	0d	—	2	1
Alaska	CB	2a	1a	—	3	2
Arkansas	BB	2a	2a	—	1	1
Iowa	BB	4a	5a	—	5	2
Nevada	BB	3a	2a	—	1	1
Pennsylvania	BB	3a	3a	—	1	1
Texas	BB	3a	2a	—	1	1
Australia	CA	2b	1b	0	1	1
Baltimore	CA	2b	2b	—	2	2
Canberra	CA	2b	1b	0	1	1
Chester	CA	1b	1b	—	1	1
Chicago	CA	1b	1b	—	1	1
Indianapolis	CA	1b	1b	—	1	1
Wichita	CA	1b	1b	—	2	2
Quincy	CA	1b	1b	—	1	1
Louisville	CA	1b	1b	—	1	1
Hobart	CL	1c	1c	0	0	1
Cleveland	CL	2b	1c	—	2	2
Boise	CL	1b	2c	—	1	2
Honolulu	CL	1b	2c	—	1	2
Nashville	CL	1b	2c	—	1	2
St. Louis	CL	1b	2c	—	1	2

### ALLIED AIR UNITS/FRONT

Name	Type	Picture	Air				Basing Color
			Defense Factor	Combat Factor	Bombing Factor	Movement Factor	
F2	F	Buffalo	2	6	—	3	White
1F2	F	Wildcat	2	5	—	4	White
2F2	F	Wildcat	2	5	—	4	White
1F42	F	Wildcat	2	5	—	4	White
2F42	F	Wildcat	2	5	—	4	White
1FG32	F	P-39	2	4	—	3	Green
2FG32	F	P-39	2	4	—	3	Green
1FG53	F	P-39	2	4	—	3	Green
2FG53	F	P-39	2	4	—	3	Green
1FG16	F	P-40	2	5	—	3	Green
2FG16	F	P-40	2	5	—	3	Green
1FG37	F	P-40	2	5	—	3	Green
2FG37	F	P-40	2	5	—	3	Green
T2	T	Devastator	2	1	5	3	White
T5	T	Devastator	2	1	5	3	White
3TB	T	Avenger	2	2	4	5	White
B2	D	Dauntless	2	3	7	5	White
52	D	Dauntless	2	3	7	5	White
4BG3	D	Dauntless	1	2	4	5	Green
1BG6	H	B-17	2	6	6	11	Green
1BG40	H	B-17	2	6	6	11	Green
2BG6	M	B-18	1	1	7	5	Green
2BG40	M	B-18	1	1	7	5	Green
1BG25	M	A-20	2	3	7	6	Green

### ALLIED AIR UNITS/BACK

Name	Type	Picture	Air				Basing Color
			Defense Factor	Combat Factor	Bombing Factor	Movement Factor	
F2	F	Buffalo	1	3	—	3	White
1F2	F	Wildcat	1	3	—	4	White
2F2	F	Wildcat	1	3	—	4	White
1F42	F	Wildcat	1	3	—	4	White
2F42	F	Wildcat	1	3	—	4	White
1FG32	F	P-39	1	2	—	3	Green
2FG32	F	P-39	1	2	—	3	Green
1FG53	F	P-39	1	2	—	3	Green
2FG53	F	P-39	1	2	—	3	Green
1FG16	F	P-40	1	3	—	3	Green
2FG16	F	P-40	1	3	—	3	Green
1FG37	F	P-40	1	3	—	3	Green
2FG37	F	P-40	1	3	—	3	Green
T2	T	Devastator	1	0	3	3	White
T5	T	Devastator	1	1	5	3	White
3TB	T	Avenger	1	1	2	5	White
B2	D	Dauntless	1	2	4	5	White
52	D	Dauntless	1	2	4	5	White
4BG3	D	Dauntless	0	1	2	5	Green
1BG6	H	B-17	1	3	3	11	Green
1BG40	H	B-17	1	3	3	11	Green
2BG6	M	B-18	0	0	3	5	Green
2BG40	M	B-18	0	0	3	5	Green
1BG25	M	A-20	1	2	4	6	Green

## MIDWAY AND GUADALCANAL EXPANSION UNITS STATISTICS CHARTS

### JAPANESE NAVAL UNITS/FRONT

Name	Type	Defense Factor	Surface Factor	Torpedo Factor	Anti-	
					Aircraft Factor	Movement Factor
Taiho	CV	4c	0d	-	5	3
Chiyoda ('44)	CVL	3c	1d	-	3	3
Shoho	CVL	2c	0d	-	2	3
Mogami ('43)	AV	3b	2b	-	2	3
Ise	BB/AV	5a	3a	-	3	2
Musashi ('44)	BB	9a	10a	-	7	3
Kako	CA	3b	2b	2	2	3
Nachi	CA	3b	3b	4	2	3
Oyodo	CL	2d	1c	-	2	3
Agano	CL	2d	1c	2	2	3
Tenryu	CL	1c	0d	1	1	3
Tatsuta	CL	1c	0d	1	1	3
Oi	CL	2c	0d	2	5	3
Kuma	CL	2c	1d	2	1	3
Kitakami	CL	2c	0d	9	1	3
Katori	CL	2c	0d	1	1	2
Yubari	CL	1c	1d	1	1	3

### JAPANESE NAVAL UNITS/BACK

Name	Type	Defense Factor	Surface Factor	Torpedo Factor	Anti-	
					Aircraft Factor	Movement Factor
Taiho	CV	2c	-	-	3	2
Chiyoda ('44)	CVL	1c	0d	-	2	1
Shoho	CVL	1c	-	-	1	1
Mogami ('43)	AV	2b	1b	-	2	2
Ise	BB/AV	3a	1a	-	2	1
Musashi ('44)	BB	5a	5a	-	4	1
Kako	CA	1b	1b	1	1	2
Nachi	CA	2b	2b	2	1	2
Oyodo	CL	1d	0c	-	1	1
Agano	CL	1d	0c	1	2	1
Tenryu	CL	0c	-	0	0	2
Tatsuta	CL	0c	-	0	0	2
Oi	CL	1c	-	1	3	1
Kuma	CL	1c	0d	1	0	1
Kitakami	CL	1c	-	5	0	1
Katori	CL	1c	-	0	0	1
Yubari	CL	0c	0d	0	0	2

### JAPANESE AIR UNITS/FRONT

Name	Type	Picture	Air				Basing Color
			Defense Factor	Combat Factor	Bombing Factor	Movement Factor	
SHF	F	Zero	2	6	-	6	White
SHT	T	Kate	1	1	6	5	White
1CH	T	Nell	2	2	8	7	Green
2CH	T	Nell	2	2	8	7	Green
2GZ	T	Nell	2	2	8	7	Green
4AG4	T	Nell	2	2	8	7	Green
1GZ	T	Betty	2	2	8	9	Green
3AG4	T	Betty	2	2	8	9	Green

### JAPANESE AIR UNITS/BACK

Name	Type	Picture	Air				Basing Color
			Defense Factor	Combat Factor	Bombing Factor	Movement Factor	
SHF	F	Zero	1	3	-	6	White
SHT	T	Kate	0	0	3	5	White
1CH	T	Nell	1	1	4	7	Green
2CH	T	Nell	1	1	4	7	Green
2GZ	T	Nell	1	1	4	7	Green
4AG4	T	Nell	1	1	4	7	Green
1GZ	T	Betty	1	1	4	9	Green
3AG4	T	Betty	1	1	4	9	Green

### ALLIED BASE UNITS/FRONT

Name	Type	Symbol	Defense Factor	Surface Factor	Torpedo Factor	Anti-	
						Aircraft Factor	Movement Factor
Atlantic	B	US Star	5a	2c	-	8	-
Atlantic	B	US Star	5a	2c	-	8	-
Pacific	B	US Star	5a	2c	-	8	-
Pacific	B	US Star	5a	2c	-	8	-
Canal	B	US Star	4a	-	-	4	-
Canal	B	US Star	4a	-	-	4	-
Canal	B	US Star	4a	-	-	4	-
Canal	B	US Star	4a	-	-	4	-
Wake	B	US Star	5a	1c	-	2	-
Wake	B	US Star	5a	1c	-	2	-

### ALLIED BASE UNITS/BACK

Name	Type	Symbol	Defense Factor	Surface Factor	Torpedo Factor	Anti-	
						Aircraft Factor	Movement Factor
Atlantic	B	US Star	5a	1c	-	8	-
Atlantic	B	US Star	5a	1c	-	8	-
Pacific	B	US Star	5a	1c	-	8	-
Pacific	B	US Star	5a	1c	-	8	-
Canal	B	US Star	4a	-	-	2	-
Canal	B	US Star	4a	-	-	2	-
Canal	B	US Star	4a	-	-	2	-
Canal	B	US Star	4a	-	-	2	-
Wake	B	US Star	5a	0c	-	1	-
Wake	B	US Star	5a	0c	-	1	-

### JAPANESE BASE UNITS/FRONT

Name	Type	Symbol	Defense Factor	Surface Factor	Torpedo Factor	Anti-	
						Aircraft Factor	Movement Factor
Kwajalein	B	Red Sun	5a	-	-	3	-
Kwajalein	B	Red Sun	5a	-	-	3	-
Tulagi	B	Red Sun	3a	-	-	1	-
Tulagi	B	Red Sun	3a	-	-	1	-

### JAPANESE BASE UNITS/BACK

Name	Type	Symbol	Defense Factor	Surface Factor	Torpedo Factor	Anti-	
						Aircraft Factor	Movement Factor
Kwajalein	B	Red Sun	5a	-	-	2	-
Kwajalein	B	Red Sun	5a	-	-	2	-
Tulagi	B	Red Sun	3a	-	-	0	-
Tulagi	B	Red Sun	3a	-	-	0	-

# What is a classic?

**classic** (*klas'ik*) *adj.* **1.** Serving as a model of excellence: outstanding. **2.** Of lasting historical or artistic significance or worth. **3.** As in *Guadalcanal*, *Midway*, *Flat Top*, *Pacific War*, *Carrier* and *Tokyo Express*, classic games from Avalon Hill and Victory Games.

*These all new editions of MIDWAY and GUADALCANAL are part of The American History Series of battle games published in cooperation with The Smithsonian Institution, Washington, DC. Appropriate for beginners, both games also include extensive rules and historical supplements for aficionados.*

MIDWAY and GUADALCANAL are designed for 2 players with multi-player optional rules.

**Playing Time:** 30 minutes to 4 hours, depending upon scenario selected. **Time Scale:** One turn = 4 hours.

**Searchboard Scale:** 70 miles per hex. **Unit Scale:** Individual major ships, squadrons of aircraft and smaller ships.



## Victory Fever

*Spring 1942.* The Japanese Navy basks in "victory fever" as there seems to be no end to their one-sided triumphs over the

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## Operation Watchtower

*August 7, 1942.*

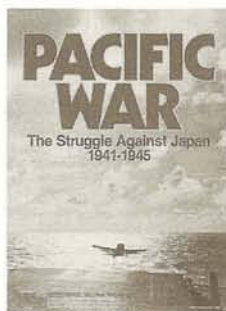
Exploiting the victory at Midway, the US Navy launches "Operation Watchtower" and soon

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# CAMPAIGN TOKYO EXPRESS

## In "The Slot", For the Duration

By Fr. Nigel Hodge

### INTRODUCTION

*TOKYO EXPRESS* is probably one of the best wargames produced by the Avalon Hill/Victory Games group. When I first played it I was immediately struck by its high excitement level, atmosphere, and above all its authenticity. Here was a solitaire game that played better than any comparable two-player simulation and was as historically accurate as one could wish for. The command control rules are the best that have ever appeared in any wargame, and for once, a game has been produced that combines both high playability and realism in one package. *TOKYO EXPRESS* (hereafter *TXP*) also contains rules enabling the game to be played with two players, one on each side; I've even found it a very popular multi-player "team" game, with each of several players commanding a task group within the US task force.

But alas, nothing is perfect; there are no rules for a campaign game. A strong theme in any successful solitaire game is that of the campaign. This was recognized in *B-17* and *PATTON'S BEST*; two games where the campaign rules really are the focus of the system. Setting a scenario in the context of an ongoing campaign often gives the solo player a good reason for setting aside some time and playing that game. A scenario within a campaign gains a greater importance than any single battle-at-hand; now a player has an idea of the "big picture" as well as a reason to weigh up not only tactical but operational considerations.

### BATTLE CHECK

A *TXP* campaign begins with August, 1942 and continues through March, 1943. (Players should be reminded that a peculiarity of the rules is that "Early 1942" consists of the months August to October, 1942; "Late 1942" consists of the months November, 1942 to February, 1943, and "1943" consists only of March 1943. See Rule 16.12 & the Campaign Roster.) The player determines the number of battles that will be fought within the current month. This is done by rolling a (ten-sided) die, subject to the month's DRM.

Die Roll	Battles	Month	DRM
2 or less	None	August	+0
3-8	1	September	-1
9-11	2	October	+0
		November	+1
		December	+1
		January	-2
		February	-4
		March	-6

Each battle in a month is played out as a separate scenario. Once all battles have been fought (or if no battles are to be fought for that month), the player continues battle checks for each succeeding month. Once any battles for March, 1943 have been concluded, the campaign is over. Campaign Victory is determined by taking an

average of the Victory Points for each battle fought. Players may find it useful to keep a rolling average of VPs during the campaign.

### SCENARIO DETERMINATION

The player rolls one die and consults the Scenario Table below to determine what scenario is to be played.

Die Roll	Scenario
1	17.1 "End Run"
2	17.2 "Chase From the Southwest"
3	17.3 "Chase From the North"
4	17.4 "Waiting on Station"
5	17.5 "Slamming the Door"
6	17.6 "U.S. Convoy"
7	17.7 "Japanese Convoy"
8-10	<b>Special; Roll Again Below:</b>
1	15.1 "Cape Esperance"
2	15.2 "1st Guadalcanal"
3	15.3 "2nd Guadalcanal"
4	15.4 "Tassafaronga"
5-10	16.0 Standard randomly-generated scenario.

### USING HISTORICAL SCENARIOS IN A CAMPAIGN

Whenever an historical scenario is called for in a *TXP* campaign, the player should use the specified scenario as a template for the actual battle fought:

- \* U.S. forces should be deployed as in the historical scenario notes, although only the ship type is applicable—the specific ship used being determined randomly. If no ship of the required type is available, then the player substitutes a ship of the next "lowest" type (ie. if the scenario calls for a BB and no BBs are available, the BB in the scenario is replaced by a CA.)
- \* The Admirals present are determined randomly as with a normal randomly generated scenario.
- \* The headings of the ships remains unchanged.
- \* The U.S. Cohesion level is determined by the random scenario generation procedure, using the U.S. Cohesion Level Table.
- \* The presence of U.S. transports is determined by consulting the U.S. Transports Table.
- \* U.S. Radar type and the scenario lighting conditions are determined by referring to the appropriate tables as for a randomly generated scenario.
- \* Surprise status is determined by referring to the Surprise Table.

A specific historical scenario may only be played once in a *TXP* campaign. If a scenario determination die roll results in a previously-played historical scenario, roll the die again, referring to the "Special" list of possible scenarios.

### SHIP AVAILABILITY

As a campaign progresses, ships will be sunk or damaged, precluding their use in further battles. Obviously, a ship sunk may not be used in further

scenarios. In the case of damaged ships, use the following tables to determine how many months a ship is unavailable. Ships that are sunk or unavailable due to damage have their status noted on the Campaign Roster supplied with this variant.

### DAMAGE LEVELS

Ship Type	Level 1	Level 2	Level 3
Jap. DD	1	3	4
U.S. DD	1	2	3
Jap./U.S. CL	1	3	4
Jap. CA	2	4	5
U.S. CA	1	3	4
Jap. BB	2	5	7
U.S. BB	1	4	5

The differences between the times taken to repair U.S. and Japanese ships is a reflection of the fact that U.S. ships were operating relatively close to extensive repair facilities, and of the ability of Australian and U.S. dockyards to perform minor miracles in getting damaged vessels back to sea. Japanese light cruisers are an exception to this general rule, as they were much lighter than their USN counterparts, being more akin to large destroyers.

### ADMIRAL AVAILABILITY

Like ships, Admirals too can be made unavailable for further combat. Whenever either a Japanese or a U.S. Admiral is "killed" by a combat result, roll a die at the end of the scenario to determine his actual fate. (If his ship is subsequently sunk, make a second roll using the "Sunk Admiral" rules below.)

Die Roll	Result
1-5	Killed: May not be used again in campaign.
6-7	Wounded: May not be used again in campaign.
8-10	Wounded: May be used again after 1 month.

**DRMs:** -1 if Flagship final Damage Level is 1  
-2 if Flagship final Damage Level is 2

### SUNK ADMIRALS

Again like ships, Admirals can be sunk! Whenever a scenario ends with an Admiral's flagship resting on the bottom of "Ironbottom Sound" (ie. Sunk), roll a die for his fate.

Die Roll	Result
1-5	Killed: May not be used again in campaign.
6	Wounded: May not be used again in campaign.
7-8	Wounded: May be used again after 1 month.
9-10	O.K.: May be used again next month.

**DRMs:** +2 if Ship sinks adjacent to land.  
+1 if a Bright night.  
-1 if a Dark night.  
-5 if ship explodes  
+2 if U.S. Substantial victory.  
+1 if U.S. Marginal victory.  
-1 if Japanese Marginal victory.  
-2 if Japanese Substantial victory.

# TOKYO EXPRESS CAMPAIGN GAME SHIP ROSTER

## AMERICAN UNITS

Type No.	Name (Type)	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Type No.	Name (Type)	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar
BB 1	South Dakota (South Dakota)									DD 9	Farenholt (Benson)								
BB 2	Washington (North Carolina)									DD 10	Fletcher (Fletcher)								
BB 3	California (California)									DD 11	Gwin (Livermore)								
BB 4	Missouri (Iowa)									DD 12	Jarvis (Bagley)								
BB 5	Iowa (Iowa)									DD 13	Laffey (Benson)								
CA 1	Astoria (Astoria)									DD 14	Lamson (Mahan)								
CA 2	Canberra (Australia)									DD 15	Lardner (Livermore)								
CA 3	Chicago (Northampton)									DD 16	Maury (Bagley)								
CA 4	Minneapolis (Astoria)									DD 17	McCalla (Livermore)								
CA 5	New Orleans (Astoria)									DD 18	Monssen (Livermore)								
CA 6	Northampton (Northampton)									DD 19	O'Bannon (Fletcher)								
CA 7	Pensacola (Pensacola)									DD 20	Patterson (Bagley)								
CA 8	Portland (Indianapolis)									DD 21	Perkins (Mahan)								
CA 9	Quincy (Astoria)									DD 22	Preston (Mahan)								
CA 10	Salt Lake City (Pensacola)									DD 23	Ralph Talbot (Bagley)								
CA 11	San Francisco (Astoria)									DD 24	Sterett (Bagley)								
CA 12	Vincennes (Astoria)									DD 25	Walke (Sims)								
CA 13	Baltimore (Baltimore)									DD 26	A. M. Sumner (A. M. Sumner)								
CA 14	Pittsburgh (Baltimore)									DD 27	Bagley (Bagley)								
CL 1	Atlanta (Atlanta)									DD 28	Craven (Bagley)								
CL 2	Boise (Brooklyn)									DD 29	Dunlap (Mahan)								
CL 3	Helena (Brooklyn)									DD 30	Gearing (Gearing)								
CL 4	Honolulu (Brooklyn)									DD 31	Gyatt (Gearing)								
CL 5	Juneau (Atlanta)									DD 32	Helm (Bagley)								
DD 1	Aaron Ward (Livermore)									DD 33	Lang (Bagley)								
DD 2	Barton (Benson)									DD 34	Meredith (A. M. Sumner)								
DD 3	Benham (Bagley)									DD 35	Selfridge (Porter)								
DD 4	Blue (Bagley)									DD 36	Southard (Clemson)								
DD 5	Buchanan (Livermore)									DD 37	Taylor (Fletcher)								
DD 6	Cushing (Mahan)									DD 38	Wilson (Bagley)								
DD 7	Drayton (Mahan)									DD 39	Woodworth (Benson)								
DD 8	Duncan (Livermore)																		

### KEY

= Not Available

= Inoperable

X = SUNK

# TOKYO EXPRESS CAMPAIGN GAME SHIP ROSTER

## JAPANESE UNITS

Type No.	Name (Class)	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Type No.	Name (Class)	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar
BB 1	Hiei (Kongo)									DD 10	Kuroshio (Kagero)								
BB 2	Kirishima (Kongo)									DD 11	Makinami (Yugumo)								
BB 3	Musashi (Yamato)									DD 12	Murasame (Sh'suyu)								
BB 4	Yamato (Yamato)									DD 13	Naganami (Yugumo)								
CA 1	Aoba (Aoba)									DD 14	Oyashio (Kagero)								
CA 2	Atago (Takao)									DD 15	Samidare (Sh'suyu)								
CA 3	Chokai (Takao)									DD 16	Shikinami (Fubuki)								
CA 4	Furutaka (Furutaka)									DD 17	Shirayuki (Fubuki)								
CA 5	Haguro (Myoko)									DD 18	Suzukaze (Sh'suyu)								
CA 6	Kinugasa (Aoba)									DD 19	Teruzuki (Akizuki)								
CA 7	Myoko (Myoko)									DD 20	Uramani (Fubuki)								
CA 8	Takao (Takao)									DD 21	Yudachi (Sh'suyu)								
CL 1	Jintsu (Naka)									DD 22	Yukikaze (Kagero)								
CL 2	Nagara (Nagara)									DD 23	Yunagi (Kamikaze)								
CL 3	Sendai (Naka)									DD 24	Akigumo (Yugumo)								
CL 4	Tenryu (Tenryu)									DD 25	Amagiri (Fubuki)								
CL 5	Yubari (Yubari)									DD 26	Arashi (Kagero)								
CL 6	Kitakami (Kuma)									DD 27	Hagikaze (Kagero)								
DD 1	Amatsukaze (Kagero)									DD 28	Kamakaze (Kagero)								
DD 2	Asagumo (Asashio)									DD 29	Hatsukaze (Kagero)								
DD 3	Ayanami (Fubuki)									DD 30	Isokaze (Kagero)								
DD 4	Harusame (Sh'suyu)									DD 31	Kazegumo (Yugumo)								
DD 5	Hatsuyuki (Fubuki)									DD 32	Matsukaze (Kamikaze)								
DD 6	Ikazuchi (Akatsuki)									DD 33	Mikazuki (Mutsuki)								
DD 7	Inazuma (Akatsuki)									DD 34	Minazuki (Mutsuki)								
DD 8	Kagero (Kagero)									DD 35	Shimikaze (Shimikaze)								
DD 9	Kawakaze (Sh'suyu)									DD 36	Shimotsuki (Akazuki)								

### KEY



= Not Available



= Inoperable



= SUNK

Date	VP's	Average

Date	VP's	Average

Date	VP's	Average





# GIVE 'EM THE SPURS!

## Variant Rules for the New *MUSTANGS* Air-Combat Game

### Or: One Playtester's Opinion

By Bruce Kohnre



As a playtester, I've had a head-start with Avalon Hill's new *MUSTANGS*. It more than achieves its mission as an exciting introductory level game. Experienced gamers may find some simplifications frustrating, however. I believe the following basic rules are true to the game's spirit. They are mainly recycled from *MUSTANGS* designer S. Craig Taylor's successful series of air games (such as *WINGS*, *FLIGHT LEADER*, and *AIR FORCE/DAUNTLESS*). Under no circumstances should this variant be considered as official nor (under the threat of serious bodily harm—to me) should Mr. Taylor be disturbed in responding to questions about them.

Your Me-262 is streaking forward at speed 6. A "Jug" is dead ahead. You're level on its "six" as its bulk fills the gunsight. How can you miss? In *MUSTANGS*, you won't get the chance. If you don't complete a maneuver (even "straight ahead"), you don't fire. Players can see where each plane will finish its move and what its facing will be. They can plot a move safe from any fire. *PANZERBUSH* in the sky, anyone?

I suggest a plane can fire at the end of any impulse that it moves a hex, at any target allowed on the Fire Diagram, with an *additional* "-2" from the attacker's fire number if the firing plane is marked for straight ahead or turn ("-4" if tight turn or half-loop) maneuvers.

While a plane can't crash with another at co-altitude in the same hex, neither plane can fire out. I assume this models both pilots being distracted by trying to avoid a collision. Why not allow each plane to fire out of the hex with an additional "-4" fire modifier?

Scratch the "S" chit, please. It seems to me an artificial "gamey" device. All new chits should be marked simultaneously. When any plane fin-

ishes a maneuver a new chit is put on the map covered with a spare counter. An opponent with a plane in a rear quadrant (Fire Diagram facings only) hex of a plane marking a maneuver must be shown that chit (even if that opponent didn't fire). If the optional spotting rules are used, the enemy plane must, of course, spot the maneuvering airplane.

Pains were taken to rate each plane for performance. Climbing and diving abilities have been simply homogenized. Aircraft which historically should take advantage of their strength in these areas aren't being simulated accurately. At a minimum, all planes should mark their speeds and altitudes simultaneously. Alternately, all aircraft in the game can be assigned a separate climb and dive rating, such as "fair, average, and good". Planes which change altitude do so in order, first those rated "fair", then those deemed "average" and finally those considered "good". Aircraft with engine damage have their climb and dive ratings reduced to "fair". If they begin as "fair", there is no additional penalty. As each altitude level in *MUSTANGS* equals approximately 7,000 feet (the "width" or "length" of a hex is admittedly abstracted, and thus undefined), the ratings show relative advantage. This is equivalent to "having the wind gauge" in a sailing ship game. A better plane has the initiative. It can close with (or accelerate away from) an opponent at its choice.

If the spotting rules are in effect, a plane which doesn't spot an opponent in a firing position from its rear hexes always marks its altitude/speed changes first (it is temporarily considered "fair" for both climbing and diving). It marks its changes before all other aircraft normally rated "fair" but at the same time as all air-

craft with an opposing plane in a rear hex firing position. This penalty is negated if the aircraft, or its wingman, spot the plane in the rear hex.

A fortunate side-effect of not using the "S" chit would force all fire to be simultaneous. To me this seems more realistic than the current system ("Gentlemen of Japan, fire first!").

Better quality pilots receive attack bonuses. Shouldn't lesser rated pilots have attack reductions? I would suggest "-1" for "inexperienced" and "-2" for "green" pilots as additional modifiers.

One area that pilot quality doesn't affect is defense. The historical ability of better pilots to dodge incoming fire (and even more importantly to avoid these situations in the first place) is well documented. The opposite is true of lesser pilots. It seems reasonable for attacks on an "ace" to be reduced by "-2" and on an "experienced" pilot by "-1". Attacks on a "green" pilot should be increased by "+2" and those on an "inexperienced" pilot by "+1". If the optional "spotting" rules are used, this advantage for the better pilots would apply only if the target or its wingman spots the firing plane. This would mean that a wingman might have to pass-up some shots. If a plane fires it loses "spots" on all other aircraft. The main job of a wingman (to protect the leader) will be more historically simulated. Poorer pilots avoid the added effectiveness of incoming fire if the attacker is spotted by the target or its wingman.

A single hit on the engine or fuel areas has a chance to eliminate a target if a fire occurs. The pilot can be incapacitated only by two hits. It is an unfortunate fact that one hit may be enough. I suggest that for the first crew hit, the die is rolled again. On a "1 or 2", the second crew hit box is checked off.

Two wing hits limit an aircraft's ability to safely make certain maneuvers. If the wings are this weak, I would suggest that maximum dives should also be limited to no more than two altitude levels. As an optional rule, if the player wants to take a gamble, a dive of three or four levels may be attempted, but before it succeeds, a die-roll is made. On a "1", "2", or "3", the wings fail and the airplane crashes.

With these new rules, the point values given for aircraft with different pilot qualities probably should be changed. I would increase any plane with an "ace" to be worth one (1) and with an "experienced" pilot one-half (1/2) more point. Planes with a "green" pilot should be reduced by two (2) and with an "inexperienced" pilot one (1) more points. For each "good" climb or dive rating a plane's points value should be increased by one (1) and decreased by one (1) for each "fair" rating. These are cumulative, i.e. a plane with a "fair" climb rating and "good" dive rating would have its value changed by zero (-1 plus +1 = 0). Ratings changed by battle damage or planes in a rear hex firing position do not affect an aircraft's point value.

It must be stressed that these rules have not been tested. They are based on the prior works of S. Craig Taylor (MUSTANGS' designer), but the cumulative effect on this game is not known. An "ace" bouncing a "green" pilot is not likely to be a pleasant experience (for the target). With extra changes to fire, players must be careful not to waste ammo on poor shots. Maybe this is the way it should be. Buy MUSTANGS. Try the new rules. Make some more. Have fun!

**SUMMARY OF VARIANT RULES**

**FIRE:**

- a. Planes may fire during any impulse in which they move a hex. If they haven't completed a maneuver, there is an additional "-2" fire modifier if marked to fly straight ahead or turn ("-4" if tight turn or half-loop).
- b. Fire is possible out of a hex with an additional "-4" fire modifier if one or more extra planes are at the same altitude in the same hex. Combat between aircraft in the same hex and same altitude remains forbidden.
- c. Attacks by "green" pilots are reduced by "-2" and "inexperienced" pilots by "-1". This is in addition to all other modifiers.
- d. All attacks are resolved simultaneously.

**DEFENSE:**

- a. Reduce an attack against an "ace" by "-2" and against an "experienced" pilot by "-1". This is in addition to all other modifiers. If the optional spotting rules are used, the target or its wingman must spot the firing plane to receive this bonus.
- b. An attack against a "green" pilot is increased by "+2" and against an "inexperienced" pilot by "+1". This is in addition to all other modifiers. A poorer quality target avoids this penalty if it or its wingman spots the firing airplane and the spotting rules are in effect.

**HITS:**

- a. For the first crew hit, roll a die again. On a "1" or "2" result, a second hit is scored and the target is eliminated.
- b. After two wing hits, a plane may only safely dive one or two levels.
- c. OPTIONAL: An aircraft with two wing hits may dive three or four levels but must then roll a die. On a "1", "2", or "3", the plane is destroyed.

**ALTERNATE SEQUENCE OF PLAY:**

(Do not use the "S" chit. All other rules are in effect except as noted.)

- a. All planes which complete a maneuver mark a new maneuver simultaneously. This is hidden with an unused altitude counter. The chit is shown to any opponent with an unspotted plane in position to fire (although it need not have done so) from a rear quadrant hex against the plane marking the new maneuver.
- b. All changes in speed and altitude during the "Change" Phase are done simultaneously. If needed for documentation purposes, players should write these changes on scrap paper. Aircraft rated "fair" for the altitude change desired make their change first, then planes rated "average", and lastly those rated "good". If the optional spotting rules are used, a plane with an unspotted opposing plane in a rear-hex firing position marks its altitude/speed changes before all other planes. All planes with an aircraft in a rear-hex fire position mark such changes simultaneously.
- c. Planes with damaged engines have their climbing and diving ratings reduced to "fair". If they start with this rating there is no further penalty.

**ALTERNATE POINT VALUES:**

- a. Add "1" if the pilot is an "ace" and "1/2" if "experienced".
- b. Subtract "2" if the pilot is "green" and "1" if "inexperienced".
- c. Add "1" for each "good" climb or dive rating.
- d. Subtract "1" for each "fair" climb or dive rating.
- e. All point modifiers are cumulative.

**OPTIONAL CLIMB/DIVE RATINGS:**

Remember these ratings are an estimated average at all altitudes. Aircraft which might be wonders on the deck may be weak at higher levels.

**F = FAIR    A = AVERAGE    G = GOOD**

AIRCRAFT	CLIMB	DIVE
F6F	G	A
F4U-1a	A	A
P38L	G	G
P47B	F	G
P47D	A	G
P51B	G	A
P51D	G	A
A6M5a	A	F
K-84 1a	A	A
N1K1-Jb	F	A
ME262 1a	G	G
ME109G-6	G	G
FW190A-8	A	F
FW-190D	G	G



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# “WAKE ISLAND” and “THE TWO-OCEAN WAR”

## Variant Scenarios for *MIDWAY '92* and *GUADALCANAL '92*

By James E. Meldrum

### INTRODUCTION

The new *MIDWAY* and *GUADALCANAL* are recent additions to Avalon Hill's "American History Series" of games. *MIDWAY* is an updated version of the old flat-box classic, featuring better rules and components, more chrome, and better graphics. *GUADALCANAL* covers the air and sea battles taking place around the island in 1942 using the same system. In addition to historical variants, there is the potential for "what-if" scenarios using these titles. Both games may be combined to provide one such simulation of a hypothetical naval battle spanning two oceans.

### WAKE ISLAND

One of the Japanese objectives at the start of the war in the Pacific was the elimination of the U.S. base at Wake Island, together with its Marine garrison. The Marines at Wake fought against overwhelming odds, repulsing the first landing attempt, but to no avail. The U.S. Navy attempted to relieve the garrison with a carrier task force sent to land reinforcements and aircraft, but the mission failed because the task force was delayed while refueling its escorts. A second Japanese landing overcame U.S. resistance on Wake before the rescue force could arrive.

In order to defeat the U.S. garrison, the Japanese detached two carriers and their supports from the Pearl Harbor strike force. The two U.S. carrier task forces nearing Wake could easily have encountered the Japanese carriers. A third U.S. carrier raiding Jaluit might also have participated in this operation. If these forces had made contact, the first carrier battle of the Second World War would have been fought off Wake Island.

### 28-5/a) VARIANT SCENARIO ONE – THE BATTLE OF WAKE ISLAND: December, 1941.

This scenario is played on the *MIDWAY* Searchboards. Midway (Searchboard hex "M5" is now considered to be Wake Island for purposes of this scenario—ignore all other land on the Searchboards.

**28/5a1) TIME:** 2000 hours, December 21, 1941—0800 hours, December 24, 1941. Using the *MIDWAY* TIME RECORD TRACK, start with Turn 7, and end after Turn 20 (14 Turns).

### 28/5a2) UNITED STATES SETUP INFORMATION:

**Task Force 17 (really 14) g:** Place in hex "T2", "T3", "T4" or "T5" at the game's start.

1 CV - Saratoga **g**<sup>1</sup>: 1F3 m, B3 gm, S3 g, T3 m, 1F221 (2 hits) m, Scout RR g

3 CA - Astoria m, Minneapolis gm, San Francisco g

1 AP - I (back + 1 hit) g

2 DD - #9 g, #10 g

**Task Force 11 gm:** Enters in or adjacent to hex R10 on Turn 11.

1 CV - Lexington \*: F2 \*, B2 \*, S2 \*, T2 \*, Scout SS g

3 CA - Chicago \*, Indianapolis \*, Portland gm.

1 DD - #3 m, #4 m

**Task Force 16 (really 8) gm:** Enters at hex "T2", "T3", "T4" or "T5" on Turn 14

1 CV - Enterprise m<sup>2</sup>: 1F6 m, B6 m, S6 m, T6 m, Scout TT g

3 CA - Northampton gm, Salt Lake City g, Vincennes m

1 DD - #3 m

**Wake ("M5") Base \*<sup>3</sup>: Place the base unit in its hex**

2F221 (2 hits) m

**Enemy Base:** Place a Kwajalein ("Kwaj") base unit \* in hex "L11" at the game's start.

### 28/5a3) JAPANESE SETUP INFORMATION:

**Attack Force g:** Place in or adjacent to hex "J3".

1 CV - Soryu m: 1SYF m, 2SYF (back) m, SYD (1 hit) m, SYT m, Scout A m

1 CV - Hiryu m: 1HYF m, 2HYF (back) m, HYD m, HYT (1 hit) m, Scout B m

1 AV - Chikuma gm: Scout OO g

1 AV - Tone gm: Scout RR g

1 DD - #7 (back) m

**Invasion Force g:** Place in or adjacent to hex "M7".

3 CL - Yubari \*, Tenru \*, Tatsuta \*

1 AP - I (back) m

1APD - VI (back) g

1 DD - #8 m

**Support Force m:** Place in or adjacent to hex "O5".

4 CA - Aoba g, Furutaka g, Kako g, Kinugasa g.

**Kwajalein ("L11") Base \*<sup>4</sup>: Place the base unit in its hex. This hex is now considered to contain an island.**

1CH \*, 2CH \*, Scouts KK g, LL g, MM g

**Enemy Base:** Place the Wake base unit \* in hex "M5" at the game's start.

### 28/5a4) SPECIAL RULES:

**28/5a4.1)** The 1F221 air unit may take off from the *Saratoga*, but may only land at the base.

**28/5a4.2)** The U.S. side gets 10 victory points if 1F221 lands at the base. The U.S. side gets 20 vic-

tory points if its transport unit enters the base hex. The Japanese side gets 20 victory points if its transport unit enters the base hex and 20 victory points if its fast transport unit enters the base hex.

**28/5a4.3)** The U.S. side wins by scoring at least 10 more victory points than the Japanese side. The Japanese side wins otherwise.

**28/5a4.4)** The Allied side holds the free roll marker (option 11a) at the game's start. The night fighting modifier to the Japanese side's roll is "+3" (option 16k3).

### NOTES:

<sup>1</sup> With anti-aircraft and defense factors reduced to "3" on the front side and the defense factor reduced to "1" on the back side.

<sup>2</sup> The capacity is reduced to "7".

<sup>3</sup> Use the *GUADALCANAL* Allied Operations Card's Gili-Gili base area.

<sup>4</sup> Use the *GUADALCANAL* Japanese Operations Card's Gasmata base area.

### THE TWO-OCEAN WAR

David Downing's novel, "The Moscow Option: An Alternative Second World War" describes (among other things) a naval war fought in the Pacific between the Allies and Japan. In this alternate history, the Battle of the Coral Sea never took place and the U.S. lost the Battle of Midway disastrously, losing four carriers and four cruisers while the Japanese lose only the CV *Kaga*. Soon after, the Japanese navy conducts a carrier raid against the west coast of the United States, intended to knock out remnants of the U.S. Pacific Fleet so that Japanese forces may invade Hawaii without interference. It is also deemed necessary to knock out the Panama Canal to prevent U.S. Atlantic fleet reinforcements from reaching the Pacific.

In Downing's alternate war, Japanese military intelligence believes that the U.S. Navy has only one carrier left, and that in the Atlantic Ocean. Accordingly, the Japanese turn south after raiding the West Coast and sail towards the Panama Canal. They believe that in spite of losses suffered in the raid on the U.S. West Coast, they have sufficient airpower to wreck the canal. Japanese planners anticipate resistance only from land-based aircraft.

Actually, one U.S. carrier, the *Ranger*, is in the Atlantic. Another carrier, the *Wasp* (which was reportedly sunk by the *Luftwaffe*), is also in the Pacific. The Japanese also believe that the CV *Saratoga* has been sunk when in fact it has been repaired after heavy battle damage. As the Japanese carrier fleet approaches Panama, they are unaware that they are being stalked by a task

force of two carriers, two battleships, and seven cruisers. Another carrier battlegroup is waiting for them... in the Atlantic.

The initial Japanese raid is not as effective as was hoped, and it is decided to launch a second raid. An attack by U.S. land-based aircraft from the Canal Zone is repulsed with heavy losses. Surprisingly, however, there is a *second* air attack by *naval* aircraft. That means that the U.S. have a carrier in the area which has to be dealt with. Japanese commanders decide to change their air groups from a land attack mission to a naval attack mission. As they are refueling and rearming, a stream of U.S. dive bombers pours out of the sun...

"The Two Ocean War" gives players a chance to game out an unique situation—a single naval battle spanning two oceans. In order to play this variant, players *must* have copies of both *MIDWAY* and *GUADALCANAL*, as this variant uses air and naval units from both games. A new searchboard map for this variant is included in this issue of *The GENERAL*. Unless otherwise specified, all rules from *MIDWAY* will be in effect at all times. Use the regular game rules to resolve any disputes between the rules and the material in this article.

In this scenario, a Japanese carrier force has conducted raids on the U.S. West coast, striking the U.S. fleet base at San Diego, and the Lockheed aircraft factory near Los Angeles as per events described in David Downing's novel. After inflicting serious damage on American ships at San Diego (being repaired from damage suffered in the Pearl Harbor disaster), the Japanese carriers head for the Panama canal. Their objective is to wreck the canal, preventing U.S. naval reinforcements in the Atlantic from interfering with the projected invasion of Hawaii. As the Japanese carriers move to attack the canal, they are shadowed by a U.S. submarine.

## 28-5/b) VARIANT SCENARIO TWO – THE DEFENSE OF THE PANAMA CANAL: August, 1942.

This scenario is played on the *TWO-OCEAN WAR* Searchboards\* included in this issue. Lay these Searchboards over the *MIDWAY* Searchboards so that the *MIDWAY TIME RECORD TRACKS* are visible and available for use.

**28/5a1) TIME:** Starts with Turn 1 and ends after Turn 11 (11 Turns).

### 28/5a2) UNITED STATES SETUP INFORMATION:

**Task Force 16 gm:** Place in any "I" area hex at the game's start.

1 CV – Ranger \*: 1F5 g, 2F5 g, T8 g, Scouts SS g and UU g

1 CA – Quincy \*

1 DD – #10 g

**Task Force 1 m:** Place in any "III" area hex at the game's start.

1 CL – Detroit m

**Task Force 11 g:** Enters at hex "A8", "A9", "A10" or "A11" on Turn 3.

1 CV – Saratoga g: 1F10 g, 2F10 g, B10 g, S10 g, T10 g, Scout SS g and VV g

1 CV – Wasp g: 1F71 g, 2F71 g, S71 g, S72 g, T7 g, Scout TT g and WW g

2 BB – North Carolina g, Washington g

5 CA – Minneapolis gm, New Orleans gm, Northampton gm, Portland gm, Pensacola gm

3 DD – #1 m, #2 m, #3 m

**Atlantic ("J3")\* and Pacific ("K5")\* Bases:** Place the respective base units in their hexes. The following air units may be spread among them in any desired manner. Also, place the two identical "Canal" base units \* in inland canal hexes "J4" and "K4".

1BG6 \*, 2BG6 \*, 1FG16 \*, 2FG16 \*, 1BG25 \*, 1FG32 \*, 2FG32 \*, 1FG37 \*, 2FG37 \*, 1BG40 \*, 2BG40 \*, 1FG53 \*, 2FG53 \*, Scouts FF g, GG g, HH g, XX g, YY g, and ZZ g

### 28/5a3) JAPANESE SETUP INFORMATION:

**Strike Force g:** Place in any "II" area hex at the game's start.

1 CV – Shokaku g, 1SF g, 2SF (1 hit) g, 1SD g, 2SD (back) g, 1ST g, 2ST g, Scouts AA g & EE g

1 CV – Zuikaku g: 1ZF g, 2ZF (1 hit) g, 1ZD g, 2ZD (back) g, 1ZT g, 2ZT g, Scout BB g and FF g

1 CV – Akagi m: 1AF m, 2AF (1 hit) m, AD m, 1AT m, 2AT (2 hits) m, Scout A m

1 CV – Soryu m: 1SYF m, 2SYF (1 hit) m, SYD m, SYT (1 hit) m, Scout D m

1 AV – Chikuma gm: Scout OO g

1 AV – Tone gm: Scout PP g

2 BB – Haruna gm, Mutsu gm

4 CA – Kumano gm, Mikuma m, Mogami m, Suzuya gm

3 CL – Isuzu g, Nagara gm, Yura gm

3 DD – #1 m, #2 m, #3 m

**Enemy Bases:** Place the respective base units in their hexes, as follows: Atlantic ("J3")\*, Pacific ("K5")\*, and Canal ("J4" and "K4")\*.

### 28/5a4) SPECIAL RULES:

**28/5a4.1)** Task Force 11 may enter the game with air units ready to launch.

**28/5a4.2)** The Panama Canal Zone is composed of yellow land hexes; the canal itself consists of yellow canal zone hexes with a red stripe. Any U.S. ship unit may be moved through the canal to either ocean at a rate of one hex per Turn during the U.S. Sea Movement Step. Only a maximum of two ship units (one going in each direction) may *end* movement in a canal hex. Japanese ship units may *never* enter an *inland* canal hex ("J4" or "K4").

**28/5a4.3)** Ship units are extremely vulnerable while moving through the canal, although torpedo bombing combats are not possible against ship units in canal hexes. Treat all U.S. ship units as having half (round fractions down) of their normal defense factor while located in a canal hex.

**28/5a4.4)** The canal is "blocked" (no ships may pass through the affected hexes) if:

a) Any U.S. ship is "sunk" (eliminated) in any *inland* ("J4" or "K4") canal hex.

b) The Japanese player "eliminates" the canal hex. Canal hexes may be attacked as if they were base units, but do not handle aircraft (they are provided primarily to mark hits on the inland canal hexes).

**28/5a4.5)** The Japanese side wins by "blocking" one or more canal hexes or by eliminating any two U.S. aircraft carriers or by eliminating both U.S. battleships and any one aircraft carrier. The Allied side wins otherwise.

**28/5a4.6)** The Allied side holds the "free roll" marker (option 11a) at the game's start. The night fighting modifier to the Japanese side's roll is "+3" (option 16k3).

### NOTES:

<sup>1</sup> Use the *GUADALCANAL* Allied Operations Card's *Wasp* area, only the launch factors should be only "2/1".

<sup>2</sup> Use the *GUADALCANAL* Allied Operations Card's *Espiritu Santo* base area.

<sup>3</sup> Use the *GUADALCANAL* Allied Operations Card's *Port Moresby* base area.

### A NOTE ON COMPONENTS:

Special thanks are due Charles Kibler of the Avalon Hill Art Department, who produced the new Searchboard maps from materials provided by Mr. Meldrum and revised by S. Craig Taylor. Mr. Taylor also reviewed Mr. Meldrum's force mixes and revised their notation to bring them in line with the style of the scenarios found in the *MIDWAY* and *GUADALCANAL* games. As with Mr. Taylor's new scenarios found elsewhere in this issue, the following notations regarding ship and unit listings apply to these scenarios and the units needed to play them.

g The unit and/or its Operations Card are available in the *GUADALCANAL* game components.

m The unit and/or its Operations Card are available in the *MIDWAY* game components.

\* New components whose statistics are available in this issue are required; players may craft such components themselves, or purchase them directly from Avalon Hill upon notice of such components' availability. ☆

*In this issue of The GENERAL, on the middle of the Insert pages and on pages 30 and 31, you will find special Search Boards needed to play "The Two-Ocean War". Pry up the staples from the center of the magazine, lift out the insert and pgs. 30 & 31, and bend the staples back down again. The map on pgs. 30 & 31 has been backed up with advertisements to minimize damage to your copy of The GENERAL. Until we can produce variant counters, Craig's article provides statistics for the required units in charts on pages 11 and 12.*


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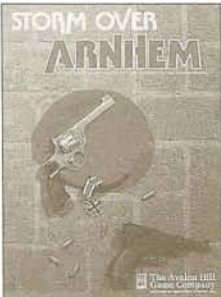
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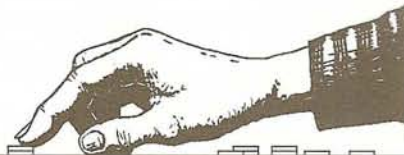
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## SERIES REPLAY

### VICTORY IN THE PACIFIC

American/Allies Player: Dave Targonski  
 Japanese Player: Alan Applebaum  
 Neutral Commentator: William Jockusch



#### INTRODUCTION

This game was played in the first-round of the *VICTORY IN THE PACIFIC* tournament at the first *AvalonCon* on August 22, 1991. The tournament was a seven-round "Swiss System" in which the players "bid" POC to determine sides. Players received full credit for a victory only by winning the game by three or more POC. In this game, both players bid for the Japanese. Dave won the die roll and had the option of taking the USN, which he declined. Alan then declined a one-POC incentive to take the USN and Dave accepted the Americans with a 2-POC incentive.

#### JAPANESE PRE-GAME COMMENTS

As far as I know, Dave is the best player in this event. Accordingly, I want the Japanese side because I feel the IJN has a better chance than the USN to gain a huge early advantage strictly through luck. Also, I believe that the requirement of a 3-POC win for full credit favors the IJN because it is harder for the USN to win by a large margin than the IJN, even if each side has an equal chance to win, which I doubt. A 2-POC handicap is the most I will give, however, as I am now attempting to win by 5 POC to gain a full victory—a very tall order.

#### AMERICAN PRE-GAME COMMENTS

Both of us want the IJN because they control the initiative early in the game. Each side has a big-win scenario on Turn 1. If the IJN sink two or more USN carriers, they have a very easy time. On the other hand, if the USN controls the Central Pacific on Turn 1, they have a big edge. The first scenario is much more likely, however (15% to 9%), so in a tournament I prefer the IJN to reduce the odds of starting out behind.

If I decline the USN with a 2-POC handicap, Alan will receive a chance to take them with a 3-POC spot, which I don't want to risk, so I'll take the +2.

#### REGARDING NOTATIONS

Initial deployments for each turn have been depicted in the maps accompanying the text of this article. "Attack bonus" circles on the ship counters have been intentionally deleted. Where they appear in the text, bracketed numbers indicate the level of damage on a ship or air unit; a pale version of the nationality color indicates that the ship so marked failed the "speed-roll"

made to allow movement to an additional sea area, and was therefore converted to "Raider" status. Raiders which failed a speed roll are likewise depicted as pale in color with white lettering. Normal raiders are represented on the maps with the standard reverse-color of the inverted counter. The I-Boat is depicted with white lettering on a solid red background. "LBA" is the abbreviation for Land-Based Air.

#### IJN COMMENTS — Turn 1

I send four cruisers into the Marianas to deter him from attacking me with the three cruisers he has available. While three bonus cruisers have about an 85% chance to hold the area against his three non-bonus cruisers, my position can really crumble if I lose. The risk to Dave in making this low-odds attack is small, as two of his raiding cruisers would be the less-valuable British and Dutch cruisers. Accordingly, I play it safe, as my additional cruiser will probably not be relevant either in the Hawaiian Islands or the Central Pacific.

Also, I believe in attacking the Allied air power, rather than trying to maximize battleship damage at Pearl. I hope to reduce the USN surface fleet later, if necessary, by forcing him into combats in which I will inflict more damage due to my higher quality ships, even though I will usually be outnumbered because he moves last. Therefore, the *Ryujo* accompanies the *Hosho* into the Central Pacific (even though its shots may be wasted), because I want to increase the chance for carrier kills, and also insure against the USN controlling the area.

With only the *Hosho* facing one or more of his carriers, it is very likely that the second round of combat will see my surface group facing unopposed USN air power. With a +2 DRM favoring his chances of a day action (and some guts), Dave may sink three or four of my ships and force me to retreat, even if only one USN carrier appears. The *Ryujo* guards against this "nightmare scenario", and also gives me a better shot at realizing the American's nightmare—two USN carriers sunk in the Central Pacific. I consider sending *Ryujo* to Hawaii instead quite reasonable, however, as it may sink one or two additional ships. I accompany the *Hosho* and *Ryujo* with enough escorts to provide a surface advantage, even if all USN "Location Uncertain" cruisers show up in the Central Pacific. This is, admittedly an unlikely event, but the ships sent are not really needed anywhere else.

I cannot foresee any circumstances in which Dave would stay in Hawaii after the USN carrier groups show up, even if he had a surface advantage, because a day action could be devastating for him; therefore, I will send only 12 surface ships to Hawaii.

Finally, I keep the *Fuso* in reserve just in case Dave decides to go for the glory with his three cruisers in the Japanese Islands. As he patrolled with the *Exeter*, I felt safe sending *Fuso* into the Central Pacific in the Raiding phase.

LBA placement is automatic, as only LBA can control the Marshall Islands and South Pacific this turn and only one unit is needed in each. The remaining four LBA participate in the *Air Raid* in Indonesia.

The Yokosuka Marine unit moves in safety to the Aleutians, from which it will retire to Truk at the end of the turn so as to menace Johnston Island or New Hebrides on Turn 2.

The I-Boat goes to the Hawaiian Islands to maximize the chance of a carrier kill.

#### USN COMMENTS — Turn 1

I make the standard play of protecting the U.S. Mandate and Coral Sea from a sub attack. No heroics in the Marianas or Japan.

My basic strategy initially will be to maintain control of the northern islands—Midway, Dutch Harbor, and Attu—until at least Turn 3 or 4. This will allow me to send Raiders into his interior.

I expect Alan to make a strong charge into the Hawaiian Islands. I will try to hold his POC total down, possibly even conceding the Hawaiian Islands and the conversion of Pearl Harbor. On Turn 2, I will try to hunt his carriers, since he will need all of them to assure control of Hawaii on Turn 3 against my concentrated LBA. He appears to be planning to send the Yokosuka Marines to capture Johnston Island on Turn 2. This does not concern me particularly, as he will have my own Marines to deal with on Turn 3, diverting a large number of air factors on the first combat round. Also, if he sends a number of LBA units to Hawaii on Turn 3, his control of the remainder of the board will be extremely tenuous and I can keep his POC total down through numerous raids into weakly-defended areas.

#### NEUTRAL COMMENTS — Turn 1 Movement

The basic outline of this first Japanese move is tried and true: A large Pearl Harbor raid is sent to dispatch as many Americans as possible while

a large force patrols the Central Pacific in case US "Location Uncertain" ships show up there on Turn 1. The bulk of the air units are sent to Indonesia to take care of the Allied air unit there, and possibly sink the *Repulse* and *Prince of Wales* as well.

However, the Japanese move can be improved. First of all, the *Ryujo* should be in the Pearl Harbor air raid rather than the Central Pacific. Alan has put it in the Central Pacific to shoot at any USN carriers unlucky enough to show up there. However, USN carriers only show up 52% of the time, and 28% of those times, there is a Night or Day/Night action in which the *Ryujo* can't (or won't) shoot at them. (In the case of Day/Night, the Japanese should *not* shoot at USN carriers in the Day action because of the risk of disabling them, thereby allowing them to escape.) All told, Alan is giving up two rounds of shots at battleships for an average of 0.4 rounds of shots at a carrier. Carriers are worth more than battleships, but not enough to justify this 5:1 trade-off.

Conversely, the Japanese screen of 12 surface ships at Pearl Harbor is excessive. Even a nine ship screen would be plenty to persuade the USN to retreat after the air raids, so the additional three ships should be in the Central Pacific, where a night action is a real possibility.

The USN has almost no choices this turn; the few decisions Dave makes are fine.

## COMBAT — Turn 1

**Hawaiian Islands:** In the first air raid, *Kaga* fires at the 7th AF and the remaining six carriers fire at the two cruisers and the four 4-4-3 battleships. Only *New Orleans* and *Nevada* are sunk. In the second air raid, *Kaga* and *Akagi* fire at the 7th AF while the other five carriers fire at the *San Francisco*, the *Maryland* and the three remaining 4-4-3 battleships. Final results: 7th AF, *Oklahoma*, *Nevada* and *New Orleans* sunk; *Arizona* survives with four damage points (DP), *Pennsylvania* with three DP, *Maryland* and *San Francisco* have one DP each. The IJN elects to stay for the two permitted additional combat rounds. "Location Uncertain" Group W appears in Hawaiian Islands. All other groups appear on the U.S. West Coast (becoming Turn 2 reinforcements). The USN elects to retreat. *San Francisco* and *Tennessee* go to Australia, while the rest of the USN forces retire to Samoa. The I-Boat fires on and sinks the *Enterprise*. **Control:** Neither.

**Indonesia:** In the first air raid, all four LBA fire at the 5th AF and miss. In the second air raid, all four LBA fire again at the 5th AF and destroy it. The combat round is a Day Action. Two LBA fire at each British ship. The *Repulse* is sunk and the *Prince of Wales* sustains two DP, retreating to Ceylon. **Control:** IJN.

**Japanese Islands:** Uncontested. **Control:** IJN.

**Aleutian Islands:** Uncontested. **Control:** IJN.

**Central Pacific:** Uncontested. **Control:** IJN.

**South Pacific:** Uncontested. **Control:** IJN.

**Indonesia:** Uncontested. **Control:** IJN.

**Marianas Islands:** Uncontested. **Control:** IJN.

**Marshall Islands:** Uncontested. **Control:** IJN.

**U.S. Mandate:** Uncontested. **Control:** USN.

**Coral Sea:** Uncontested. **Control:** USN.

**Indian Ocean:** Uncontested. **Control:** USN.

**Bay of Bengal:** Uncontested. **Control:** USN.

**North Pacific:** Uncontested. **Control:** Neither.

## IJN POST-TURN

### COMMENTS — Turn 1

I feel it is critical to destroy both Allied Land-Based Air units on Turn 1 so that they cannot be used on Turn 2, particularly in Indonesia. Since I was trying to "get lucky" in this game against a tough opponent, I attacked the 7th AF with only four air factors on the first air raid in the Hawaiian Islands. Since I missed, I then felt it necessary to assign eight air factors on the second round. Accordingly, I lost a total of 16 air factors from my theoretical maximum attack on the US Pearl Harbor fleet—two rounds of two shots each from the *Ryujo* (which was "wasted" in the Central Pacific), and 12 shots taken at the 7th AF. This was reflected in my poor total of three ship sinkings at Pearl; I would consider five sinkings to be average with this allocation of forces.

Nevertheless, this first turn is adequate, as I killed both air units and a CV. Moreover, no US carriers can reach Indonesia on Turn 2, which relieves a good deal of pressure there. I doubt, though, that I should split my fleet into two large groups on Turn 2, because he will have a huge surface advantage against either group; therefore my primary attack will be only against Hawaii.

## USN POST-TURN

### COMMENTS — Turn 1

I survived with a lot of ships—it looks like I'll have 25 surface ships for Turn 2. *Revenge* and *Hermes* retreat to Singapore so that they can patrol Indonesia on Turn 2 without making speed rolls. As I avoided the Turn 1 "blow out", I am in good shape with the 2-POC handicap in hand. The lack of CVs in Australia will hurt me, as it lets Alan patrol Indonesia with fewer LBA.

## NEUTRAL POST-TURN

### COMMENTS — Turn 1

This turn is a draw. The loss of a carrier on Turn 1 is a big minus for the USN. Furthermore, the appearance of their four other carriers as Turn 2 reinforcements means that all USN carriers will start Turn 2 in Pearl Harbor. The USN would prefer to have some in Australia, where they can threaten Indonesia on Turn 2. Compensating for this, US losses in the Pearl Harbor air raids were light, and those extra ships are sure to cause trouble for the IJN later on. The IJN erred by giving so much attention to the 7th Air Force; by destroying it, Alan has removed it from Turn 2 only, whereas any sunk battleships are gone for the rest of the game. Hence it is more important to sink battleships than it is to kill the air unit.

## REINFORCEMENTS — Turn 2

**IJN (Yokosuka Navy Yard):** *Shoho* 0-0-5<sup>(2)</sup>, *Junyo* 1-2-4<sup>(3)</sup>, Sasebo Marines

**USN (Hawaii):** *New Mexico* 4-5-3, *Idaho* 4-5-3, 10th AF, 11th AF and the following Turn 1

"Location Uncertain" Groups):

**Group X:** *Lexington* 1-3-7<sup>(4)</sup>, *Chicago* 1-1-7, *Portland* 1-1-7, *Astoria* 1-1-7

**Group Y:** *Saratoga* 1-3-7<sup>(4)</sup>

**Group Z:** *Hornet* 0-2-7<sup>(6)</sup>, *Yorktown* 0-2-7<sup>(4)</sup>, *Vincennes* 1-1-7, *Quincy* 1-1-7

**Ceylon:** *Ramillies* 4-4-3, *Resolution* 4-4-3,

*Royal Sovereign* 4-4-3, *Warspite* 4-4-4,

*Indomitable* 0-2-7<sup>2</sup>, *Formidable* 0-2-7<sup>2</sup>, *Cornwall* 1-1-7, *Dorsetshire* 1-1-7

## IJN COMMENTS —

### Turn 2 Patrols

My major concern early in the game is to apply pressure to the US "Home Areas"—the Hawaiian Islands, U.S. Mandate, and Coral Sea—while attempting to make the Japanese Islands themselves safe from attack so they can be defended cheaply. I *never* attack the Indian Ocean or the Bay of Bengal in the early game, as it spreads me too thin and provides targets for the British. The full "perimeter" I plan to establish, protecting Japan and the Marianas, can wait until Turns 4 and 5.

This attack is similar to the one I have seen Dave use, so I'll at least see how he responds to it. I don't mind his strong patrol in the Marshalls since, even if he controls the area, I will probably be able to take Johnston Island and base there, and so patrol the Hawaiian Islands on Turn 3. My basic notion is to convert Pearl Harbor by controlling the Hawaiian Islands on Turns 2 and 3, while keeping the pressure on in the U.S. Mandate and Coral Sea so that he will not have a free hand on the entire remainder of the board.

## USN COMMENTS —

### Turn 2 Patrols

This turn the IJN can go wherever it wants, but he has a lot of areas to protect. The fact that I have no carriers in Australia means that I cannot put much pressure on Indonesia. He does have a lot of bases to convert this turn, or in any case before I have a lot of LBA. I have 18 surface raiders to his 15, so that he can really only be sure of controlling one area with his fleet. If I control the Marshall Islands, some of his carriers will have to attempt speed-rolls to reach the Hawaiian Islands on Turn 3, even if he takes Johnston Island, so I may be able to save Pearl. If I control the Central Pacific and the U.S. Mandate as well, only his carriers based at Johnston Island will be able to reach the Hawaiian Islands on Turn 3.

## NEUTRAL COMMENTS —

### Turn 2 Patrols

The IJN prepares for a big push to take Pearl. This move is basically sound, although one improvement is possible: Since both sides know that Alan will put many more surface ships in Pearl as Raiders, more should go as Patrollers to increase his chance of controlling the area after a battle. This is a general principle of play in VIC-





**TURN 1**

**IJN RETURNS:**

Japan: *Myoko*  
 Truk: All others, including *Yokosuka*  
 Marines

**USN RETURNS:**

Singapore: *Revenge, Hermes*  
 New Hebrides: *Canberra, Australia*  
 Hawaii: *De Ruyter*  
 Australia: *San Francisco*[1], *Tennessee*  
 Ceylon: *Exeter*  
 Samoa: All other USN/Allied ships

**SCORE**

IJN: 12 POC, USN: 5 POC, Net: IJN +7

**TORY IN THE PACIFIC:** If it is obvious to both sides that a certain raid will be necessary, then the ships should go as Patrollers, if possible; the only advantage of waiting for the Raid move is when it's *not clear* to your opponent where your Raiders will go.

Because of the light surface ship losses at Pearl Harbor on Turn 1, the USN can afford to patrol heavily while still maintaining a large raiding fleet. Dave sensibly does just that. The patrollers in the Marshall Islands are there because if the USN controls the Marshalls on Turn 2, IJN ships in Truk can't patrol Hawaii on Turn 3. Most of the other patrols are for POC.

One minor criticism: Two cruisers in the Marshalls would have been enough to persuade Alan to put in a force large enough so that the USN wouldn't want to tamper with the area. The third cruiser is overkill.

## IJN COMMENTS —

### Turn 2 LBA

I am glad that he has only the British to attack Indonesia. I might be able to get away with only two LBA there, but a loss would be such a disaster that I can't risk it. He can easily break my control of the South Pacific and save Lae by sending three or four carriers there, but the Marshalls are more important to me since my plan is to convert Pearl.

## USN COMMENTS —

### Turn 2 LBA

I'm gambling that he won't send the Yokosuka Marines to the U.S. Mandate, as I do not wish to commit my carriers there. The LBA in the Marianas usually will lose to the Sasebo Marines, but it keeps the IJN from using the Sasebo unit at Dutch Harbor or Midway, so it is a useful play in any case.

## NEUTRAL COMMENTS —

### Turn 2 LBA

The IJN holds Indonesia with air units because this allows them to avoid fighting the powerful British surface fleet. Because of the "Location Uncertain" results on Turn 1, the IJN has the luxury of holding Indonesia with only 3 air units. If the American had carriers in Australia, more would be needed. The USN, for its part, places its air units so as to threaten to control as many areas as possible. For instance, the air unit in the Marianas is the only way the USN can contest that area. Both players are playing for POC—the Japanese want to build as large a lead as possible, and the American wants to keep that lead as small as he can.

## IJN COMMENTS —

### Turn 2 Marines and Raiders

I am continuing with my plan to exert maximum effort at Pearl Harbor. The Sasebo Marines have about a 75% chance to reach the Philippines, saving the POC by disabling his LBA. I will have to clean up Dutch Harbor and Midway later. Dave has managed to exert great pressure on me, even though he does not threaten Indonesia.

I don't believe in risking speed rolls on the *Junyo* and *Shoho*, so I use them for a "flag defense", relying on the 5-1 odds of Day or Day-Night to deter an attack. Dave will have to budget for the loss of at least one carrier if he attacks the Aleutians or the Central Pacific, unless he is willing to risk numerous successive unopposed Day actions.

Even though he can outnumber me in the Hawaiian Islands, I'm sure he won't raid there even though a Night action would give him a free shot at some of my carriers. With no control flag in the area, the odds are 26-10 for either Day or Day-Night on the first round, which would virtually guarantee the death of at least three of his CVs. A Night action would be no bargain either, as he would suffer heavy attrition while conceding the Coral Sea, the South Pacific and possibly the U.S. Mandate as well. Consequently, I feel pretty safe with only 16 surface ships in the Hawaiian Islands area. In fact, 12 or 13 would probably deter him just as well. I have made the Marshalls strong enough to nearly guarantee breaking his control, ensuring that my entire fleet will be able to return to Hawaii on Turn 3.

I feel the raids into the Coral Sea and U.S. Mandate, though risky, are justified, because my heavy emphasis on Pearl Harbor may not yield enough POC if I concede these areas. I am also mindful of the fact that I have given a 2-POC handicap to a strong player, so I may need to "push my luck". I hope he will commit some CVs there since I don't mind trading carriers. I like to use *Kaga* and *Akagi* for these dangerous missions because, with their "4" defense factors, they usually will survive a single hit.

## USN COMMENTS —

### Turn 2 Raiders

This will be a very difficult game, as Alan is an experienced tournament player. Alan and I have also seen each other play several times. I don't expect either of us will play recklessly, and I agree with his cautious third LBA in Indonesia. I will concede him Hawaii, the Marshalls and Indonesia at least for this turn and concentrate on picking off as many other areas as I can. My British will not best his three LBA in Indonesia, so I will save them for Turn 3 when they can be combined with *Illustrious* while some of his LBA will be diverted to the Hawaiian Islands. Generally, I should be able to maintain my freedom of movement for at least one or two more turns if he makes his primary commitment to converting Pearl. My raid into the South Pacific this turn should be relatively inexpensive and will preserve Lae as well as a raiding lane into the Marianas and possibly the Japanese Islands.

At some point I hope to control the Marshall Islands to threaten conversion of Kwajalein and Maloelap, forcing him to defend one area more than he had bargained for, but this will also have to wait until Turn 3. Then, on Turn 4, I hope to force him to make the choice between Lae and

Kwajalein/Maloelap, as I should be able to win either the Marshall Islands or the South Pacific on that turn. It looks like the Japanese will try to convert Pearl Harbor by controlling the Hawaiian Islands on Turns 2 and 3; if he succeeds, the game should come down to the question of whether he can establish a perimeter and achieve a reasonable POC total.

Alan's aggressive raids into the U.S. Mandate and Coral Sea surprise me; I expected a conservative approach. I myself will gamble on an early Night round in the Coral Sea by entering without any air cover. I have a 42% chance of Night or Day/Night each round.

As the *Prince of Wales* is not a significant force while the other British battleships are still around, I will repair it so that it can raid more effectively later.

## IJN COMMENTS —

The I-Boat will probably not swing the battle in the South Pacific, but it gives me another chance for a carrier kill.

## NEUTRAL COMMENTS —

### Turn 2 Raiders

We have now reached a critical decision point in any game of *VICTORY IN THE PACIFIC*. The Japanese are trying to take Pearl Harbor on Turns 2 and 3. If the USN puts its entire fleet there this turn, there is a good chance that it will win the battle and save the area, but in doing so, it is giving up everything else. Alternatively, the USN can give up Pearl for this turn and spread the fleet around, but if they do this, they will have a hard time holding Pearl on Turn 3.

The Japanese goal this turn is to make it equally unpalatable for the USN to contest Hawaii or to give it up. Alan didn't quite succeed here, as the Hawaiian Islands raid is a little too heavy.

The USN has put patrollers in several areas of the board, and by fighting in Hawaii, they would be abandoning most of these patrollers to an unpleasant fate. Therefore, the IJN should try to tempt the USN into fighting in Hawaii by offering the USN a moderate edge in any battle there. Alan failed to do this. At a minimum, one carrier from his Pearl Harbor raid should be used elsewhere (the Aleutians, Central Pacific, and North Pacific are all strong possibilities). Also, the raid on the Marshall Islands is not needed; two air units should be enough to hold the area, and the three ships can be used elsewhere. The USN can't really afford to contest Pearl Harbor against the present Japanese raid, so they should scatter their fleet in an attempt to control as many other areas as possible. The total Japanese force in the five sea areas the USN can best afford to contest (North Pacific, Aleutian Islands, Central Pacific, U.S. Mandate, and Coral Sea) should be roughly two carriers and two battleships stronger than it actually is; if the IJN had done this, the USN decision would be much more difficult.



**TURN 2**

**IJN RETURNS:**

Japan: *Nachi, Ise*  
 Attu: *Myoko*

Truk: *Shoho, Hoshio, Zuikaku, Shokaku, Hiryu, Soryu, Zuiho, Chokai, Ashigara, Haguro, Takao, Mutsu, Nagato, Yamashiro, Fuso, Hyuga, Hiei, Kirishima, Haruna, Kongo, Aoba, Kako, Oi*

**USN RETURNS:**

Midway: *De Ruyter, Quincy, Astoria, Idaho*  
 Dutch Harbor: *New Mexico*  
 Ceylon: *Exeter, Ramillies, Revenge, Royal Sovereign, Resolution, Warspite, Hermes Lae: Lexington, Pensacola, Vincennes*  
 Guadalcanal: *West Virginia, Minneapolis, Chester, Salt Lake City, Indianapolis*  
 Australia: *Arizona*[4]  
 New Hebrides: *California, Maryland*[1], *Pennsylvania*[3], *Houston, Louisville, Northampton*

Singapore and Attu convert to IJN control. *Portland* retreats to Samoa.

**SCORE**

IJN: 9 POC; USN: 4 POC, Net: IJN +5 POC  
**Total: IJN +12 POC.**

The USN response is a good one. The foray into the South Pacific is a surprise, but it makes sense: Having persuaded the IJN to put their amphibious unit into the Marianas, the USN has already saved Dutch Harbor. A move into the Aleutian Islands would save Attu, but the actual move saves Lae (a much better base than Attu) and costs the IJN two POC; even though fighting air units is unpleasant, this is clearly a better deal. The placement of large surface fleets in the U.S. Mandate and Coral Sea is sensible, as the US has a good chance of getting a Night action in these areas, and even if there is a Day action on the first round, the surface fleets will still pose a threat to the Japanese carriers on subsequent rounds, should the Japanese decide to stay. By keeping their carriers out of these areas, the USN is minimizing the risk of carrier trades, which favor the IJN at this stage.

## COMBAT — Turn 2

**South Pacific:** The IJN calls for combat here first to preclude air raids on Truk after IJN ships have retreated there from other areas. The IJN wants Night, hoping that the I-Boat will remove a US carrier before it can fire at the LBA. The result is Day, however. The 25th AF disables the *Hornet*, and is destroyed by the USN's return fire with 12 dice. The I-Boat disables the *Yorktown*. Both *Hornet* and *Yorktown* retire to Lae. **Control:** Neither.

**Marianas:** The IJN wants Night to allow the Sasebo Marines to proceed safely to the Philippines. It is Day, however, and the 11th AF disables the Sasebo unit, which returns to Yokosuka Navy Yard. *Maya* retreats to Truk. **Control:** USN.

**Marshall Islands:** The first round is Day. Both *Australia* and *Canberra* are sunk; *Portland* receives one DP. *Portland* retreats to Singapore. **Control:** IJN.

**Indonesia:** The first round is Day. The IJN fires all nine air factors at the *Hermes*, which sustains two DP, temporarily neutralizing its air factor. *Hermes'* return shot misses. The British retreat to Ceylon. **Control:** IJN.

**Central Pacific:** The IJN wants a Day action, and gets one. *Junyo* and *Saratoga* sink each other. The next round is Night, as no air factors remain in the area. *Atago* disables the *De Ruyter* (only Allied patroller) to Midway, and is itself disabled to Truk. **Control:** Neither.

**Hawaiian Islands:** The IJN controls unopposed, with the Yokosuka Marines capturing Johnston Island. **Control:** IJN.

**North Pacific:** The IJN accepts a Night action and disables the patrolling *Chicago* to Dutch Harbor. Return fire disables the *Kinugasa*, which returns to Truk. **Control:** Neither.

**Aleutian Islands:** The IJN controls the area without opposition and converts Attu via encirclement. **Control:** IJN.

**U.S. Mandate:** The IJN wants Day. The first round is Day. The IJN misses the LBA with six shots, and the USN LBA disables the *Akagi*. The IJN retreats in a single group at Speed "5" and

the USN cruisers do not pursue. The IJN ships retire to Truk. **Control:** USN.

**Coral Sea:** The IJN again wants Day. Result: Day. *Kaga* disables the *Tennessee* to Samoa. The second round is Night. All IJN surface ships attack and sink *San Francisco*. Outnumbering the IJN force in return fire, the USN ships are able to engage the *Kaga*, which is sunk by *West Virginia* while *Tone* receives one DP; all other IJN ships are disabled to Truk. USN cruisers pursue the *Tone*, which is reduced to Speed "7", and sink it. **Control:** Neither.

**Bay of Bengal:** *Ramillies* patrols unopposed. **Control:** USN.

**Indian Ocean:** *Exeter* patrols unopposed. **Control:** USN.

**Japanese Islands:** *Kitakami* patrols unopposed. **Control:** IJN.

## IJN POST-TURN COMMENTS — Turn 2

Despite my successes in the Central Pacific, Coral Sea and North Pacific, this turn did not go as well as it could have. Dave exposed three USN carriers to attack and I sunk only one. My gamble in the U.S. Mandate failed (although I was fortunate to escape with no losses), and my partial victory in the Coral Sea cost me the *Kaga* even though only six non-bonus shots were fired at it. I have no perimeter and no hope of establishing one in the near future; most, if not all, of my interior will be vulnerable for at least two more turns. The loss in the Marianas was most painful of all; it cost me three POC. The Philippines are still in Allied hands, the USN threatens to convert Saipan, and Japan is vulnerable to the USN force at Lae. I would gladly have traded my victories in the North Pacific and the Coral Sea for a better result here. Dave's gutsy decision to defend the Coral Sea and the U.S. Mandate without carriers paid off, as he was able to use his CVs to save Midway and Lae.

It's a small point, but I doubt Dave should have patrolled the *Hermes* in Indonesia. As it was (correctly) based at Singapore, it could always reach Indonesia during the Raid phase if desired without risking a speed roll. If I defend Indonesia with LBA only on Turn 2, as expected, and *Hermes* elected not to sail, it could not be air-raided and would retire to Ceylon at the end of the turn following the conversion of Singapore to IJN control. The 1-in-12 chance to destroy one of my LBA doesn't seem worth the high probability that *Hermes* will be sunk by Japanese LBA.

Overall, I think Dave has the edge at this point. Even with two carriers down, I am confident of converting Pearl next turn, which is a huge advantage to me. I also need to convert a few more bases, however, while his LBA are still needed in his rear areas; otherwise I may never take them. Although I have converted Singapore, I really need to control Indonesia again on Turn 3 because, with both Lae and the Philippines in his control, Saigon and Singapore might flip

back to USN control after Turn 4 if he can make a big air commitment there. Therefore, I will be spread very thin on Turn 3 because I need all my LBA and most of my fleet to guarantee the Hawaiian Islands against his six LBA and also defend Indonesia. It would have been helpful to destroy his LBA in the U.S. Mandate, not only for the two POC but also to weaken his Turn 3 defense of Hawaii.

Note Dave's careful retreats to New Hebrides, Lae and Guadalcanal to retain maximum mobility next turn.

## USN POST-TURN COMMENTS — Turn 2

The first break goes to me as my 25% chance in the Marianas comes through.

I retreated the *Portland* from the Marshalls to Singapore as the IJN still has raid potential on all other US major ports at this point. The rules permit ships at Singapore to retreat to other ports at the end of the turn when Singapore converts, so this is a completely safe play as the IJN has no air-raid potential in Indonesia.

It was a mistake not to patrol the North Pacific with two cruisers to get the POC.

I don't mind the result in the Central Pacific too much, as I lost no other carriers and I retain control of Midway. Although I will have no carrier in the North, my surface ships there will still cause him some problems due to the many areas he must protect with insufficient air cover.

Alan now has only 25 CV air factors to concentrate on Hawaii next turn unless the Hiyo makes its speed roll from Japan, and only 5 LBA. If he sends 2 LBA to Hawaii, only 3 can defend the rest of the board. Also, my marines will draw 8-14 air factors if the first round in Hawaii is "day", as he cannot afford to allow me to re-convert Johnston Island and disable his LBA. Therefore, a first-round "day" gives me a good chance to save Pearl. Even if Pearl falls, his POC total should be very low as I threaten all his high-POC areas.

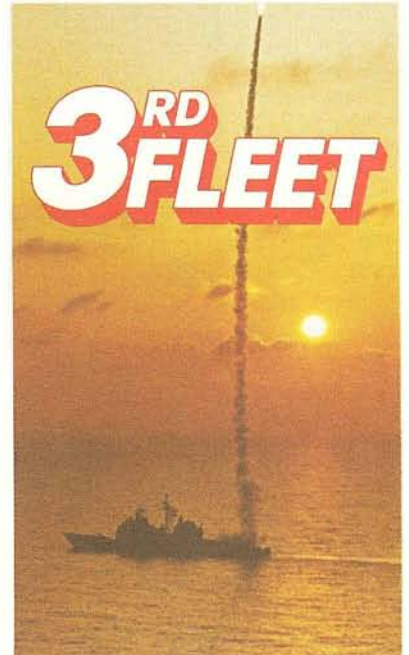
## NEUTRAL POST-TURN COMMENTS — Turn 2

The result in the Marianas is a disaster for the IJN. The Sasebo Marines are used to no effect, and the USN gets a POC, keeps the Philippines, has a raiding lane to Japan, and threatens to take Saipan by encirclement next turn! The other battles go more or less as expected, with each side winning a few areas and relatively light losses on both sides. Overall, the IJN is in big trouble. Besides Singapore, the IJN only converted one base (Attu) by encirclement this turn. This leaves the USN with five green bases (Dutch Harbor, Midway, Guadalcanal, Lae and the Philippines) which border on areas the IJN need to dominate for a major portion of the game. The Japanese marines will not be able to take all these bases

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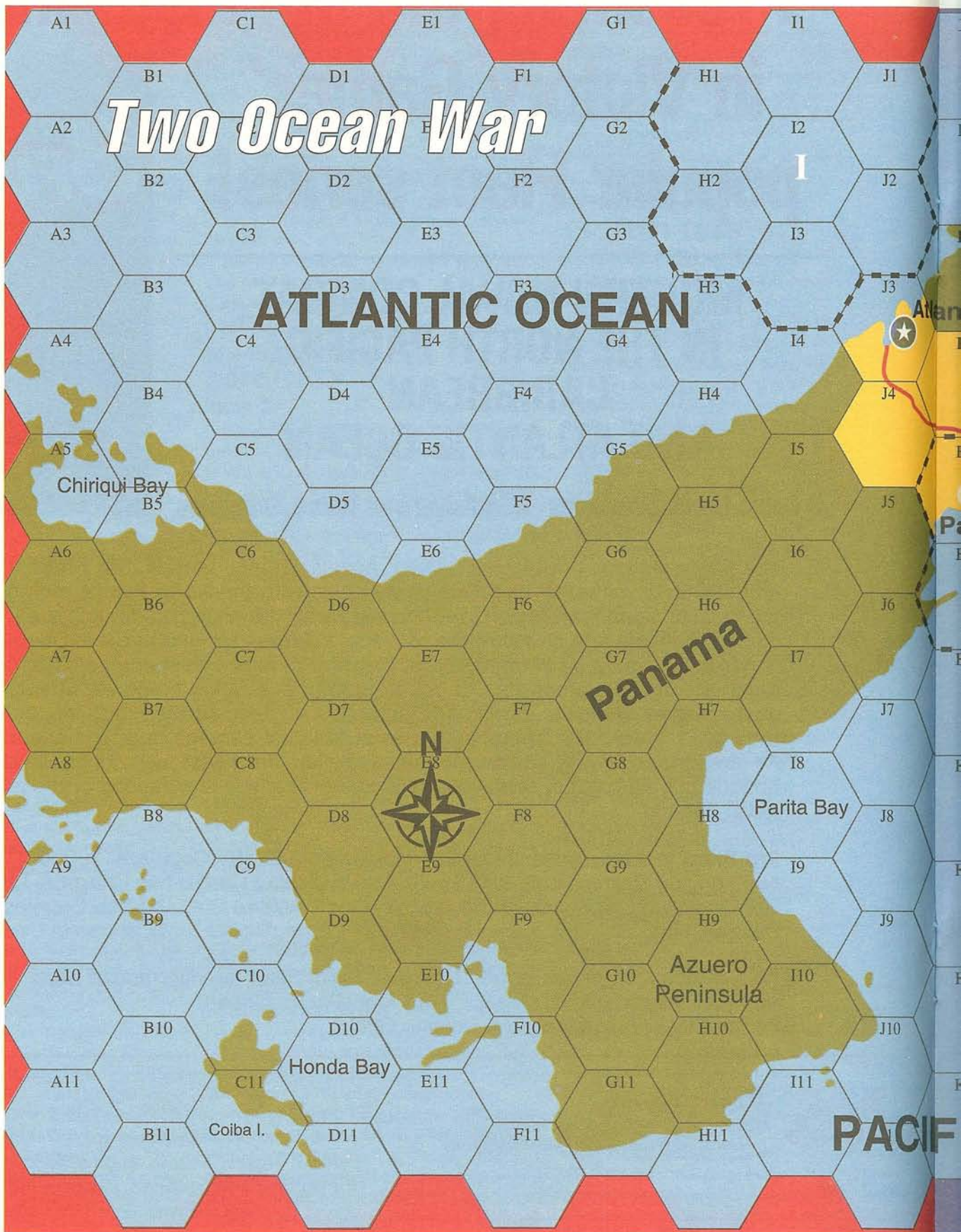
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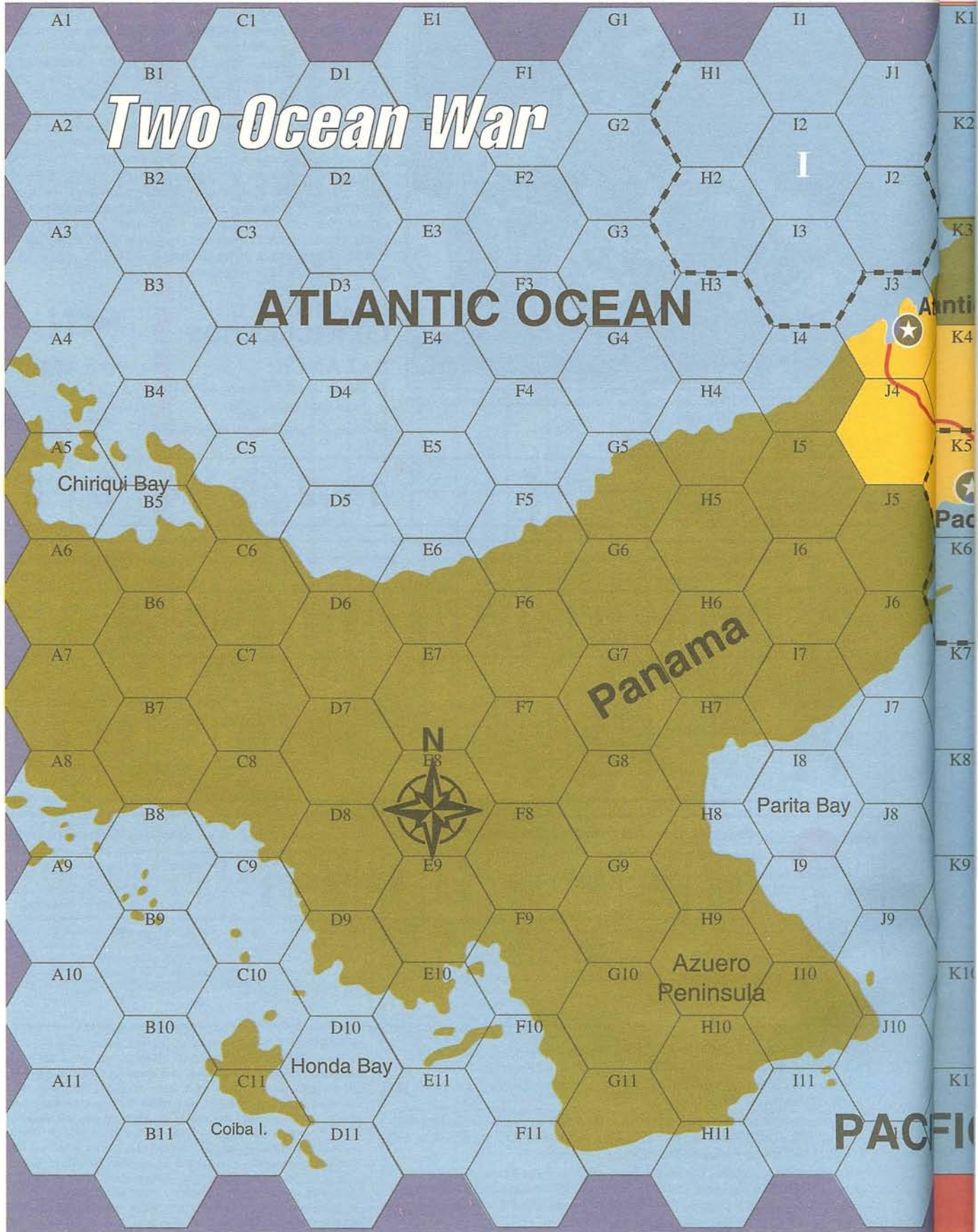
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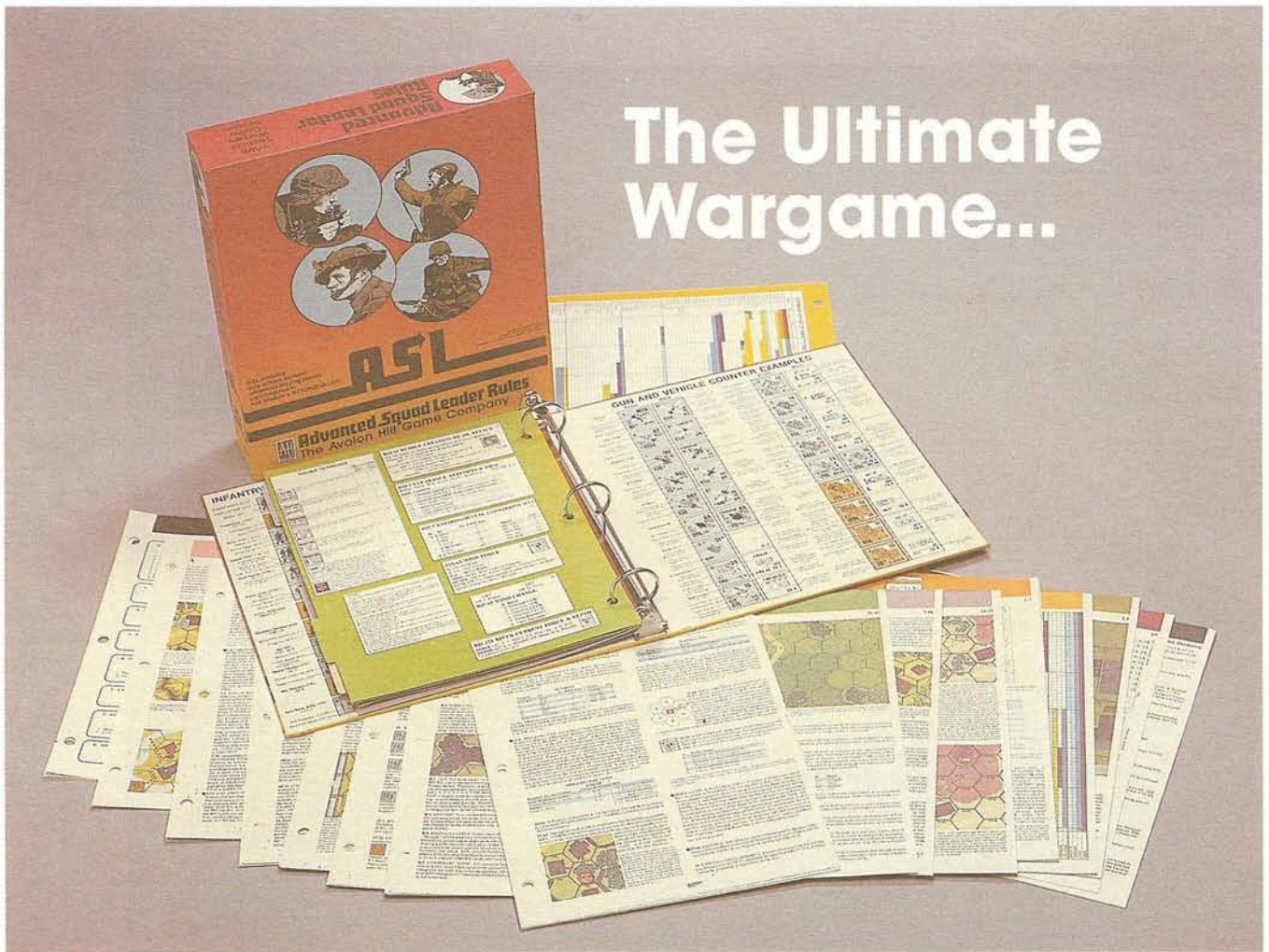








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## VICTORY IN THE PACIFIC SERIES REPLAY (... continued from Page 28)

before major American reinforcements arrive on Turn 6, which means that the USN will have forward bases for its counterattack. To make matters worse, the IJN lead of 12 POC is quite small for this stage of the game. It will take a major comeback for the IJN to win.

### TURN 3 REINFORCEMENTS

**Yokosuka Navy Yard:** *Hiyo* 1-2-4<sup>(3)</sup>,  
*Yamato* 6-9-5, Kure Marines  
**Pearl Harbor:** *Mississippi* 4-5-3, *North Carolina* 5-6-5, *Colorado* 5-5-3, 1st & 2nd Marines, 5th AF, 7th AF, RAAF, RNZAF  
**Ceylon:** *Illustrious* 0-2-7<sup>2</sup>, *Valiant* 4-4-4

### IJN COMMENTS —

#### Turn 3 Patrols

As I have committed myself to capturing Pearl via encirclement, I can only afford to patrol most areas with a single ship. I will not gain many POC this turn, but if I can keep Hawaii and Indonesia under control and convert a base or two, I may be able to score a large gain on Turn 4 or 5. If I don't convert Pearl, I will definitely resign as my game is otherwise in ruins.

### USN COMMENTS —

#### Turn 3 Patrols

Alan has responded to his many challenges on this turn by patrolling many areas weakly; this is his best move, as I must either spread thin myself or concede him some cheap areas. His eight patrollers in the Coral Sea and U.S. Mandate are quite effective, as he can retreat cheaply after drawing a response. I patrol the Marianas to threaten the conversion of Saipan.

### NEUTRAL COMMENTARY —

#### Turn 3 Patrols and LBA

Undeterred, Alan continues with his strategy of making a major push for Pearl while contesting as much of the rest of the board as possible. He has correctly decided that if he's going to pull this game out, he needs to convert Pearl; after the poor Turn 2, it's hard to imagine a scenario which allows the Japanese to win this game without it. The IJN will be stretched very thin this turn as it tries to take Pearl while dealing with possible USN raids in almost every area on the board. By patrolling with so many surface ships away from Pearl, Alan has created a risk that the USN will retake Johnston Island if there is a Night action in the first round of a battle in Hawaii this turn. Whether there is much he can do about it is questionable. One possibility is to patrol Japan with a carrier (which will have to raid there anyway), thereby releasing an additional cruiser for use at Pearl.

The US patrols as lightly as possible to force the Japanese to send almost all of their raiders to Hawaii, thereby giving the USN the pleasant choice of trying to prevent conversion of Pearl or of taking large chunks of the rest of the board. Despite this strategy, the USN should have

patrolled at least one more surface ship in the Marianas. This would draw a major reaction as the IJN has to be scared of death of losing Saipan. Both sides have patrolled a large number of areas with ships because both want to concentrate their LBA in Hawaii. Dave made a curious decision to keep the three new battleships in port. Since they can't move past the Hawaiian Islands and don't want to sit in Pearl and get air-raided, they will have to raid into Hawaii anyway, so they might as well have patrolled.

Alan makes a surprising decision to contest Indonesia this turn, even though the Royal Navy is currently at the height of its power. His reasons are understandable, though: If he lets the British control Indonesia this turn, he will be forced to control it next turn as the loss of Singapore and Saigon would be fatal. The USN will be able to put lots of airpower into Indonesia on Turn 4, so Alan may feel that he won't be able to hold Indonesia then and had better do it now. This is a bold move by the IJN, which makes sense in at least one respect—the IJN needs to take Pearl but also needs to gain in other areas to win, which means taking risks in Hawaii. One way to achieve this is the move to Indonesia.

### IJN COMMENTS —

#### Turn 3 Raids

I was glad to see his weak patrol in the Marianas. I have a very good chance to break his control with either a day or night round. He can attack Japan and go for the three POC, but he will risk one or two CVs and any surviving CVs will be out of position next turn.

With 16 raiders, he could stop me at Hawaii with a maximum effort, but it would be a Pyrrhic victory for him. In addition to suffering heavy casualties, he would be conceding a large number of POC and would have severe movement problems on the next turn. I should, however, have patrolled Hawaii more heavily, as he has a reasonable chance to remove all my patrollers by sending in a few battleships even if he can't win the battle outright.

### USN COMMENTS —

#### Turn 3 Raids

I have erred by failing to patrol the Marshalls this turn! Now I cannot threaten the Kwajalein-Maloelap bases on Turn 4, giving Alan an extra area he can ignore on that turn.

I send my Marines to sea to divert his fire in case of a day action. My Pearl Harbor reinforcements are also sent to sea, as I have a reasonable chance to sink all his Hawaiian patrollers even if I cannot hold the area.

### IJN COMMENTS —

#### Turn 3 Raids

This placement gives me an extra shot at saving Saipan, but I could just as easily have gone to the U.S. Mandate or Indonesia. I cannot afford the luxury of just using the I-Boat as a carrier-killer at this point.

### NEUTRAL COMMENTARY —

#### Turn 3 Raids

As expected, Alan is making a big push for Pearl. Although the IJN is taking a big risk of losing in Hawaii as it is, they need to take an even bigger one and peel off a carrier for the Central Pacific. As it is, the USN is not forced to contest Pearl, and it is too cheap for them to send a carrier and some surface ships to stop the IJN Amphibious unit. Admittedly, weakening the IJN carrier force in Hawaii could easily backfire if the USN manages to save Pearl, but losing the game in spectacular fashion on Turn 3 is no worse than losing it slowly by Turn 8, and this move would give the IJN a better chance to get lucky and win. The IJN needs to tempt the USN into a battle in Hawaii, where good dice could turn the game around.

By putting an air unit in the South Pacific, the IJN has put a higher price on it than on several other areas which are at least as important. All this move will do is persuade the USN to use its carriers elsewhere.

Dave correctly decides to abandon Pearl Harbor to its fate and go for easy victories elsewhere. His decision to use a carrier to stop the IJN Amphibious unit in the Central Pacific is correct. However, this move could be better. It is difficult to understand the failure of the USN to put a battleship in the Central Pacific—isn't stopping the enemy marine in a potential night action more important than the POC-or-two at stake in the North Pacific? Also, having decided to send the British carriers to Indonesia, Dave should have backed them up with one or two USN carriers. Although Dave's desire to keep the *Hornet* out of harm's way and use it to win the 2 POC in the U.S. Mandate is understandable, Indonesia is much more important.

If Dave is sure he doesn't want to risk USN carriers in Indonesia, a better move than his present one would be to put both the *Lexington* and *Hornet* in the Marianas. This way, if there is a Day action, he could sink or disable both the *Nagato* and the *Ryujo*, forcing the *Ryujo* to shoot at the USN patroller to prevent the loss of Saipan and thereby preserving both USN carriers. As it is, the *Ryujo* can afford to attack the *Lexington* in a Day action, trusting the *Nagato* to sink or disable the patroller in a subsequent night action. Preserving a carrier like this is more important than the 2 POC in the U.S. Mandate. As a bonus, if the *Ryujo* misses the patroller, this suggested move will probably lead to the capture of Saipan.

### COMBAT — Turn 3

**Marianas:** First combat is in the *Marianas*, where the players both want Day. The *Ryujo* misses the *Lexington* and the *Lexington* sinks the *Ryujo*. The I-Boat misses the *Lexington*. The next round, the IJN needs Night to attack the patroller. It is Day/Night. *Lexington* scores two hits on the *Nagato* but inflicts only three DP, so *Nagato* miraculously survives to disable the patrolling



**TURN 3**

**IJN RETURNS:**

**Japan:** Haguro  
**Truk:** Yamato, Ise, Hiyo, Kitakami, Oi, Yamashiro, Fuso, Hyuga, Maya, Kongo, Kirishima, Hiei, Haruna, Akagi, Hiryu, Soryu, Zuiho, Shokaku, Zuikaku, Shoho, Hosho

**USN RETURNS:**

**Philippines:** Lexington, Houston, Chester, Vincennes  
**New Hebrides:** Hornet, Northampton, Louisville, Minneapolis, California, Tennessee, Portland[1], Pennsylvania[3]  
**Ceylon:** Ramillies, Formidable, Resolution, Revenge, Royal Sovereign, Warspite, Valiant, Exeter, Cornwall, Dorsetshire, Prince of Wales, Indomitable  
**Guadalcanal:** Maryland[1]  
**Samoa:** New Mexico, Idaho, Astoria, Yorktown, Indianapolis, Arizona  
**Pearl Harbor converts to IJN control.**

**SCORE**

IJN: 7 POC, USN: 6 POC, Net: IJN +1.  
**Total: IJN +13.**

Resolution	Royal Sovereign	Prince of Wales	1
4 4 3	4 4 3	4 5 6	0 2 7
Revenge	Warspite	Valiant	2
4 4 3	4 4 4	4 4 4	0 2 7
Exeter	Cornwall	Dorsetshire	2
1 1 7	1 1 7	1 1 7	0 2 7

Hornet	1
1 2 4	

Ramillies	4 4 3
-----------	-------

*Pensacola* to the Philippines in the night round, thereby saving Saipan. *Nagato* goes to the bottom during USN return fire. **Control:** Neither.

**Marshall Islands:** The *Mutsu* faces the *West Virginia* and two cruisers. On the first round, the *West Virginia* is disabled to Samoa and receives one DP while the *Mutsu* is unscathed. On the second round, the *Mutsu* disables the *Salt Lake City* to Samoa while the *Mutsu* is disabled to Truk and receives two DP. **Control:** Neither.

**Central Pacific:** The IJN wants Night and the result is Night. The *Ashigara* sinks the patrolling *De Ruyter*. The USN cruisers fire one shot each at the *Ashigara* and the invading Sasebo Marines, screening the *Yorktown*. Both shots miss and the Sasebo Marines convert Midway to IJN control. The next round is Day, and *Yorktown* sinks *Ashigara*. **Control:** Neither.

**Aleutian Islands:** The IJN wants Day to land the Kure Marines on Dutch Harbor without risk. Despite the +2 DRM, the result is Night. The *Nachi* sinks the *Chicago*. The USN responds with one shot on *Nachi* and four shots on the Kure Marines, all of which miss. *Kure* captures Dutch Harbor. *Nachi* retreats to Dutch Harbor. **Control:** Neither.

**North Pacific:** The *Myoko* sinks the patrolling *Quincy*, then is sunk herself. **Control:** Neither.

**Indonesia:** The Japanese 21st and 22nd AF face three British 2-factor carriers. All combat rounds are Day. On the first round, the *Illustrious* is sunk and the *Formidable* disabled as the 21st AF goes down in flames. Now the 22nd AF faces the *Indomitable*. Both sides miss on the second round, but on the third round the 22nd misses the *Indomitable* and the *Indomitable* destroys the 22nd. **Control:** USN.

**Hawaiian Islands:** The IJN wants Night so that it can destroy the two USN Marine units (which threaten to re-convert Johnston Island and disable the 24th and 26th AF) without receiving fire from the Allied air units. The Japanese get their wish, as the first combat round is a Night action. The IJN fires one cruiser against each of the three USN battleships, with no effect, and divides the remainder of its shots against the two Marine units, destroying both. The USN battleships disable the *Aoba* and *Kako* to Truk, leaving five IJN surface patrollers. The second round is Day and the IJN sends five and six shots against each Allied LBA unit, destroying the 10th AF, 11th AF, RNZAF and RAAF. The USN (having forgotten about the presence of the two Japanese LBA) attacks the five remaining patrolling cruisers, disabling all but the *Atago*. *Chokai* incurs two DP. The USN realizes its error after this combat round, and retreats. The *North Carolina* and *Mississippi* are sunk, the *Colorado* receives four DP and is disabled to Samoa. **Control:** IJN.

**Coral Sea:** The IJN gets Day and retreats *Mogami* and *Suzuya* to Truk. **Control:** USN.

**U.S. Mandate:** The IJN tries for Night. Result: Day. The *Kumano* is sunk by the *Hornet* and the other two cruisers retreat at speed 8. **Control:** USN.

**Bay of Bengal:** The IJN does not contest the area. **Control:** USN.

**South Pacific:** Uncontested. **Control:** IJN.

**Japanese Islands:** Uncontested. **Control:** IJN.

## IJN POST-TURN

### COMMENTS — Turn 3

Results in the North were excellent, as I picked up Dutch Harbor and Midway and saved Saipan, all on a shoestring.

The Hawaiian Islands combat was also very successful, as I converted Pearl Harbor (no sure thing) with virtually no losses.

My patrols in the Coral Sea and U.S. Mandate were not too significant, as they managed to divert only one of his carriers.

Losing Indonesia this turn was unlucky, but the Americans could always have taken it by adding one or two USN CVs to the battle. If I had held Indonesia, I would consider myself ahead, but with only 13 POC and no safe areas, I still have an uphill battle even with the excellent results in the Hawaiian Islands, Central Pacific and Aleutian Islands. Next turn, I will have to try to capture the Philippines and restore order to Indonesia. Attrition has been quite satisfactory to date, however, except for my failure to sink a USN CV this turn. Overall, a successful turn.

The *Marianas* situation was interesting. Rather than maximize my chance of breaking his control, I recklessly called for day, hoping to kill the *Lexington* and then remove his patroller on a subsequent night round. I would have been suffered for this if the *Nagato* had not survived to disable the *Pensacola*.

In view of his commitment of the British to Indonesia, I probably should have raided a 4-3-6 to the Bay of Bengal.

His control of the Philippines really hurts—note that he can raid the North Pacific from there!

## USN POST-TURN

### COMMENTS — Turn 3

I can only attribute my attacks in Hawaii to the lateness of the hour—I forgot that his LBA could control the area, and thereby sacrificed my chance to win the battle by attacking his patrollers instead of his CVs. I probably would have lost anyway, but I might have saved some units (and my dignity) by retreating earlier.

Alan was fortunate to sink all three of my single-cruiser patrols and to land both of his amphibious units against opposition. Attrition is working in his favor. His capture of the northern bases means I will have trouble patrolling the North Pacific and the Aleutians in the late game, limiting my POC gains.

I was very lucky to win Indonesia with my weak raiding force. I hold him to four LBA next turn, save four POC, and keep all raiding lanes open. Unfortunately, my failure to patrol the Marshalls or control the Marianas this turn makes his life much easier on Turn 4 as he can focus on Indonesia.

I will try to control Hawaii next turn so that I can invade Johnston Island with several Marines on Turn 5 with a good chance of success.

The POC situation is still very much in my favor. There is still a risk that the IJN will get a large gain on one of the next two turns, however.

## NEUTRAL POST-TURN

### COMMENTS —

#### Turn 3

Dave paid the price for failing to put a battleship in the Central Pacific. Alan had good dice in several areas, allowing him to clean up the northern part of the board quite nicely. Had Alan also won the battle in Indonesia, he would now be in a fair position. As it is, he's still in big trouble—the USN still has lots of raiding lanes, and the IJN's 13-POC lead is much too small. In particular, the USN forces in the Philippines can reach any area on the board! Since the USN still has two bases bordering on Indonesia, they can put air units there on Turn 4 without much fear of having them sent home by Japanese marines; this is likely to be a major problem for the IJN from now on. Another portent of trouble for the IJN is that their surface fleet is now only three ships bigger than the USN surface fleet, which means that the USN will likely surpass them soon.

Most of those USN returns to Samoa should have gone to Australia, where they would have more options next turn.

## TURN 4 REINFORCEMENTS AND REMOVALS

**Truk:** Yokosuka Marines, 25th AF

**Ceylon:** *Devonshire* 1-1-7, *Shropshire* 1-1-7

*Formidable* 0-2-7<sup>2</sup> (Withdrawn)

*Indomitable* 0-2-7<sup>2</sup> (Withdrawn)

**Samoa:** *Washington* 5-6-5, *Wasp* 0-2-6<sup>(4)</sup>, *South Dakota* (5)-6-5, *Indiana* (5)-6-5, 13th AF, Marine AF

## IJN COMMENTS —

### Turn 4 Patrols

He may have made a mistake by retreating most of the Allied fleet to Samoa and New Hebrides, as much of it cannot reach Indonesia this turn because I controlled the South Pacific last time. I would like to have made my major effort in the Marianas this time so as to take the Philippines with the Yokosuka Marines, but that might cost me Indonesia. I would like to maintain control of Hawaii as well, not only for the POC but so that, if he lands a Marine at Johnston Island on Turn 5 while I still control the area, Johnston will revert to me at the end of the turn. Unfortunately, I need my LBA in Indonesia as he can make a large LBA commitment there and my CVs are needed to raid other areas. Therefore I'll just settle for breaking his control of Hawaii, as he can't land any Marines this time.

Since I can't afford to split my forces between the Marianas and Indonesia, it looks like a major play in Indonesia with the Yokosuka Marines is my only alternative, even though this means a surface battle against the British.



**TURN 4**

**IJN RETURNS:**

Dutch Harbor: Nachi, Haguro  
 Midway: Takao  
 Saigon: Furutaka, Kinugasa, Kako, Mogami, Zuikaku, Soryu  
 Truk: Hosho, Zuiho, Shokaku, Akagi, Hiyo, Fuso, Ise, Yamashiro, Chikuma[1], Aoba, Hiei[3],[2]

**USN RETURNS:**

New Hebrides: New Mexico, Arizona[4]  
 Guadalcanal: Salt Lake City, Louisville, California, Maryland[1]  
 Australia: Tennessee, Idaho[4], Yorktown[2]  
 Samoa: Lexington, Hornet, Wasp, Chester, Northampton, Houston, Vincennes, West Virginia[1], Pensacola, Portland[1], Pennsylvania[3], Colorado[4]  
 Ceylon: None (all British are withdrawn)

**SCORE**

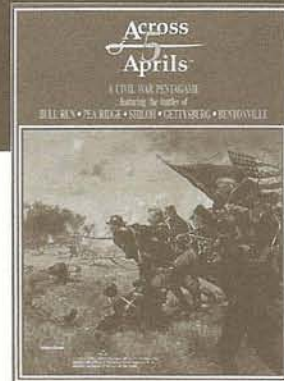
IJN: 8 POC; USN: 6 POC. Net: IJN +2.  
 Total: IJN +15.

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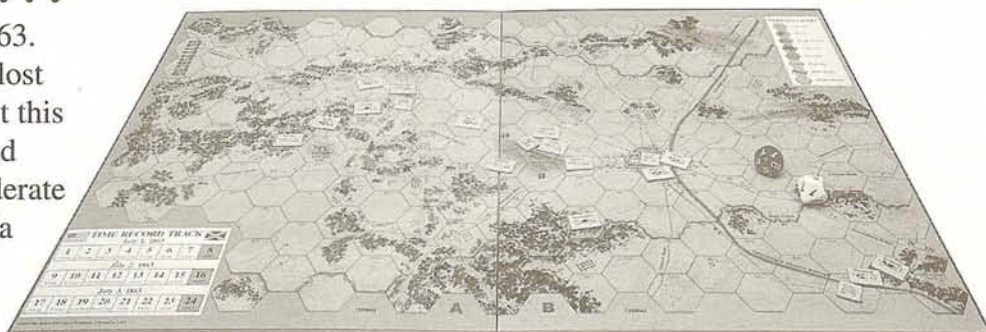


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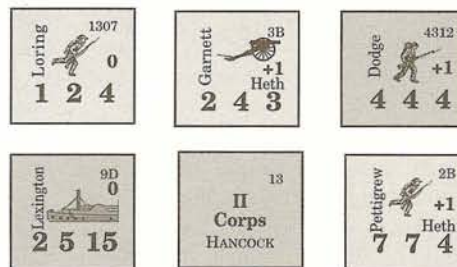
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# VARIANTS IN THE PACIFIC

## Historical Variants for *VICTORY IN THE PACIFIC*

By Wesley Kawato

*VICTORY IN THE PACIFIC* is a recreation of the fast and furious fighting that determined the outcome of World War II on the Pacific front. Like any war, victory or defeat hinged on key decisions. This variant explores certain decisions that were made, or could have been made by the historical combatants. All standard rules are in force, except as noted below.

### THE CHINA OPTION

Although the U.S. entered the war after the December 7, 1941 attack on Pearl Harbor, some of the most important decisions were made long before that event.

The first of these was Japan's decision to invade China. On July 7, 1937, the Japanese high command used a border incident in Manchuria as an excuse to invade the rest of China. As a result, thousands of troops that could have been used against the Americans were instead tied up fighting Nationalist armies and Mao's guerillas.

But what if the Japanese had not invaded China? Before Turn 1, the Japanese player may inform the American player that he has not invaded China. Choosing this option provides the Japanese player with an extra troop unit at Yokosuka Naval Yard at the start of the game. This is a 0-9-3 IJA (Imperial Japanese Army) unit; actually the equivalent of three regular marine units. This special marine unit is capable of invading major ports as though they were island bases.

The IJA unit, once used to capture a port, may not be brought back into play. If unused, it is removed at the start of Turn 3, before patrolling ships are moved, or at the start of any turn after the American player has gained an advantage in POC (admittedly not likely by Turn 3, but just in case), as the Japanese would certainly have re-deployed such a concentration troops from China to garrison the home islands, once it became clear that the war against America would not be a cakewalk.

Another consequence of not invading China is that no Japanese carriers get the +1 attack bonus to their airstrikes on Turn 1. Owing to the notoriously slow Japanese pilot training program, and lacking the years of combat experience over China, Japanese carrier pilots would not have been as accurate in hitting their targets.

A third consequence of not invading China is that the Americans have available an extra 2-4-\* land based air unit (arguably built around the trained pilots and materiel which comprised

Colonel Chennault's Flying Tigers). This land-based air unit is available on Turn 1 and may be freely deployed, per the standard rules, on Turn 1 and thereafter.

### THE INDOCHINA OPTION

Japan took advantage of Germany's invasion of France by seizing the French possession of Indochina. By July of 1941, the Japanese had complete control of the major ports and industrial areas collectively referred in the game to as "Saigon". Historically, the United States responded to this and other Japanese excesses by declaring an embargo on Japan, one that prevented her from buying both oil and scrap iron. But what might have happened if the Japanese had not invaded Indochina? To simulate this possibility, the Japanese player may declare before the start of the game that he has not invaded Indochina. If the Japanese player chooses this option, roll one die before the start of play with the following results:

1-3: Indochina is Vichy French. The Japanese control Saigon.

4-6: Indochina is Free French. The Allied player controls Saigon.

If the Japanese control Saigon as a result of the die roll, then play continues normally, with no adverse consequences for the Japanese.

If the allies control Saigon, then the following rules go into effect. Beginning with Turn 2, all Japanese ships have their movement factors reduced by two for purposes of deployment during the Patrol and Raiding phases. Retreating ships retain their printed movement factors, subject to damage effects, if applicable. This movement restriction remains in effect until, at the start of a turn, the Japanese control Saigon. Also, Japanese raiding ships may not move a third sea area.

The above movement restrictions stem from the fact that Japan was critically short on oil, operating on strategic reserves from the opening of hostilities. The seizure of Dutch possessions (especially their Indonesian oil fields) was necessitated by this vulnerability. Failure to control "Saigon" (actually the industrial infrastructure of Indochina) would have continued to exacerbate this situation.

The single greatest advantage to the Japanese of not invading Indochina would be that American scrap iron sales would not be embargoed until just after the Pearl Harbor raid (when, of course, such an embargo would have been inevitable). Historically, Japan was heavily dependent on American scrap iron, and the cur-

tailment of trade in that commodity severely impacted her naval construction program.

Therefore, if the Japanese decide not to invade Indochina, then all reinforcements scheduled to arrive on or after turn 5 are moved forward one turn. That means the *Musashi* is available on turn 4, the *Taiho* is available on turn 6, and so forth. The Japanese player gains this benefit whether the die roll gave him control of Saigon or not.

### THE DOOLITTLE RAID

Early in 1942, U.S. Army Air Force air units flown off of carriers, made a surprise attack on Japan. This daring attack came to be known as the Doolittle Raid.

Once per game, the American player may make a Doolittle raid. In order to do so, the Americans must control either Midway or Pearl Harbor. The raid is carried out by sending a fleet containing at least one carrier into the Japanese Islands sea area. This fleet may consist of either patrolling ships, raiders, or both, sent to the area during the appropriate movement phase.

During the deployment of land based air, the American player leaves undeployed one of his land based air units. During the movement of raiding ships, the player announces his intention of making a Doolittle Raid and places the land based air unit in the Japanese Islands sea area, provided the above requirements have been met. He must also designate which carrier in his raiding force is launching said land-based air unit (if there are more than one). Regardless of the number of carriers committed to the action, no more than one land-based air unit may conduct the special Ground-Attack as described below.

The land-based air unit making the Doolittle raid may Air Raid the Yokosuka Naval Yard, getting two attack rounds, as per normal rules, in which case damage is scored in the normal manner. Alternately, the unit may make one round of Ground Attacks against ground targets, in which case each damage point scored causes the Japanese to lose one POC. (Historically, the sighting of American planes over Tokyo had little effect on the Japanese war effort, but a tremendous impact on morale and resultant strategy.) This number should be recorded on scrap paper, as the Japanese player may attempt to recover these lost POC (see below). Only the land-based air unit may perform this raid, no matter how many carrier airstrike factors may be available (carrier airstrikes from carriers other than that designated as having transported the



land-based air unit may conduct normal air raids, if possible and according to the normal rules).

Regardless of which target option was chosen, a die roll must be made to determine the fate of the land-based air unit used in the raid. On a 1-3, the bombers ditch at sea and the unit is destroyed. On a 4-6, the land-based air unit lands safely at Chinese air fields and is available for use next turn. A land-based air unit lost as a result of the Doolittle raid may be brought back into play two turns later, as per the normal rules. The option to declare a Doolittle Raid must be taken on Turns 2, 3, 4 or 5. It may not be taken after Turn 5.

Japanese carriers and land-based air deployed in the Japanese Islands sea area may not attack the air unit making the Doolittle Raid. (They're too far out at sea.) Historically, not a single bomber was downed by Japanese fighters.

If the Doolittle Raid hit land targets, then the Japanese may recover whatever POC was lost by taking control of Midway on the turn immediately following the raid. If Midway is already Japanese controlled, then the POC may be recovered by taking control of Pearl Harbor within the next two turns.

Historically, the main reason the Japanese decided to invade Midway was because they believed, erroneously, that the Doolittle raid had been staged from that island air base. Whatever victory points the Japanese regain from controlling Midway or Pearl Harbor is in addition to what the Japanese would normally get for controlling the Central Pacific or Hawaiian Islands sea areas.

## THE MARIANAS TURKEY SHOOT

In June of 1944, Admiral Ozawa sent aloft a daring air strike against the American air and sea forces preparing to invade Guam. In order to make the attack, the Japanese rushed into action a number of newly-built or converted carriers. To bring the air crews on those carriers to full strength, the Japanese pressed into service numerous half-trained air cadets, with predictable results. 243 Japanese planes were shot down in the ensuing battle, while only 31 American planes were lost. The debacle would go down in history as the Marianas Turkey Shoot.

But what if the Japanese canceled Ozawa's ill-fated attack? The following rule attempts to simulate the consequences. At the start of Turn 7, the Japanese player must inform the American player whether or not he's rushing his half-trained air cadets into service. If he decides not to do so, then all Japanese carrier reinforcements scheduled to arrive on or after Turn 7 are delayed one turn. That means the *Unryu* and *Amagi* don't arrive, unless a nine turn game is being played. It also means that the Japanese don't get the *Katsuragi* or the *Shinano* at all.

VICTORY IN THE PACIFIC VARIANTS  
(Continued on page 41...)

## The GENERAL BACK ISSUES

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# PACIFIC ENCOUNTERS

## Four Pacific Scenarios for *DAUNTLESS*

By David Angus

From out of the expanse of blue Pacific skies comes the long, low drone of dive bombers and torpedo planes of the U.S. Navy. With the last commands of the squadron leader echoing from their radios, the planes close in for the attack. Their target: A Japanese task force, on its way to stem the relentless advance of American naval, air, and ground units all along the perimeter of the Japanese Empire in the Pacific. These ships of the Imperial Navy respond to the American onslaught by throwing up a wall of anti-aircraft fire in an attempt to shoot down the attackers, while Japanese fighters join in battle with their American counterparts. In minutes—perhaps seconds—the fate of the Pacific war will be determined in this savage contest. Meanwhile, Japanese planes, too, have taken off from parts unknown to seek out and destroy elements of the U.S. Navy, whose vast strength is pummeling Japan's forward bases, eroding her armed forces and threatening the Empire itself with formidable numbers of ships and planes. The pilots of Imperial Japan's air forces have their work cut out for them.

This is the Pacific theater in the latter half of the Second World War. The U.S. forces are surging forward everywhere, while the Japanese throw all their efforts into holding back the inevitable. The gamette *DAUNTLESS* (the companion game to *AIR FORCE*) deals with air combat in the Pacific war and the fierce battles between the U.S. and Japanese navy air forces; the battles comprise anything from simple dog-fights and bomber interceptions to carrier strikes, attacks on cargo ships or even entire battle fleets. The options for creating new battles to complement those provided in *DAUNTLESS* are practically endless, and this article presents some additional scenarios for the game. The main purpose of this work is to show that there is more to the battles in *DAUNTLESS* than air-to-air combat.

Another aim of this article is to depict the open-ended side of sea battles in the *DAUNTLESS* system. In the game, there are a great deal of American and Japanese ship characteristics listed that can be used again and again. This article will introduce additional ships with the same characteristics as provided in the *DAUNTLESS* rules, but with new names. Also, new situations are provided, involving U.S. and Japanese air and naval units in some of the battles that determined the course of the Pacific war at sea; in particular, the Coral Sea, Guadalcanal, and Okinawa engagements. These situations are intended to show that more sea battles and more combat ships can be created out of the existing *DAUNTLESS* system.

Herein, new ships have been listed with the same codes which are used for the ship characteristics in the *DAUNTLESS* system, along with the histories of each campaign. (Those named ships which are new to the *DAUNTLESS* Ship Characteristics charts have been given in *italics*.) The goal here is to show that the scenarios are based on actual events and to present, in matter-of-fact terms, the events and outcomes of each engagement.

### CORAL SEA

In May 1942, the Japanese Navy attacked the New Zealand-Australian outskirts via Port Moresby in New Guinea. The task force for this operation, commanded by Vice Admiral Takeo Takagi, set out to isolate Australia by seizing the port and cutting her supply line. At the same time, Rear Admiral Frank Fletcher and a U.S. Task Force was seeking out the Japanese with a fleet which included the carriers *Yorktown* and *Lexington*. The result was the Battle of the Coral Sea, the first all-carrier engagement in history, and the first time air power was seen as a decisive naval weapon.

In the first major engagement, U.S. aircraft from both the *Lexington* and *Yorktown* found and attacked the Japanese carrier *Shoho*. The large number of planes involved, including dive bombers and torpedo planes, destroyed the *Shoho* in half an hour, the first casualty inflicted on the Japanese. On the following day (May 8), the Japanese launched a heavy strike on both the *Lexington* and *Yorktown* with some 33 dive bombers. Although badly damaged, the *Yorktown* survived the attack, but the *Lexington* was critically wounded and would later sink, taking with her some 14 SBD Dauntless dive bombers. There was still plenty of fight in the U.S. Navy, however; later on, American carrier planes attacked another Japanese carrier, the *Zuikaku*, which was left damaged and disabled. In the end, however, the *Zuikaku* survived and would fight again.

Although the U.S. Navy lost one carrier and had another damaged, it gave as good as it received, sinking one Japanese carrier and damaging another, leaving the Japanese commanders to choose between the abandonment of their Australian adventure or pressing on in the hopes of forcing a decisive engagement. The Japanese exercised the better part of valor, making the Battle of the Coral Sea a strategic victory for the United States.

In its way, Coral Sea was a harbinger of things to come at the Battle of Midway, which would prove to be a total disaster for the Japanese.

### GUADALCANAL

Fierce, relentless fighting by both sides defined the Pacific War as a contest of military strength and the willingness of men to fight and die in a protracted, demanding campaign. The ferocity of battle extended well beyond the jungles and beaches, and few better examples of this can be found than in the Battle of Guadalcanal. This island, in the area of the Solomon Islands and New Guinea, became a bone of fierce contention between the forces of the United States Navy and those of Imperial Japan. The sea around Guadalcanal was contested, as well. U.S. Marines were landing in small numbers on the island while the U.S. Navy engaged the Japanese fleets trying to cut the supply lines to the Marines and other land forces on Guadalcanal. To counter the Japanese threat, the U.S. Navy committed its aircraft carriers *Enterprise*, *Wasp*, and *Saratoga* to the campaign. They and other U.S. ships operated at a killing pace to keep the Japanese Navy off balance and at bay.

Then, in November 1942, the Japanese sent large numbers of destroyers and heavy cruisers to complete the isolation of the American forces. The American carrier force (which now included the *Hornet*) launched several air attacks against the Japanese surface vessels. In one such assault on November 14, the cruiser *Kinugasa* was sunk by Dauntless dive bombers. During the same attack, three other ships, the cruisers *Chokai*, *Maya*, and *Isuzu*, were attacked and severely damaged, along with the destroyer *Michishio*. At Guadalcanal, the Dauntless dive bomber sent some of Japan's best ships to the ocean floor. As more ships were lost, the Japanese Navy withdrew from Guadalcanal amidst mounting losses on land and sea and ever-increasing American strength.

### OKINAWA

The Okinawa scenario is designed to show the fiercest fighting between the U.S. Navy and the Japanese air force, and is based on an attack on the U.S. battleship *Nevada* and three other ships that occurred on March 26, 1945.

These vessels fell victim to a new and terrifying kind of attack: The kamikaze. In Zeros, Vals, and other older, outmoded aircraft, armed with bombs and in groups of 10 to 20 planes, the Kamikazes attacked American ships by diving down on them in ram attacks intended to severely damage or even completely destroy their targets. The ships, which were providing fire support to the ground forces on Okinawa, now had to cover one another with anti-aircraft support as well.

Some compare the kamikaze attacks to the Banzai charges of the Japanese army when battling enemy troops. It was certainly similar, but with the chilling difference that it came not from the ground, but from the air. This provided a foretaste to the U.S. Navy and its air arm of what to expect in the upcoming assaults on Japan itself; the air force would have to concentrate on shooting down the kamikazes before they could reach the surface vessels. The battleship *Nevada* was one of several ships that ran the kamikaze gauntlet. Along with the *O'Brien*, *Halligan*, and *Biloxi*, the *Nevada* held out despite brutal damage. Only the *Halligan* did not survive, being sunk by a sea mine.

The kamikaze raids claimed 1,100 Japanese volunteers. About 322 U.S. ships were sunk or damaged during the kamikaze campaigns of October 1944—June 1945. It was a fierce and frightening kind of warfare never before seen in military history.

## 28-5/1. THE BATTLE OF THE CORAL SEA — A Two-Part Scenario

### Part 1: Attack on the *Shoho*

AMERICAN: 12 SBD Dauntless bombers, 6 Wildcats (F4F)

JAPANESE: 6 A6M2 Zero fighters  
1 CV-1 TYPE.....*Shoho*  
2 DD-3 Types...*Akatsuki*, *Hibiki*

Ship Rules (XXVI) are in effect. The Japanese player sets his units up anywhere on Mapboards V and/or VI, with any heading. The American player sets up all attacking aircraft on Mapboards I and/or II, heading in Direction 4.

**Victory Conditions:** The Americans win if the *Shoho* is sunk or all Japanese air units are destroyed. The Japanese wins by avoiding the American victory conditions.

### Part 2: Attack on the *Lexington*

JAPANESE: 12 D3A Val Bombers, 6 A6M2 Zero Fighters

AMERICAN: 6 F4F Wildcats  
1 CCV-1 Type.....*Lexington*  
2 DD-2 Types.....*Sims*, *Hammann*

Ship Rules (XXVI) are in effect. The American sets his units up anywhere on Mapboards V and/or VI. The Japanese sets up all his attacking aircraft on Mapboard I and/or II, heading in Direction 4.

**Victory Conditions:** The Japanese player wins if the *Lexington* is sunk or all American air units are destroyed. The American player wins by avoiding the Japanese victory conditions.

## 28-5/2. STORM OVER NEVADA Okinawa, March 26, 1945

"Kamikaze" rules are in effect for the Japanese player.

AMERICAN: 6 F4U Corsairs  
1 DD-5.....*Halligan*  
1 DD-6.....*O'Brien*  
1 CL-4.....*Biloxi*  
1 BB-2.....*Nevada*

This scenario uses the same rules for the Japanese player as those given in the "Kamikaze Attack" section in *DAUNTLESS*, on page seven of those rules. Both sides receive victory points for any enemy aircraft destroyed.

## 28-5/3. FIRE OVER GUADALCANAL November 14, 1942

JAPANESE: 6 A6M2 Zero fighters  
2 CA-3 TYPES.....*Chokai*, *Maya*  
1 CA-2 TYPE.....*Isuzu*  
1 DD-3 TYPE.....*Michishio*

AMERICAN: 12 SBD Dauntless bombers, 6F4F Wildcats

Ship Rules (XXVI) are in effect. All Japanese units begin on Mapboard V and/or VI. The Americans enter from the edge of Mapboard I, heading in Direction 4.

**Victory Conditions:** The Japanese wins if none of his ships are destroyed. The American wins if all the Japanese ships are destroyed. Both sides receive points for enemy aircraft destroyed.

## CONCLUSION

This article and its additional material for *DAUNTLESS* have been developed so that the dedicated gamer can explore new dimensions of an old favorite, as well as to encourage the design of other new Pacific theatre scenarios for *AIR FORCE/DAUNTLESS*.

In these scenarios, the numbers of units have been scaled down somewhat, partly for sake of playability, but also to give the players a sense of immediacy and the sense of "one-on-one" involvement which makes *AIR FORCE* and *DAUNTLESS* so enjoyable. I hope you enjoy them, and encourage you to try your hand at designing your own variants of these and other great sea battles.

Good luck, and good hunting to you, above the high seas of the Pacific.

## VICTORY IN THE PACIFIC VARIANTS (... continued from page 39)

If the Japanese player decides to implement this option, then Japanese carriers *Chiyoda*, *Chitose*, *Ryuho* and *Taiho* (as well as the *Unryu* and *Amagi* in a nine-turn game) get the +1 attack bonus to their airstrike factors.

Historically, the Japanese carrier air arm was devastated as a result of the Marianas Turkey Shoot. The Japanese never recovered, because there wasn't time to replace the air cadets they lost. This is the main reason why *VITP*'s designers didn't give the late-game Japanese carriers the +1 airstrike bonus.

## THE RULES IN COMBINATION

The following rules are designed to take care of situations that might arise when more than one of the above variants is being used.

If the Japanese decided not to invade China, then the air unit staging the Doolittle raid would have been forced to land in the Soviet Union. Historically, Stalin wanted no part of the American plan, because he had his hands full fighting the Germans and feared his complicity in the Doolittle raid would provoke a Japanese attack on Soviet territory.

If China hasn't been invaded, then consider the air unit staging the Doolittle raid to be destroyed. (The planes have landed in the Soviet and been impounded—which is exactly what happened to the one bomber that *did* land on Soviet territory.) It is available as a normal replacement in two turns.

If the Japanese decided not to invade Indochina, resulting in Japanese reinforcements being moved forward one turn, then the decision not to rush into service the Japanese air cadets must be made at the start of Turn 6, not Turn 7.

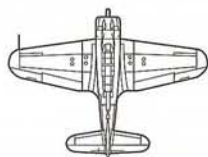
## CONCLUSION

Besides allowing players to explore certain what-if situations, these variants will also significantly change the flavor of the game.

If the Japanese choose not to invade China, then the Americans must beware of the IJA unit. If that unit bases in Truk at the end of Turn 1, the Americans could lose Samoa, Australia or even Pearl Harbor on Turn 2.

If the Japanese decides not to invade Indochina and then has the die roll go against him when rolling to decide the fate of Saigon, he won't be able to use the tried-and-true Japanese opening deployment of placing four land-based air in Indonesia, one in the South Pacific and one in the Marshalls. Lacking a base in the Indonesia sea area, initial Japanese air raids in that sea area will have to be made with carriers.

These are just two of the strategic changes that could result from use of these variants. Experimenting with these rules (and designing your own) are sure to create others.



## GONE BUT NOT FORGOTTEN...

## SAMURAI

## Avalon Hill's Game of Power Politics in Feudal Japan

By Don Hawthorne

This is a gem of a game, one which deserves to be called a classic. It's been out of print for a while now, but I'll still play it in preference to any other title on the subject. If you have any interest in the politics and warfare of feudal Japan, find this game, play it, and treasure it.

*SAMURAI* doesn't have nifty plastic playing pieces, and its graphics can most honestly be described as "utilitarian". But what it lacks in glitz it more than makes up for with a depth of strategy and intrigue unmatched by many other games which cast players in the roles of ambitious lords maneuvering toward absolute power.

Originally published by Battleline Publications during the middle seventies, *SAMURAI* was at first greeted by the gaming public as a sort of Far-East *KINGMAKER*. When judged by the game mechanics then extant, this wasn't far from the truth; *SAMURAI* has area movement, it is a multi-player game of intrigue and warfare set in a feudal society, and each player's forces are comprised of a coalition of lords and their troops, titles, land holdings and vassals.

But the resemblance is only superficial. In *SAMURAI*, each such coalition is a single clan, all related by blood, and barring rare special events, the loyalty of each member is virtually unimpeachable (there is a variant for this in the rules which is wonderfully evil; about which more later). In *KINGMAKER*, Parliamentary votes are crucial to victory; in the environment of absolute power which is Japan in the Warring States period, the very concept of votes is meaningless. While their western counterparts maneuver to place their proxy on the throne of England, the *daimyo* (feudal lords) of Japan strive to achieve the military-political dominance that will force their fellow lords to acknowledge them as *Shogun*; supreme military ruler of Japan, by tradition (not by law) subservient to the Emperor, but in fact, the living embodiment of temporal power in the Land of the Rising Sun.

Neat, huh?

In fact, Emperors "petitioned" a *daimyo* to accept the Shogunate, but by the time period represented in *SAMURAI*, this was pure ceremony. In the game, each lord strives to prove the "legitimacy" of his claim to the office by acquiring various "Imperial Articles", ownership of which by one or more members of a player's clan confers the title of Shogun upon one of that clan's lords immediately upon its acquisition. It is a measure of the powerlessness of the Imperial family *vis a vis* that of the player-faction *daimyos* that both the Emperor and his Heir are two of four such "Imperial Articles" in the game; the other two

being the Imperial Regalia and the deed to Kyoto Castle. Two such articles make a clan "Court Clan", limiting its movement (making it easier to catch) but conferring certain other advantages such as doubling its ship capacity—very important when you're trying to shift troops around the from one coast to another. In the Basic Game, two articles also allow a player to declare one of his clan's lords to be Shogun; but the (highly recommended!) variants in the rules suggest requiring three Imperial Articles for the Shogunate and victory, or even all four. (This last version is described in the rules as being a way to get "a truly diabolical game"; and it is, too!) At the end of each turn, players draw one "Fate Chit", usually gaining extra troops, lands, Ninja or whatever. (Suggestion: Our group found we got a much more dynamic game by drawing two such chits.)

*SAMURAI* does not end with the ascension of a lord to the office of Shogun; the title must be retained until the end of the twentieth turn, virtually guaranteeing that during the interim between gaining such a title and the last turn of the game, for a full round following, everybody able to do so will be attempting to drag down the upstart (and take his place, naturally). Turn order varies from turn to turn, preventing unrealistic advances by and abuses of leading players.

This is why it's usually a good idea to decisively defeat all serious opposition (as did Tokugawa Ieyasu at the Battle of Sekigahara) before "accepting" the title. If you can't become Shogun with a surety of retaining the title (and your head), why, give it away (as did Tokugawa Ieyasu, more or less, when he swore fealty to Oda Nobunaga rather than win—maybe—a Pyrrhic victory opposing him)! Along with troops and any other holdings, Imperial articles can be traded between lords of different clans, making them targets... *er partners*, in their selfless attempts to bring peace to the troubled Land of the Gods.

Such trades and alliances take the place of the Parliamentary sessions in *KINGMAKER*; and are the heart of the game. For *SAMURAI*, like all the best multi-player games, has virtually no rules regarding what deals can or cannot be made. Trades between players are limited only to what they want and what they're willing to give up to get it. Alliances in *SAMURAI* are about as durable as cherry blossoms, and the player who cannot avoid confrontation (until he's ready for it) by adroit deal-making and a strong sword arm is, frankly, doomed.

Once armies join in battle, previously unassigned troops held off the board can be allocated to their *daimyos* for the fight. Unrealistic? Not at

all, as most *daimyos* of the period maintained significant "secret armies" for just that reason. Often, before the advent of Oda Nobunaga, his brilliant general Toyotomi Hideyoshi and Tokugawa himself, warfare in feudal Japan was sufficiently ritualized that numbers were often more telling than tactics, and such a secret army, effectively deployed, could mean the difference between which lord did the viewing of heads after the last enemy fell.

In addition to troops, each lord has their own capabilities as a swordsman. This is not an attempt at role-playing, but a solid historical referent; *daimyo* sometimes engaged in battle with each other, as it was in the nature of samurai throughout much of their history to issue and accept personal challenges prior to or during a battle. In fact, the army of a *daimyo* who was killed in personal combat by another lord was far more likely to fight well in the ensuing battle than one whose lord had cravenly avoided such a confrontation. (If either lord was incapacitated by disease or wounds, such challenges were usually foregone; the Japanese are nothing if not a pragmatic and courteous people.)

Ninja appear in *SAMURAI*, of course, fulfilling their most notorious historical role as simple murderers (even "assassin" is far too noble a title for such fanatics); but what damage they can do, striking down a mighty lord just prior to a crucial battle, and so eliminating every one of his troops from said conflict! If they fail, however, the lord who sent them is implicated, and must commit *seppuku* to cleanse the stain on his family's honor. It's all so civilized, isn't it?

*SAMURAI* is designed for up to four players, each controlling a faction of ten lords, but more players can be added by limiting the number of lords per player to five and—this is my favorite part—splitting the clans. Two Imperial Articles still confer Court Clan status, but only the lords of the player with the requisite number of Imperial Articles are eligible to be Shogun.

The word you're thinking of is "fratricide".

*SAMURAI*'s final note of appeal, for me, is the pre-defined time limit. Players have twenty turns to seize the Shogunate and hold it until the end of turn twenty. If no one has done so by then, the game goes into "sudden death overtime", with the first player to become Shogun and hold the office until the end of the turn winning the game. Winning such a prize is just about as easy as it sounds, and *much* more fun than *voting* for it!



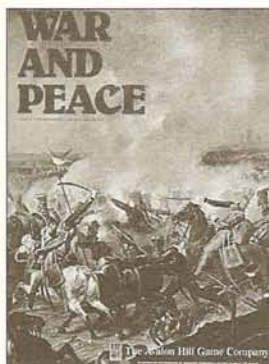
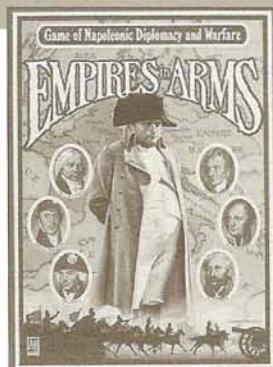
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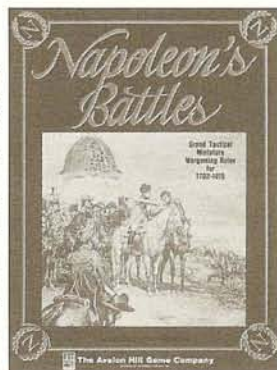
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## Letters to the Editor...

Dear Don:

I am a long-time subscriber, first-time writer. I just wanted to drop you a line to say that Vol. 28, No. 3 was the best issue of *The GENERAL* yet! The graphics and articles were excellent, to say the least. Also, for a change, there was no tedious "numbers" article.

Now for a few thoughts on the hobby in general: Having played games for 15 years now (I'm 27), I have seen the hobby go through many changes, mostly for the better. One disturbing trend I see is a major shift to overly-simplistic games that fail to be interesting; that are almost generic in their play, and that have no historical flavor.

Now, I understand that these games are meant to attract new people to the hobby, but what is needed is for the hobbyists to be willing to take the time to teach newcomers, and for the companies to get their games into more of the mass-market stores.

To return to the positives, your *HERE COME THE REBELS!* game is simple, yet covers the period nicely! It captures the interest of the person who is interested in the Civil War but has never played a wargame.

I just wanted to get a few thoughts through to you, so there they are. Keep up the good work and improvements!

Mark A. Ruggiero  
Sacramento, California

★★★★★

Dear Don:

Just a quick note to let the scenario designers of *ASL G14* ("Tiger, Tiger") [*The GENERAL*, Vol. 28, No. 3] know that *ASL*ers did not fail to see the cleverly concealed attempt at humor. The Russians with their 18 KV tanks set up on or between hex-rows K & V (ha, ha) of board 17.

Who ever said *ASL*ers have no sense of humor? Grrreat going, guys ...

Andrew Hershey  
King of Prussia, Pennsylvania

... and did we all catch Andy's cleverly hidden bon mot?

★★★★★

Dear Sir:

I would like to congratulate you on your editorial in the latest issue (Vol. 28, No. 3). Too often we look at too much when we look at the past and cannot see why a certain choice (especially "wrong" choices) were made. However, this is not purely a congratulatory letter: I disapprove of your new larger typeface. My wonder is how your writers got you to adopt it, as their articles magically become longer and they get paid more. Meanwhile, we get fewer articles per issue and with ever more games ...

Sanders Marble  
Chester, Virginia

We've had a couple of letters mentioning a new "larger typeface"; actually, it's still the same 9-point Times Roman it's been for some time. And when we use Helvetica (such as in the Philosophy column), it's actually a little smaller, as Helvetica is a bulkier typeface. The leading (space between lines) did vary quite a bit in 28-3 because of an "auto-leading" feature of our desktop-publishing program, which we've since abandoned. Personally, though, I was only too glad when Rex took the magazine up to 9-point type; I can't see why anybody would want to squint their way through a read of *The GENERAL*; I get enough of that sort of (unhealthy) exercise reading rulebooks.

Dear Mr. Hawthorne:

First of all I have to say that I hear, see and sense a major attitude change in this company since you took over. I am pleasantly surprised, starting with a letter in my latest issue of *The*

*GENERAL*. It stated that this was my last issue and that it was important that I stay a subscriber. Beside the fact that it's good business and helps the hobby, it was also a personal touch and showed someone was paying attention to customers. A few months ago I was about to make this my last year of *The GENERAL* because of delivery problems (that must have gone on for two years) and just the overall "take it or leave it" attitude of the company. I made my last call, talked to you and the problem never raised its head again. Now I get the latest *GENERAL* and it's got a fresh new face, not to mention that there is an article on *AIR FORCE* with new planes. Something I've been writing and asking *The GENERAL* to do for years. It's common sense: You listen and take care of your customers, and they will take care of you.

The new approach with the Smithsonian Series, getting new blood into the hobby, is a sound one. Fifteen years ago I wrote to your company (I was a late comer to the hobby at 32), telling them they should come up with a wargame that used plastic pieces to represent the forces. Kids relate to toys and this holds their attention. Years later we all know who used that idea, and it wasn't just kids playing it.

In any case, I'm impressed with the change, and I've decided to stick around for the next few years as a subscriber.

C. Wells  
Malibu, California

★★★★★

Messrs. Harper &amp; Johnson:

I've never written to a game company, or to game designers before, but I felt I should take the time to let you know how much I enjoy *WRASSLIN'*. I'm a co-owner of a theatre company (we do those murder mystery evenings) here in Southern California, and sitting around with *WRASSLIN'* and a bottle of scotch has become a Friday night tradition. None of us are gamers, exactly, but the actors and actresses have been having one helluva good time creating Royal Rumbles, Survivor Series, and 6-man Tag Team matches.

We keep track of rivalries, alliances, and championships (the belt is currently held by the Block Buster, for what it's worth), and I can't imagine any group of gamers more devoted and happy than the cast of our show.

One of our actresses recently auditioned for a commercial, and was put through a series of improvisational exercises. At one point, she did her "Big Daddy Warbucks" imitation that she uses to threaten us during the game; she was called back. *WRASSLIN'* just may be responsible for getting my friend a national television spot!

Two quick questions—are any expansion kits planned? Has *The GENERAL*, or any magazine, run articles on your game? Please let me know.

That's all I wanted to say, gentlemen. Thanks for designing this game—we're having a blast with it, and good luck with future work!

Malcolm Womack  
Los Angeles, CA

Much appreciated; your generous praise has been passed on to designers Bruce Harper and Tyler Johnson by Don Greenwood, *WRASSLIN'* developer. In response to your inquiry we don't have any information about other publications printing *WRASSLIN'* articles; Rex Martin's final issue of *The GENERAL* had an article on strategy in *WRASSLIN'* by Mr. Harper (Learning the Ropes, pp. 39-43, Vol. 27, No. 6).

Finally, as regards expansions, we're considering one we have in our offices right now about lady wrasslers (an oxymoron if ever there was one). It's a very short article, so it

may see print only as a subscriber bonus on the mailing cover; can't say for sure as yet—stay tuned for further information.

★★★★★

Dear Editor:

I'm the *B-17* addict who, a few years ago, had published by Avalon Hill the statistics from my 500th, 1,000th and 3,000th missions. I won't bore you with a mess of details, but I'd like to give you the highlights of the statistics following completion of my 6,000th mission this month.

Fighters Destroyed	
Messerschmitt 109	5,413
Messerschmitt 110	2,076
Focke/Wolfe 190	2,937
<b>Total:</b>	<b>10,426</b>

Crew Status	
Killed in Action	6,381
Invalided Home	807
Died of Wounds	322
Lost at Sea	885
Bailed Out/Captured	2,439
Home	142

Victories	
Eighth Air Force	2,435
Luftwaffe	926
Tie	2,639
<b>Total:</b>	<b>6,000</b>

Missions	
Regular Game	5,724
From "The Queen in Germany; More Targets for B-17"*	286
<b>Total:</b>	<b>6,000</b>

Planes returned home	20
with 25 missions:	926
Planes destroyed:	946
<b>Total:</b>	<b>946</b>

I would like to have completed 10,000 missions in this, the tenth year of my ownership of *B-17*, *Queen of the Skies*, but the many Avalon Hill games I've purchased in the last ten years have cut pretty deeply into my *B-17* playing time. I enjoy them all. Thanks for all the years of gaming enjoyment.

Robert Olimski  
Las Vegas, Nevada

★★★★★

Dear Editor:

I feel completely out of my element as I read my first issue of *The GENERAL* which arrived with my order for more copies of *RAIL BARON*, my favorite hostess (and etc.) gift.

However, I just have to share with you our variant of *RAIL BARON*, our family's all-time favorite game... favorite for every one of us from age 7 to 77. Even for us adults who for years followed the rules, the game was often too long. With our limited time together and with younger ones we now keep the game fully as exciting and certainly much shorter.

First of all, we usually play in pairs and we choose our one first property. Then, if we expect to have time we may proceed normally, although we sometimes prefer to choose another one or two. We all have fully as much fun by next turning over the remaining cards and with the "luck of the draw" divide up the rest of the railroads. Oh, the cheers and groans! No one is ever a fore-ordained loser—it's a good game all the way.

A highlight of the game eventually becomes the run for home. (Eliminating this as suggested in 28-3 would change it from fun and excitement to standard procedure ho-hum for us.) I realize our way eliminates much of the strategy, but we want a fun game for everyone, not a stressful challenge.

My three sons started with Avalon Hill in grade school and soon took over the ping-pong table and were creating their own similar board games on brown wrapping paper or poster board. They and their pals practically lived there playing and revising the games thus created. One son later became an avid *D&D* (oops, a no-no in AH land?) player and a leader (what do I call him?) and he still puts in "too many hours" in games—and his family dabbles in adventure and mystery games. Now with your catalogue I know where to go to choose birthday and Christmas gifts! (Wish I'd found it long ago!)

Another son and his third-grader recently re-discovered *RAIL BARON*, and it now travels in the trunk of the car wherever they go. I wonder which game to give them next? Now, how about a solitaire version of *RAIL BARON* for me?

Winona Cosner  
South Charleston, West Virginia

★★★★★

Being as human as anybody else, I very much appreciate all the exceedingly kind letters I've received since taking over *The GENERAL*. Still, in case there was ever any doubt that you can't please everyone:

Dear Don:

Just after my letter praising the new direction of *The GENERAL* appeared, issue 28-3 came out and stole the crown as the worst *GENERAL* issue ever.

Not only was virtually every article WARgame oriented (one *RAIL BARON* article and half of the *Coming Attractions* are all that saved this offering from the compost heap), but even the *Avalon Hill Philosophy* had a substantial military bent. (In the *Philosophy*, particularly, I want to read about gaming.)

The silver lining was a blurb at the end of the letter column reaffirming that a huge chunk of *ASL* material will be relocated to the *ASL Semi-Annual*. Ironically, a major article and the (once interesting) *AREA* rankings were devoted to *ASL*. And then to complete the military move, the contest was a military-history trivia question.

There were positives. The *Avaloncon* Bulletin and pre-registration form were quite welcome and there seems to be an overall "better look." The page-top stripes are beneficial and the color printing (specifically for the *RUSSIAN FRONT* piece) seemed enhanced.

And one last gripe... when I was filling out the survey page, I was excited to see that this month's RBG solicitation was for *GANGSTERS*. Usually, there is an accompanying article to go with the selection. Alas, there was no other mention of *GANGSTERS* in the entire issue. I doubt you'll get a very large sample base from an invisible entry.

Randy Cox  
Clemson, South Carolina

The kind words about our presentation and graphics are much appreciated, but it's important to remember that, first and foremost, we are and will continue to be primarily a WARgame magazine, with occasional forays into games on other subjects in proportion to reader interests, as reflected by the number of articles we receive about them. (The title of the magazine is, after all, *The GENERAL*, not *The GENERIC*.) I hope that, as a reader himself and thus, a potential contributor, Mr. Cox is even now crafting some of the nonwargame articles we need in order to have issues with more articles such as his letter indicates he prefers. I look forward to seeing them. As for 28-3 being the "worst *GENERAL* ever"... well, everyone is entitled to their opinion, but I'm afraid I have to take exception to that notion, at least as far as the majority of the responding readership is concerned. Please note the *Infiltrator's Report* of this issue for details. And *GANGSTERS* did okay too, by the way.

## SPECIAL NOTICE TO TEACHERS

The Avalon Hill Game Company is beginning a special program in support of educators in history, mathematics, english usage and social studies, who are teaching students in grades three through twelve. This program will be launched in conjunction with a national advertising campaign aimed at demonstrating the utility of Avalon Hill and Victory Games' historical and simulations titles in the classroom.

As part of this program, Avalon Hill invites all educators who may be currently using our games to write and let us know the uses to which you've put these materials in your curriculum. The information we receive will be of great help to our staff in tailoring the upcoming campaign, and to better facilitate the future use of Avalon Hill/Victory Games in your classroom. Selected schools, teachers and students making use of our games for educational purposes will receive national recognition in the upcoming campaign. If your school is not currently using our games in its classes, feel free to contact us for a list of suggestions and a catalogue of titles.

Avalon Hill/Victory Games products cover economics, politics, wilderness ecologies, evolution, sports, sociology and of course, history, from every epoch and the four corners of the earth. We provide historical titles on virtually every period of recorded history (and even some *pre-history!*), and many of our games are based on important literary works.

Of course, all our games make extensive use of mathematics and statistical analysis at widely varying levels of complexity, from our various easy to learn card-systems to the sophisticated economics and industrial production rules of our games of grand strategy.

If you would like to participate in this program, we'd be very interested in seeing how you make use of our games in the classroom. Please write and let us know. Address all correspondence to:

Mr. Jim Rose  
The Avalon Hill Game Company  
4517 Harford Road  
Baltimore, MD 21214

Please be aware that all submissions of materials, including photographs, become the sole property of The Avalon Hill Game Company. Acceptance of submitted materials in no way guarantees or implies any reimbursement on the part of Avalon Hill beyond their use as promotional materials.



By Jim Rose

Long ago and far away, I remember the first time I saw IBM PC software on sale. It was 1981, and the personal computer market was on its way. The Apple II had the largest segment of the "PC" market, followed up by the notable TRS-80. Commodore, designers of the PET series of business computers, had unleashed their C-64 home computer and began to bite into a good share of a growing market. Even Atari, creators of the original "PONG" arcade machine, were winning over newcomers with great sound and graphics emanating from their new Atari 800 family of computers.

Most of the computer game offerings at the time were on the Apple II and the TRS-80. The introduction of the IBM PC marked the beginning of a long and winding road, leading through several price wars, a false start in the home computer market, and many evolutionary changes. Along the way, Texas Instruments, Commodore, and Atari fought a savage price war that plunged the price of home computers from about \$1,000, to below \$99. This price war resulted in that 'false start' mentioned above. Due to the price drop, Texas Instruments bailed out of their TI-99, as it cost them \$138 to make, and they were selling it at \$99. Atari kept their price around \$350, but the Atari 2600 cartridge division lost millions, forcing Warner to sell off the entire Atari subsidiary. Commodore barely managed to hold on, and bought the rights to a new computer called "AMIGA" from the engineers that had designed the Atari 800.

Meanwhile, the IBM PC, selling at the \$4,000 level, continued to gain momentum, as acceptance by corporate America assured its continued life. As IBM "clones" began to appear, the price of the IBM PC began to drop, levelling off at about \$2,500, and staying there until IBM released the AT 286 in 1986.

Many people who bought into Commodore, Atari, or Texas Instruments felt cheated, as they were left high and dry with only minimal software support. The Apple II world was still experiencing growth with excellent game titles. A few began to appear on the IBM PC, but not many. I recall attending a seminar at the ORIGINS 1984 game convention held at Towson State University in Maryland: A large, well known software company had just released several new wargame titles, and were parading them around the country. They held a seminar to discuss many issues with the public at large, and computer game design was one of those issues.

The president of the company in question got up on the podium and gave his five minute pep talk about how great their new wargames were. He then started taking questions from the audience, and the third was The IBM Question: "Will your company be producing any computer games for the IBM world?" The gentleman responded with: "We do not see the IBM PC world as one in which we can profit from in [sic] the home entertainment market". At the time, he was right. But in three years, IBM's momentum had reached a point where the IBM PC world of personal computers would not merely dominate, but dictate the direction of game software.

So, we've reached a time in which many of you are ready to dive into the world of computer wargaming, or your current machine is out of date and cannot run today's state-of-the-art game designs. Well, you're not alone. Since news came out of our upcoming release of *THIRD REICH* for PCs, I have been inundated with phone calls from wargamers wanting to know what kind of computer to buy to play the PC version of *Computer THIRD REICH* (Hereafter, *PC3R*).

Minimum requirements for running *PC3R* differ from my opinion on what computer system to buy. The game will run on an IBM-Compatible 286 with 640K of Ram, VGA graphics and monitor, a 3.5 inch floppy drive, and an internal hard drive; performance on a 286 will be slow, but it will run. My personal recommendations for a good gaming machine, however, are as follows:

IBM PC (or Compatible)  
486 DX Processor (33 mHz or faster)  
4MB of Ram minimum (More if possible)  
150MB Hard Drive (Bigger if possible)  
SVGA Graphics Card-VESA Compatible-  
(512K Video Ram minimum; 1MB is best)  
SVGA Monitor-Non Interlaced-.28 Dot  
pitch- Capable of 1024x768 Resolution  
Pentium Chip (586) upgrade socket

This system should last you about six years, due to the 586 upgrade capability. You should view the life of your computer as similar to that of a car. That is, plan on buying a new unit every five or six years. If you have to settle for less than the recommended system, do not settle for less than an SVGA graphics capability. With the trend heading toward 256 color games, without SVGA Graphics, you could rapidly find yourself in the same boat with the TI 99 users.



# THE WORLD'S MOST BORING ARTICLE

## New Official Abbreviations for Avalon Hill and Victory Games Titles

By Don Hawthorne and Don Greenwood

Well, it's one of those things that just has to be done, sooner or later. It's dull, it's a waste of space, but once it's done it's over with, and you don't ever have to do it again. So, here we go...

The following is a revised and updated list of abbreviations for most Avalon Hill, Victory, Leisure Time and Sports games, accompanied by their abbreviations. It is provided as an aid for our readers placing Opponents Wanted ads or ordering from our Parts Department (eventually, we hope to make these official).

These abbreviations follow the style Don Greenwood established in the *AvalonCon* event listings (so actually, they're already official), and will be the required method for listing in the "Opponents Wanted" column and "Available Back Issues" page of *The GENERAL*. In addition, they should be used in all AREA listings as well, to allow complete standardization. Wherever possible, original abbreviations have been retained—*Advanced Squad Leader* remains ASL, *Arab-Israeli Wars* remains AIW. Changes have only been made to conform the code to a three-letter and/or number format or to avoid duplication—so *Source of The Nile* (formerly SOTN) becomes SNL, to avoid confusing it with *Struggle of Nations* (SON). To save space (and abbreviations) Expansion modules and gamettes which cannot be played without ownership of the parent game—*Ambush*, *RuneQuest* or *Advanced Squad Leader* modules, for example—have not been listed, or have been integrated into the abbreviation for the parent game. So *GI* and *Cross of Iron* are not listed, and *Air Force* and *Dauntless* combine to become AFD.

### A

Acquire.....	ACQ
Across Five Aprils .....	ASA
Adel Verpflichtet .....	ADV
Advanced Civilization .....	ACV
Advanced Squad Leader .....	ASL
Advanced Third Reich .....	A3R
Aegean Strike .....	AES
Afrika Korps .....	AFK
Air Assault on Crete .....	AOC
Air Force .....	AFD
Alexander .....	ALX
Alpha Omega .....	AOG
Ambush! .....	AMB
A Nightmare on Elm Street.....	NES
Anzio .....	ANZ
Arab-Israeli Wars .....	AIW
Attack Sub.....	ATS
Auction.....	AUC

### B

Bali.....	BAL
Baseball Strategy.....	BBS
Battle for Italy .....	BFI
Battle of the Bulge ('65).....	B65
Battle of the Bulge ('81).....	B81
Battle of the Bulge ('91).....	B91
Battle Hymn.....	BHM
Bismarck ('62).....	BM6
Bismarck ('78).....	BM7
Blackbeard.....	BKB
Blind Justice.....	BLJ
Blitzkrieg.....	BZK
Bowl Bound.....	BBD
Britannia.....	BRI
B-17, Queen of the Skies .....	B17
Bull Run .....	BRN
By Hook or Crook.....	BHC

### C

Caesar at Alesia .....	CAE
Caesar's Legions .....	CSL
Candidate .....	CDT
Carrier.....	CRR
Central America.....	CAM
Circus Maximus .....	CMS
Civilization .....	CIV
Civil War .....	CVW
Class Struggle.....	CLS
Cold War .....	CWR
Conquistador .....	CQD

### D

Dark Emperor.....	DKE
D-Day ('61) .....	D65
D-Day ('77) .....	D77
D-Day ('91) .....	D91
Decathlon.....	DEC
Devil's Den.....	DEV
Dilemmas .....	DIL
Dinosaurs of the Lost World .....	DLW
Diplomacy .....	DIP
Deluxe Diplomacy .....	DXD
Down with the King.....	DWK
Dragonhunt .....	DGH
Dragon Pass .....	DRP
Dune.....	DUN

### E

1830 .....	183
Elric.....	ELC
Empires in Arms .....	EIA
Enemy in Sight .....	EIS

### F

Facts in Five.....	FI5
Feudal.....	FEU
Fifth Fleet.....	5FT
Firepower.....	FPR
Flashpoint: Golan .....	FPG
Flat Top.....	FTP
Flight Leader .....	FLD
Football Strategy .....	FBS
Fortress Europa.....	FSE
France, 1940 .....	FR4
France, 1944 .....	F44
Frederick the Great .....	FRG
Freedom in the Galaxy .....	FIG
Fury in the West .....	FIW

### G

Gangsters .....	GSR
Gettysburg ('77).....	G77
Gettysburg ('88).....	GBG
Gladiator .....	GLD
Go.....	XGO
Grand Prix.....	GPX
\$Greed.....	\$GR
Guadalcanal.....	GDC
Gulf Strike.....	GLF
Gunslinger.....	GSL
Guns of August .....	GOA

### H

Here Come the Rebels!.....	HCR
Hell's Highway .....	HHW
History of the World .....	HOW
Hitler's War.....	HWR

### I

IDF .....	IDF
Image .....	IMG

### J

James Bond 007 Role-Playing Game.....	JB7
Jutland.....	JUT

### K

Kingmaker.....	KGM
Knights of the Air.....	KTA
Korean War .....	KRW
Kremlin.....	KRM

### L

Lee Vs. Grant .....	LVG
Legends of Robin Hood.....	LRH
Little Round Top.....	LRT
Luftwaffe.....	LFW



M

Machiavelli.....	MAC
Magic Realm.....	MRM
March Madness.....	MMS
MBT.....	MBT
Merchant of Venus.....	MOV
Midway ('64).....	M64
Midway ('92).....	M92
Mosby's Raiders.....	MBR
Mustangs.....	MUS

N

NATO.....	NAT
Naval War.....	NVW
Napoleon at Bay.....	NAB
Napoleon's Battles.....	NPB
New World.....	NWD
1914.....	194

O

Omaha Beachhead.....	OMB
Open Fire.....	OPF
Origins of World War II.....	OW2
Outdoor Survival.....	ODS

P

Pacific War.....	PCW
Panzer Armeef Afrika.....	PAA
Panzer Blitz.....	PZB
Panzergruppe Guderian.....	PGG
Panzerkrieg.....	PZK
Panzer Leader.....	PZL
Past Lives.....	PST
Patton's Best.....	PTB
Pax Britannica.....	PXB
Paydirt.....	PAY
Peloponnesian War.....	PPW
Platoon.....	PLT
Pro Golf.....	PRG

Q

Quest for the Ideal Mate.....	QIM
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R

Raid on St. Nazaire.....	RSN
Rail Baron.....	RBN
Regatta.....	REG
Republic of Rome.....	ROR
Richthofen's War.....	RFN
Roadkill.....	RKL
Robin Hood.....	RHD
RuneQuest.....	RNQ
Russian Front.....	RFT

S

Samurai.....	SAM
Second Fleet.....	2FT
1776.....	176
Seventh Fleet.....	7FT
Shakespeare.....	SHK
Shell Shock.....	SSK
Showbiz.....	SBZ
Siege of Jerusalem.....	SOJ
Sixth Fleet.....	6FT

Sleuth.....	SLE
Source of the Nile.....	SNL
Speed Circuit.....	SCT
Spices of the World.....	SPW
Squad Leader.....	SQL
Stalingrad.....	SGD
Starship Troopers.....	SST
Statis-Pro Baseball.....	SPB
Statis-Pro Basketball.....	SPK
Statis-Pro Football.....	SPF
Stellar Conquest.....	STC
Stock Market.....	STM
Stocks & Bonds.....	S&B
Stonewall Jackson's Way.....	SJW
Storm Over Arnhem.....	SOA
Struggle of Nations.....	SON
Submarine.....	SUB
Superstar Baseball.....	SSB

T

Tac Air.....	TCA
Tactics II.....	TC2
Tales from the Floating Vagabond.....	TFV
The Longest Day.....	TLD
The Russian Campaign.....	TRC
Third Fleet.....	3FT
Third Reich (Fourth Edition).....	3R4
Thunder at Cassino.....	TAC
Titan.....	TTN
Title Bout.....	TBT
Tobruk.....	TOB
Tokyo Express.....	TOX
Trireme.....	TRI
Trivia.....	TRV
Turning Point: Stalingrad.....	TPS
TV Wars.....	TVW
Twixt.....	TWX
Tycoon.....	TYC
Tyranno Ex.....	TYX

U

Up Front.....	UPF
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V

Venture.....	VEN
Victory in the Pacific.....	VIP
Vietnam: 1965-1975.....	VNM

W

War and Peace.....	W&P
War At Sea.....	WAS
Waterloo.....	WAT
Win, Place and Show.....	WPS
Wizards.....	WZS
Wizard's Quest.....	WZQ
Wooden Ships and Iron Men.....	WSM
Word Power.....	WRD
Wrasslin'.....	WRS

Y, Z

Yellowstone.....	YLW
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Well, okay, see? That wasn't so bad, was it?  
And now you know, right? Right? Wake up...



SO THAT'S WHAT YOU'VE BEEN PLAYING

(Volume 28, Number 5)

Titles Listed: 85 Total Responses: 294

Rank & Title	Pub.	Rank Times		
		Last	On	Freq.
		Time	List	Ratio
1. Advanced Squad Leader	AH	1	37	12.0
2. Up Front	AH	2	24	5.6
3. Air Force	AH	-	1	3.6
4. Turning Point: Stalingrad	AH	-	1	2.6
5. PanzerBlitz	AH	-	1	2.6
6. Advanced Civilization	AH	-	1	2.6
7. Stonewall Jackson's Way	AH	14	3	2.0
8. Advanced Third Reich	AH	11	2	2.0
9. Firepower	AH	-	1	2.0
10. Peloponnesian War	VG	10	4	1.6
11. Statis-Pro Baseball	AH	-	1	1.6
12. Across Five Aprils	VG	15	2	1.3
13. Afrika Korps	AH	-	1	1.3
14. Battle of the Bulge '91	AH	16	3	1.3
15. Blackbeard	AH	7	4	1.3
16. MBT	AH	--	1	1.3
17. Russian Front	AH	13	2	1.3
18. Tyranno Ex	AH	-	1	1.3
19. Republic of Rome	AH	-	1	1.0
20. Siege of Jerusalem	AH	-	1	1.0

As predicted, ASL retained its commanding lead—a *twelve-to-one* ratio between it and the games in last place, despite rather lackluster vote totals for our premier wargaming title—while the anomalous listings from last time disappeared without a ripple. *UP FRONT*, though retaining its hold on second place, didn't come in nearly so close this time around. In fact, the total number of votes overall dropped like a paralyzed falcon, maybe due to things like the onset of final exams, yearly vacations and summer all taking their customary bite out of gamers' playing times.

It's a bit surprising to see that *DIPLOMACY* hasn't placed in this listing, nor did *ADVANCED CIVILIZATION* set the world ablaze with votes. Who knows? If, as I thought, everybody was practicing for the convention season, and now they've quit... well, maybe even us over-worked staffers from The Hill have a chance at *AvalonCon* plaques. By the time this issue sees print, we'll know one way or the other...

# UP FRONT

As a simulation of command and control problems at the tactical level, *UP FRONT*'s mechanics excel at showing how difficult it is to motivate troops in a combat environment, where their next step could very well be their last. Besides lacking Movement cards, there are a great many other factors which can dampen a squad's enthusiasm for advancing. *UP FRONT*'s "Scenario I. PARTISANS" does a good job of simulating the deadly effectiveness which can be achieved by irregular troops who are intimately familiar with the terrain which they are defending. How much more effective then, would such an ambush be if mounted by *regular* troops? Better equipped and almost certainly better led, such opponents would easily be capable of making an already bad situation a great deal worse.

One example of how effective an ambush can be is the Japanese employment of "Spider Hole" tactics as part of their defense of various island holdings in the Pacific during World War Two. Ideally, Spider Holes are an extension of a Reverse Slope Defense, one of the most effective tactics available to a lightly-armed, mobile force. Given a suitable combat environment, one with plentiful concealment, (such as a jungle), Reverse Slope tactics can be employed by an emplaced defender to devastating effect.

A Reverse Slope Defense simply means that a defending force will engage an attacker from a ridge, fall back across the valley behind it—doing so before the enemy can capture their previous position—and occupy the next ridge back just as the pursuing enemy reaches the low ground between the slopes. If executed properly, the attackers will be exposed to fire in the middle of the low ground; too far in to back out the way they came without exposing themselves on the slopes they've just come down, yet still too far from the defender's new position to threaten them with an effective charge; a charge which would be uphill at that, preventing the attacker's rear ranks from adding their firepower to that of their forward comrades.

Bad as that sounds, Spider Holes make the attacker's predicament even worse, adding the emplacement of concealed firing positions left behind on the back of the first slope; firing positions which the pursuing attacker passes over, leaving intact enemy positions above his force and to its rear. This is probably as good a definition of "between a rock and a hard place" as you are likely to find anywhere.

This installment of *The UP FRONT Column* allows players to try out rules for Spider Holes when playing late-war Pacific Jungle scenarios. They shouldn't be used in scenarios occurring before 1944, but Japanese forces using them can be of any troop quality desired in a DYO scenario. Included as a bonus are rules for British Gurkhas, respected without reservation by Japanese commanders as "the very model of a simple, honest soldier".

**44.41. GURKHAS:** Gurkhas are a special troop type available only to the British player, and are represented in the game by British personality cards. Gurkhas are considered Elite, and are entitled to the British Elite Troops capabilities. All Gurkhas have a minimum Morale of 3, and a minimum Panic of 4. Gurkhas resolve all Infiltration attempts with a one-column shift to the left. Gurkhas who fail Morale checks when attempting to Infiltrate or engage in CC are not Pinned, but such attempts still count as their group's sole action for that turn. Play of a Hero Card on a Gurkha attempting to Infiltrate or engage in CC allows the Gurkha to do either (not both) without a Movement Card or Morale Check. Gurkhas may be purchased for any DYO scenario in lieu of regular British troops by increasing the total DYO expenditures by 20% (instead of 15% for "regular" elite troops).



## 28-5/A. SPIDERS IN THE GRASS —

1st:  3



3-5, 7, 8, 19, 42, 43,  
#(BAR) (Elite)



1, 3-6, 8, 9, 17, 18,  
22 (Elite)



No cards are removed from the Action Deck.

### SPECIAL RULES:

**A.1** The Pillbox and Minefields are Cover cards for both players. Sniper cards are considered Cover cards for the attacker.

**A.2** The Japanese player may keep one group of two men off the board during Prepare for Play. These men may only be armed with rifles; neither may be the SL or ASL. This group is considered to be occupying a "Spider Hole".

**A.3** The Spider Hole group may be brought into play by the Japanese player during any Japanese turn after an Allied group has reached RR 2 to any directly opposite on-board Japanese group which is currently occupying a Range Chit greater than "0". The Japanese player must play a Brush or Woods (or Buildings/Jungle) card from his hand and places the Spider Hole group in that terrain. Revealing the Spider Hole group does not require use of a Movement Card, but the group must be placed in one of the terrain types specified above (EXC.: A.13, below).

**A.4** The Spider Hole group is placed *directly behind* the Allied group specified in the conditions of A.3 and marked with an unused nationality marker of the same Group letter as its own friendly, directly opposite group (the one on the other side of the Allied group). The Spider Hole group is given any RR chit which, when added to that of the Encircled Allied group, will yield a RR of five from the Spider Hole group to the Allied group. The Spider Hole group may fire during the turn of placement.

**A.5** During its first turn on the board *only*, a Spider Hole group capable of making a Fire attack may add the value of any one Concealment card in the Japanese player's hand to the strength of the attack, subject to the "ambush" rules given for Partisans (37.5).

**A.6** Men occupying Spider Holes may never play "Concealment" cards to modify the fire strength of attacks against them, but may do so to modify the To-Hit number of ordnance attacks against them.

**A.7** Men occupying Spider Holes can never be pinned as a result of Fire attacks, only as a result of ordnance attacks. A Fire Attack which would normally cause a "pin" result is treated as a KIA instead.

**A.8** So long as a Spider Hole group remains on the board, the Allied group it has appeared behind is considered to be Encircled (8.9), with all applicable effects. A Spider Hole group is *never* entitled to doubling of its firepower against the encircled group, although all other groups are.

**A.9** For DYO purposes, only the Japanese player may use Spider Holes, and only if defending in a Jungle scenario. Using a Spider Hole costs 75 points, plus the point value of the men occupying it. The Japanese player may never purchase more than two Spider Holes in any DYO scenario.

**A.10** If using Random Reinforcements during a game in which the Japanese player is the defender, the Japanese player may substitute a Spider Hole group for any Random Reinforcement result of four or greater. Use Japanese personality cards 11 and 12 or their equivalent for the Spider Hole group.

**A.11 VICTORY CONDITIONS:** The attacker wins by breaking the Japanese encirclement *and* increasing the RR between *all* friendly groups and those of *all* enemy groups to RR 0 or greater (in effect, extricating himself from the trap). The Japanese player wins by breaking the attacking squad. Any other result is a draw.

**A.12 VARIANT RULES:** **American:** Add Personality Cards 16 and 17 to the American force mix. **British:** Treat British forces as Gurkhas and use the following British personality cards to represent the British squad: 1-6, 8, 15, 17 & 24. **Japanese:** Add personality cards 18 and 20 to the Japanese force mix. **Or,** the Japanese player may set aside an additional two-man Spider Hole group during Prepare for Play. **Or,** the Japanese player may reveal a Spider Hole group in Hill Terrain if he has a Hill card. **Or,** allow normal doubling of a Spider Hole group's firepower vs. Encircled groups.

# CONVENTION CALENDAR

The *GENERAL* will list any gaming convention in this column free of charge on a space-available basis, provided that we are notified at least six months in advance of the event date. Each listing must include the name, date, site and contact address for the convention. Additional information of interest to our readership, such as tournaments utilizing Avalon Hill games, is solicited and will be printed if made available. The Avalon Hill Game Company does not necessarily attend nor endorse these gatherings, nor do we guarantee that events using our titles will be held. Readers are urged to contact the listed source for further information before making plans to attend.

## AUGUST 6 - 8, 1993

**CONTEST 9**, Tulsa, OK. Miniature, Role-Playing, Computer and Board Games events, including *CIVILIZATION* and *DIPLOMACY*. For more information, send SASE to CONTEST 9, P.O. Box 4357, Tulsa, OK 74159-0357.

## AUGUST 19 - 22, 1993

**GEN CON Game Fair '93**, Milwaukee, WI. New program being started this year; monthly updates available. Planned events include a Classics Tournament, *CIRCUS MAXIMUS*, *B-17*, *TITAN*, *DIPLOMACY*, *CIVILIZATION* and others. Contact GEN CON® Convention, Attn: Sandy Kinney, P.O. Box 756, Lake Geneva, WI 53147. Tel.: (414) 248-3625.

## SEPTEMBER 3 - 6, 1993

**GATEWAY '93**, Los Angeles Airport Hyatt Hotel, Los Angeles, CA. All types of family, strategy and adventure games; board games, RPGs, miniatures and computer gaming, flea markets, auction, exhibitors and dealers area, seminars, demonstrations and special guests. Contact STRATEGICON, P.O. Box 3849, Torrance, CA 90510-3849, or call (310) 326-9440 for immediate information.

## SEPTEMBER 3 - 6, 1993

**PACIFICON '93**, Dunfey Hotel, San Mateo, CA. As always, the majority of all boardgaming will be in Avalon Hill titles. For the last three years, our premier event has been a thirty-six ship formation tournament of *B-17*. For information, contact Charles K. Wofford, PACIFICON '93, P.O.B. 2625, Fremont, CA 94536.

## SEPTEMBER 10 - 12, 1993

**PADOVACON '93**, Padova (Padua), ITALY. The 11th National Italian Wargaming Convention, held in Padova and hosted by Italy's Overlord Gaming Club. Free admission at the door upon presentation of a foreign passport. For further information, contact Mr. Diego Rossi, P.O. Box 658, I35100, Padova, ITALY.

## SEPTEMBER 25 & 26, 1993

**EMPEROR'S BIRTHDAY CONVENTION**, Century Center, South Bend, IN. Miniatures, role-playing and boardgame events. For more information, contact R. Hagerty, 227 North 2nd Street, Apt. G, Elkhart, IN 46516. Tel.: (219) 293-4398.

## OCTOBER 2 & 3, 1993

**NOVAG VIII**, Fairfax, VA. Miniatures and boardgame events, including *NAPOLEON'S BATTLES* and *CIVILIZATION*. For more information, contact NOVAG, P.O. Box 729, Sterling, VA 20167.

## OCTOBER 2 & 3, 1993

**TOLE-CON XI**, University of Toledo, Scott Park, OH. Over 200 role-playing, strategy, tactical and miniatures events, including MBT and RUNE QUEST. For information, send SASE to: Toledo Gaming Convention X, c/o Mind Games, 2115 N. Reynolds Rd., Toledo, OH 43615.

## OCTOBER 7 - 10, 1993

**ASL OKTOBERFEST VIII**, Brookpark, OH. Oldest and most free-wheeling of the ASL-dedicated mini-cons. The annual weekend where ASL aficionados can meet, compete and exchange ideas on their vote for the best game system going. Now in its eighth year, Oktoberfest typically draws more ASL masters than any related event other than *AVALONCON*. For information, contact Bill Conner, P.O. Box 4114, Youngstown, OH 44515-0114, or call (216) 797-9009.

## OCTOBER 14 - 16, 1993

**AHIKS EUROPE AUTUMN CON**, Bull Hotel, Gerrards Cross. An *UP FRONT* tournament and many multi-player games. Contact: Murray Cowles, 6 Chafford Gardens, West Horndon, Brentwood, Essex, ENGLAND CM13 3NJ. Tel.: 0277 811540; FAX: 0277 810003.

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## OCTOBER 29 - 31, 1993

**U•CON**, University of Michigan, Ann Arbor, MI. A mix of boardgames and miniatures games including *ASL*, *DIPLOMACY*, *UP FRONT*, and *Napoleon's Battles*. Contact: U•CON '93, P.O. Box 4491, Ann Arbor, MI 48106-4491.

## NOVEMBER 6, 1993

**LAGACON 16**, Lebanon, PA. To be held at the Fraternal Order of Eagles. Featured events include *ADVANCED CIVILIZATION* and *ASL*. Contact the Lebanon Area Gamers Association, 806 Cumberland Street, Lebanon, PA 17042, or call (717) 274-8706, from 5pm to 9pm weeknights or 12 noon to 9pm Saturdays.

## NOVEMBER 13 - 14, 1993

**PENTACON IX**, Grand Wayne Center, Downtown Fort Wayne, IN. Roleplaying, miniatures and strategic boardgaming, including *CIVILIZATION*, *KREMLIN*, *KINGMAKER* and *B-17*. Contact Steve & Linda Smith, 836 Himes, Huntington, IN 46750, (219) 356-4209.

## DECEMBER 4 & 5, 1993

**HISTORICAL MILITARY OPEN**, Pope AFB, NC. This is the first annual historical military simulation convention held at Pope AFB. Events include ASL and ancients miniatures. Swiss style tournaments. Pope AFB is adjacent to Ft. Bragg, home of the 82nd Airborne Division. The 82nd Airborne and JFK Special Warfare Museums are open and free to the public. For information, write to HISTORICAL MILITARY OPEN, 101 Dundee Lane, Spring Lake, NC 28390 or call Steve (ASL) Treatman (919) 497-3596 or Dave (Ancients) Beatty (919) 425-3019.

**VICTORY IN THE PACIFIC SERIES REPLAY**  
 (...continued from Page 36)

This turn will not yield me a lot of POC, but if I accomplish all of my goals—Philippines, Indonesia and break his control in the Marshalls and Hawaii—I will still have one more turn to deal with Lae and Guadalcanal, which would complete my base objectives, although a full perimeter is too much to hope for.

I won't bother to patrol the U.S. Mandate and Coral Sea this turn, as most of his surface fleet will be available to take those areas.

**USN COMMENTS —**

**Turn 4 Patrols**

I patrol the Bay of Bengal with the *Chester* to allow an additional British "cannon fodder" ship to face his Indonesia force.

**NEUTRAL COMMENTS —**

**Turn 4 Patrols**

Taking advantage of the fact that USN ships in Samoa cannot reach Indonesia this turn, Alan decides to hold Indonesia with his fleet. If the USN ships were in Australia the combined USN/British surface fleet would outnumber the IJN, making this plan almost futile. It looks like Alan is planning to put air units in Hawaii, Indonesia, and probably the South Pacific. It also looks like he will have to raid at least one carrier each to Japan and the Marianas, so he might as well have patrolled them.

Alternatively, he could attempt to hold these areas with air units, but if that's what he's doing, then there should be no surface ships there. I don't see the point of patrolling the Aleutians—it's worth no POC to the IJN, and it's not going to block any raiding lanes.

The USN move is basically sound, but the use of one of those valuable Philippines cruisers to patrol the Bay of Bengal seems a little strange. This is part of the price Dave has to pay for not returning anything to Australia. It would make more sense to use a British cruiser in the Bay of Bengal and put the *Chester* in the Marianas.

**NEUTRAL COMMENTS —**

**Turn 4 LBA**

The Japanese failure to put any patrollers or air units in Hawaii is puzzling. Perhaps this is a result of fatigue. As for the American move, I don't understand why the USN put two air units and two surface ships in the U.S. Mandate, but only two surface ships in the Coral Sea and South Pacific. It seems to me that all three areas are of roughly equal importance. Either one air unit or two surface ships in the U.S. Mandate should be plenty.

**IJN COMMENTS —**

**Turn 4 Raids**

I hope breaking the US control in Hawaii will not be too expensive.

**USN COMMENTS —**

**Turn 4 Raids**

Goals for this turn are to control the Marshalls, creating a "hot sea" for Turn 5, and keeping the South Pacific open. Even if the IJN establishes a perimeter, his POC total will be quite low. I need to keep my CVs alive; I can't afford to lose more than two this turn.

**NEUTRAL COMMENTS —**

**Turn 4 Raids**

The IJN move is OK, but it would have made more sense to put two air units in Hawaii and put the force that went to Hawaii into Indonesia. That way, the IJN would threaten to control Hawaii and could really rip the British apart in a hurry. The scattering of the carriers in the Japanese interior areas is sensible—this means the USN will probably have to trade some carriers if it wants to steal POC.

The USN move is sound. The USN gangs up on the IJN in the Marshalls and Marianas, ensuring the continued existence of raiding lanes without taking heavy risks with their carriers.

**COMBAT — Turn 4**

**Marianas:** The first combat round is Day. The *Hiryu* inflicts two DP on the *Yorktown*, destroying its airstrike capability, and is sunk itself. The second round is also day. The *Lexington* inflicts two DP on the *Yamato* and disables it to Japan. **Control:** Neither.

**Marshall Islands:** The IJN wants Day but the first round is Night. *Mutsu* fires upon and sinks the patrolling *Astoria*. USN return fire inflicts an additional two DP on the *Mutsu* and sinks the *Shoho*. The I-Boat misses the *Hornet*. On the following night round, the *Mutsu* fires without effect and is sunk. **Control:** Neither.

**Central Pacific:** The first round is Day. The *Hosho* disables the *Indiana* to Samoa, holding the area. **Control:** IJN.

**Hawaiian Islands:** The first round is Day. Both the *Indianapolis* and *Minneapolis* are sunk by the IJN CVs. **Control:** Neither.

**Indonesia:** The IJN wants Night to assure capture of the Philippines. Luck appears to momentarily have favored them as the 1-in-6 chance of a pure Night action occurs. It will prove to be the bloodiest action of the war, as in the first round the British sink *Haruna*, *Kongo*, *Kirishima*, *Oi*, *Kitakami*, and *Maya* and inflict three DP on the *Hiei* and one DP on the *Chikuma* while losing *Revenge*, *Ramillies*, *Exeter* and *Cornwall*. The Yokosuka Marines capture the Philippines. The British stay for an additional round. This time the IJN wants Day, but the result is Night. The British sink the *Mikuma* and lose the *Prince of Wales* and the *Dorsetshire*. The British stay for a third round, get Night again, and sink the *Hyuga* and *Suzuya* in exchange for the *Warspite* and the *Valiant*. The British finally retreat. **Control:** IJN.

**Bay of Bengal:** Uncontested. **Control:** USN.

**Aleutians:** Uncontested. **Control:** IJN.

**Coral Sea:** Uncontested. **Control:** USN.

**U.S. Mandate:** Uncontested. **Control:** USN.

**North Pacific:** Uncontested. **Control:** IJN.

**Indian Ocean:** Uncontested. **Control:** Neither.

**IJN POST-TURN**

**COMMENTS —**

**Turn 4**

Despite the success of the Yokosuka Marines at the Philippines, the Indonesia combat result was atrocious as I lost nine surface ships. In retrospect, the whole move was probably misconceived as Yokosuka had a low probability of success in light of the adverse control flag. A day or day-night on the second round (75 in favor, even with the adverse flag) would have reduced the carnage, of course. The British navy is completely eliminated following the Turn 5 withdrawals, but that does not help me too much. I am now too weak to hold even a single area against his fleet unless only I can use LBA. I will have six next turn, but he will have ten!

In view of his weak air commitment to Indonesia, I definitely could have spared one or two LBA in Hawaii for an extra two POC. Just as important, my lack of control of Hawaii means that he can recapture Johnston Island on Turn 5 with his Marines even if I control Hawaii on that turn, which he could not do otherwise. Again, I let him steal an easy POC in the Bay of Bengal!

Notice how Dave correctly attacked the Marianas rather than Japan with his Philippines-based force. Although Japan would yield an additional POC, his ships would be out of position for the following turn because they would have to return to Australia or Samoa. Although it didn't do any good because he lost the Philippines, this was a forward-looking move on his part.

**USN POST-TURN**

**COMMENTS —**

**Turn 4**

The British died valiantly, reducing the IJN fleet to 17 surface ships. Lae is my only remaining forward base, but I have succeeded in keeping his POC gain down. With ten land-based air units on Turn 5, I should be able to give him a lot of problems.

**NEUTRAL POST-TURN**

**COMMENTS —**

**Turn 4**

The Royal Navy goes out with a bang. The ship losses for the IJN this turn are disastrous. The capture of the Philippines is partial compensation, but not much—with the massive Allied surface and LBA superiority, it will be almost impossible for the IJN to capture Lae. The USN is likely to control Indonesia for the rest of the game. Another problem for the IJN is carrier attrition, as several one-on-one carrier duels have resulted in an IJN loss with the USN CV remaining afloat.

## REINFORCEMENTS AND WITHDRAWALS —

### Turn 5

**Yokosuka Navy Yard:** *Musashi* 6-9-5, 21st & 22nd AF

**Truk:** Sasebo & Kure Marines

**Australia:** 1st U.S. Marines

**Samoa:** 2nd & 3rd U.S. Marines, *Wichita* 1-1-7, *Massachusetts* (5)-6-5, *Victorious* 0-2-7<sup>2</sup>, 10th, 11th, 14th & Naval AF, RAAF, RNZAF

All remaining British ships are withdrawn

## IJN COMMENTS —

### Turn 5 Patrols

One small benefit of the carnage in Indonesia last turn is that I can now pressure the "British Home Areas" of the Bay of Bengal and Indian Ocean. He has so many LBA now, however, that the advantage will be slight. My main goals for this turn are to convert Lae, re-control Hawaii and pick up some POC. I will have to be lucky.

## USN COMMENTS —

### Turn 5 Patrols

I repair the *Yorktown* at Australia so it can be used on Turn 6 to raid Indonesia.

## NEUTRAL COMMENTS —

### Turn 5 Patrols

In a desperate search for POC, Alan patrols the Bay of Bengal and the Indian Ocean. I still don't see why the IJN is patrolling the Aleutians.

## NEUTRAL COMMENTS —

### Turn 5 LBA

Both players made reasonable moves, but the IJN needs to take more risks. Putting three air units in Hawaii is cautious, and the IJN is not going to win by playing cautiously. That third air unit should be in Indonesia, with the IJN desperately needs in order to build a perimeter. As for the USN, four air units in the South Pacific seems like one too many—surely three would be an adequate deterrent, and the USN can also use another air unit in Indonesia.

## NEUTRAL COMMENTS —

### Turn 5 Raiders

Alan throws his carriers at the US air units in the forlorn hope of grabbing some POC. This is unlikely to work but difficult to criticize—what else can he do? The surface fleet goes to Indonesia in an attempt to protect the Marines and grab Lae.

It seems that Dave is willing to give up Lae without much of a fight, provided that his fleet is in forward bases at Kwajalein and Guadalcanal at the end of the turn. So much for my prediction about the USN holding Indonesia for the rest of the game!

## COMBAT —

### Turn 5

**Japanese Islands:** Uncontested. **Control:** IJN.

**North Pacific:** Uncontested. **Control:** IJN.

**Central Pacific:** Uncontested. **Control:** IJN.

**Aleutian Islands:** Uncontested. **Control:** IJN.

**South Pacific:** Uncontested. US 1st Marine unit does not land. **Control:** USN.

**Marianas:** The IJN wants Day, gets Night. *Shokaku* and *Ise* fire with no effect. *Shokaku* absorbs only two DP despite receiving 11 non-bonus dice. The second round is Day. *Shokaku* and *Lexington* disable each other (*Shokaku* to Japan and *Lexington* to Australia). The third round is Night. The *Ise* is disabled to Japan, inflicting no damage on the USN. **Control:** Neither.

**Indonesia:** The IJN wants Night in order to land both Japanese Marine units on Lae—one to convert the base and one to protect it against the 1st U.S. Marines. The first round is a day action, however. The 11th AF and Naval unit are destroyed. Each USN air unit attacks one Japanese Marine unit; Sasebo is destroyed. Kure converts Lae but Lae is recaptured at the end of the turn by the 1st U.S. Marines from the South Pacific. **Control:** IJN.

**Hawaiian Islands:** The first round is Day but the US patrollers escape to Samoa with no damage. **Control:** IJN.

**Indian Ocean:** The IJN wants Night. It's Day, however, and the patrolling *Mogami* is sunk by the RAAF. **Control:** USN.

**Marshall Islands:** The IJN wants Night so the I-Boat can attempt to remove a CV before it can fire. It's Day, however; the 24th AF misses the *Hornet* and is itself destroyed by return fire. The I-Boat misses the *Hornet*. Both U.S. Marines land on Kwajalein, the 2nd U.S. Marines converting the base and 3rd U.S. Marines surviving. **Control:** USN.

**U.S. Mandate:** The IJN wants Day to take a pot-shot at the patrolling LBA. It's a Day/Night. The *Akagi* inflicts 3 DP on the 5th AF and the 5th AF misses, but the *Akagi* is sunk in the Night round by the *Indiana*. **Control:** USN.

**Coral Sea:** The first round is Night. The *Soryu* is disabled with two DP by the *Massachusetts* and returns to Yokosuka Navy Yard. **Control:** USN.

**Bay of Bengal:** The first round is Night. *Furutaka* screens *Zuikaku* and fires with no effect. The *Zuikaku* is disabled and returns to Yokosuka Navy Yard. *Furutaka* retreats. **Control:** USN.

## IJN POST-TURN COMMENTS —

### Turn 5

The results of this turn leave me still in serious trouble. I really needed to gain 4 or 5 more POC and to convert Lae, but all my suicide missions failed and my second amphibious unit was stopped. My fleet is quite weak now. Perhaps I should have sent a carrier on a suicide mission against his Marine in the South Pacific instead of attacking the Coral Sea.

## USN POST-TURN COMMENTS —

### Turn 5

I usually send any surviving USN CV's to Australia at the end of Turn 5 so that they can raid Indonesia on Turn 6 or respond to an IJN raid in the Bay of Bengal. However, if the Turn

6 reinforcements are entering at Samoa and the South Pacific is open, as in this game, I can make a heavy raid into Indonesia right away, and the *Wasp* and *Hornet* can menace the Japanese Islands.

## NEUTRAL POST-TURN COMMENTS —

### Turn 5

Alan's desperation moves against the USN air units had no effect, but the IJN did manage to hold Indonesia again this turn. Meanwhile the USN sets up in forward bases for the coming counterattack. With its Turn 6 reinforcements, the USN will have superiority in all types of forces, so the IJN should be mopped up quickly. The IJN's 18-POC lead is better than expected, but it is not enough.

## REINFORCEMENTS AND WITHDRAWALS —

### Turn 6

**Yokosuka Navy Yard:** Yokosuka Marines

**Samoa:** 4th U.S. Marines,

All Turn 6 Reinforcements, *Victorious* withdraws.

## IJN COMMENTS —

### Turn 6 Patrols

His control of the South Pacific is critical, as it allows his Turn 6 Reinforcements to menace Indonesia as well as the Hawaiian Islands. Therefore, I cannot contest both. I finally have two safe areas, however!

## USN COMMENTS —

### Turn 6 Patrols

My main problem this turn is that I do not have all the surface ships I need to patrol and contest everywhere. I do not want to throw away ships by patrolling the Hawaiian Islands this turn as I can always use the Marines and get a base for my LBA for Turn 7. I have eight Land-Based Air units to defend with, freeing my surface ships to raid and patrol the interior. The *California* was used to patrol the Coral Sea, however, as it is too slow to raid three areas and will free up a LBA for other duties. The *California's* defense factor of "5" will give the I-Boat, the only opposing force that can threaten it, only a 7-in-36 chance to steal two POC from me.

I have three turns to recover 19 POC and, with my 2 POC handicap, win the maximum tournament points. The USN can get 17 POC if it controls the entire board. This means that the USN can get a total of 51 POC in its three-turn counterattack. Alan must therefore deny me 33 POC over three turns—a tall order without a perimeter!

## NEUTRAL COMMENTARY —

### Turn 6 Patrols

Both sides are going through the motions, but this one's really all over. The USN can overcome the Japanese lead easily and doesn't need to take any risks.

## IJN COMMENTS—

## Turn 6 Raids

The I-Boat goes to the Coral Sea to take a shot at the patroller. I may have blundered by not basing some forces at Pearl, as he can now protect the U.S. Mandate cheaply. I also might have spared a few units from Japan to attack the Bay of Bengal, out of reach of his reinforcements.

## USN COMMENTS—

## Turn 6 Raids

I will let Alan have Hawaii and Japan and take the rest. I do not need any big battles this turn and will use my privilege of moving last to avoid one.

## COMBAT—

## Turn 6

**Japanese Islands:** Uncontested. **Control:** IJN.

**Aleuthian Islands:** Uncontested. **Control:** IJN.

**North Pacific:** Uncontested. **Control:** IJN.

**Hawaiian Islands:** Uncontested. **Control:** IJN.

**South Pacific:** Uncontested. **Control:** USN.

**U.S. Mandate:** Uncontested. **Control:** USN.

**Marshall Islands:** Uncontested. **Control:** USN.

**Bay of Bengal:** Uncontested. **Control:** USN.

**Central Pacific:** Uncontested. **Control:** Neither.

**Indian Ocean:** Uncontested. **Control:** Neither.

**Marianas:** The IJN needs Day to stop the 3rd U.S. Marines from recapturing the Philippines. The first round is a Night action, however, and the *Zuiho* goes down with no return fire. The 3rd U.S. Marines convert the Philippines to USN control. **Control:** USN.

**Indonesia:** The Yokosuka Marines unit is destroyed. **Control:** USN.

**Coral Sea:** The I-Boat misses the patrolling *California*. **Control:** USN.

**Score:** IJN 6, USN 9. Net US +3; Game Total IJN +15.

## IJN POST-TURN COMMENTS—

## Turn 6

With two turns to go, the situation is looking pretty bleak. Both the *Zuiho* and the I-Boat failed their missions, and Dave, smelling victory, quietly re-positions his ships to command the entire board next turn. If I could hold both Japan and Hawaii again on Turn 7, I would have some hope because, being unable to patrol either the Aleutians or the North Pacific, the USN could only pick up four POC, leaving me +11. Then, by holding only the Japanese Islands on Turn 8, I could tie the game at worst. If the game was a tie, I would then lose by the 2-POC handicap, but it would not be a full loss for tournament purposes.

## USN POST-TURN COMMENTS—

## Turn 6

I avoided combat this turn because time and POC are on my side. I moved my bases forward and increased my ability to raid everywhere while gaining three POC. I now need only 16 POC, yet I can patrol every sea area. Next turn my Turn 6 CV's can hit Japan or combine with my Turn 7 CV's to control Hawaii against anything Alan can bring to bear.

## OVERVIEW—

## Turn 7

On Turn 7, the IJN defended the Hawaiian Islands with only its 6 LBA and placed all its other forces in Japan. The USN responded by sending all its CVs to the Hawaiian Islands and retaining uncontested control of the remainder of the board other than the Japanese Islands, Aleutians and North Pacific, easily defeating the Japanese air units in Hawaii and gaining nine POC to end the turn at IJN +6. The IJN resigned, as the USN only needed to pick up seven POC on the final turn to get a full win (a 1-POC win and his 2-POC handicap yielding +3)—a sure thing.

## IJN POST-GAME COMMENTS

Things began to go sour on the second turn as my daring/foolish raid into the U.S. Mandate failed and I did not convert the Philippines. It might have made more sense to use *Akagi* and *Ryujo* in the Marianas, possibly sending Sasebo to Dutch Harbor. For the future, I'm thinking about sending two patrollers to the Marianas on Turn 2 in games where I have surface ships to spare as protection against his LBA play. Then the USN cannot steal the two POC (and force the use of Sasebo at the Philippines) by attacking the patroller in the event that the LBA is destroyed on the first combat round.

My big decision in this game was on Turn 4. I might have given up temporarily on the Philippines and held Hawaii with the fleet and Indonesia with LBA alone (or along with with 1 or 2 unsupported CVs). Then, on Turn 5 I could have gone into Indonesia with three IJN Marines, the control flag in my favor and the four British battleships having been withdrawn, and had a good chance to convert both the Philippines and Lae. I should definitely have placed an air unit in Hawaii on Turn 4 for an easy 2 POC.

Finally, my play on Turns 6 and 7 did not make optimal use of the meager resources I still had. Only a miracle could have allowed me to win at Hawaii on Turn 7 with only my six LBA; I probably should have spread my forces around the board, trying to "steal" a few more POC or, alternatively, beefed up Hawaii with some carriers, relying on the +2 DRM for repeated "day" rounds. Making a major commitment of forces and losing the battle anyway is almost always fatal in this game, so players must look for alternatives to making low-odds moves with large forces, which I failed to do here. I should have devoted more attention to the Bay of Bengal to spread his forces out a bit more throughout the game, as Dave defended it weakly early in the game and by Turn 5 the British had been eliminated.

My bad-luck laundry list is as follows: A poor Pearl Harbor raid on Turn 1, losing the Marianas on Turn 2, losing Indonesia on Turn 3 (which gave rise to my dilemma on Turn 4), and getting massacred by the British on Turn 4. I also missed out on a large number of POC during the game through the failure of all four raids I made

on areas defended by a single Allied LBA. Finally, my I-Boat was totally ineffective after Turn 1 and I consequently failed to sink enough USN carriers.

On the positive side, ship attrition was favorable throughout the game (other than the Indonesia battle on Turn 4) and I was very fortunate to secure all the northern bases on Turn 3 considering the weak forces I allocated there. Also, my losses at Pearl on Turn 3 were virtually nil. In general, my carrier force survived the game very well. The Central Pacific was my lucky area the entire game. Finally, I got away with my greedy play in the Marianas on Turn 3. While I was behind the entire game, I was never completely out of the running until Turn 7.

I like Dave's "Hot Sea" concept, which was new to me—the USN controlling, with an internal base, an area that the IJN regards as "theirs" to create an extra problem for the IJN on the following turn.

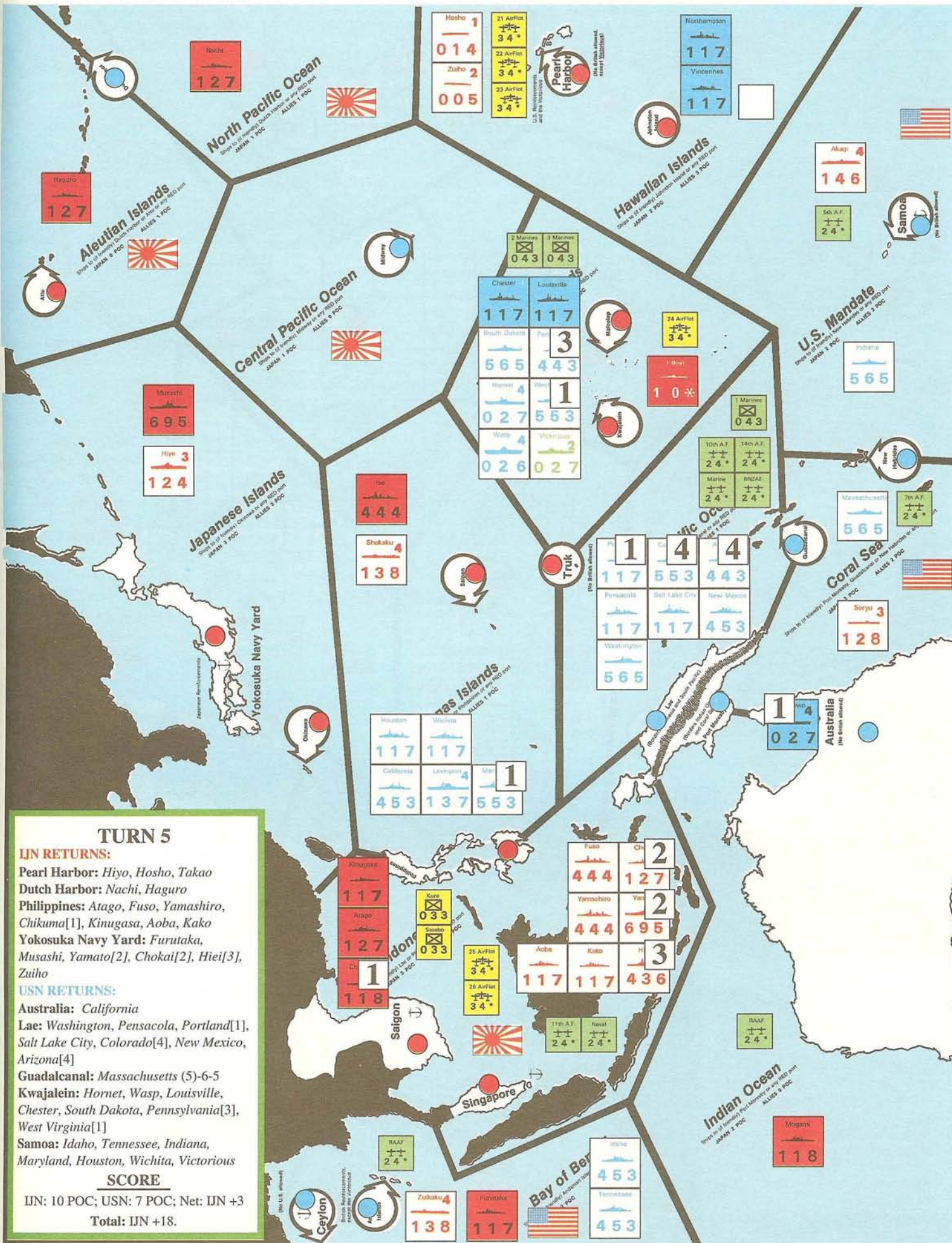
This game proves that losing both Indonesia on Turn 2 and Pearl on Turn 3 is not necessarily fatal to the USN. I remain convinced, however, that attempting to convert Pearl is one of the best Japanese approaches and will yield a quick, crushing victory in a significant portion of games. Against a less formidable opponent or with a better first turn, I would use a strategy more like Alan Moon's "TKO in Three", which concentrates on ship attrition, perimeter and POC and is less risky.

Despite Dave's loud advertising of his mistakes and good luck, he played his usual excellent game and deserved to win. Readers should take note of how he is always thinking one or two turns ahead. His cool-headed, conservative play after Turn 3 reflected an accurate assessment that his control of the Philippines and Lae would bring him eventual victory despite the loss of Pearl Harbor.

## USN POST-GAME COMMENTS

The reason *VICTORY IN THE PACIFIC* is my favorite game is that both sides must be aggressive to win. I do not like to sit on my hands as the USN player. On Turn 2 the USN needs to be aggressive in hunting IJN CVs. This may sound a bit paradoxical, but it is the IJN who need their CV's to follow up on converting Pearl Harbor by defeating six Allied LBA on Turn 3. Do not be led to believe, however, that I like to *trade* CVs. I like to *hunt* them with tactics like my surface-only defense of the Coral Sea and U.S. Mandate on Turn 2.

My reasoning in the Coral Sea on Turn 2 was that, with control of the area, I had a 58% chance for Night or Day-Night in each combat round, with an 83% chance within two rounds. I was willing to risk a few surface ships for this chance, particularly since I could then spare a CV to save Midway. Because of the aggressive IJN attacks in the U.S. Mandate and Coral Sea, I took what Alan left, moving three CVs to the South Pacific vs. a lone LBA.



**TURN 5**

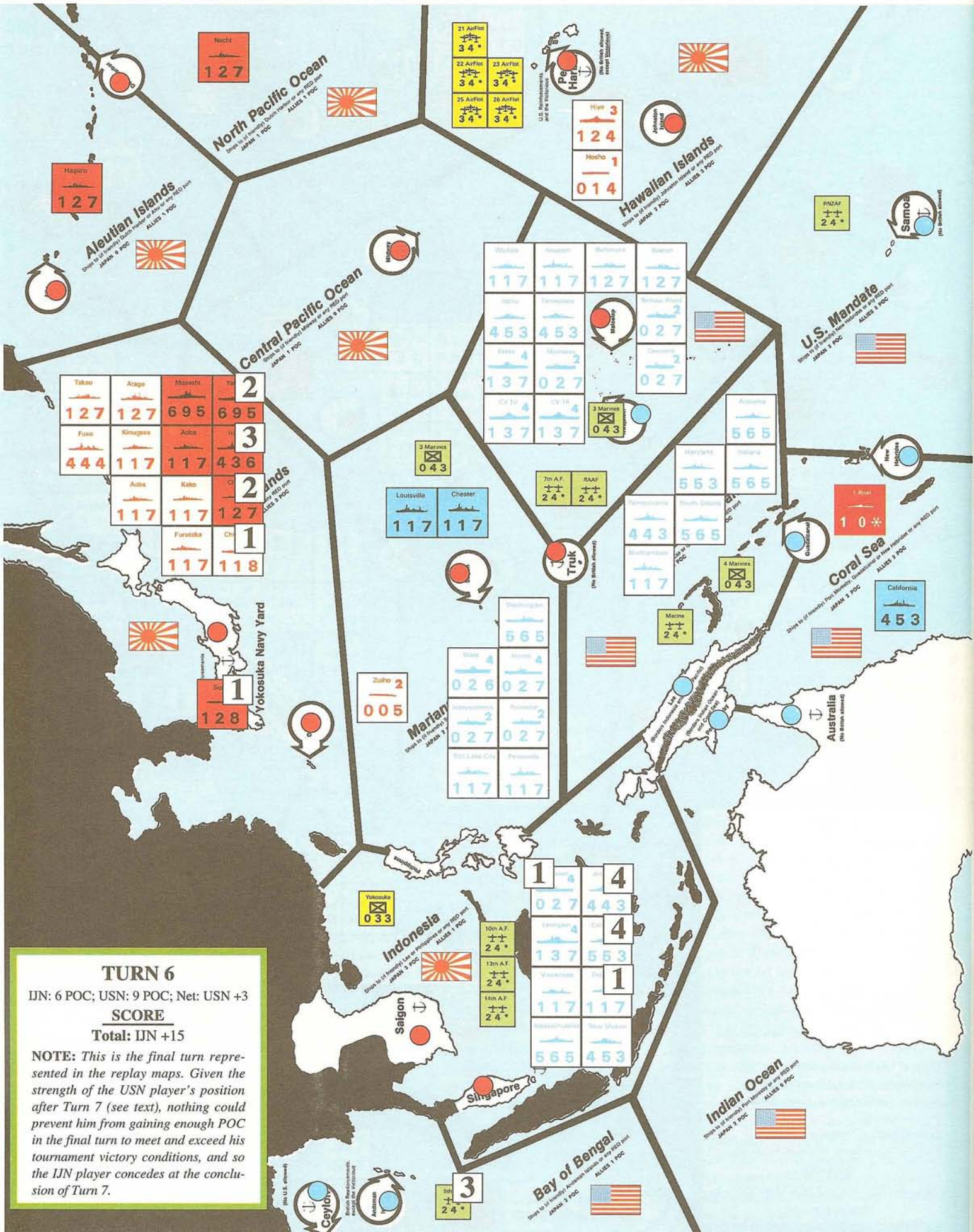
**IJN RETURNS:**  
 Pearl Harbor: *Hiyo, Hoshō, Takao*  
 Dutch Harbor: *Nachi, Haguro*  
 Philippines: *Atago, Fuso, Yamashiro, Chikuma*[1], *Kinugasa, Aoba, Kako*  
 Yokosuka Navy Yard: *Furutaka, Musashi, Yamato*[2], *Chokai*[2], *Hiei*[3], *Zuihō*

**USN RETURNS:**  
 Australia: *California*  
 Lae: *Washington, Pensacola, Portland*[1], *Salt Lake City, Colorado*[4], *New Mexico, Arizona*[4]  
 Guadalcanal: *Massachusetts* (5)-6-5  
 Kwajalein: *Hornet, Wasp, Louisville, Chester, South Dakota, Pennsylvania*[3], *West Virginia*[1]  
 Samoa: *Idaho, Tennessee, Indiana, Maryland, Houston, Wichita, Victorious*

**SCORE**

IJN: 10 POC; USN: 7 POC; Net: IJN +3  
**Total: IJN +18.**

# VICTORY IN THE PACIFIC



## TURN 6

IJN: 6 POC; USN: 9 POC; Net: USN +3

### SCORE

Total: IJN +15

**NOTE:** This is the final turn represented in the replay maps. Given the strength of the USN player's position after Turn 7 (see text), nothing could prevent him from gaining enough POC in the final turn to meet and exceed his tournament victory conditions, and so the IJN player concedes at the conclusion of Turn 7.

Takao	Atago	Musashi	Yamato	2
127	127	695	695	
Fuso	Kimigasa	Acba	Hiei	3
444	117	117	436	
Acba	Kato	Chiyoda	2	
117	117	127		
Furutaka	Chikuma	1		
117	118			

21 AirFlot	34*
22 AirFlot	34*
23 AirFlot	34*
25 AirFlot	34*
26 AirFlot	34*

Hige	3
124	
Hosho	1
014	

Wabara	117	117	127	127
Yamato	453	453	027	027
Yamato	137	027	027	
CV 10	4	CV 16	137	137

Yokosuka	565
Waka	4
026	027
027	027
027	027
027	027
117	117

1	4	4
027	443	
137	553	4
117	117	1
565	453	

10th A.F.	24*
13th A.F.	24*
14th A.F.	24*

Zuiho	2
005	

Yokosuka	033
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3	24*
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PNZAF	24*
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7th A.F.	24*
RAAF	24*

4 Marines	043
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California	453
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My big break came in the Marianas on Turn 2 and the key to my victory was in following up every turn by making the Philippines into a dagger pointed at the heart of the IJN. *A breakthrough is never as important as the exploitation!*

On Turn 3, I should have patrolled the Marianas with more as this would have created even greater problems for the IJN. Another error was in not patrolling the Marshalls. The IJN Turn 3 cleanup of Dutch Harbor and Midway did away with my plans for a Northern strategy. In *VICTORY IN THE PACIFIC*, adapting to an ever-changing situation is a must and rarely is a game won without some alteration of the winner's game plan along the way.

The lone CV vs. LBA is not a high percentage attack. By successfully defending all four of the areas Alan attacked this way, I held down the IJN POC high-water mark to 18. The low POC count and lack of perimeter would control the last half of the game.

The two key events of the game were the Turn 2 LBA victory in the Marianas, which allowed pressure on the IJN interior throughout the game, and the Turn 3 British victory in Indonesia, which gave rise to the Turn 4 massacre in that same area. The critical turn of the game was Turn 4, as the IJN lost their last chance to establish a perimeter.

The "Hot Sea" concept mentioned in the narrative refers to the pressure placed on a player (usually the IJN) when the opponent threatens to convert a base completely surrounded by a single sea area by controlling that surrounding sea area for two consecutive turns. The theory is that USN control of the Marshalls (for example) creates an additional objective for the IJN on the following turn which is not particularly rich in POC, because the IJN cannot afford to allow the internal base (Kwajalein/Maloelap in this case) to be converted. Thus the IJN are spread thinner than is comfortable for them on the following turn, particularly because, with the USN moving last, the IJN cannot easily determine the forces they need to protect the "Hot Sea" area.

Potential additional "Hot Sea" areas are the Marianas, Central Pacific and Aleutians. While the Hawaiian Islands, U.S. Mandate, Indonesia, Bay of Bengal and Japan also have internal bases, the first three of these areas are usually contested anyway for other reasons and the latter two are usually impractical to attack for one side or the other. The IJN often uses the "Hot Sea" concept to threaten Pearl Harbor and Samoa, but the USN player does not always use the concept to his advantage when appropriate.

Overall this was a hard-fought contest played in real time—that is, unlike a lot of series replays, Alan and I played a face-to-face game under tournament conditions, recording moves and comments on dictaphones as we went. This did not allow us much time to mull over our turns.

### NEUTRAL POST-GAME COMMENTS

Despite my criticism of both players, this game was well played. It's easy for me to complain about the play without having to come up with moves myself. Furthermore, the game was played under heavy time pressure, taking only four hours to complete. In retrospect, the IJN fell behind on Turn 2 and never caught up. Perhaps my assessment of Turn 1 as a draw was incorrect—those extra USN battleships played a huge role in the game. If you don't believe this, go back to Turn 2, take away four USN battleships, transfer four IJN battleships from Hawaii to other areas, and now try to find a satisfactory USN raiding move—you won't. Several battles in the game were decided by surface fleets, and the USN usually seemed to get the better of these. To win in *VICTORY IN THE PACIFIC*, the Japanese usually need to establish a "perimeter" of controlled areas behind which there are some safe areas yielding easy POC. Alan was never able to do this, and the outcome reflects it.

### POSTSCRIPT

Dave went on to win the 1991 AvalonCon VIP tournament easily, going undefeated with 68 Victory Points out of 70 possible. Alan ended up with 50 VP (a 5-2 record) to join a 3-way tie for second. The Swiss format allowed Alan and several of Dave's other victims to grab a share of the glory (and enjoy playing the entire weekend) despite the early loss. Alan also obtained a measure of revenge in the 1992 tournament, winning his rematch with Dave. AvalonCon provides the perfect setting for the two of us and our fellow aficionados to exchange ideas and die-rolls each summer.



### AREA SPECIFIC RATINGS AFRIKA KORPS (AFK) (GENERAL 28-5)

Rank	Name	Times On List	Rating	Previous Rank
1.	R. Heller	—	1933EFJ	—
2.	M. Crowe	—	1830BDB	—
3.	J. Grant, Jr.	—	1675ABB	—
4.	B. Sinigaglio	—	1625AC*	—
5.	T. Delaney	—	1608CEH	—
6.	R. Eastep	—	1600ABE	—
7.	G. Smith	—	1575BDB	—
8.	B. Smith	—	1510AC*	—
9.	M. Gutfreund	—	1505BCE	—
10.	J. Beard	—	1425ACA	—
11.	P. Jordan	—	1335BCG	—

Its low unit-count, familiar rules and classic strategy make *AFRIKA KORPS* a perennial favorite for Play-By-Mail. As with *WAS* and *VIP* before it, look for significant changes to this listing after the AvalonCon '93 matches are posted.

## ANSWERS TO CONTEST #163

Here they are; the answers to our historical trivia quiz in Volume 28, Number 4 of *The GENERAL*. The winners will be listed in Volume 28, Number 6.

Contest #163 listed twelve dates connected to events of historical significance on the Western Front during the Second World War. Those events, and the dates on which they occurred, are presented below:

1. **September 4, 1939:** RAF carries out the first bombing raid of the war, on ships at harbor in Wilhelmshaven.

2. **November 20, 1939:** *Kapitan* Hans Langsdorff, commander of the *Graf Spee*, commits suicide.

3. **June 28, 1940:** British officially recognize DeGaulle as "leader of the Free French".

4. **May 27, 1941:** British air and sea forces sink DKM *Bismarck* off Brest.

5. **October 31, 1941:** U-562 torpedoes and sinks the USS *Reuben James* off Iceland with losses of 115 Americans, more than two thirds of all aboard.

6. **March 20, 1943:** Largest convoy action of the Battle of the Atlantic ends with twenty-one Allied ships lost to U-Boats operating in wolf packs.

7. **February 20-25, 1944:** "Big Week", during which the RAF and USAAF put some 6,000 bombers and thousands of fighter planes over Germany and virtually wipe out the *Luftwaffe* as an effective force.

8. **June 5, 1944:** D-Day faces postponement once again due to bad weather; Eisenhower makes crucial decision to launch Overlord the next day.

9. **June 13, 1944:** The first of Germany's V-1 "Buzz Bombs" falls on London.

10. **July 17, 1944:** Rommel is gravely wounded on a French road when his command car is strafed by an Allied plane.

11. **September 12, 1944:** American troops cross the German border.

12. **March 17, 1945:** Ten days after its capture, the battle-torn bridge at Remagen collapses into the Rhine.

There are plenty of works which can serve as a source authority for this quiz, including any good WW II encyclopedia.

We used *The American Heritage World War Two Chronology*, ©1978 by American Heritage Publishing Co., Inc., 10 Rockefeller Plaza, New York, NY 10020.

# HISTORY OF

A Preview by

Pretty ambitious title for a game, isn't it? Right up there with *KINGMAKER* and *CIVILIZATION*. Actually, *HISTORY OF THE WORLD* shares little in common with either of those games. Nor is there any real similarity in scope; even *CIVILIZATION* depicts only the rise of Europe and the Mediterranean, with but a nod to Western Asia. *HISTORY OF THE WORLD*, on the other hand, is just that; the map depicts every land mass on the globe (playable or not), whereon the struggles of every major nation in history are re-played in the course of a game.

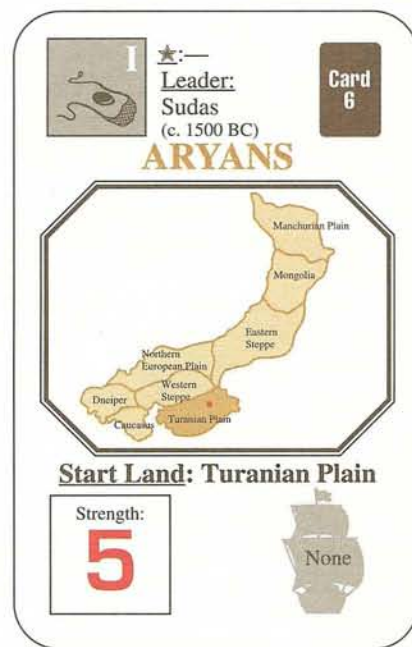
*HISTORY OF THE WORLD* was the very first playtest project I worked on at Avalon Hill. (In fact, my wife and I came up for a playtest session the weekend before I started work.) As a result, my interest as I watched this project move toward completion was especially keen. Mainly because I couldn't wait to get a copy and play it again; it's that much fun.

Originally published by Ragnar Brothers of Great Britain, *HISTORY OF THE WORLD* in its Avalon Hill incarnation has been changed mostly in terms of its components. Owners of the original version will see mostly cosmetic differences between the two editions; although those differences are significant. First, the AH version is rendered in full color throughout, with a map painted by staff artist Steve Langmead, and it's a beauty, as evidenced by the reproduction of a portion of said map below...

Every effort has been made to keep the mechanics of the game as direct as possible ("direct" being a word I prefer to "simple" in this context, as the latter term connotes a lack of sophistication, and that would be inaccurate). Cultures arise with clearly defined abilities; a player's options for expansion and conquest are immediately obvious. But it is in the finer points of that expansion that *HISTORY OF THE WORLD* allows the strategic-minded player to excel.

Basically, each turn represents an historical epoch. Each player draws a card at the beginning of each epoch; this card depicts a nation/state which was prominent in that epoch (however briefly), along with a number of points which represent its expansionist capabilities during the span of its socio-political life. These points translate directly into troops, fleets and/or fortresses, and the player's mix of these elements will determine both the spread of his empire and, perhaps more importantly, its longevity. For *HISTORY OF THE WORLD* is won by points, and points are gained by how much of a given area an empire controls, and for how long.

Let's say you draw the Aryans in Epoch One; (see the card to the right). They've got a Strength of 5—along with Egypt, the best in their Epoch. They appear *last* in their Epoch, however, and that can be a pretty big advantage in the early parts of this game, if nobody has previously expanded into areas you wish to grab. Better still, the Aryans



start in the Turanian Plain (see map opposite), farther removed from their enemies... er, neighbors, than anybody except the Shang Dynasty of China. As nomads, the Aryans don't get a capital, but that's okay; you've got other options.

If you want to leave your footprints on the sands of time (and in *HISTORY OF THE WORLD* that's *exactly* what you want to do), you can spread out to grab the resource centers adjacent to the Turanian Plain in the Tarim Basin, and further afield, to the west in Central Europe. Put down a monument in either place and *voilà!*, instant posterity! With three armies in Eurasia, you would qualify for Domination of that area, doubling the points received for it at the end of your turn. Too bad Eurasia is worth nothing in Epoch I!

But wait; the Babylonian in the Middle Tigris made a *ton* of points in his turn (see map opposite). Placing a Capital in his start area (two points) and leaving an army behind to guard it, he expanded west through the Upper Tigris into the Levant, and east directly into Zagros, achieving Domination of the area (three armies in that area, and more armies than anyone else, doubling its value from two to four points). To add insult to injury, the fiend seized two resource centers, allowing him to raise a monument to his own rapaciousness! Another point, for a total of seven.

Worst of all, nobody but the Shang Dynasty moved after the Babylonian, and they were too far away to strip him of the territories he seized. If the Babylonian player should draw the Assyrians next turn, thus moving first, he'll get any new points earned by his use of the Assyrians *plus* those for



# THE WORLD

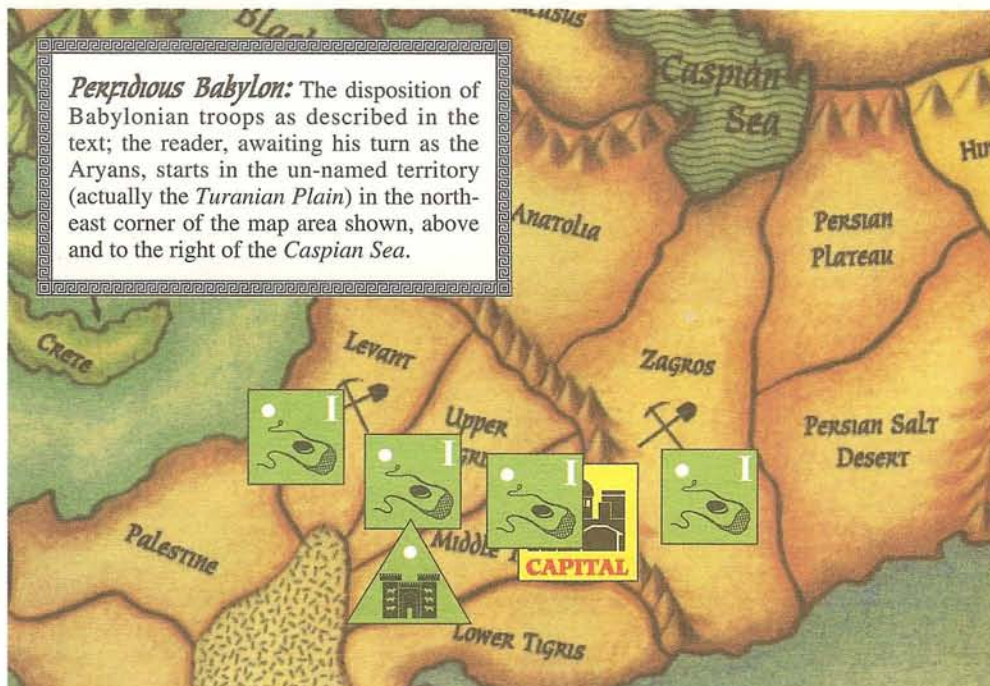
Don Hawthorne

as much of his Past Empire in Babylon which remains intact at the end of his turn. That's six points should Babylon retain a Presence—an army in at least one Land in the Middle East—plus an intact Capital and Monument.

True, Babylon's Domination will be lost when the Assyrians displace the Babylonian army by the appearance of their own Capital in the Upper Tigris, then move through the Levant to get at Egypt. But Babylon's Monument (and the point it's worth) will remain. In fact, if he is lucky enough to draw the Assyrians, he might smash through Egypt completely and occupy all five Lands of North Africa; he's got enough strength points (eight) to do it. That's Control, and that *triples* an area's value (from two to six for Epoch Two). With the Resource Center taken from the Babylonians in the Levant and the one taken from the Egyptians in Nubia, the Assyrian builds a Monument for another point, adds his Capital value of two points for a total of nine, and adds his enduring Babylonian achievements (six points) for a total at the end of Epoch Two of fifteen points; not a bad start in a game with seven Epochs, increasingly stronger empires, and a 100-space Victory Point track!

But, that's a worst case estimate; it's still your turn in Epoch One. You can still go in and ravage the Babylonian Empire, seizing his Monument, occupying his Capital and turning it into a less-valuable City (but then it's *your* City; and you don't get a Capital to start; you're nomads, remember? And a point is a point...) At least then if he draws the Assyrians, he'll not get nearly as many points. And in a later turn, you're sure to draw a nation with a Capital of its own, and other players can come gunning for you!

The best solution to a problem like the Babylonian, however, comes with the initial draws of Empires; if you drew a weak empire, you can palm it off on someone who has yet to draw... someone like the player who had Babylon in the First Epoch, maybe? Or, if you get a terrific empire (like Assyria), you can use it to crush the Babylonians. Even if somebody has stuck you with a weak Empire on their draw, you still get to take a card, although you must give away the Empire you draw. If it's a good one, and in a position to attack a player with a commanding lead (thus preventing him from getting even farther ahead of you), then by all means give it to the player who's not doing so well; even if he doesn't do your dirty work for you, maybe he'll do well enough to become a threat in his own right. And two threats, neither of which are you, mean two more chances for you to expand unopposed!



Our examples haven't even touched on the Random Events that make this game different every time. In some manner, all of these events affect the efficiency of the Empire to which they are applied. Historical leaders can arise who increase the combat ability of their Empire's armies, Allies can appear to increase the number of Lands held by an Empire, Plagues can break out to strip Lands of armies, Jihads and the Crusades can come along with predictable impacts on the course of an Empire's strategy. All these elements combine to produce a game demanding constant adaptation by its players; the mighty conqueror of one turn may be a backwater despot fighting to hold on to two Lands the next.

As the game progresses, more Empires become sea-faring ones, with the ability to reach Areas far removed from those of their opponents, and so enjoy a brief period of unhampered expansionism as the fleets of England and Portugal (for example) open up the New World to the aggrandizement of their respective Empires.

But such security of growth is short-lived, as with the opening of the Twentieth Century, Empires become defined by their ability to project themselves globally, and the game ends with the last great surge of colonialism, just before the outbreak of the First World War.

The smallest non-neutral army strength in the game is that of the Incas and the Aztecs of Epoch Six, a combined Empire card giving two armies to each group; but also two Capitals and so, four

points! A ripe plum for the first European Empire which reaches it (i.e. Portugal or Spain), or a nasty surprise should it do better than its historical counterpart by playing an Event providing extra armies!

The largest army strength in the game? Well, we have to leave some things unsaid, as a surprise to players and to give the reviewers something to write about. But we can say that, should they wish to do as well their namesake, they will still have to work at it.

As a wargamer with a broad interest in history, I very much enjoyed the ability to play out a game with the scope and speed of *RISK*, but possessing much more detail and far more subtle strategies, yet unfettered by such minor concerns as trade and commerce.

And make no mistake; economics are barely hinted at in *HISTORY OF THE WORLD*, and there is no such thing as the trading which dominates *CIVILIZATION*. The closest you come to that is foisting off an unwanted Empire card on a player who may be ahead in points and has yet to draw. In this game, Cities are announcements of status, fleets are stepping-stones for armies, and civilization advances at the point of a spear.

In short, like the events which inspired it, Avalon Hill's *HISTORY OF THE WORLD* is about raw power and naked ambition. And what could be more fun than that?





The *GENERAL* Vol. 28, No. 3 was a smashing success with the readership overall. Despite a small minority of strongly negative ratings (i.e., "10's" = "ugh!"), 28-3 garnered an overall rating of 2.64; the best since Vol. 23, No. 6, and the third best rating ever. Major praise is due to our resident artist, Charles Kibler, whose long hours lashed to his color monitor brought forth the AFD plane cards and RFT color maps so much enjoyed by the readership. The *GENERAL* couldn't look so good without Charlie's talents and dedication. Likely, those who enjoyed the heavy emphasis on games of military strategy will appreciate this theme through 28-6, which will finish off the volume year with articles on *ADVANCED THIRD REICH*. Our sincere thanks for your appreciation, and to those of you for whom 28-3 was less-than your heart's desire, please stay with us for *GENERAL* 29-1, which will open up our new Volume Year with a focus on many of our political and other multi-player titles.

The ratings for 28-3, gleaned from a random sampling of 200 responses, were as follows:

PANZER HUNTERS	190
A STEPPE IN THE RIGHT DIRECTION	152
THE NUMBERS GAME	137
NEW EXPRESSIONS FOR A FAMILIAR FACE	122
EASTERN SKIES	109
A DECADE OF SHUFFLING ALONG	97
THE BLACK SEA WALTZ	91
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Computer Corner	13
AREA News	8
So That's What You've Been Playing	3
The Infiltrator's Report	2
Letters to the Editor	2

The thumping sound you hear is not the impact tremor so rightly feared by the protagonists of this summer's epic about pea-brained sauropods. Rather it is the sound of your editor pounding his no-less cerebrum-challenged head against his desk (when I do it on the keyboard, I sometimes get more intelligent results, but I don't want to get too dependent on that method). If it seems loud, that's because the In-House Bonehead Award this issue goes to yours truly.

In the very same issue (28-4) in which I held forth on how awful it was to neglect giving fair credit for work done, I failed to mention that 28-4's B-17 variant, "The Battle of Berlin", by Larry Cirelli, first appeared in Vol. 22, No. 5 of *The Strategist*, newsletter of the Strategic Gaming Society. My sincere apologies for this omission; *The Strategist* is a well-produced and informative publication, and deserves much better treatment. Those who would like to see why *The Strategist* garners such high praise (as if the substance of Mr. Cirelli's article were not sufficient evidence of the quality of work found therein) should write to: The Strategic Gaming Society, ATTN: Jack E. Jewart, SGS Editor, 24508-38th Ave., Ct. E, Spanaway, WA 98387. Again, Jack, my apologies.

## The Infiltrator's Report



*GAMERS ALLIANCE* is the international network of game players and professionals. Since 1986, they have been alerting members to the newest and best games on the market from all genres through their quarterly publication, *Gamers Alliance Report*. They also offer free out-of-print gaming catalogues, a free international search service and more. For free information and Special Offer, write to *GAMERS ALLIANCE*, P.O. Box 197-AHG, East Meadow, NY 11554, USA.

Not a "simulation" magazine, Michael Keller's *WORLD GAME REVIEW* is dedicated to the play of games of pure strategy such as *PLATEAU*, *ABALONE*, *RISK*, logic puzzles and *CHESS* variants. As gamers do not live by hexes alone, *WGR* provides a pleasant alternative as well as another venue for exercising one's analytical skills. Subscription rates are \$11 in U.S. funds for four issues, payable to Michael Keller of 3367-I North Chatham Road, Elicott City, MD 21042.

A special notice to all PBM gamers out there: Now available is *Zine Register #22*; *The Next Generation*. Billed as "The Official Guide to the Postal Games Hobby; A Complete Handbook of Zines, Lingo and Services", this is a reference of every independent publication out there dealing with PBM. Especially of interest to the vast numbers of postal *DIPLOMACY* players, *Zine Register #22* is available in the U.S. and Canada from Mr. Pete Gaughan, 1521 South Novato Boulevard, #46, Novato, CA 94947, or in the United Kingdom from Mr. Iain Bowen, 5 Wigginton Terrace, YORK North Yorks, YO3 7JD, U.K.

Okay, that's it. I'm getting Berlitz tapes, because there's just too many neat wargaming magazines coming out of Europe that are just too good and I can't read em!

Topping my "I wish I knew what they were talking about" is *Casus Belli*, published by Excelsior Publications, 1 rue de Colonel Pierre Avia, 75015 Paris, France, (1) 46.48.48.48. Production standards are comparable to *TIME Magazine*, with splendid diversity in coverage. *Casus Belli* recently published a special edition devoted strictly to strategy games containing a small Napoleonic board game (what a surprise!) of the Battle of Marengo. *Casus Belli* is worth struggling through with a high-school French primer, and with my lack of free time, that's saying a lot.

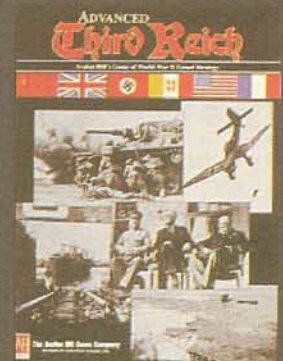
Next is *Simulazioni*, an Italian gaming magazine as diverse as *Casus Belli*, but more inclined toward historical gaming, especially Napoleonic and WW 2 (I think; I couldn't find a high school Italian primer, but there were a lot of informative pictures). Some (very little) fantasy; less than *Casus Belli*, but editors Bruno Cafaro and Stefano Marcopoli seem to be trying to give a little support to everything in this quarterly, and doing well, it appears. For information on *Simulazioni*, write to: Bruno Cafaro, Via Pomezia 44, 00183, ROMA.

*Wargamer's Information* is just that; a compact and very informative newsletter published "at atrociously irregular intervals by Flying Buffalo, Inc., P.O. Box 1467, Scottsdale, AZ 85252." Irregular maybe, but worth waiting for. This little gem is a supremely useful collection of capsule reviews, hobby news and other goodies, edited by FBI's own Rick Loomis. High value in its content and ridiculously low subscription rates (\$3 for 12 issues, \$6 for 25) make *WI* well worth getting.

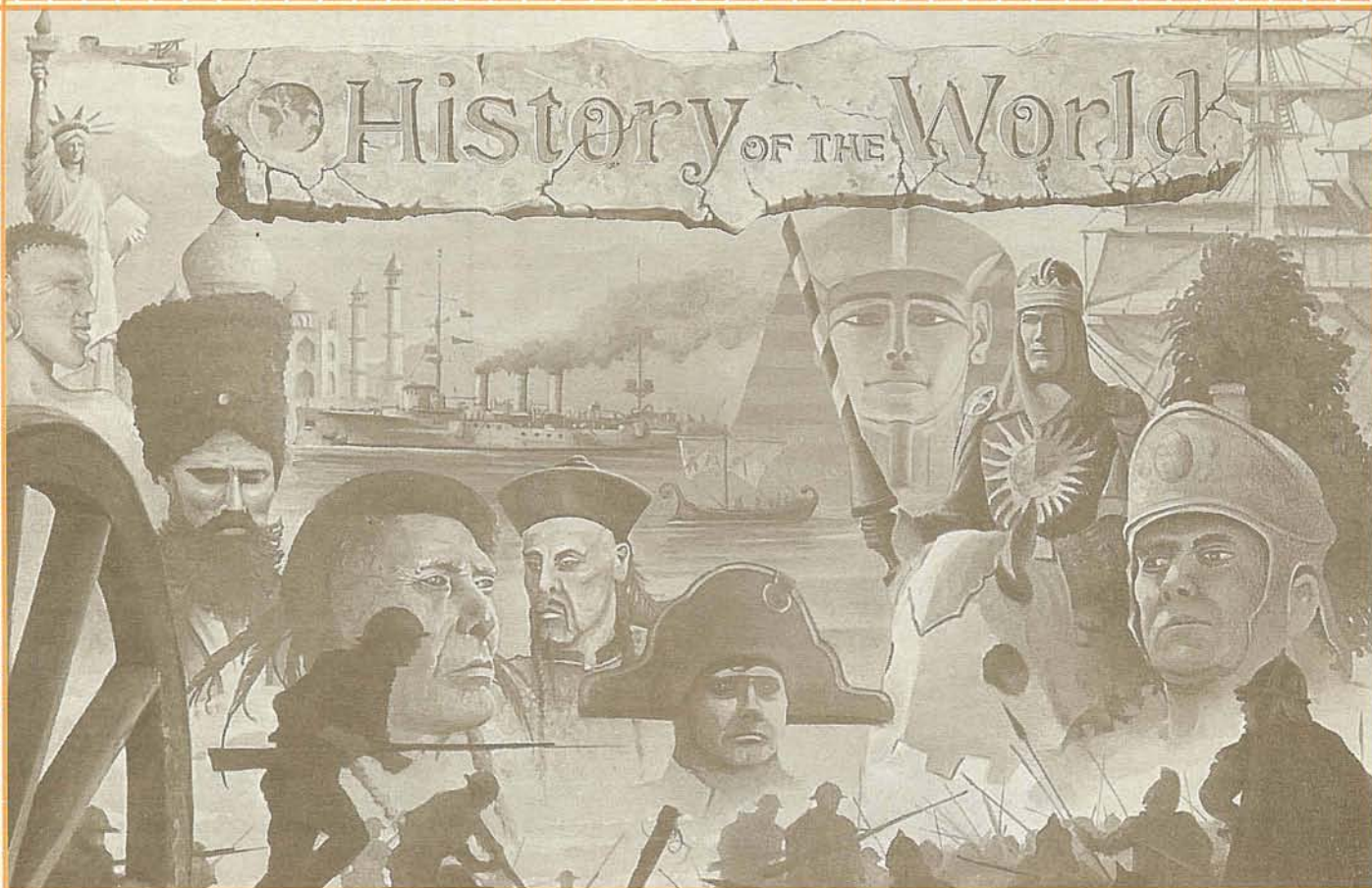
Continuing with our wargaming theme, and encouraged by the number of entries for Contest #162 (the trivia quiz on the men in our cover photo drew more questionnaires than our last three ciphers combined), Contest #163 required only a quick browse through any decent history book. Or did it? Some of the references were pretty obscure, as it turns out, since well over half of the staffers here (who shall remain nameless) failed it miserably. Our source authority was *The American Heritage World War Two Chronology* (© 1978, American Heritage Publishing Company, Inc., 10 Rockefeller Plaza, New York, NY 10020). The dates and their events, as drawn from that publication, can be found on pg. 55 of this issue. The winners (who will receive merchandise certificates from Avalon Hill) can be found listed in Volume 28, Number 6 of *The GENERAL*.

As mentioned above, Contest #162 drew a tremendous response; virtually all entries were backed up with the "Bonus Tie-Breaker" answer, but even then, a random draw was required to pick the following ten winners, each of whom will receive merchandise certificates from Avalon Hill: Jeff Taylor, Newark, DE; Ronald Skowsky, Jacksonville, FL; Michael Welker, Atlanta, GA; Harlow Stevens, Wheeling, IL; James Whorton, Monroe, LA; Fred Koslowski, Taylors Falls, MN; Sam Gandelman, Sandy, UT; Bruce Mansfield, Kent, WA; Joel D. Spence, Vancouver, WA; Ron Garrow, Montreal, Quebec, CANADA.

## Next Time...



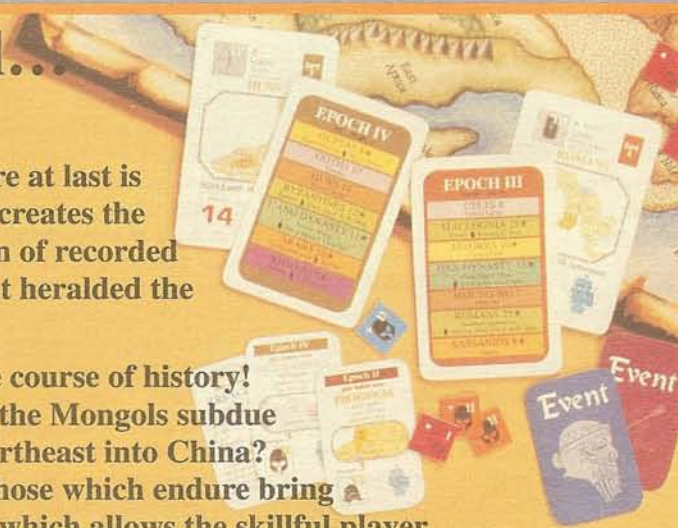
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### ADVANCE REVIEW!

For more information on *HISTORY OF THE WORLD*, see pages 56 and 57 of this issue of *The GENERAL!*

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### 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 one-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>10</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>1992</u> |
| 9. Type                    | <u>MP</u>   |

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Volume 28, Number 5

\$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 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, your editor produces 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 List, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of the 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. \_\_\_\_\_

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3. Insert copy on lines provided (25 words maximum) and print name, address, and (if desired) phone number on the appropriate lines.
4. PLEASE PRINT CLEARLY AND LEGIBLY. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed in our limited space, we request that you use official state and game abbreviations. Don't list your entire collection; list only those games which you are most interested in locating opponents for.

Advanced Squad Leader—ASL, Afrika Korps—AFK, Air Force—AFD, Arab-Israeli Wars—AIW, Attack Sub—ATS, Battle of the Bulge—B(Year), Blackbeard—BKB, Britannia—BRI, Circus Maximus—CMS, Advanced Civilization—ACV, D-Day—D(Year), Devil's Den—DEV, Diplomacy—DIP, Dune—DUN, 1830—183, Empires in Arms—EIA, Firepower—FPR, Flat Top—FTP, Flight Leader—FLD, Fortress Europa—FSE, Gangsters—GSR, Gettysburg—G(Year), Guadalcanal '92—GDC, Gunslinger—GSL, Guns Of August—GOA, Hitler's War—HWR, Kremlin—KRM, Kingmaker—KGM, Luftwaffe—LFW, Magic Realm—MRM, MBT—MBT, Merchant of Venus—MOV, Midway—M(Year), Napoleon's Battles—NPB, PanzerArmée Afrika—PAA, PanzerBlitz—PZB, Panzergruppe Guderian—PGG, Panzer Leader—PZL, Rail Baron—RBN, Republic of Rome—ROR, Richtofen's War—RFN, The Russian Campaign—TRC, Russian Front—RFT, Samurai—SAM, 1776—176, Siege of Jerusalem—SOJ, Starship Troopers—SST, Stellar Conquest—STC, Storm Over Arnhem—SOA, Submarine—SUB, Tac Air—TCA, Tactics II—TC2, Advanced Third Reich—A3R, Third Reich 4th Edition—3R4, Thunder At Cassino—TAC, Titan—TTN, Tréme—TRI, Turning Point: Stalingrad—TPS, Up Front—UPF, Victory In The Pacific—VIP, War and Peace—W&P, Wooden Ships & Iron Men—WSM, Wrasslin'—WRS.

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## CONTEST #164

The game is *UP FRONT/BANZAI*. It's near the end of a "Jungle Meeting Engagement" scenario, and as the Japanese player you have lost Pvt. Fuchida, Sgt. Okimoto and Cpl. Togo to KIA results, limiting you to a three-card hand. The British squad has lost only Pvt. Moon KIA. All men are unpinned, and your respective dispositions are:

<b>British</b>		
<b>A [Range Chit 1]</b>	<b>B [Range Chit 2]</b>	
<b>Hill (Entrenched)</b>	<b>Woods</b>	
<b>#5, #1, #8</b>	<b>#4, #6, #9, #2, #3, #7</b>	
<b>Japanese</b>		
<b>A [Range Chit 1]</b>	<b>B [Range Chit 1]</b>	<b>C [Range Chit 2]</b>
<b>Brush (Entrenched)</b>	<b>-3 Buildings</b>	<b>(Gully)</b>
<b>#4, #6, #7</b>	<b>#3, #2, #13</b>	<b>#5, #8, #10, #11</b>

Your hand consists of one Movement Card (#29), one "Fire 4" Card (#96), and one Woods Card (#22). Approximately twenty cards remain in the third deck. What play gives you the best chance of winning the game?

To be valid, each entry must include your numerical rating for this issue as a whole ("1"="excellent" and "10"="terrible") and your rating of the three best articles, in your opinion, in order of your preference. The solution to Contest #164 will appear next issue, and the list of ten winners (who will receive merchandise credit vouchers from Avalon Hill) in the following issue.

Issue as a whole \_\_\_\_\_ (Rate from 1 to 10, with "1" equating to excellent and "10" terrible). To be valid for consideration, your contest entry must also include your choice for the three best articles, as listed below:

1. \_\_\_\_\_
  2. \_\_\_\_\_
  3. \_\_\_\_\_
- NAME \_\_\_\_\_  
 ADDRESS \_\_\_\_\_  
 CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_



**RIVER ILU, GUADALCANAL, 21 August 1942:** The landings on Guadalcanal on 7 August met with no opposition, and the 5th Marine Regiment quickly established a secure beachhead at Lunga Point. In fact, with the exception of one skirmish, the Marines did not even see any Japanese soldiers for two weeks. But the enemy knew they were there. Based on erroneous reports, the Imperial Headquarters, still concentrating upon their own operations aimed at the capture of Port Moresby, decided that a single experienced infantry regiment could sweep away the lodgement. Colonel Kiyonao Ichiki commanded a picked force of 2000 crack infantrymen drawn from the 7th Infantry Division's 28th Regiment. The *Ichiki Butai* (literally "Ichiki Unit"), homeward bound from Guam, was dropped off at Truk. Early on the 19th, the 900-man vanguard of the *Ichiki Butai* was put ashore at Taivu Point, well away from the Marine perimeter along the Ilu River. The ambush of a Japanese patrol alerted the Americans to the arrival of this new threat. Colonel Cates ordered the 2nd Battalion of the 1st Marines to take up positions on the west bank of "Alligator Creek"—the nickname the Marines had given to the sluggish Ilu. Frantic activity during the daylight hours of the 20th saw vegetation cleared from fire lanes, machineguns dug in, extra supplies of canister ammunition moved up for the 37mm guns, wire and sandbags laid. Meanwhile, Ichiki gathered his commanders together and issued his own orders. That night, around 0200 hours, a green flare arched over the mouth of Alligator Creek, signaling the start of a headlong charge.

**BOARD CONFIGURATION:**



**BALANCE:**

- ☆ Delete one 9-1 and one 8+1 SMC from the Japanese OB.
- Extend Game Length to 7 1/2 Turns.

		32	34
OC1	Be6		
OC2	Be4		

(Only hexrows R-GG are playable.)

**VICTORY CONDITIONS:** The Japanese win immediately when they have Exited  $\geq 30$  VP off the west edge.

**TURN RECORD CHART**

☆ AMERICAN Sets Up First [171]	1	2	3	4	5	6	7	END
● JAPANESE Moves First [470]								

**Elements of the 2nd Battalion, 1st Marine Regiment, and of the 1st Marine Special Weapons Battalion [ELR: 4] set up in Hinterland hexes on/west-of hexrow W: {SAN: 3}**

5+5-8	4+5-8	2-3-8	2-2-8	1-1	0-8	7-0	80+ [3-16]	4-10	80+ [3-45]	11	AT m12 37LL	Foxhole 5 OVR, OBA: +4 Other: +2
4	8	3		2			2	2				12

Set up in hexes west of the stream/effluent:

MPH/R1Ph: dt = MF CC: +1/-1
4

**Elements of G Company, 1st Marine Regiment, enter on Turn 2 on/adjacent-to either 32GG5 or 34GG5 (see SSR 5):**

2-3-8	1-1	0-8	dm MMG 2P	dm MMG 2P	dm MTR 2-8
10			2		2

**Elements of the 2nd Battalion, 28th Infantry Regiment [ELR: 4] enter on Turn 1 on east-edge Hinterland hexes: {SAN: 4}**

E 4+4-8	1 4+4-7	2 3-4-7	2-2-8	10-1	1-1	8-0	8+1	dm MMG 2P	LMG 2-8	dm MTR 2-8
5	20	10	3		2	2	3	3	6	3

**SPECIAL RULES:**

1. EC are Moist, with no wind at start.
2. PTO Terrain (G.1) is in effect [EXC: all woods, as well as orchard, hexes are palm trees]. The stream is shallow.
3. Place overlays as follows: **Be4** with hexes 413-419 on 32FF6-EE7; **Be6** with 606-613 on 32CC6-BB5; **Ef1** on 632-626; **Oc1** with 1040-1053 on 663-656; and **Oc2** with 2118-2131 on 412-405. Beach Slope is Slight.
4. Night Rules are in effect. The initial Base NVR is three hexes, with Overcast and a Half Moon. The Japanese player is the Scenario Attacker and the American player is the Scenario Defender. The Majority Squad Type for both players is Stealthy.
5. During his setup, the American player must secretly record which hex his reinforcements will enter on/adjacent-to during Turn 2.
6. The American 37mm AT Gun has a Canister (C8.4) Depletion number of "12".
7. The Americans receive one module of 80+mm Battalion Mortar OBA (HE and WP).

**AFTERMATH:** One company of the 2nd Battalion and two platoons of the 1st Special Weapons Battalion, perhaps 140 Marines, occupied the emplacements along the Ilu. Their line erupted with gunfire, and many of the Japanese fell under the sudden hail of bullets and canister. Leaving a wake of dead, the survivors nevertheless reached the west bank, where the barbed wire broke their momentum a bare 30 yards in front of the Marine emplacements. But Ichiki's command was not considered an elite unit without cause. Flattening that barrier, some few swarmed into the foxholes to engage in hand-to-hand combat. Ichiki promptly ordered two more companies into the fray, but they made little further progress, having to again weather the storm of fire. However, one group did manage to get into position and silence the 37mm gun that had wrought such havoc. Observing the growing pressure on the outnumbered Marines, Lt.-Colonel Pollock ordered forward his own reserves. While the bulk of the 1st Battalion swung wide to strike the Japanese in the flank and rear at dawn, Company G moved to reinforce the hard-pressed defenders along Alligator Creek itself. The line held. At daybreak, Ichiki showed no signs of withdrawal however; soon he was unable to even consider that option. Isolated by the Marines, the Japanese pocket was eradicated by dusk, 16 hours after the battle began. As opposed to some 100 American casualties, over 800 Japanese dead lay scattered around Alligator Creek. Later that evening, Colonel Ichiki buried his unit's colors in the soft sand and disemboweled himself.