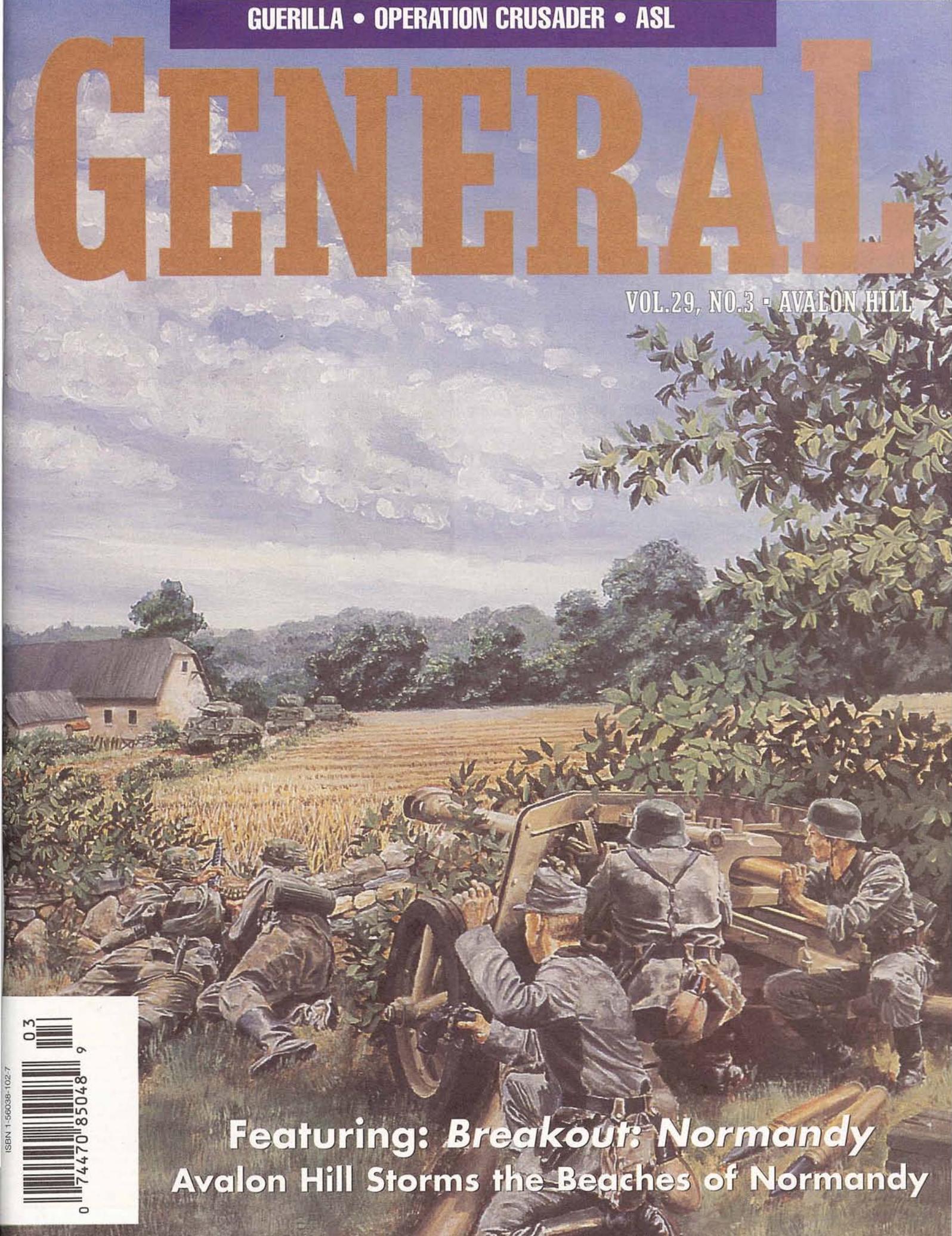


GUERRILLA • OPERATION CRUSADER • ASL

GENERAL

VOL.29, NO.3 • AVALON HILL



Featuring: *Breakout: Normandy*
Avalon Hill Storms the Beaches of Normandy

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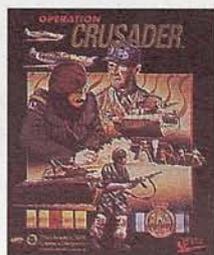
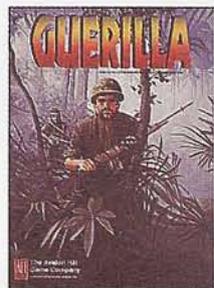
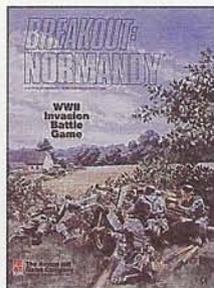
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Vol.29, No.3 - AVALON HILL GENERAL

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ASL EDITOR: Gary Fortenberry
GRAPHICS: Chun Kim, Charles Kibler and Georgia Wilson
COVER ART: Michael Reis
GENERAL Subscriptions: Kathleen Grazer
Purchase of Games, Kits and Parts: Theresa Naimaster
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Questions: R&D; **Note:** All questions should be diagrammed. No questions can be answered which are unaccompanied by a self-addressed and stamped envelope. Questions must be based on the current edition of the rules of play (not historical or design matters). Questions on more than one title must be listed on separate pages and accompanied by a separate SASE for each game. Please, no phone calls regarding either rules questions or AREA ratings; such information will not be given without a written request.

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In the spring of 1993, I was rummaging through my local hobby shop looking for a new game. I gleaned the shelves carefully. Slowly, and with great apprehension, I took a glance at the Avalon Hill/Victory Games shelf. I say with "apprehension" because I'd been intimidated by these kinds of games ever since I bought a copy of *CIVILIZATION*. My mind has trouble keeping up with the complexity. But, I looked. On the shelf, sitting by itself proudly, in clean shrink-wrap, was a box titled *ROADKILL*. That box changed my life.

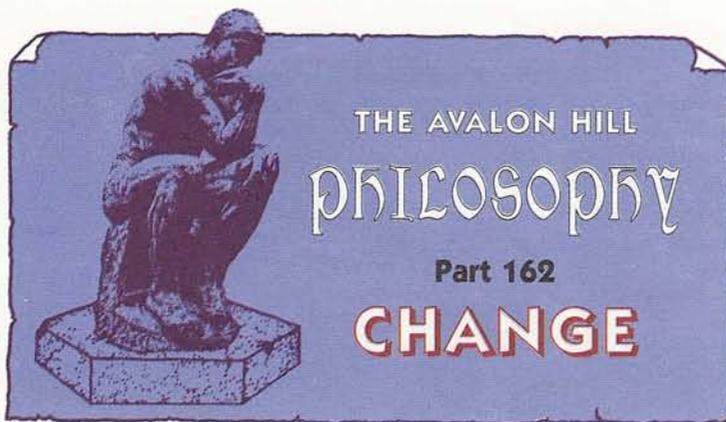
I picked it up and took the usual glance at the Complexity chart: Medium. Okay, I thought, and started reading the advertisement. A card game. A highway demolition road race with a few dead things along the way. How hard could it be? I'll take a chance. I threw my cash in the direction of a teenage head-banger and raced home. Through the door, I tore the clear wrapping off the box. I've got you now, AH! You're not going to scare me! No sir, I'm a college boy! I got smarts! I started reading the introductory rules. Not bad. Fairly easy to grasp. But as usual, I didn't understand a few things. This time, however, I decided to do something about it.

I made a copy of this "Beginner's Track" and critiqued it. I wrote down what I thought was good about the game; what I thought was bad; what I couldn't understand. I even made suggestions on where they needed to place graphics in future games so college boys like me could understand them. I folded everything up, got the address of Avalon Hill, and sent it in.

And here I am today—the new Managing Editor of *The GENERAL*.

You can imagine how shocked I was when I received an answer to my questions. About three weeks after sending in the critique, Don Greenwood very calmly replied. He wrote in the margins of my letter, in red pen, answering the questions, agreeing with some things, disagreeing with others, defending what he knew was right, giving in to those things he knew was wrong. Mr. Greenwood cared enough to respond, and cared enough to let me look at other games before they went to print. Heed the lesson, reader, because I'm just like you: an honest gamer trying to get the most for his money. It's important to know that you are a patron of a company who cares about you! My apprehension was immediately gone—forever.

I bring to this position two years of practical editing and writing experience, a Bachelor's degree in English from the University of Memphis, and 18 hours of Graduate credit in Professional Writing. I'm trained in document design, rhetoric, and audience analysis. I'm also a good ol' boy from Tennessee. Elvis Presley, the Pyramid, Mississippi mud. I'm a gamer, no doubt about it. I've played everything: leisure/family games, fantasy games, science fiction games, role-playing games, and wargames. I usually prefer a simple game to a complex one. But gaming is



like an addiction, isn't it? You start out light and you keep moving to bigger and better systems to get the same kicks. Once you get the bug, there's no turning back!

So, what do I have in store for *The GENERAL*? Well, specifically, I was brought in to get the magazine out on time. That's my first priority. I'm sure you would love to see that happen. I will endeavor to get it on schedule. If you saw Volume 29, Number 2, you've already seen improvements in the magazine's layout. It will maintain that quality from here until the ending of the world. Computer layout also gives us the ability to produce this magazine quicker. Time is on our side now.

The only constant in life is change. We really can't rely on anything else to be as "on schedule" as change. Will there be changes to *The GENERAL*? Yes! Change has already begun. I want this magazine to be the best publication of historical wargaming on the market. It's got the reputation; it's got the following; it's got the best articles. Avalon Hill makes the best games. You know it—I know it. Here are some of the changes you will see:

More graphics. We want to show you how to move the pieces around. We want to integrate

the text and pictures so the ideas discussed in the articles are clearer to you. We've already been doing this to some extent, but computer graphics will allow us to do a better job of it in the future.

Extended coverage. In the near future, we will cover as many games as possible and try to keep the articles to two or three pages in length. I arrived in the middle of the production of this issue. *BREAKOUT: NORMANDY* dominates these pages, and will take up

a major portion of the next issue. But don't worry. We have a lot of articles here waiting to see print. I'll look through them all and see if I can come up with a fair blending of new and "tried and trues." Naturally, we want to feature our newer product line. And if you are interested in writing any articles for the magazine, we would love for you to try your hand at our Smithsonian Line—*GUADALCANAL*, *D-DAY*, *MUSTANG*, etc. These games are fairly simple; they don't share the complexities of some of our older games. But, they do embrace the spirit of traditional wargaming. So, put pen to paper. Buy a new game. For you traditional wargamers out there, this is the perfect time to share your experience with the newer generation of gamers. The gavel must be passed. Make sure you're the one who passes it. For you new kids on the block, take a fresh look at a system. Put your youth into it. If you don't like our traditional wargames, fine. We've got other kinds (*ACQUIRE*, *TYRANNO EX*, *REPUBLIC OF ROME*, etc.). Write the article; it'll get a fair chance. I promise.

Articles about game theory. Occasionally, I will discuss this gaming sub-culture in a series of articles titled *The Rhetoric of Games*. I'll talk about all kinds of neat things: What's the difference between one game's "combat" rule and another game's "conflict" rule? How can game rules teach us social ethics? These things are important to me because I spend an enormous amount of time, energy, and money supporting this hobby. I want it to mean something more than a way to kill three hours in an evening. I want to feel like I'm part of a bigger human struggle. When I put my tanks against Rommel's, I want to say "hey, I could have been a general in that war. I could have beat him too."

That's it, basically. There will be new things, new ideas that come along and demand a look see! If they work, great. If they don't, that's great also. I'm pretty flexible. We are a partnership, you and I. We have a responsibility to this magazine and to this sub-culture we have proudly named "wargaming." No doubt, historical wargaming has lost ground, valuable ground. Abraham Lincoln once said, "We must change our tactics or lose the game." We won't lose the game! We will, together, reclaim the hill and dispose the day: "We few, we happy few, we band of brothers; For he today that sheds his blood with me shall be my brother" (Henry V, Act IV, Scene III).

Thanks, it's an honor serving you.

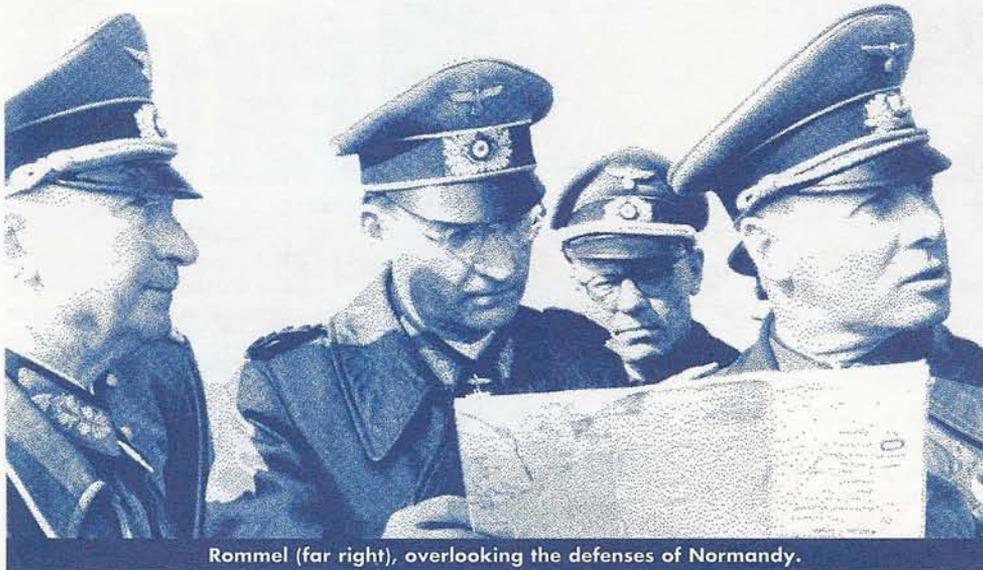
Robert Waters

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The ASL ANNUAL has returned bigger and better in an expanded 96-page format with a new editor. Noted ASL player Gary Fortenberry takes the helm of our ASL flagship while joining *The GENERAL* as an Associate Editor in charge of ASL coverage. Gary will provide two new ASL scenarios and accompanying commentary in every issue of *The GENERAL*. The ANNUAL's enlarged format will still provide a wealth of new scenarios plus its other regular features—and perhaps a mini-campaign or two. And now, for the first time, you can subscribe to the ANNUAL so as not to miss a single issue. ANNUALS are never reprinted, so once it's out of stock, it's gone.

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Rommel (far right), overlooking the defenses of Normandy.

IN DEFENSE OF NORMANDY

By Don Greenwood

There is no such thing as too much playtesting. Some games get tested more than others because they need it more. Others are just too enjoyable to put in the "Out" basket. *BREAKOUT: NORMANDY (BKN)* fell in the latter category for me. Primary tester Andy Maly and myself must have played it 50 times in all of its variations. We debated the play balance pros and cons while inventing, improving and discarding one strategy or tactic after another. Yet, somehow, no two games ever played alike. The varying degrees of success in the Allied landings coupled with the uncertainties of the unpredictable weather combined for a fresh challenge every time.

During the evolution of the game we often argued the relative merits of play balance—changing sides on occasion depending on who had been humbled last. Whatever our opinions at the time, however, we always noted that they varied considerably from those of relative newcomers whose tactics we recognized from failed attempts of games past.

This dual primer on strategy is our attempt to help you learn from our errors. If, however, you are one of those intrepid souls who enjoys learning by making his own mistakes, then read no further.

Although our opinions on play balance have evolved considerably with added experience, I believe it's safe to say that Andy and I agree that the Germans have the better of the victory conditions. Despite that, we always fought for the chance to command the Allies because it is they who dictate the action. In short, the Allies are more fun to play. The Germans need a punching bag mentality and must be content to trade turf and units for time. If they do it well, the increasing time pressures brought to bear on the Allies by the burden of the Victory Conditions will open opportunities for crippling German coun-

terattacks. We're not talking another Dunkirk here, but enough satisfying mayhem and victory nonetheless.

I advocate no "perfect plans" here. Such are not possible in *BKN*. Like chess, the game is one of constant action and reaction. There are no set moves. Rather, there are constant needs and opportunities, but only one can be addressed at a time. Then the opponent takes his impulse to counter your last move or present you with problems elsewhere. Thus, the game is a never-ending series of decisions in which the player must prioritize his needs and address them one at a time. Player interaction and the increasing time pressure of an indeterminate length of day serve to keep this priority list ever-changing. In simplest terms, the game becomes one of constantly deciding which of endless itches to scratch next.

Although the Allies get to dictate the action, they are hampered by Victory Conditions which leave them little time to exercise caution. It is our job, with apologies to Rommel, not to throw them back into the sea, but to distract them from their game plan at every opportunity. Time is the real Allied opponent. Every impulse spent outside their main path of advance is a minor German victory. Run the Allies out of time and you'll be able to effectively counterattack their overextended forces.

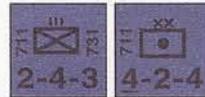
Because the game is one of reaction to alternating impulses, sketching a detailed defensive plan is pure folly. One can only react to the situation as it unfolds, basing one's decisions on the present circumstances. Nevertheless, as a primer on German defense, we can analyze our initial positions and discuss the most common June 6th options available to the forces therein for a typical game. My recommendation will take three forms:

① The circled number indicates the priority I usually give that move in the average game, the

lower-numbered moves being the impulses I most need to implement before the day ends. Naturally, circumstances—especially an unforeseen change in the weather—will alter these priorities drastically. The player must make his own decisions rather than follow these by rote, but they nonetheless offer a good starting point from which to analyze the most important opening moves. The black circled numbers are for Clear Weather impulses; the white circled numbers for Overcast impulses.

☀ The sun symbol indicates a move predicated on Clear Weather.

◇ The diamond symbol indicates a move in Overcast Weather.



A. Rouen: Reinforcements in the east are scarce on June 6th. The novice player may over-react to

the scarcity by bringing on the 711th during the day. This is almost always a mistake. Allied chances are almost directly proportional to the number of units disrupted by air interdiction. The less the German moves in Clear Weather, the better. Even if disruption is not a factor, impulse movement uses scarce supplies and should not be used to accomplish what a night Regroup can do for free. In short, an impulse move that stops in Houlgate is a complete waste.

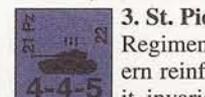
☀ Regroup both units to Houlgate (1)
◇ Reinforce Merville (7) with 731. If Sword appears secure through June 7, reinforce Caen (10) with both units.



I. Houlgate: The typical first reaction to reading the Breakout Sudden Death Victory Conditions

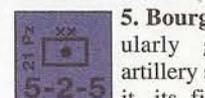
is to notice how close Rouen is to the British Airborne in Merville. Only Houlgate separates the Allies from instant victory. Consequently, it's easy to get paranoid about fortifying Houlgate. Fortunately, Breakout wins are very rare. I have seen only two. The combination of flooded terrain protecting Houlgate, the LeHavre Batteries, free German supply in the zones, frequent reinforcements in Rouen, and the lack of Allied Air Cover and artillery support for an assault into a zone make Rouen very difficult to reach. The threat it poses is bothersome, but on the whole, I've seen more promising Allied positions ground into mediocrity by sudden excursions into Houlgate. In short, I find it better to tempt the Allies toward Houlgate than to overdefend it at the expense of Caen.

☀ Regroup 744 to Troarn (6). Barring a British debacle on Sword, Troarn must be occupied.



3. St. Pierre sur Dives: The 22nd Pz Regiment is about it as far as the eastern reinforcements are concerned, so it invariably braves the RAF in an attempt to reach Caen. Note that it stops in Bourguébus to refit, and regroups into Caen at night to lessen the exposure to air interdiction.

☀ Move to Bourguébus (5); Regroup to Caen (10).
☀ Reinforce Juno (17) or Sword (8) if possible.



5. Bourguébus: Caen is not a particularly good place for German artillery since once the British contest it, its firing opportunities are very bleak. However, as one of the few available reinforcements on June 6th, it has little choice but to sit tight and regroup into Caen at night.

☀ Regroup to Caen (10).

6. Troarn: It is tempting, especially if the weather breaks, to attack Merville with the 125th but I think this is a mistake. Regardless of who controls Merville on the sixth, it is probably destined to change hands at least once by the end of the week. The presence of the 125th in Merville won't change that, but in Caen it may alter the Allied strategy. Even if overcast skies allow interdiction-free movement into Caen, consideration should be given to the most economical place to refit. If other units have already stopped in Bourguébus, it makes sense to stop there also and regroup into Caen during the night. Before making any move, always ask yourself if you can accomplish the same thing by regrouping.

②● Move to Bourguébus; Regroup to Caen.

②◆ Reinforce Gold (18), Juno (17), or Sword (8), if possible.

7. Merville: Merville's one Victory Point is often the difference between victory and defeat. Seemingly within easy reach, the British often relegate its capture to secondary forces while pressing harder elsewhere. The Germans, similarly distracted by the need to defend Caen, likewise pay it scant attention early. Consequently, this ripe fruit often teeters precariously between two masters and draws increasing attention as the game progresses. Regardless of who controls it on June 7th, it is likely to change hands at least once before the week is out.

Any competent British opening will seize the Orne River bridge and attack the Merville Coastal Artillery at 3:3. Assuming the Coastal Artillery survives this attack, an 84% probability, what then? Obviously, the Orne River (7-8) bridge should be blown if still in German hands, but what of the Dives River bridge (7-1)? Germans often regret having blown this bridge when they want to counterattack out of Houlgate, and they regret it sooner if they want to refit in Merville from a depot in Houlgate. Consequently, I advocate letting it stand unless the right flank is in serious jeopardy—even if Merville is in imminent danger of capture.

Any reinforcement should be limited to one unit since the Germans should avoid concentrations of three or more units in a +1 TEM area lest they be eliminated and thereby deliver the Advantage and/or Sunset DRMs to the Allies. Anytime you stick three or more units in a +1 TEM area you better be prepared to pay whatever it costs to hold it until nightfall. In deciding whether to reinforce Merville, consider whether your force has at least a 50% chance of surviving the most likely British counterattack. If the answer is no, you're better off shoring up defenses elsewhere.

8. Sword Beach: This is the second-best defended beach after Omaha and the most likely place for the British to run into trouble. It is always advantageous to hold the beaches through June 6th if possible. A German-controlled beach denies the Allies any chance to build an early supply reserve or to refit an expanding bridgehead. The choice of whether you will attempt to hold Sword should be made for you by the degree of success of the Allied first wave and the extent of his follow-up waves. Obviously

with a stalemate or British defeat, you're holding at the shoreline for all you're worth. But when you're paying out CPs, how long do you wait before giving up the ghost? You'll decide that by how you pay those CPs. If you're going to surrender the beach, take CPs with the Coastal Artillery up to D2 and retreat the infantry. If you intend to fight, take CPs with the infantry, and reinforce as soon as possible. Plan to refit Coastal Artillery to fresh status for its naval interdiction value. Disrupted Coastal Artillery should be left disrupted unless an attempt is being made to actively hold the British. There is little point to wasting supply on a disrupted Coastal Artillery battery that will be overrun in the morning anyway.



10. Caen: The key to victory lies in Caen which is no surprise given its four Victory Points. More surprising perhaps is that those four Victory Points seldom find themselves among the ten needed for an Allied win. Despite its importance and proximity to the British beaches, Caen rarely falls in the first week and almost never to a frontal attack. Unless the British can reach Bourguébus (5) and Evercy (11) to cut supply and reinforcement to Caen, it is relatively secure with competent play.

Yet, the British cannot ignore it. Uncontested, it remains a threat to the British beaches, committing scarce British forces to defenses which are needed elsewhere in attack. In addition, a British presence in Caen achieves four of the seven points needed for the Contesting Areas Victory Point. In short, the Allies need not control Caen but they must contest it—and as soon as possible.

Knowing this, you must do everything possible to frustrate the British attempts to gain a presence in Caen. Usually it will not be possible to deny determined efforts to contest the city. However, a solid defense can often force the Allies to squander the Advantage for a Double Impulse. That, in itself, is a major achievement. Every impulse spent hammering the +4 TEM of Caen is one less available to inflict more telling blows elsewhere.

Consequently, Caen has a pressing need for as many fresh defenders as possible by dawn of June 7th. Armor is especially valuable to soak up APs from preparatory bombardments. Artillery and Flak units also serve to bolster the defense against Field Artillery and Air bombardments, although there is no defense against Naval Bombardment which is the main concern.

As in the real campaign, the Germans must exercise extreme artillery fire control discipline. They are out-gunned and out-supplied. It seldom pays them to attack first. Their smaller attack factors will often cost more supply to refit than any damage they can hope to inflict against fresh defenders. Consequently, they must be content to absorb the sledgehammer blows of Allied bombardments in relative silence. Adding their counterbattery factors to the defense is their best employment until the Allied forces expose Spent targets without fresh counterbattery protection. Caen on June 7th is one of the few exceptions to

this doctrine. If a successful pre-emptive strike against British armor on either Sword or Juno will reduce the chances of the British to clear either area or successfully continue on into Caen to near 50% or less, it is worth firing first. A 5:1 attack on Sword by the 21st Pz Artillery has a 66% chance (55% at 5:2) of neutralizing the British Armor and reducing their Attack Total by three.

Usually, the British will succeed in contesting Caen despite your best efforts. When that occurs, they will probably Regroup all but a small defensive force out of the area for offense chores elsewhere and be content with a stalemate at Caen. You must anticipate this and regroup your own excess forces—particularly artillery and spent/disrupted units—out of Caen first.

With all this concern over the importance of Caen, the last thing you would expect me to advocate is leaving it. Unfortunately, the Gold and Juno Beach garrisons invariably are not up to the task of defending their own turf. If the British clear either area in the Amphibious Assault Phase, the 21st Panzer in Caen is the only thing available to prevent a second wave from dashing through Bretteville to take both Tilly (21) and Villars-Bocage (14). By sending two units to block Bretteville (16) the chances of an overrun by a lone armor brigade are reduced to 9% and any lesser attack is self-healing as the defenders split and retreat into Tilly and Villars-Bocage. The following impulse can be spent blowing the Bretteville bridges. Should the Allies be repulsed or intimidated into declining the attack, the FLAK unit should regroup back into Caen.

②◆● Move 21 FLAK and 21 PAK to Bretteville (16).



17. Juno Beach: The most likely Amphibious Assault on Juno Beach will be a 9:6 by all three brigades of the Canadian 3rd Division against the Spent Coastal Artillery. This assault has a 55% chance of clearing Juno Beach. When that happens there is nothing left to do but sigh and move part of the Caen garrison to Bretteville, leaving the 192nd to hold Caen. The lone Canadian armor unit in the second wave has only a 7:10 assault against Caen which provides a 23% chance of a Stalemate (or better) to successfully contest Caen. Most British players will shy away from an 85% chance of disrupting their armor unit and go elsewhere. Even though this move fails three out of four times, it is probably a good gamble. A British presence in Caen on June 6th is enormous trouble because it prevents any German Regroup into Caen. Consequently, the moves of the 22nd Panzer and 125th Panzer Grenadiers should wait until the Canadian Armor is committed. This rapidly becomes a game of chicken to see who blinks first. Unfortunately, if the day ends before those moves are made, the German is the loser so he can't be too patient. This is one of the few occasions where time is on the Allied side.

A bold British player may attempt the Juno Amphibious Assault with one or two brigades, trusting his following waves to clear the beach. Such a courageous move, accompanied by less than a complete success on Gold Beach, should be rewarded by an immediate counterattack from Caen. Once a beach is cleared by the

Germans it cannot be amphibiously assaulted again as subsequent waves are reinforcements which can only make optional assaults in the landing area. Clearing a beach is thus an enormous Allied debacle.

There are far too many variations of possible situations to cover here. The situation on the neighboring beaches and the results of previous impulses will make each scenario unique and deserving of its own analysis. For example, assume the Cours. Coastal Artillery has managed to remain fresh while stalemating the Canadian assault. Gold Beach is still German, but hanging by a thread. It may well be worth foregoing the Bretteville move to reinforce Juno. Although Gold is subject to overrun and Bretteville will fall automatically, the British armor will lack the MF to reach the Victory Point areas in its next impulse. By reinforcing Juno, you not only stand to hold it through June 6th, but will be able to interdict British reinforcements to Gold and Juno. For that reason, it is wise to use the Grenadiers or PAK as your Forward Unit and screen the Coastal Artillery.

18. Gold Beach: There are many variations of the British Amphibious Assault on Gold Beach, but the most likely is an 8:6 by the 3rd Infantry Division against the spent Arrom. Coastal Artillery. This attack has a 44% chance of taking Gold Beach. Strengthening the first wave by adding the 56th Brigade, the 8th Armored Brigade, or both increases the likelihood of taking Gold Beach to 55%, 66%, or 76% respectively assuming no coastal interdiction. However, Gold Beach cannot be counterattacked without facing air interdiction and is thus far safer for the British than Juno. Consequently, this is the beach on which they can most afford the luxury of followup waves.

Occasionally, the British will foul themselves so badly that you may consider reinforcing Gold with the 1st FLAK Regiment from Trévières. Usually, however, German decisions on Gold Beach will be restricted to when, or even if, to blow bridges.

If the British have shot their wad getting ashore and have no reinforcements capable of penetrating to the interior, blowing bridges does them a favor. Instead of passing for the remainder of the day, they can repair bridges. However, if the Germans are sure to retain control of a beach throughout the day, blowing bridges becomes a great move since they can only be repaired in controlled areas. On the other hand, if the British have many Point Units available to exploit through gaping holes, bridge demolition can save the day. Activating Bretteville gives two demolition opportunities (Gold & Juno), while activating Gold provides three (Bayeux, Bretteville, Juno). Demolition is best done before the Allies totally control the other side, but can still be attempted by activating an enemy-controlled area.

19. Port-en-Bessin: The German has very few decisions to make in this area. The coastal guns can interdict two beaches and are therefore an almost automatic Air Bombardment target. Consequently, they have a 76% likelihood of beginning the Amphibious Assault Phase spent.

What happens afterwards is entirely up to the Allied player's discretion. Usually, it is overrun by reinforcements from Gold Beach which try to seize one of the Bayeux bridges in the process. This can be a mixed blessing for the Germans because its elimination now prevents it from being part of an easy three-bagger overrun off Omaha Beach on the 7th. Should it survive the 6th in spent condition, refit it. Fresh Coastal Artillery is always a plus—especially between two beaches. If disrupted, let it rot.

20. Bayeux: The 915th sees little action on the first day as it is sufficiently strong behind the Aure River to discourage British attack. Even a successful seizure of the Bayeux-Gold bridge by the 8th Armor and 56th brigade would yield only an 8:7 assault and would require leaving the Longues coastal battery intact. But unless the Americans are being hammered on Omaha, that's not such a bad thing. The 8:7 has a 66% chance of achieving the stalemate it needs to prevent German Regroups into the area, but otherwise achieves little. Despite its two Victory Points, Bayeux is seldom crucial. It falls to the Allies with regularity—the only question is how many impulses its capture will require. If the Arrom. Coastal Artillery on Gold Beach is still fresh, reinforcing Gold with the 915th becomes a worthwhile move. Screening the Arrom. Coastal Artillery enables it to continue annoying Allied reinforcements on two beaches. This is well worth the 9% chance of an Overrun by the Armor Brigade and the insulting loss of Bayeux. Of course, if that does happen, you've got major problems in the Tilly-Villars-Bocage gap.

◆● Regroup to Tilly (2).

27. St. Lô: The 84th Corps, due to the dearth of units in the German center, is an important piece but it plays virtually no role on the 6th. St. Lô must be strongly held, but it is not threatened before mid-game at the earliest. Eventually, the Allies must take Isigny and when they do they must be made to pay the price by artillery in St. Lô. Until then, it should regroup forward to provide covering fire on spent Americans as they advance.

◆● Regroup to Foret de Cerisy (28) or Isigny (33).

29. Trévières: This area plays a crucial role on June 7th, but none on the 6th. The Omaha bridge must be blown before Omaha falls but the need to evacuate the 352nd's Artillery usually means this chore is performed as the first impulse of June 7th. Book the führer's voyage to Buenos Aires if you roll a "1."

◆● Regroup to Bayeux

30. Omaha Beach: Bloody Omaha. The scene of the near American debacle. Can the Germans really expect to turn the tables and kick some butt themselves? Maybe.

The astute Allied player always faces Omaha with more than a little trepidation. An unscathed defense can muster ten defense factors to a top American assault of 14. However, the presence of three Coastal Artillery units within range of the beach makes the American assault a very

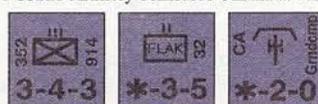
iffy proposition. Suffice it to say that the prudent Allied player will save the Advantage for use on Omaha unless he has been very fortunate with his bombardments.

Consequently, although the Allies seldom clear Omaha on the 6th, they can usually get ashore in reasonable shape. The German should fill his losses by disrupting the Vierville Coastal Artillery and retreating the infantry. If necessary, disrupt the infantry before taking any losses from the artillery. If the Americans have landed everything in the first wave, you may even consider retreating spent infantry unnecessarily to save supply.

The 352nd Artillery is the key to really ruining the American day. With a 4:1 bombardment it has a 15% chance of disrupting all seven American units. Waiting for the American artillery to land to include them in the target is preferable, but not worth risking the loss of the attack altogether to a short day. If the bombardment is successful, holding Omaha through the 7th becomes a worthwhile possibility. Otherwise, it should be abandoned in the Regroup Phase save for the remnants of the Vierville battery. The Germans are too weak in the center to allow the majority of their mobile units to be pinned on the beach by naval gunfire.

Very successful Naval and Air Bombardment Phases may allow the Allies the luxury of attacking in waves. Faced by two more six-factor assaults, the German may need to reinforce Omaha from Grandcamp to hold it through the sixth. However, he should not remain in Omaha or Grandcamp through the night against an undisrupted American force.

③◆◆ 352nd Artillery bombards Omaha at 4:1.



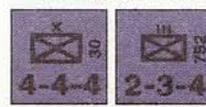
31. Grandcamp: Unless spared the distinction by a poor naval bombardment on Omaha or Sword, this area is usually the target of the American air bombardment. The 5:2 attack will take out the coastal artillery 55% of the time, a second unit 44% of the time, and all three 23% of the time. Regardless, dawn should not find these units still in Grandcamp. Any grouping of three units in a +1 TEM area is just asking to be pinned by artillery and then overrun to regain the Advantage or Sunset DRMs. This is especially true within range of naval gunfire. The Germans should mass three or more units in a +1 TEM area only if the game depends on holding that area or the Allies are unable to bring enough force to bear to dislodge them before nightfall. Anything else is a major mistake.

Even the best German play cannot completely prevent such opportunities. When Omaha falls on June 7th, it is often just part of an overrun assault that splits to also take in the coastal batteries at Grandcamp and Port-en-Bessin. With luck and good German play, however, the Allies may not regain the Advantage again.

③● Move to Caumont (23); Regroup to Tilly (21) and Villars-Bocage (14).

③◆ Assault Omaha at 4:3 or move to Caumont.

41. Coutances: Ultimately, these two units are destined to be grist for the mill in Carentan.



Unless things go very poorly in Ste. Mère-Eglise they will arrive on station in adequate time on June 8th via two Regroups. Desperate events in the center or a weather change may justify sending them east instead.

- Regroup to Périers (43).
- ♦ Move to Isigny (33) and/or Caumont (23).



44. Carentan: When all is said and done, Carentan is the battlefield that will decide the game. Even if its two victory points were not essential to the Allied total, linkup of the American forces to reduce the Utah supply problem is. And linkup must go through Carentan. Unless faring very well elsewhere, the Germans must hold Carentan to the last man.

Any competent Allied invasion will secure the Carentan, Pont l'Abbe, and Montebourg bridges into Ste. Mère-Eglise leaving the Germans with only a 16% chance of seizing the Montebourg bridge. As poor as these odds are, the reward is so great that the Germans are justified in squandering numerous impulses attempting to roll that elusive "6." Just how many they should waste in the attempt depends on how much pressure the Allies can exert elsewhere.

Despite the importance of Carentan, I like to Regroup the 6 FS unit to Catz as soon as the Carentan garrison is adequate. This spares it the preliminary bombardment Carentan invariably receives while keeping a strong counterattack force nearby to threaten spent Americans entering either Carentan or Isigny.

- ♦ Seize 44-50 bridge if possible.



45. St. Jores: Due to flooding and the lack of bridges into Ste. Mère-Eglise and St. Sauveur-le-Vicomte, St. Jores is just the place between Pont l'Abbe and Carentan that makes getting to these places more difficult. Ultimately, the 100 Pz Bn must sit in Carentan to absorb artillery Attrition Points. If it can seize the bridge in the process, so much the better.

- ♦ Move to 44; seize 44-50 bridge if possible.



47. Barneville: The Cartret battery, like most of the coastal artillery in the Cotentin Peninsula (Areas 53, 56, 57, 58, 60) serves no purpose save garrison duty should an American breakthrough develop. The infantry unit should gradually make its way to Carentan.

- Regroup to La Haye-du-Puits (46).
- ♦ Move to Carentan; seize 44-50 bridge, if possible.



48. St. Sauveur-le-Vicomte: The phrase "middle of nowhere" comes to mind when assessing the merits of this little garrison. The artillery would be useful for potshots into Ste. Mère-Eglise if it could be in position before the Americans gain control. Knocking out a fresh airborne unit could improve the chances of seizing a bridge, thereby rushing the Americans into attacking prematurely. Unfortunately, it can't regroup into firing position in less than two days and risking daytime movement is not worth the cost. Overcast impulses are too valuable to waste on a move that doesn't even yield a bridge seizure attempt due to not having a Point Unit. To make matters worse, the 91st Division is hard to group into a workable assault because any

move south towards Carentan separates the infantry from their support elements. Moving into Pont l'Abbe to combine with the 1057th consumes too much supply so these units are destined to provide fodder for Carentan.

A second option is to bombard Pont l'Abbe to reduce the fresh airborne unit there. The 2:3 attack has a 23% chance of success which will allow the 101st Nebelwerfer Brigade the chance to reach Pont l'Abbe in clear weather.

- Move to La Haye-du-Puits (46); Regroup to St. Jores (45) or Bombard Fresh unit in Pont l'Abbe (49) at 2:3.



49. Pont l'Abbe: The 1057th is destined to spend most of the game as the German half of the grand stalemate. Too strong to be attacked by the airborne, and to weak to evict them. The 1057th just stays put until the cavalry arrives. The cavalry, in this case, is the 101st Nebelwerfer Brigade from Cap de la Hague. Once its firepower is brought to bear, the stalemate is over. The Americans will either have to withdraw the airborne or reinforce it. Either is good news. A withdrawal shortens the German lines and congests Ste. Mère-Eglise with disrupted units at a time when it is trying to storm Carentan. Reinforcement uses scarce supply from Utah, badly needed for the drive on Carentan.

On those all too rare occasions when the Martin battery still clings to Ste. Mère-Eglise, withdrawal may not be an option. The 82nd Airborne then gets to earn the distinction of highest Allied mortality rate. Allied unit eliminations are rare. The Allies can lose a game without losing a unit. However, the timing of the attack can be more important than the physical loss of a unit. If the Allies have the Advantage, almost any time is the right time to deprive them of it. However, if the Germans hold the Advantage already, all they stand to gain is a Sunset DRM.

In general, the Germans want short days. Time is their strongest ally. However, when the weather turns overcast, the Germans can do some damage of their own and the temptation to lengthen the day will be strong. Resist it. I recall one game when my Germans eliminated three Allied units with one attack. Flushed with visions of rolling the Allies back into the sea, I opted for a +3 DRM on the Sunset DRM to prolong that gloomy weather. The next Allied impulse drew a weather change and my troops battled under clear skies for the rest of a very long day. The moral of this story is that the German should think long and hard about opting to lengthen any day save the first.

Shortening a day is another matter altogether. Despite your preference for Overcast weather, shortening such a day has a hidden advantage. As long as the negative Sunset DRM is in effect the weather cannot change. Of course, shortening a Clear day has the same effect, but the Allies can hardly afford to sacrifice impulses of any kind. All of which brings up the question of whether you always want to shorten a Clear day. Suppose you have just eliminated an Allied unit in your seventh impulse of the day. Do you take the -1 Sunset DRM? Doing so increases the chance of the day ending in the next Allied impulse from 16% to 58%. But it also eliminates the 16% chance of a weather change at the very time when that possibility is the most likely. What you should do depends on how badly you

need the extra six supply points such a change would generate and how much damage the Allies can do at this particular point in the game with another impulse.

The point of all this is that if control of an area is not of primary concern, the timing of the elimination of an Allied unit can be more important than actually killing it. If you already have the Advantage, killing a unit late in the day, with dusk in the offing, gains you little. The same deed done earlier in the day nets far more value.

50. Ste. Mère-Eglise: Rarely has so much depended on so little. The Martin battery is all that stands between Utah Beach and an American linkup in Carentan. But unless the American has the balls and luck of a riverboat gambler, the Martin battery will retain control of Ste. Mère-Eglise throughout June 6th because the 101st airborne will content itself with controlling the bridges into the area. Some Americans may seize the Utah bridge as well. While this improves the chances of the Allies taking Ste. Mère-Eglise on June 6th, I believe it risks more than it gains. Taking this bridge makes the second wave attack off Utah a 7:5 optional assault rather than a 7:8 Mandatory Assault. Given the protective benefits of bocage, the 7:5 assault will succeed in clearing the area only 23% of the time—assuming it survives the naval interdiction fire of two coastal batteries with a 33% chance of preventing the attack. This means the area will fall on June 6th less than 16% of the time. To achieve this lofty chance of success, the Americans must use another airborne regiment to seize the bridge—leaving them only one Fresh unit to fend off German bridge seizures. That makes the Carentan bridge vulnerable to a 16% seizure attempt and the Montebourg bridge to a 33% chance. This is too high a price to pay.

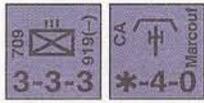
Defending in the +3 TEM and bocage of Ste. Mère-Eglise is eminently preferable to the +2 TEM of Carentan. This is true even before one considers the limited supply capacity of Utah Beach and the vulnerability of Carentan to assault from two directions. In short, the Germans should do everything possible to reinforce Ste. Mère-Eglise before the Americans on Utah can overwhelm the Martin battery. If successful, Utah Beach will be little more than a P.O.W. camp. The supply and impulses required to clear a reinforced Ste. Mère-Eglise would be better spent increasing Allied pressure elsewhere.

51. Utah Beach: Talk about your sacrificial lambs. This battalion will rarely outlive the Amphibious Assault Phase, let alone the first day. However, the presence of two fresh Coastal Artillery units providing interdiction fire will neutralize a one-unit assault 33% of the time and a two-unit assault 11%. So, survival is possible, if unlikely. When it happens, forget your conscience and blow the bridge. The battalion will be isolated and subject to surrender, but it increases the chance of a successful demolition from 16% to 50%. The delay is worth the sacrifice.

In the more likely event that the battalion has been eliminated or forced to retreat, the German must weigh the small likelihood of success of a 16% demolition attempt against pressing needs elsewhere. The number of likely Allied impulses

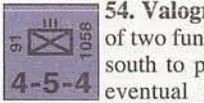
remaining available for bridge repair should also influence the decision.

④◆● Blow bridge 50-51.



52. Montebourg: Due to the American supply problems on Utah before linkup, a northern advance towards Cherbourg is unlikely as long as the region is adequately garrisoned. Montebourg tends to become the magnet for this garrison because it is the most vulnerable path to successfully reinforcing Ste. Mère-Eglise. Any Point Unit which can reach the Area with an extra MF gets a 16% shot at the Keys to the Kingdom. Such a prize is worth risking air interdiction. The Allies will rarely spare an impulse to harass Montebourg, but if they do, every consideration should be given to refits for the Marcouf battery to maintain its supply interdiction on Utah.

④◆● Seize bridge 50-52.



54. Valognes: The 1058th serves one of two functions. It can either regroup south to provide the lead unit in the eventual assault group that clears Pont l'Abbe, or it can join the migration to Montebourg in the quest for the Holy Bridge. In the latter course it is better moved later than sooner since a weather change and an earlier bridge seizure will allow it to actually enter Ste. Mère-Eglise on the sixth.

④◆● Move to Montebourg and seize 50-52, or Regroup to 48.



56. les Pieux: With overcast, the 922nd can join the migration to Montebourg. Otherwise, just more grist for the Carentan mill.

④● Regroup to Barneville (47).

④◆ 922 to Montebourg (52) and seize 50-52, Artillery to St. Jores (45).

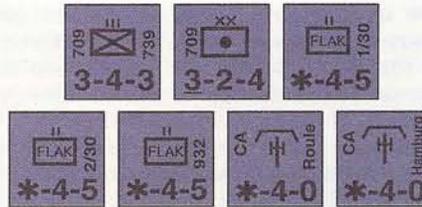


57. Cap de la Hague: Nebelwerfers, for all their power, are hard to use since they must occupy the Area they attack. The Germans, lacking firepower, have little choice but to find ways to employ them. On this flank, that spells Pont l'Abbe. The sooner they reach it, the earlier the airborne will make their exit. Knowing this, a smart American will leave a Fresh airborne regiment in Pont l'Abbe and forego seizing the Volognes bridge which can be easily retaken with a 50% chance by many units including some who can do it on their way to the Montebourg bridge. The Fresh unit prevents the entry of the Nebelwerfer on the 6th barring overcast weather.

So barring a successful bombardment by the 91st Artillery out of St. Sauveur, the American deployment and the weather will determine the reaction in Cap de la Hague. As long as the weather holds, so does the garrison. Should the American in Pont l'Abbe become spent, the Nebelwerfer should risk the 16% chance of disruption to air interdiction to reach it.

④● Regroup to Cherbourg (58).

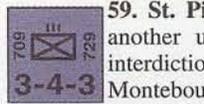
④◆ 101 NW moves to 49, 920 moves to 52 and seizes 50-52.



58. Cherbourg: The greatest source of immediate German reinforcement is usually held motionless by the weather. Even if the German was willing to risk air interdiction with this group, he shouldn't do so before the Nebelwerfer passes through. Doing so eliminates the flak corridor which guarantees safe passage to Volognes for the Nebelwerfers. Thus restricted, this group should settle for regrouping to the south. This will preserve the Flak corridor into Pont l'Abbe for the Nebelwerfers on June 7th. Ultimately, the 709th should concentrate in St. Sauveur to gain Division integrity for the assault that clears Pont l'Abbe. The flak units should disperse to form a larger Flak corridor.

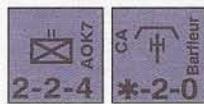
④● Regroup to Valognes (54).

④◆ 739 to Montebourg (52) to seize 50-52; Artillery to St. Jores (45); Flak to 54, 48, and 45.



59. St. Pierre-Eglise: The 729th is another unit which can brave air interdiction in an attempt to take the Montebourg bridge. Afterwards, it should regroup to Valognes to eventually form up with the 709th in St. Sauveur for the push on Pont l'Abbe.

④◆● Move to Montebourg (52) to seize 50-52.



60. Barfleur: The AOK7 battalion is the last shot at the Montebourg bridge. It is saved for last since its mobility allows it to actually reinforce Ste. Mère-Eglise on the 6th in overcast weather if the airborne has become spent following the loss of the bridge.

④◆● Move to Montebourg (52) to seize 50-52.

Reinforcements:

It is impossible to predict the circumstances under which the reinforcements will arrive. The variables of the Amphibious Assault Phase alone, not to mention all of the impulses of the first day, make any suggestions pointless conjecture. However, there are some general truths that can be observed.

The longer reinforcements can be left unused without endangering Victory Point areas, the better for the Germans. Premature commitment of his reinforcements not only expose them to disruption by air interdiction, but allows the Allies to change the direction of their offensive once the German reserves are committed. Waiting for a weather change to allow safe passage across the battlefield has its virtues, but you must constantly weigh the possibility of that break in the weather never occurring. You must ask yourself, if the day ends before I get another impulse can I survive not having these units in position in the morning? Above all, you must avoid the situation of having to use your first impulse to bring in reinforcements to fill a gap at the expense of crucial moves elsewhere such as blowing the bridge off Omaha Beach.

I position Lehr in Lemans and the 12SS in Chartres for best access to Caen and coverage of

the Tilly—Villars-Bocage gap. The artillery remains in Rouen where it can regroup into a firing position in Houlgate without using either supply or an impulse. In those games where an appearance on the 7th is not mandated by events, partial entry by the Flak elements of these divisions into Thury-Harcourt (12) and Potigny (4) from where they can regroup into Aunay sur Odon (13) and Bourguébus (5) is advisable. This provides FLAK corridors into Caumont (23) and Caen (10) on the 8th. Moving Lehr to Laval (D) is not without its uses should the center require major help since the zones refit their contents for free. Lastly, units disrupted at board edge by air interdiction should consider Regroup back to the zones for free refit.

Artillery Doctrine:

As touched upon earlier, the German must observe strict fire discipline. German artillery must be hoarded for defensive counter-battery purposes until Allied artillery in the area has been expended. The German artillery is too weak to engage in a battle of attrition which it will surely lose. Its fire missions must be saved for those occasions when success will do more than simply flip a fresh unit. Negative or even attacks against fresh units will often consume more supply than their Allied targets will need to refit. Consequently, the German Primary Target should be a spent unit since it is not only an easier target to hit, but a more expensive one to refit.

Like every rule, this one has exceptions. There will be times when a fresh unit must be the Primary Target to decrease the strength of a pending offensive or pave the way for a German assault. There will also be opportunities to disrupt a lone spent Corps artillery unit by targeting a fresh screening unit and hoping for an odd number of Attrition Points which can only be fulfilled by including the lone spent unit as a secondary target.

But on the whole, German artillery must bear the brunt of the Allied offensive in silence. Clear impulses must be spent harassing the Allied flanks and preparing for the assault and movement opportunities that Overcast impulses generate.

Supply:

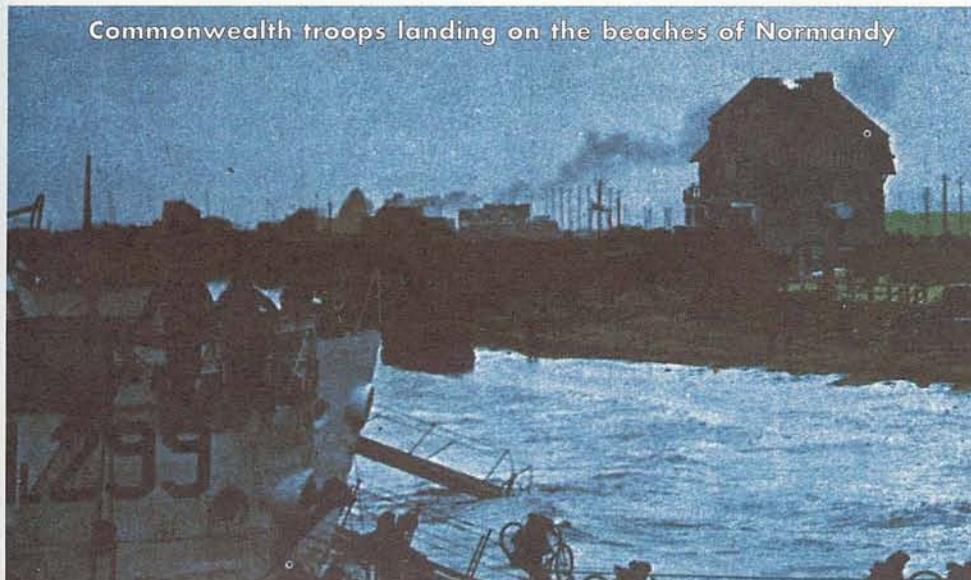
Disdaining daytime movement for night regroups whenever possible saves not only casualties to air interdiction but supply as well. Daylight moves and retreats should consider the most efficient depot locations and use night regroups to scatter as necessary.

By observing strict movement restrictions, the German should be able to hoard supply reserves sufficient to neutralize most Allied impulse purchases. Keep a close eye on the Supply Track. If you have nine points in reserve, it may be worth foregoing refit of another unit to buy an impulse instead in a Clear Weather day. Shortening a day with an Overcast forecast is less worthwhile. Save your reserves for the next Clear weather forecast.

Lastly, weigh the value of refitting disrupted units. Will they be fresh again in time to make a contribution or are the supplies spent in their refit

(Continued on pg. 43)

Commonwealth troops landing on the beaches of Normandy



A Matter of Priorities — Allied Options in **BREAKOUT: NORMANDY**

By Andrew R. Maly

BREAKOUT: NORMANDY is Avalon Hill's newest game about the June 1944 Normandy Invasion, and the fourth generation of the *STORM OVER ARNHEM* system of Impulse games. While the game provides both players with the ability to attack, the burden of offensive action rests on the shoulders of the Allied player. The German player can be expected to react to the Allied invasion much better than his historical counterpart, and this will put the invasion force under tremendous pressure. Therefore, the Allied player must make the most out of every Impulse if he is to win the game.

The key for the Allied player is to determine what actions will lead to victory, maintain progress toward meeting those goals, and make the German player react to Allied moves. While trying to accomplish these actions, the Allied player must compete against the ever unpredictable end of the day. Thus, the Allied player cannot wait for the German player to make a mistake.

Priorities in *BREAKOUT: NORMANDY* can be broken down into two basic phases of the game. The first phase of the game is D-Day, and the second phase is everything that occurs after D-Day. This article does not present a perfect plan or strategy, but will provide some strategy and analysis which should increase the chances of an Allied victory.

This article will only focus on the first week of the game. The first week is the scenario most likely to be played, and the variability of conditions which could exist at the start of weeks two and three make any type of analysis of those situations very impractical. Even limiting this discussion to the first week of the game, there are numerous strategies and concepts, which, due to the constraints of space, will not be discussed here.

ESTABLISHING OBJECTIVES

The Allied player should look at the available Victory Points and classify each Victory Point Area into one of three groups, **achievable**, **possible**, and **difficult**, based on the Allies ability to take the area during the first week. Based on this analysis, the Allied player should then plan a strategy to meet the ten Victory Point requirement for the first week. A brief tour of the map is in order.

Victory Points classified as **achievable** are those areas which the Allied player can gain by the end of the first week, without great difficulty, as long as enough resources are allotted toward taking that objective. Primarily, these areas are non-bocage areas and are close to the landing beaches. The areas classified as achievable for the strategy presented here are: Merville, Bayeux, Isigny, Catz, and Ste. Mère Eglise.

Areas which fall into the **possible** category are those areas beyond easy reach of the initial landing beaches, and, because of the German player's ability to easily reinforce the area or the area's terrain, can be taken only with a significant concentrated effort by the Allied player, even though such profits are not guaranteed. However, these areas can fall with a lightning strike if the Allies have been especially fortunate in dictating the tempo of the game to the German player. Areas classified as possible are: Potigny, Bourguebus, Caen, Villars-Bocage, Tilly, Caumont, Foret de Cerisy, Carentan, and Pont l'Abbe.

Areas which are **difficult** to achieve are those areas the Allied player cannot realistically achieve in the first week without extreme luck, or very poor German play. Difficult areas should not be used in planning the Allied strategy for

the first week. Difficult areas consist of: Aunay sur Odon, Tassy-sur-Vire, Torigni, St. Lô, Brehal, Coutances, Barneville, St. Vaast-la-Hougue, Valonges, Cap de la Hague, Cherbourg, and Barfleur.

Using this breakdown of the Victory Point areas, the areas listed as achievable will only yield six victory points to the Allied player. It's evident that the Allied player will need to take some areas classified as possible in order to win the game. Further, there are only a limited number of objectives in the possible category. The decisions made by the Allied player as to which objectives should be included from the possible category will dictate Allied actions during the course of the game. Those decisions will be influenced by the abilities of the Allied armies and how they perform. The Allied player's plan should be able to change as needed to ensure that victory in the first week is achievable.

There are two other sources of Victory Points for the Allied player: the Advantage and contesting areas worth a total of seven victory points. It's better to plan an Allied strategy without using both of these potential Victory Points. Maintaining possession of the Advantage is not guaranteed, and efforts toward Contested Victory Points detract from efforts for Controlled Victory Points.

D-DAY

The easiest way for the Allied player to analyze the options for D-Day is to follow the special sequence of play. Each step should be a preparation for phases that follow. However, the entire Allied plan should not collapse if any single phase fails to achieve its objective.

Airborne Phase.

Paratroopers are the first order of business. The warriors of the night have three basic options: 1) do nothing, 2) seize bridges, or 3) attack. The purpose of the paratroopers is to make the landing of the invasion forces easier, and ensuring that landing forces will be able to conduct operations inland beyond D-Day. With that purpose in mind, options for the paratroopers are explored.

British Paratroopers. The Allied player should seize the Merville-Sword Beach bridge with one paratrooper unit, and attack the Coastal Artillery unit with the other. Seizing the bridge is critical for movement into Merville, providing defensive benefits to the invasion force landing on Sword Beach, and, in the worst case, providing an evacuation route out of Merville. By not taking the Bridge at this opportunity, it provides the Germans with the potential for the destruction of the crossing, or provides the Germans with a +3 defensive bonus if the British turn east off of Sword Beach. That cost is entirely too high. With the Bridge in Allied hands, the German player will focus his efforts elsewhere.

The second recommended action, attacking the Coastal Artillery unit, is probably destined to fail. However, not taking the opportunity to attack the Coastal Artillery unit at this stage basically guarantees the German player the ability to interdict Sword Beach during the landings, as Merville is a low priority target

for Air Bombardment. Thus, by default, the action taken by the second paratrooper unit is mandated.

An alternate option open to the British paratroopers is to seize the bridge between Merville and Houlgate. While this move has offensive advantages, it does not support the short term goal of ensuring the success of the initial landings. Seizing this bridge telegraphs to the German player that efforts will be focused on trying to obtain an automatic victory. Such a move will not serve to counter any German moves on D-Day, and will not interrupt the ability of the German player to put reinforcements into play from Zone A, as an alternate route exists through Troarn. Therefore, this move is not in the Allied player's best interest.

American Paratroopers. The American paratroopers are in a slightly tougher predicament. They are up against stronger enemy forces, which are defending in Bocage. Faced with this situation, the American paratrooper units' best course of action is not to attack, but to seize Bridges.

To accomplish this mission, the most viable option for the Allied player is to have one paratrooper unit in Pont l'Abbe seize the Pont l'Abbe—Ste. Mère Eglise Bridge, and two paratrooper units in Ste. Mère Eglise seize the bridges into Carentan and Montebourg. One unit is left Fresh in Pont l'Abbe and two Fresh units remain in Ste Mère Eglise.

The advantages to this approach are many. First, it attempts to control only bridges which are absolutely critical to support the initial landings and future operations from Utah Beach. Second, taking the bridges provides defensive benefits to the paratroopers should the Germans attempt an attack into Ste. Mère Eglise. Third, this move presents the greatest delay to any German attempts to reinforce Ste. Mère Eglise. This reasoning is based on any German attempt to seize the bridges from Montebourg and Carentan is, respectively, very difficult and impossible, because of the two Fresh paratrooper units remaining in Ste. Mère Eglise.

Seizing only three bridges does leave the Utah Beach—Ste. Mère Eglise Bridge vulnerable to destruction by the German player. However, this doesn't present as great a problem as may first appear. The German player can attempt to destroy the Bridge, regardless of the success of the initial landing on Utah Beach, but, the sole benefit to be gained is the delay of any real threat to Ste. Mère Eglise. While there are benefits to the German player in taking this action, it's probably not one that the German player will risk in the early Impulses of 6 June. Even if the Bridge is destroyed, its repair will put the Bridge into Allied possession, and friendly ownership eliminates the Mandatory Assault requirements into Ste. Mère Eglise.

The perception that seizing the Utah Beach—Ste. Mère Eglise Bridge with a paratrooper unit will free the Allied player from the need to make a Mandatory Attack from Utah Beach into Ste. Mère Eglise by the American ground forces is a false economy. Seizing this bridge during the initial landings increases the chances of German capture of the Montebourg—Ste. Mère Eglise Bridge and also allows

the German player to attempt capture of the Carentan—Ste. Mère Eglise Bridge. Because the Allies generally do not have sufficient combat power to easily take Ste. Mère Eglise on the first day, capture of either bridge by the German player will allow him to reinforce Ste. Mère Eglise without risk, presenting the Allies with the difficult, if not impossible, situation of trying to extract the German units from the area. Thus, the disadvantages of this move far outweigh any advantages.

A variant for the Allied player is to seize the Pont l'Abbe Valognes bridge. This serves as a temporary counter to direct German moves from the north into Pont l'Abbe. The drawback to this move is that it leaves all Allied units in Pont l'Abbe in a Spent state, and does not prevent dedicated German efforts to reinforce Pont l'Abbe. Resupply of the paratroopers, at least temporarily, would need to be accomplished by Air Supply. During the first day, there are more lucrative opportunities for the use of Air Supply, and, therefore, the paratroopers will remain in a Spent state until June 7, and most likely, longer. This exposes the paratroopers to dedicated German counterattacks and possible elimination. Thus, this option is not recommended.

Another variant which is not recommended, but undoubtedly will be tried by many an Allied player, is attacking the Coastal Artillery unit defending Ste. Mère Eglise. This strategy goes against the stated purpose of the paratroopers, and the four paratrooper units do not present a strong enough force to easily eliminate the Coastal Artillery unit. If this attack is viewed as a preparatory measure for follow-on attacks by the 4th Division on June 6, then one paratrooper unit will need to seize the Ste. Mère Eglise—Utah Beach Bridge, but this move detracts from the ability of the paratroopers to inflict damage. In either case, any subsequent attack by the 4th Division will be a risky proposition, and the German player can reinforce the Area without attacking if the attack by the paratroopers does not eliminate the Coastal Artillery unit. While, the German could be faced with greater priorities after the initial landings, this places a large dependence on multiple, low-odds events. Thus, this strategy is highly discouraged.

Naval Bombardment Phase.

There is not much to be said about the Naval Bombardment Phase, as each of the five beaches is predetermined to be the target of an eight factor bombardment. The primary target of the Naval Bombardment on Omaha and Sword beaches should be their respective Coastal Artillery unit. With average luck, each beach should incur four Casualty Points. However, this is rarely the case. Therefore, the relative success during the Naval Bombardment Phase will dictate the attacks to be conducted during the Air Bombardment Phase.

Air Bombardment Phase.

Given the relative variability of success of the Naval Bombardment Phase, the Allied player must be flexible in projected commitment of Air Bombardment attacks. A few primary guidelines for the commitment of air attacks follows.

The disruption of the German unit on Utah Beach by Naval Bombardment is not important. Future Allied actions at Utah Beach will not be dictated by the success of the Naval Bombardment, but rather by what can be accomplished by the Allied player even if Utah Beach is cleared during the initial landings. Regardless of the success or failure of Naval Bombardment versus Utah Beach, the Allied player should never waste Air Bombardment on this Area.

If a Coastal Artillery unit on Omaha, Gold, Juno, or Sword Beach remains Fresh after the Naval Bombardment Phase, then Air Bombardment should be directed against the surviving beach(es). The reasoning for this move against Gold or Juno Beach is not only to remove the Interdiction threat versus the adjacent beaches, but also to increase the chances of clearing the beach in question on the initial landing. Committing an Air Bombardment against Omaha or Sword Beach serves two purposes. The first is to attempt to lower the Interdiction levels which would exist if the Coastal Artillery remains Fresh. The second objective is to lower the unacceptably high German Defense Value on the two beaches.

If the status of the five beaches is such that one Air Bombardment strike is available for use elsewhere, the Allied player should attack Port En Bessin. Obviously, the fact that Interdiction is provided over Omaha and Gold Beach is an important factor in this decision. Disrupting the Coastal Artillery unit will also assist the Allied player in potentially clearing Port En Bessin on D-Day by reducing the available Casualty Points. Another benefit of attacking this location is that either the American or British Air Bombardment strike may be used, and this provides flexibility in determining the commitment of the other Air Bombardment attack.

If the Naval Bombardment phase has been totally successful, the Allied player will have the luxury of a spare Air Bombardment attack. Although there are many viable options, the Allied player should give preference to attacking Grandcamp. This area covers the difficult landing on Omaha Beach, and the odds are in the Allied player's favor that the Coastal Artillery unit will be Spent as a result.

Although Grandcamp is presented as the recommended attack for the Allied player, there are several other targets which present the Allied player with feasible options. Success using an alternative option will probably yield definite benefits. However, regardless of the success of the option taken, the cost to the Allied player is the incurred interdiction by the German Coastal Artillery on beaches, primarily Omaha, where successful German Interdiction can cause tremendous problems. A few of the other viable targets, and the reasoning behind the attacks are as follows:

- Striking Montebourg has advantages for the Allied player in the Utah Beach sector. While striking the Coastal Artillery will potentially provide better survivability chances for the U.S. 4th Division, any overkill striking the infantry unit can hinder the German player's future attempts to seize the Montebourg—Ste. Mère Eglise Bridge.

- Attacking Ste. Mère Eglise has the inherent risk of a Mistaken Attack against the paratroopers. However, the 9% chance the Mistaken Attack would occur, and would be severe enough to inflict casualties on the Fresh paratroopers is low enough as not to weigh heavily on such a decision. This option has definite benefits for reducing the Interdiction level versus Utah Beach. If the Allied player has gone against recommendations and seized the Utah Beach—Ste. Mère Eglise Bridge, then success with this strike increases the ability for the Allies to clear Ste. Mère Eglise on D-Day. But the Allied player must realize, this is a very large risk, and potential opportunities elsewhere will be squandered.
- Another option for the second Air Bombardment is attacking Sword Beach. This area's two defenders are particularly nasty in that the German player, in response to the initial landings, will tend to retreat the infantry unit into Caen while absorbing as many Casualty Points as possible with the Coastal Artillery unit. The 21st Panzer Flak, or another available unit, is then moved from Caen onto Sword Beach, without attacking. Such a move by the German has the potential to clog Sword Beach until the 7th of June or later. A successful Air Bombardment strike here increases the chances of clearing Sword Beach on D-Day, thus, countering this German strategy.
- If the Allied player has gone against the recommendation of not seizing both bridges leading into Merville or if the Coastal Artillery unit has survived the paratrooper attack unscathed, then an Air Bombardment versus Merville is an acceptable alternative. There is an inherent danger in conducting the strike, but the probabilities are low enough to make the use of the Air Bombardment an acceptable risk to the Allied player.

The number of available targets for Air Bombardment are many. However, the relative consequences that each action would have on the landings put the priority of Allied Air Bombardment use to: 1) any beach, except Utah Beach, on which the Coastal Artillery unit survives Naval Bombardment; 2) Port En Bessin; 3) Grandcamp. Any of the other available options should be viewed as a gambit move.

Amphibious Assault Phase.

A general discussion of the initial landings is appropriate, before to discussing beach specific options. The objective of the initial landings is to establish a foothold on each of the beaches, thus eliminating the German fortification bonus. This can only be accomplished if sufficient power is committed to the initial landing.

Commitment of overwhelming strength against every beach presents several drawbacks to the Allied player. The initial landings are incapable, regardless of the relative success, of achieving an Overrun. Thus, any initial landing force will be unavailable for exploitation of early successes. Having a reserve beyond the initial landings will force the German player to react to Allied moves, rather than accomplishing

German priorities. A German reactionary game situation is much more favorable to the Allied player.

The initial landings present a difficult balancing act. The variety of conditions which can exist makes it impossible to present comprehensive recommendations to the Allied player. The initial landings that follow are presented in the order in which the Allied player should conduct them. The primary recommendations are based on successful naval and air bombardment phases, primarily interpreted as the German player having a maximum Interdiction value of one versus Omaha and Sword beaches, and no Interdiction versus Gold and Juno beaches. More conservative approaches may need to be adopted by the Allied player if a greater level of Interdiction is encountered. However, the Allied player must remember that a more conservative approach will reduce the number of follow-on options after the initial landings.

A more important point for the Allied player to consider is that each landing is a calculated risk. A setback at any beach may tempt the Allied player to surrender the Advantage for a reroll. This should be resisted, except potentially with a disaster on Omaha Beach, as more important uses for the Advantage exist, as will be explained later.

Utah Beach. The Allies should land two infantry regiments. If the two Coastal Artillery units remain in Montebourg and Ste. Mère Eglise, there is a one third chance of being setback by landing only one unit. Those odds are very unacceptable to the Allies, especially considering projected German responses. The odds of stopping the invasion of Utah Beach reduce to one in nine if two units land. Given average odds, one unit surviving gives the Allies a +4 differential to the attack, which should clear Utah Beach. This strategy maintains a reserve to seize the Ste. Mère Eglise bridge or venture into the Ste. Mère Eglise area. In the worst case, the unit in reserve serves to clear the Beach.

Juno Beach. It appears that a large degree of risk could be taken at Juno Beach. This, however, is not the case. The initial landing should consist of all three infantry regiments from the 3rd Canadian Infantry Division. The Armor brigade is kept off shore, as this unit offers the best exploitation opportunities. While this move may seem overly conservative in a strategy that advocates taking risks, a simple analysis of the alternatives shows this is a sound move. Landing one brigade would yield an even battle, and landing two brigades would only yield a +1 differential for the Allied player. If the initial landing fails, the Allied player would be foolish not to recognize that the German player will accept the risk involved with a counterattack out of Caen. If the initial landing forces are destroyed, then any forces not yet landed are incapable of landing on the 6th or 7th unless the Allied player can contest the Area with forces from Gold or Sword Beach. That level of risk is totally unacceptable.

A further benefit of landing the entire Canadian division is that given average luck, the beach will be cleared. While a German counterattack is still possible, it becomes a much less lucrative move, as there are nine steps available

for casualties. Further, any German counterattack would be subject to attack by the Armor brigade, and this is likely to yield unacceptable early losses to the German player, and even potentially threatens Caen.

Gold Beach. If the Allies incur no Interdiction, the best option is to land all three infantry regiments from the infantry division, keeping the Armor and non-divisional regiment in reserve. Although this effort is not sufficient to guarantee clearing Gold Beach, it has a high chance of success, and the strength of the reserve forces will likely clear the area. Because the British forces landing at Gold Beach are significantly weaker than the other Allied divisions, the Allied player is not given the luxury of foregoing the Divisional Integrity bonus. Committing the Armor unit to the initial landing may provide sufficient firepower to clear the beach, but that move would severely limit further Allied options on D-Day.

Sword Beach. The Allied player should land every available unit on Sword Beach, with the exception of one commando unit which is held in reserve. The best possible advantage this will give the Allied player is +4 differential. The odds that Sword Beach will be cleared by this attack are low, and only marginally increase if the second commando unit is included in the attack. However, if the attack does clear Sword Beach, the Allied player has the ability to exploit this advantage only if there are combat units in reserve.

The same landing recommendation is made even if the Allied player has conducted a successful follow-on Air Bombardment strike against the area. Under this condition the German Defense Value drops from an eight to a seven, but the increased chances that Sword Beach will be cleared by the initial landing are not significant. Thus the rationale for holding out the commando unit applies in either situation.

Omaha Beach. Omaha is the most difficult beach for the Allied player to determine his optimal commitment. The option the Allied player should exercise if all German units on Omaha Beach are disrupted and the Port En Bessin and Grandcamp Coastal Artillery units have been disrupted, is to land the three regiments of the 1st Infantry Division, and the two Ranger battalions. This strategy provides a +5 differential, which should be adequate to assure the success of the initial landing, while providing follow-on opportunities.

More likely, however, the German defense value versus the invasion will be higher and will include several Fresh units. Even if the Allied player commits all of his available forces toward the initial landing under the best conditions, the probability of clearing Omaha Beach with one attack is highly unlikely. Therefore, a strong argument can be made for the Allied player to keep a reserve for attacking Omaha Beach.

However, stripping units away from the initial landing on Omaha Beach reduces the combat differential, and raises the level of risk to the American units. Unless Interdiction by the German Coastal Artillery units in Omaha Beach, Port En Bessin, and Grandcamp has been negated, there is an inherent risk that the Allied player will have his projected Attack

Value decreased. The Allied player needs to remember that successful Interdiction of a unit of the 1st Division will reduce the Allied attack by two. Follow-on forces will probably not Overrun this beach on the first day, either, but keeping a reserve for subsequent attacks against Omaha Beach will put greater pressure on the German center.

Thus, the Allied player has to counterbalance the needs of establishing favorable initial odds, the potential effects of German interdiction, and maintaining a reserve. If in doubt, Allied player should land the extra units. While a missed exploitation opportunity on D-Day is frustrating, a disaster on Omaha Beach is a fast track to a German victory.

D-DAY FOLLOWING THE LANDINGS

Following the initial landings, the Allied player will have many options on what to do next. The German player will use a variety of tools in his arsenal including, delaying units, bridge possession, bridge demolition, and even counterattack in an effort to thwart the Allied plan. Regardless of the relative success of any German effort, progress must be made toward clearing beaches and exploiting the beaches that provide the best options for Allied success. The prudent Allied commander should read Don Greenwood's article on German strategy in this issue, to understand and potentially minimize or counter the effects of any German moves.

Further advice to the Allied player is to be aware of what can be accomplished on the first day. The temptation to try to accomplish much on the first day is high. However, the Impulse Track is working against the Allies, and so, the best moves should never be delayed. The follow on options for D-Day are discussed by beach, from west to east.

Utah Beach. The Allied player has two separate courses of action, based on the status of the Utah Beach—Ste. Mère Eglise bridge. If the bridge has not been seized, then any Fresh follow on forces can attempt to seize the bridge, but only on a die roll of 6. This makes this move a low priority move, but it is a better move than the pass option.

Assaulting into Ste. Mère Eglise on D-Day is a dangerous move, but not without merit. Assuming that Utah Beach has been cleared by the initial landing, both infantry units are only Spent (that is not disrupted), and the 4th Division Artillery unit lands no worse than Spent, then a foray into Ste. Mère Eglise is probably worth the risk. Granted this is a negative odds attack, but a stalemate will put the bridge into Allied hands. Even if the attack fails, the Division Integrity bonus will exist for any attack the division makes on the 7th of June.

If the Utah Beach—Ste. Mère Eglise bridge has been seized during the airborne landing phase, then an assault with the remaining regiment(s) from the 4th Infantry Division becomes a priority, due to the risks associated with any German reinforcement of Ste. Mère Eglise.

Omaha Beach. The follow-on options for Omaha Beach are limited. Any follow-on forces should be viewed as attempts to reduce Omaha Beach, not as forces which will exploit inland on the first day. A primary concern for the Allied

player is the German 352nd Artillery on Omaha Beach. If that unit remains Fresh, then the Allied Artillery should be kept off board as long as possible, to prevent providing the German player with additional targets for an inevitable bombardment attack.

Gold Beach. Options for the British 56th and the 8th Armor Brigade once Gold Beach has been cleared are to assault Port-En-Bessin, Bayeux or Bretteville. Each option provides advantages to the Allied player.



The British 3rd Division landing on Sword Beach.

Port-en-Bessin. Attacking Port-en-Bessin potentially clears out the Coastal Artillery, which interdicts two beaches and Allied supply. Even if this attack is not totally successful in eliminating the Coastal Artillery unit, causing its disruption is generally sufficient to assure the unit will not return to play. This option should be exercised by the 56th Brigade if it is to be attempted, and should be conducted subsequent to the actions of the Armor brigade. If an Overrun is achieved, this leaves the attacking unit with the ability to attempt bridge possession into Bayeux, or to restage into Gold Beach.

Bayeux. The high defense factor of the infantry unit here diminishes the logic of a direct assault into Bayeux. However, seizing the Gold Beach—Bayeux bridge is an option, which prepares the area for future Allied actions. The Allied player should recognize, though, that attempting the bridge possession roll will preclude an assaulting unit's advance beyond Bretteville, so the relative probability of an Overrun in the area to be assaulted should weigh into the decision to take this action.

Bretteville. This option is risky, as it presents a +1 attack differential when taken by the Armor unit, based on the probable German move to defend this area. However, a successful assault will threaten Caen, Villars-Bocage, Tilly or Bayeux. If this option succeeds, then it almost guarantees the Allied player's capture of either Tilly or Villars-Bocage by the 56th infantry, as the German player does not have the available resources to protect both areas. Given the option of taking Tilly or Villars-Bocage, the Allied player should opt for the latter. This move should be considered among the highest priority moves for the Allied player after the initial landings.

Juno Beach. Actions on Juno Beach depend on the success of the initial landing. If only a foothold was established, then the Armor brigade should be committed in an effort to clear the beach. Exploitation through Bretteville

can yield significant positional advantages. However, a thorn in the Allied player's side is Douvres, and should not be overlooked. Once Douvres is captured, the Germans will not be able to stage units out of or through this Area. In any case, the actions of units exploiting off of Juno Beach should be coordinated with the forces on Gold Beach.

Sword Beach. The options for the commando unit are dictated by the success of the initial landing. If Sword Beach has not been cleared, then the decision of whether to attack with or land the commando unit should not focus on the odds of the attack, but realizing that clearing any beach on D-Day enhances the Allied player's supply situation.

If Sword Beach has been cleared during the initial landing, then attacking the Coastal Artillery unit in Merville is an obvious choice. In the best case, that is the Merville Coastal Artillery unit has already been eliminated, and Sword Beach has been cleared by the initial landing, then the commando unit should be kept as a threat to move into Troarn, should the Germans vacate that Area. In any case, there is a benefit to this unit when it is held offshore, and the commando unit should be viewed as a force of opportunity.

Divisional Artillery. One subtle point that is often overlooked is the landing of divisional Artillery units on D-Day. Because Artillery units will need to be refit if landed during an Impulse, the Allied player should use the Night Regroup Phase to land Artillery units whenever possible. The overriding factor in this decision is that the beach to be regrouped onto must be cleared of German units, but also free of Coastal Artillery Interdiction. Chances can be taken if Interdiction levels are low, but failure means the Artillery unit will not be available for the next day. However, success provides the Allied player with additional saved Supply Points which will be used for buying Impulses later.

The goals of June 6 have been defined as maximizing the chances of success of the initial landings, while maintaining adequate follow-on forces to exploit local advantages. The first part of this article has provided guidance toward meeting those goals for D-Day. With the initial success achieved, the Allied player can begin to concentrate on the second part of the game.

BEYOND D-DAY

The second part of the game begins on June 7, and focuses on the Allied player moving inland and seizing objectives. The post D-Day moves are when flexibility is most important to the Allied player's plan. Each beach presents a myriad of viable options, but the actions taken must lead to the taking of Victory Point Areas. What actions will support the Allied plan will be discussed by focusing on each of the Allied armies.

American Options

Based on the relative strength of its units, the American Army will most likely be the workhorse of the Allied operation. This works well with the geographic objectives as most of the pure Victory Points to be gained by the Allied player are on the American side of the board.

Utah Beach. Although it may appear to be an insignificant action, the early capture of

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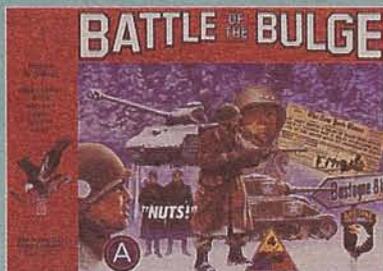
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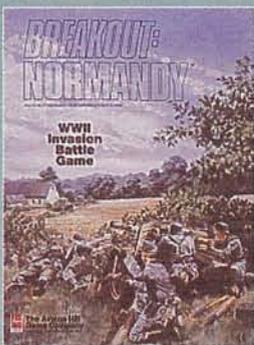


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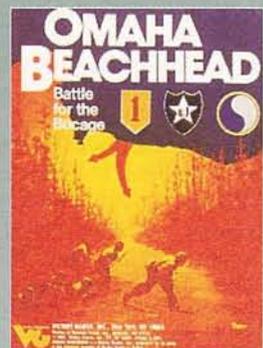


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Ste. Mère Eglise is important to the Allied player. Given an average disposition of Allied landings, at dawn on 7 June Ste. Mère Eglise Bridge is still possessed by the Germans.

Even though all the bridges into Ste. Mère Eglise may be possessed by the Allied player, the German player will eventually be able to threaten this area with Artillery. Fresh units may be targeted in an effort to reduce the modifiers for any bridge possession attempts from Montebourg. Thus, until Ste. Mère Eglise is controlled by the Allies, the German player has the potential to threaten the Allied right flank.

While it appears that the defense provided by the Coastal Artillery unit in Ste. Mère Eglise is low, terrain makes the theoretical defensive value of that unit much higher. Given average luck and following the recommendations provided, it will take the Allied player a minimum

“Foret de Cerisy and its Bocage terrain can easily turn into a battle of attrition. Preventing German units from reinforcing a Bocage Area is the easiest way to overcome the defensive advantages of the Bocage.”

of two Impulses to clear the Area. This time taken to clear the Area represents additional chances for the German player to attempt to reinforce it.

If Ste. Mère Eglise is reinforced by the German player, the effects are multiplied, as a limited number of units committed to the Area can conduct a nearly impenetrable defense. German units devoted to defend the three avenues out of the Area would now be available for duty against Allied forces further to the east. Allied units already on shore basically become a defensive force, with the mission of pinning a limited amount of the German resources. Therefore, it is imperative that the Allied player clear Ste. Mère Eglise as soon as possible, or he will find himself in dire straits.

Beyond capturing Ste. Mère Eglise, there are three avenues available to the Allied player with the forces landed through Utah Beach:

- **Montebourg.** While Montebourg has an appeal in that such a move can potentially threaten Cherbourg, attacking this Area has significant disadvantages. First, it is the only Area bordering Ste. Mère Eglise which does not directly yield Victory Points. Second, the Area is Bocage, which provides excellent defensive advantages. Third, any Assault into this Area can be easily countered by the German player. Such a move can serve as a diversionary measure, but the disadvantages of assaulting the Area far outweigh the benefits to be gained. Thus, an Assault into Montebourg is not a recommended action for the Allied player, unless he can get in and out quickly due to inadequate German defense.

- **Pont l'Abbe.** Attacking Pont l'Abbe has an advantage over attacking Montebourg in that the Area will yield one Victory Point. However,

the Area has two of the disadvantages posed by Montebourg: Bocage, and ease of German reinforcement. A further disadvantage of any attack against this Area is that it is out of Naval Bombardment range, so the opportunity for preparatory bombardment will be limited. Any attack designed to take the Area needs to be swift and overwhelming, but the flooded boundary will limit any direct assault against the area. If the opportunity for a quick clearance presents itself, the Allied player should attempt to capture the Area. Otherwise, this Area will prove to be a drain on Allied resources.

- **Carentan.** Carentan has many benefits as the primary objective off of Utah Beach. First, the capture of Carentan yields two Victory Points. While Carentan is easily reinforced by the Germans, it is a non-Bocage Area with a relatively low terrain value and is within range of Allied naval support. Seizure of Carentan is critical to linking the American beaches together, which will allow the Allied player a greater freedom of action. Because the capture of Carentan is so essential, the Allied efforts off of Utah Beach are likely to be one-half of a two pronged assault to take the Area.

Even by contesting Carentan, the Allied player can inflict devastating losses on the German player with Naval Bombardment and Corps Artillery. This threatens the German defense as either more units must be committed to the defense, or the German units left in the Area are vulnerable to Overrun. Either option works to the Allied player's benefit. Thus, of all the options off of Utah Beach, the drive toward Carentan is the Allied player's best move.

- **Omaha Beach.** Beyond Omaha Beach, there are three basic routes of advance available to the American forces, Bayeux, Carentan and St. Lô.

Bayeux is an objective best left to the British forces. Given the preferred Allied strategy off of Utah Beach, American forces will need to be committed to linking up in Carentan to the west. Diverting American units east from Trevieres, or north through Port-En-Bessin, dilutes the immense power of the American army.

The second axis off of Omaha Beach is into Carentan through Isigny. Reaching Isigny should be accomplished through both Grandcamp and Trevieres. The Trevieres route is important, as it presents an easier avenue through Colomberies into Isigny. The route through Grandcamp should not be overlooked, as it provides a shorter route into Isigny, and this option also eliminates the German Coastal Artillery unit. However, a likely result of this maneuver is destruction of the Grandcamp—Isigny Bridge by the German player. Because of the difficulty in rebuilding the Grandcamp—Isigny Bridge, the route through Colomberies will likely need to be attempted first.

Once Isigny is claimed, Catz can easily be overwhelmed due to its low Terrain Effect Modifier and poor position in an overall German defense. The capture of Catz will provide the Allied player with the second prong of the assault on Carentan.

While the main effort of the American units entering through Omaha Beach is toward Carentan, this avenue is vulnerable to German

counterattacks, unless measures are taken to protect the flank of the advance. Until areas further inland can be contested, the Allied player needs to maintain a presence in Trevieres. Two other spots which should be contested are Foret de Cerisy and St. Lô.

St. Lô is the more important of the two areas. St. Lô is a vital crossroads, and contesting this area will severely hamper the German player's lateral movement across the board. Establishing a presence in St. Lô will also eliminate the German player's ability to use the area as an Artillery outpost and will restrict the German player's ability to reinforce Foret de Cerisy. This is important if the Allied player has projected Foret de Cerisy as one of his objectives for Victory.

Foret de Cerisy and its Bocage terrain can easily turn into a battle of attrition. Preventing German units from reinforcing a Bocage Area is the easiest way to overcome the defensive advantages of the Bocage. In either case, should the opportunity present itself to Contest or Control either Area, the Allied player should avail himself of his good fortune. Otherwise, it may take considerable effort later to establish an Allied presence in either area.

A seemingly acceptable alternative to providing flank security for the Allied player's drive on Carentan is an assault through St. Jean-de-Daye. A lightning strike through this Area (if it is weakly defended) may appear to serve the Allied player well. Such thoughts are illusory as multiple units would need to be committed to the defense of St. Jean-de-Daye by the Allied player. The reason for this is the low terrain value and the presence of St. Lô as a vantage point for uncontested German Artillery units. This is likely to lead to strong German counterattacks, designed to eliminate Allied units, and seize the Advantage, or reduce the number of Impulses for that Turn. A better alternative to occupying St. Jean-de-Daye is to seize and destroy the bridges into the Area.

Beyond the dictated landings of 6 and 7 June, the Allied player should focus on Omaha Beach as the primary entry location for American Reinforcements. A primary consideration for this decision is supply. Until Omaha and Utah Beach have linked, Refit of all the units that have landed through Utah Beach is difficult, if not impossible. Committing more Reinforcements through Utah Beach will only compound an already critical supply problem. Landing Reinforcements at Omaha Beach is also easier in terms of Coastal Artillery Interdiction. Removal of the Coastal Artillery facing Omaha Beach is much easier to accomplish than at Utah Beach. A final and overriding factor for landing American reinforcements at Omaha Beach is that it concentrates an incredible amount of Allied attack strength, and this move provides the Allied player with the flexibility to create his own opportunities.

British Options

Although the British Army is the weaker of the two Allied armies, it plays an important part in the overall success of the Allied plan. First, there are a significant number of Victory Points available to be taken by the British, so the German cannot devote his efforts to defending a

few key Areas. Second, the British army is the only force with a realistic chance of achieving an Allied automatic victory. Third, the presence of the British army, and actions taken with the British will ensure that German efforts cannot be concentrated on one specific point of the Allied line. With all these strengths, however, there is one Area which can take away all the benefits the British army provides the Allied player.

Caen—The Elusive Prize. The Allied player should not expect to take Caen during the first week. However, Caen must be Contested, and it must be Contested early in the week. Caen yields four Victory Points, and this represents more than half of the seven contested area Victory Points necessary to gain one pure Victory Point for the Allied player. Waiting longer to contest Caen will



Caen, the city which the Allies failed to bypass and had to take the hard way.

not only allow the German player to build up a considerable defense, it will also allow the German to amass a strong counterattack force against the British beaches.

Contesting Caen can be accomplished on the second day by either of the healthy divisions on Sword or Juno beaches. This effort will likely require two Impulses of preparatory measures based on the expected number of Fresh German units which will be located in Caen. The success of any bombardment attacks is not guaranteed, but the primary target of any bombardment should be a Fresh panzergrenadier unit.

One bombardment attack comes from the British naval unit. A second preparatory bombardment, if necessary, can come from two sources: air power or on-board Artillery. Air Bombardment is not likely to achieve the desired objective of causing a Fresh panzergrenadier unit to become Spent. On-board artillery, using the divisional Artillery unit from the division NOT planning to attack Caen will probably disrupt the remaining Fresh panzergrenadier, but will also cause the Impulse marker to advance. This means that if the Allied player is going to contest Caen, it will likely be one of the limited objectives for the second day.

An alternative for the Allied player is to commit to a Double Impulse, throwing both the British and the Canadian 3rd Divisions plus Armor and Artillery Support into an Assault on Caen. The immediate benefit of such a move is the Assault should be able to gain a foothold into Caen, even without a preparatory Naval Bombardment. One drawback to this move is it sur-

renders the Advantage to the German player very early in the game. A second, and more significant drawback is that this move commits the majority of the British combat power into one Area. Unless the German defense of Caen is extremely weak, this option is not recommended.

Once the Allied player has Contested Caen, it isn't necessary to keep all the British units in the area. Ideally, the two commando units and one Armor unit should be committed to contesting the city. The rationale for this move is that the commando units don't have the mobility of the divisional infantry units, and are less useful in an offensive role. The Armor unit serves to pin German armor in Caen. The drawback to this move if Sword beach is not cleared on D-Day is that either the commando units will not be able to enter the city, or an extra Impulse will be required to move the commando units into the Area. Both options are less than desirable, because this uses a precious Impulse on a defensive move. The other alternative, leaving a division in Caen, removes a powerful combat force from the British army. This presents the Allied player with the basic rock and a hard place situation. How to best resolve it will depend on the game situation.

The best time to withdraw excess Allied units out of Caen is during the Night Regroup Phase. Even with the presence of a few British units, the combination of a high Allied Defense Value and pressure on other points of the German line will make it highly unlikely that the German will attempt to counterattack Caen. However, the German player will probably commit units into the Area for purposes of bolstering its defense.

Beyond Contesting Caen, the Allied player should not divert his efforts toward a direct Assault on Caen. Such a battle is likely to be purely attritional, and this type of battle uses precious Impulses, while gaining no ground. As long as the German player has access to Caen through Bourguébus or Evercy, reinforcement of Caen does not pose a German problem.

If Caen can be surrounded, that is, a ring of Allied Contested and Controlled areas is established around the city, then an attritional battle may succeed. Reinforcements are cut off, and the cost to Refit German units becomes four or five Supply Points per unit. However, even this strategy focuses all Allied Impulses at one area of the board, and, therefore, should be attempted only if gaining the four Victory Points will put the Allied player at or above that week's victory conditions.

Thus, it is apparent to the Allied player, that Caen will play an important part in the game, but the Area must not be allowed to dominate the game, unless it will definitely yield an Allied victory. Fortunately, there are sufficient other objectives available against which the British forces can be committed.

Even though Caen will have a definite focus for the British army, there are plenty of other actions which need to be taken to achieve an Allied victory. As with the Americans, the actions linked with each British beach are explored.

Gold Beach. Bayeux, and its two Victory Points should be the primary objective for this beach. Taking Bayeux will take a considerable

effort from the Allied player, but is easier if the Area is threatened from several directions at once. Until sufficient combat power can be assembled, that is on June 9, Bayeux may be impossible to take, as this would leave the Allied center very weak. However, early seizure of Bayeux is an excellent move which can support further moves by the British against the center of the board. From Bayeux, the Allied player can attack Foret de Cerisy or Tilly, and can also threaten Caumont through Balleroy. Thus, the strategic importance of Bayeux becomes obvious.

The capture of Bretteville is essential for establishing British mobility in the center of the board. Tilly and Villars Bocage, if they are to be taken, should be challenged early, before the German player can build strong defenses. However, investing in either area generally requires the capture of Bretteville. If the German player is able to reinforce these areas, they can become a trap of both units and Impulses.

Another route out of Bretteville is into Verson and Evercy, potentially into Bourguébus. While this route is difficult due to the lack of bridges, and Fresh infantry will need to serve as the kick-off forces, these moves serve to encircle Caen. This strategy will also extend the German lines and further dilute German combat power.

Juno Beach. Juno is the odd beach for the Allied player. Once Caen has been contested, Juno Beach has limited utility to the Allied player because Gold Beach provides much more flexibility for the commitment of British troops against the center of the board. Despite this fact, many of the options accessible through Gold Beach are also accessible through Juno Beach. Therefore, the Allied player may apply most of the comments for Gold Beach to landings at Juno Beach. One consideration, however, is that Merville is potentially accessible by units landing on Juno Beach, but not by units landing on Gold Beach. Thus, units in the Juno Beach approach may serve to disguise the true intentions of British Reinforcements.

Sword Beach. Any efforts off of Sword Beach which have not been directed at Caen are obviously going to be directed through Merville to the east. Merville itself yields one Victory Point, but this Area can easily become an attritional battleground. Because the Allied player can better support his forces on this battleground, he is likely to take the Area, but the cost is time. Advances beyond Merville will be dictated by the level of casualties received in establishing British control of the Area. There are two basic routes which the Allied player may take out of Merville.

Moves to the east from Merville are obviously aimed at achieving an Allied automatic victory. While this action will necessarily divert countering German units, it is hampered by a narrow window of opportunity to realistically achieve an automatic victory. After the June 9th Turn, the German player receives sufficient Reinforcements to make German counterattacks into Zone A very possible. Thus, Fresh British units need to Control Houlgate on the 8th to move and Refit before the June 9th Turn. This effort

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GUERRILLA

WARFARE FOR THE SOCIALLY CHALLENGED A PREVIEW OF THE NEW MULTI-PLAYER CARD GAME

By Neal Schlaffer
and Don Greenwood

Let's start by stating what *GUERRILLA* is not. It is *not* the latest word in simulation gaming. The government think-tanks won't be studying this to augment their position papers for the CIA on the next unstable government to fall south of the border. It is, however, a unique and enjoyable multi-player game with great playability and more than a few laughs.

Neal Schlaffer is the designer of both *ENEMY IN SIGHT* and *GUERRILLA*. The latter obviously is a descendant of the former's free-for-all genre, but one possessed of a lot more credibility. As developer of both games, I don't mind telling you that I am no great admirer of the *NAVAL WAR* shoot-em-up school which spawned this type of game. Drawing ships from different nationalities and taking turns trading broadsides has about as much historical relevance and realism as choosing up sides for a pickup basketball game. The genre just didn't turn me on and I had a hard time taking it seriously. Yet, the game remained popular at conventions and always seemed to be the center of side-splitting laughter so I put aside my personal prejudices long enough to publish *ENEMY IN SIGHT* which I considered a major improvement on *NAVAL WAR*. Although the lack of historical battles still bothered me, the use of nationalities for the Break the Line maneuver at least introduced some semblance of historicity into the proceedings, albeit an extremely abstract one. While I could appreciate the "game" aspects, the lack of historical relevance was still a turnoff for me and I relegated the game to occasional social plays in group gatherings of people with no stomach for sterner stuff.

Consequently, I was less than thrilled at the prospect of adding to the genre when Neal submitted *GUERRILLA*. It's still a game where three to six players cluster around a table and decide who among their number will be the unlucky recipient of their attentions, but all similarity to the naval free-for-alls preceding it ends there. In *GUERRILLA*, players are restricted by "we against they" alignments which limit the ability



to just loose a broadside against whoever happens to be annoying you most. There are many more factors to be considered besides who has the most points or the biggest gun. And therein lies the tale of a very different type of game.

Each player commands forces of both sides in a war-torn country. Is he Rebel or is he Government? If cleverly played, it's hard to tell, because an astute player will score for both sides. Each player is secretly committed to one of the two sides and if his side loses, his points are halved. But if you come on too strong for one side or the other, you may give away your true allegiance with disastrous consequences. Hence, one is constantly torn between sacrificing one's own resources to help an ally (but is he really your ally?), or looking out for your own best interests regardless of the consequences to your faction. Can you really afford to win the battle and lose the war? It is a delicious dichotomy of goals which constantly leaves the player on the horns of a dilemma with tough decisions to make at every turn. The difficult choice between co-operation for the common good and selfish self-interests was one of the things that so attracted me to *REPUBLIC OF*

ROME. *GUERRILLA* accomplishes the same thing, but with only eight pages of rules and within a two-hour playing time.

AN OVERVIEW

GUERRILLA is played by three to six players. Each player commands both rebel and government forces, although your score is halved if your side isn't triumphant at the end of the hand. While a player is free to ignore the opposing faction under his command, he does so at his own risk. Deploying forces from both sides increases a player's Hand Capacity, masks his true allegiance, and increases his scoring opportunities and flexibility. As any *UP FRONT* player will tell you, the secret of good play is to keep cards flowing through your hand with maximum efficiency. Players who do not tend to business on both sides of the revolution will find themselves severely handicapped by cards they cannot play and opportunities they cannot grasp.

Play begins with each player being dealt eight cards from the 128-card deck, and secretly drawing a loyalty marker. In games with an odd number of players, a third type of loyalty chit is added: the Mercenary. The Mercenary is for neither side. He wants to fuel the conflict and keep it close. His points are halved if either side wins by more than 25 points. Consequently, the side in the lead is always outnumbered, because the Mercenary should play both ends against the middle to keep the score close. Certainly, the Mercenary must be flexible and ready to score points for either side.

I have met players who claim that this attempt at fog of war is pointless because they can predict a player's true allegiance within minutes. Perhaps, but if so, they are either very astute or I am very dense. I have played countless games where the true identity of players has evaded me all the way to the end. Certainly, if unskilled players do not take a subtle approach and simply blast away at the "enemy", their intentions may be easily deduced. However, they do so at their own peril, because allegiance markers can be forcibly changed as the game proceeds by the player drawing the Revolution

card. A player who has blasted away at rebels the whole game looks foolish when he is gifted with a rebel allegiance marker in the end game and has nothing but government groups in play with which to score rebel points.

More often than not, however, players only think they know who everybody is. I recall one recent game in which a player boasted in midgame after play of the Revolution that he knew what everybody was. We put it to the test. Everybody wrote down their predictions. The boaster's only correct chit was his own, and the results of the other players at the table weren't much better. When played with subtlety, a player's true identity can be withheld well into the game.

SEQUENCE OF PLAY

The game is played in turns with players alternating moves in clockwise order. During the average turn, each player may perform two actions. All cards are coded alphabetically as to the phase in which they may be played: A through F. Therefore, a player may not play a "C" card before he plays a "B" card. This simple mechanism establishes the sequence of play quite painlessly and assures that players cannot, among other things, deploy troops (C) and attack with them (B) in the same turn.

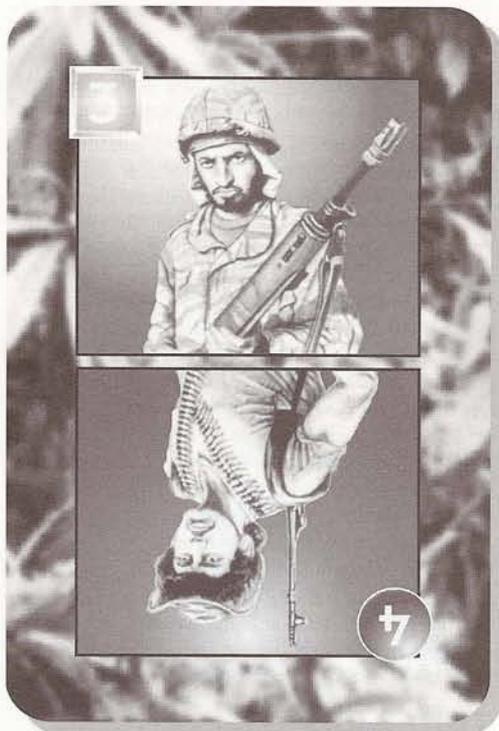
However, few turns are "average". There are eight red Complex cards in the game representing major political/military installations. These cards grant special abilities to the player and faction controlling them. Each Complex is worth points to the player/faction holding it at game end so battles rage over them throughout the game. Every Complex starts out under Government control, but the Rebels can score points for destroying a Complex as well as holding it. It is a strong indication of their worth that they are seldom torched, such is the lure of their special abilities for the player who can hold onto them.

Each player's turn is made up of six distinct phases—most of which are skipped since a player usually has only two Actions to implement. The phases simply give order to the sequence of play of the cards.

A. WITHDRAWAL PHASE

During the Withdrawal Phase, a player may withdraw any of his deployed groups or a portion thereof back into his hand at a cost of one Action per group. The Withdrawal Phase comes first in the turn sequence to ensure that any group which scores in the current turn will be at risk throughout the turn and cannot simply withdraw to the safety of the player's hand after doing its dirty work.

You'll note that each unit card can be played for either faction. Using the above card as an example, the green "4" side with the square government icon (■) is placed on top when part of a government group. Should the player decide to voluntarily change this unit to a rebel group, he will need to withdraw it back into his hand in this phase. Later, in this or a subsequent turn, he may replay it as a rebel unit during the Deployment Phase by playing the brown "3" side with the round icon (●) on top. Thus converting a group to the other faction in this man-



ner comes with a heavy price—both of a player's normal two allowed Actions in a turn.

B. ATTACK PHASE

This is where the blood flows and points are scored for the resulting body counts. Attacks can take many forms. Assassination attempts can target leaders. Air Strikes can hit either an enemy unit or a Complex. Rebels can make terrorist Demolition attacks against a government Complex. The media can attempt to win the hearts and minds of the opposing faction with propaganda. However, most combat will take the form of pitched battles between government and rebel infantry forces in a myriad of attacks including Recon Patrols, Ambushes, Armor Columns, and Air Assaults. But most attacks use one of those precious two Actions.

Combat is basically a comparison of your attack strength and a ten-sided die roll versus the strength of the defenders and their die roll. The difference, if any, is taken from the loser in the form of combat losses. The possibility of defensive ambushes (which double a defending unit's strength) keep all but the most overwhelming attacks in some degree of doubt.

C. DEPLOYMENT PHASE

Everything starts with the Deployment Phase. Because it follows the Attack Phase, deployed forces must take the field a full turn before taking offensive action. Only the Government can attack and deploy in the same phase and only by use of rare Air Assault cards.

Although it's the most fundamental aspect of the game, the Deployment Phase is full of tough choices. Units are deployed in maximum groups of three plus a leader. The larger the group, the safer it is from opposing attacks and the bigger stick it carries on offense. However, groups without a leader cannot add their strength together on either attack or defense and are easy prey for opposing killer groups.

Not surprisingly, players seldom have the right combination of units and leaders in their hand to deploy optimum groups. The player is

thus left in a quandary as to how best to deploy his forces. Waiting for the right cards can be expensive. Each turn is precious and not every turn results in an influx of new cards. You have to create room in your hand to be able to draw new cards—and both discarding and drawing each require an Action. The player is thus constantly having to prioritize his needs and weigh them against the cost of the solution.

Small groups are not without their uses. Often, they are seen as too insignificant to justify an attack. Yet, one-unit government groups serve as potential Recon Patrols or garrisons-in-waiting for a newly drawn Complex. Single-unit Rebel groups can deliver a devastating Demolition attack or serve to maintain a Rebel presence which will maintain a maximum Hand Capacity. On the other hand, can you really afford an Action to deploy a single unit? Sometimes the best answer is yes, but the choice is never easy.

Nor is the decision limited to considerations about your own forces. You can reinforce another player's already placed group by deploying directly onto it. Your motivation may be truly altruistic because you want to help preserve a Supply Cut against a perceived common enemy. On the other hand, you might just enjoy the spirit of giving as long as the gift is in the form of a 1-strength unit deployed into a Garrison position whose owner will have to waste two Actions to replace it with a more powerful force. It can be even more fun to make up for assassinating an enemy 3+3 leader by deploying the 2-1 variety onto his leaderless group before he can be replaced with someone a tad more competent.

As much fun as ruining another player's day can be, there comes a time when you must weigh the need for allies against the points you can earn for yourself. As valuable as an Arms Cache or Air Assault card can be, you may be well advised to deploy them to another player if things are going badly for your faction. Do you really want to be the only rebel forces on the board facing the guns of four players with no other targets? I thought not. Then help the poor schmo out. Misery loves company.

D. TRADE PHASE

The Trade Phase allows a player to spend an Action for the opportunity to make a trade offer to all players. He simply shows what he's willing to trade from his hand and declares what he wants in return. Some players never invoke this phase—preferring to go on leaderless turn after turn hoping to draw what they need. These are the same folks who tend to do rather poorly at this game. So what if you get the worst of the deal—you have a pressing need; fill it. Players tend to naturally think that no one will agree to a trade which will help someone else. Wrong! If you have no leaders, it's probably because someone else has too many of them. He's just as anxious to get hold of your leaderless troops as you are to get his leader. Make an offer and make it a good one because no takers means you've spent an Action for nothing. Don't try to be the best horse trader—just get what you need and get on with the business of winning the game. Even if you get the worst of the deal,

you've still improved your position vis a vis the other players not involved in the deal.

The dastardly part of trading is that players who know you are over a barrel can really take advantage of you. They are allowed to offer cards face-down and your request for a leader may actually be paid by a 1-strength unit or something nearly as worthless. Trust is a two-edged sword though. Assume your Rebel group has been isolated and is about to surrender. Because I have secret Rebel allegiance I don't want to see your force destroyed. Yet, I don't want to openly support you by deploying my Arms Cache onto your isolated group. So I offer you a "4" strength unit and a face-down card in exchange for a leader. Can you really afford to turn me down?

Or perhaps I just want some value in return for helping you out. Instead of using an Action to deploy my Arms Cache directly onto your isolated group, I spend that same Action to propose an open trade. What am I bid for my Arms Cache? Not only do I get something in return (and maybe quite a lot of something if the Supply Cutter wants to prevent the transaction), but I am also assured that you won't be using that newly freed group against me for at least one more turn.

E. DISCARD/REPAIR PHASE

The Discard Phase allows you to discard up to four cards at a cost of one Action. This is another phase which is seldom used as the price to remove garbage from your hand is usually perceived as too steep. Why throw three small units away when you can deploy them as a single group for the same price?

Ah, but it has its uses. Suppose the next player has the Barracks and is eyeing a 3+3 leader or a 7-strength unit atop the Discard pile. It may well be worth an Action to keep him from retrieving it by discarding your junk to bury it. And, sometimes you just cannot afford to wait for new cards and the best way to increase card flow through your hand is to empty it. This is especially true in the endgame when you want to empty the deck as soon as possible to protect a lead.

You can also choose to spend an Action to repair a Complex in this phase. Repair does not have its own phase simply because it is such a rare occurrence. By occurring this late in the turn sequence, most Complexes are unable to wield their special ability in the same turn they are repaired. Repair decisions are generally easy ones. They are usually worth the cost unless outweighed by pressing needs elsewhere or secret leanings towards the other faction.

F. DRAW PHASE

Even filling your hand costs an Action and how efficiently you do it goes a long way towards deciding the outcome. Once you've spent that precious Action to fill your hand, you draw as many cards as needed unless you draw a red card. A red card must be played as soon as it is drawn and thereby ends the player's turn.

Obviously, the most efficient way to fill your hand is to spend your Actions emptying it as much as possible before spending your last Action of the turn to refill it. Why pay an Action to draw one card when you can get eight for the

same cost? Unfortunately, the unscheduled appearance of the red cards can play havoc with that reasoning. A red card atop the deck often decelerates the game because no one wants to spend an Action to draw just one card. That's where card counters benefit. That one card can be well worth an Action if it is the Revolution or a valuable Complex with a strong Garrison already waiting for it. Of course, the ideal purchase is to draw eight cards including a red one at the tail end, leaving a red card atop the deck for the next player. We've dubbed this maneuver the Royal Neal in recognition of the designer's proclivity in this regard.

Yet another factor in deciding when to draw is the overall game score. If you're leading and want the game to end, you draw cards at every opportunity in an attempt to empty the deck and enter the Sudden Death portion. On the other hand, if you're trailing, you make do with what you've got. I recall one game where I went with no cards in my hand for six consecutive turns in an attempt to lengthen the game.

THE CARDS

Like all good card games, generous use of color coding is used to aid the player in determining at a glance when a card is playable. Besides the obvious use of green and brown to differentiate between rebel and government usage, cards come in three varieties to cue the player as to exactly when they can be played.

As mentioned previously, the red cards must be played immediately upon being drawn and thereby end that player's turn. There are 13 red cards in all. A red stop sign is printed on the back to prevent a player from mistakenly drawing too many cards.

Yellow cards are unique in that they alone can be played during another player's turn in reaction to his plays. There are 19 yellow cards which take the form of Bodyguard, Ambush, Informant, Press and Atrocity cards. Several of these are "split cards" which can be used for two different functions. The color coding of the half of the card which is played again cues the player as to when it can be used.

The remaining 75% of the deck lacks a specific color coding and for want of a better term, is referred to as black although all cards are bedecked in full color graphics. Black cards can be played only during a player's own turn.

UNITS & LEADERS

Units are the basic currency of the game. There are 57 of them ranging in strength from one platoon of troops to seven. Each is a split card depicting a rebel soldier on one end and a government trooper on the other. The faction icon—a square for the government and a circle for the rebels—contains a number from 1 to 7 which is the strength of that unit.

These troops are led by 20 leaders depicted in a similar manner, but with some important distinctions. The government or rebel icons do not contain a strength number but are shown as either two or three reduced icons. This is the number of units each leader can control in a group. Beneath these icons is a diamond symbol containing a number ranging from +3 to -1. This is the leader's Command Modifier and it's the

amount he adds to every die roll when his group attacks or is attacked.

Each group has up to three units and a leader. Consequently, a group of three 7's with a +3 leader yields an Attack and Defense strength of 24 every time it goes into battle. However, remove that leader, and this mighty contingent is reduced to a leaderless rabble with a maximum offensive and defensive strength of 7. Obviously, it is important to group quality troops with equally deserving leaders for the maximum clout.

THE COMPLEXES

While the poor bloody infantry must pay the wages of war, it is the Complex cards which hog the glory. In terms of their Victory Point value, none of these red cards are intrinsically worth as many points at game end as routinely die trying to secure them. However, each gives its owner a special ability to disregard one or more of the basic rules of play, and therein becomes a highly coveted prize. The problem with owning them though is that they inevitably draw the attention of jealous neighbors.

Each Complex starts life as a government group with a Defense Factor all its own. To this can be added the strength of a one-unit group and a leader as a garrison if it has been already deployed. If not, the Complex must defend on its own until its owner deploys such a garrison in a following turn.

Owning a Complex can be a mixed blessing. Just how many resources does one strip away from his field forces to defend the crown jewels? And do you really want to defend them at all? If you are secretly a Rebel sympathizer, perhaps you won't shed any tears if the rebels torch the place. The problem with that line of reasoning, however, is that you cannot be sure that you will still be a rebel sympathizer at game end. And if you are too obvious about it, you probably won't be. Moreover, rebels rarely are satisfied to just torch a Complex. They usually will try to hold it and use its nefarious powers to rub salt in your wounds, or bungle it back to another government sympathizer.

It's the rare contest where control of a Complex doesn't trade hands more times than the lead in a Knicks-Bulls game. I'm not sure this is the best way to win the game since trading a Complex back and forth usually results in very few points being scored aside from the massacre of the occasional garrison. Nevertheless, it is the norm rather than the exception. Better players than I will have to decide whether such battles are more rewarding in the end than concentrating on crippling an opponent's army in the field and scoring immediate points in the process.

One of the more interesting aspects of *GUERRILLA* is the formation of an effective infrastructure. If you are fortunate enough to control more than one Complex, you'll want to pay particular attention to how they interact since the special ability of one can enhance another.

The Presidential Palace is both the strongest and weakest Complex in the game. It actually has three special abilities, but two of them are passive in nature. Whoever controls the Presi-

(Continued on pg. 56)



Making Assassinations Work in ASSASSIN

By David Curry

Many of you who have played Avalon Hill's ASSASSIN might have been expecting more conflict, more direct struggle between players. So, when this article came across my desk, I didn't have to think twice before offering it to you. If you're looking for a grander purpose for your killer, if you're looking for more cross-hairs and barking carbines, this one's for you.

In ASSASSIN, you move your plastic counterpart from city to city to gain points, and occasionally you play the "Assassin" card to make a hit. Rex Martin was right when he said, "It's not a wargame" (The GENERAL, Vol. 29, No.1). It isn't. But I'm a wargamer. I require more gunfire in my games.

NOTE: All players must have a pencil and a sheet of paper. There are a few things to record and keep up with during play.

1. Change your concept of the game.

ASSASSIN is no longer a game primarily of travel. You still use the cards to move from one place to the next, but you are moving with a mission: To get to a city and make a "hit" (i.e., assassination attempt).

2. Begin the game this way:

- Lay out the board so all players can reach it (as per the original rules).
- Starting with one player (chosen randomly) and moving clockwise around the board, each player picks one city and places his pawn in that city. No other player can choose a city that has already been chosen. This city is your **Base of Operations**.
- Separate the DESTINATION cards from the deck, shuffle them, then deal out four to each player. These cards represent the cities you have to visit during the course of the game to make "hits." Secretly write the names of these cities on your sheet of paper; keep them secret from other players until you arrive in one of them to make the hit. If you draw two cards of the same city, write

them both down on your list. You must, however, leave the city and then return to make the other hit(s). You don't have to visit your cities in any particular order. When you visit one and you can make a hit, mark the city off your list.

- Return all the DESTINATION cards back to the deck.
- From here, follow the original rules under "PREPARATION FOR PLAY" to deal out the cards. (EXCEPTION: Don't include the "Assassin" card in the cards you deal out. Shuffle it back into the deck. Then, draw another card randomly from the deck to be the eighth card for the dealer.)

3. Using the Cards.

DESTINATION, VEHICLE, DISTANCE, and HAZARD cards are used as described in the original rules. The HIT cards, however, should be used as described below.

Assassin. The "Assassin" card, now, has three purposes:

- You can play it with a "Legitimate Target" card to negate any counter-measures (i.e., Innocent Bystander) during a hit.
- You can play it to attack another player as soon as you arrive in the same city.
- You can play it to cancel a hit.

Used with Legitimate Target: No one can touch you. Your attack is automatic and clean. You get all your points for the hit.

Attacking Another Player: If you move into a city with another player, you can play the "Assassin" card to "attack" him. He cannot counter the attack and he's immediately returned to his Base of Operations. *Well, he's not killed, but at least your attack affects him more.*

Cancelling a Hit: Play this card immediately after a "Legitimate Target" card is played to cancel it completely, and the assassin is returned immediately to his Base of Operations.

Once you have played the "Assassin" card, shuffle it back into the Draw Pile.

Espionage Agent. Play this card as described in the original rules.

The Guns. "Gun" cards now have two purposes:

- You can hold and play them with a "Legitimate Target" card to add another 100 points to your total, **or**
- You can place them in the "Gun Cards" boxes as soon as you draw them to represent how much time is left in the game.

If a gun is used during a hit, add another 100 points to your score. The gun is *then* placed in the "Gun Cards" boxes.

If a gun is drawn and you don't want to use it to make a hit, you can place it immediately in the "Gun Cards" boxes.

"I'm not here; I'm in Vienna." Instead of returning to Vienna, you will return to your Base of Operations. If you are in your city when you play the card, you go to Vienna.

Innocent Bystander. Play this card as described in the original rules.

Interpol Officer. Play this card immediately after someone has used a "Legitimate Target" card. It deducts 100 points from the hit.

Legitimate Target. Use this card to make the "hits" you are required to make in your four cities. When you draw one of these cards, hold it and play it as soon as you arrive in the city. Place it in front of you and say "I'm making a hit in this city." The other players (no matter where their playing pieces are), in clockwise order, now have the chance to affect the outcome of the hit or cancel it altogether by playing other HIT cards. If the player to your left does not play another HIT card to affect the outcome, the option moves to the next player, and so on, until all players have the chance to cancel the hit. If the hit is successful, you get 100 points. Record it on your sheet. Mark the city off your list. Then, reshuffle the "Legitimate Target" card back into the Draw Pile.

4. Scoring.

Score the game this way:

Positive Points (added to your score)

- +100 for being the first to make all your hits
- +100 for every successful hit
- +100 for every hit using a gun
- +50 for every successful hit against another player
- +50 for every DESTINATION you visit (including your target cities)*

*If you are using the Final Destination rule (see p. 20), score destinations as it specifies.

Negative Points (removed from your score)

- 100 for every "Interpol Officer" card played against you.
- 50 for every "Innocent Bystander" card played against you.

No points

- For holding "Legitimate Target" cards at the end of the game.
- For the distance you are away from the assassin at the end of the game (*everyone is an assassin*).

The player with the highest points at game end wins. The game ends when (1) the Gun Boxes are filled or (2) when the first person makes all his hits.

5. Base of Operations. (You choose which combination to use):

- No player can make a hit in your Base of Operations while you are there.
- No player can make a hit against you while in your Base of Operations.
- You can make automatic hits in your Base of Operations (i.e., no one can counter you).

Conclusion:

This variant, I believe, gives ASSASSIN some teeth. It makes assassination the focal point of the game. Everyone is an assassin. Everyone has been briefed on their missions. You have a reason to travel. You have important people to knock off. You know your purpose.



“FINAL DESTINATION” MOVEMENT VARIANT For ASSASSIN (Optional)

I've found myself stuck in Istanbul waiting for an Athens, Sofia, Bucharest, or Kiev card to show up. If you find yourself in this situation, here's a movement option that you can use to keep your assassins moving.

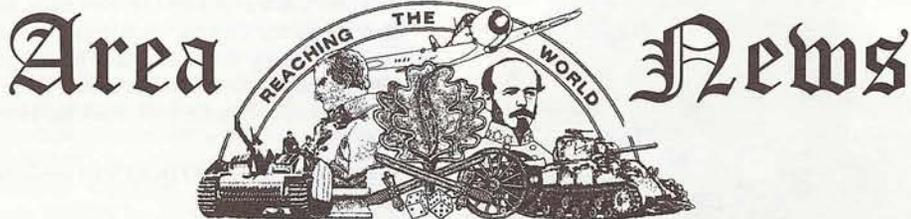
You can place a DESTINATION card in front of you and state that the city on it will be your “Final Destination” (FD). So, if you are in Istanbul and you don't have one of the aforementioned cards, but you have a Belgrade card (which is two cities away), you can play it instead. Place the card in front of you. Immediately, you and your opponents trace the shortest route (counting kilometers) between your starting city and your FD. That shortest route will be the cities you have to cross through to get to your FD. (*If you have blank counters, mark them with “FD” and place them on the cards to remind everybody that that city is a final destination.*) Now, you place VEHICLE and DISTANCE cards on it as per the original rules. However, when you play enough DISTANCE cards to reach the first city “en route”, you have to stop, discard (as per the original rules), and begin again from that city; or, if you decide not to continue on to your FD, you can say so immediately and take an alternative route (following the original rules). If you choose another route, the FD card is discarded and you get no points for it. If a HAZARD card is played on you before you reach your FD, you *move back to the last city you passed* (not back to your starting city).

Scoring points: You do not gain points moving through cities “en route” toward your FD. You gain 50 points only for the FD when you get there.

Making hits in “en route” cities: You may stop in an “en route” city long enough to make a hit (if it's one of your primary cities or there is another player there). Once you make the hit, you can move on—choose another route or continue toward your FD.

Using “Vehicles” to reach an FD: Once you reach an “en route” city, follow the original rules for discarding and picking another vehicle. You may then continue toward your FD or choose another route.

Important: The purpose of this FD rule is to keep you from getting stuck in a city forever. This rule should be used along with the original rules for movement. So, if you are in Istanbul and you have the Bucharest Destination card, you can move to Bucharest if you want to and gain 50 points. Or, alternatively, you can move through Bucharest (not gain any points for it) and proceed to Belgrade. The decision is yours.



By Glenn E. L. Petroski

The GameMaster's Worst Nightmare: Adjudication

Generally speaking, I've found GameMastering an event to be very gratifying, with most of the members of our hobby genuinely appreciative of GM decisions. But, there are times when all GMs face less gracious players and horribly uncomfortable situations. Yet, it has always been my experience that even when a less noble player argues with me, the vast majority of players rally to my side, or at least express understanding of the situation and my authority. Most of you are really a great bunch of guys. It's a privilege to serve you.

It is these very honorable qualities expressed by most players that make me all the more miserable when I “make a mistake”. To realize that I miscued and have put out one or more true gentlemen who will never say another word about it, leaves me lying awake at night. So, based on my experience as a GM, I offer here a look at some problems facing a GM and ways in which these problems can be solved.

Play the Games To Completion

Ideally, every game should be played to conclusion. Short of that, every game should be played to the point where there's no doubt as to what the final outcome will be. Unfortunately, there are often time, logistical constraints, of personal obligations which prevent this. In a friendly game between only two players, the game may often be set aside, or positions written down until another time. With multiplayer games this is tougher, but still possible. Tournaments, though, are unforgiving. Definite conclusions are needed at definite times, and that's that. These issues bring about a GM's worst nightmare—adjudication! GMs will usually avoid adjudication like the plague—for obvious reasons.

Time Concerns

The most frequently debated problem in tournaments is “time.” Generally speaking, time limits during tournaments are based not on average game time, but on time needed to finish ninety-five percent of all games. The GM who sets these limits is praying the other five percent never show up in his tournament. But there are always unforeseen delays, like meticulous players or circumstances which hold things up in one game or another. No matter what the GM decides, nearly everyone ends up disappointed.

The first thing most GMs do is try to extend the time limit (on the notion that this will only happen “just this once”). This is an easy out and the one which causes the most problems. The entire tournament has to be delayed, everyone is penalized since the next round must be shorter. This, in turn, increases the probability that there will be more games in need of adjudication in the following rounds. Any GM who has ever tried this will never try it again, believe me. In my own experience, I can tell you that extending time limits causes problems. Once, I tried holding up a round in a tournament to let games finish. The results were the predictable ones already mentioned: the second round was delayed to finish one game of the first; the third round had to be delayed to finish three games of the second; the third round had to be run into the wee hours of the night so everyone could finish. My lack of backbone impressed no one. While I heard only one voice of dissension, a noticeably disgruntled

mood permeated the rest of the tournament. Then, there was this one time I adjudicated too quickly. Pressured to get the next round going, I made too many rash decisions. The loser became upset and stormed out of the tournament, thus upsetting all future lineups. Clearly, I acted too fast. I should have stopped, told everyone to go away, and discussed the problem with a few named assistants. A sound solution could have been determined in a matter of minutes and everyone would have been treated fairly. But, you live and learn.

Newcomers

Every year, newcomers join our ranks. If these are good players who just haven't hit the tournament circuit before, they just mesh right in with minimal adjustment. If they are new to the game, and still experimenting with different ideas, things can get strange. Along with the novices are those players who have played using their own house rules. Often these house rules have become so second nature that some players forget, or never realize, that they are not hard and fast to everyone who plays. Now, try mixing the two players together. . .

The particular instance under scrutiny pitted a player who was admittedly still learning against a player who had been shocked at all kinds of revelations in the earlier rounds. Talk about a winning combination! When time ran out, these two players respectfully asked me to adjudicate. In this game of *VICTORY IN THE PACIFIC*, the two of them thought that the Japanese should win by seven POC, but they wanted my “expert” opinion. The positions on the board made me cross-eyed! Both players were real anxious to explain their respective strategies to me and why the result should be as they expected. I can clearly quote myself, “That's bizarre! The allies should win by 5.” Since no one objected, including myself (and this was a life or death struggle for last place), the players shook hands and both entered “Japanese by 7” on their score sheet. It still boggles my mind.

Some Solutions

The moral of all this is that no GM can consider everything. Every decision, every adjudication leaves something to be desired. There are factors beyond anyone's control, beyond any understanding. Adjudication, however, is still a job that must be done. If you are the GM, do your best, stick to it, and don't worry about fallout. If you are a player in a tournament, consider and support your GM.

The best any GM can do is plan ahead. Plan on what you will do when faced with a particular problem. Put together a few guidelines about what constitutes a win, loss or draw for each side. Plan on having a minimum of two assistants. Two or more “stand-bys” are also recommended. Make sure that these assistants and stand-bys know that they may be counted on for both integrity and reliability. Plan on as least a half hour between rounds so that GM and assistants can adjudicate, score, match, and get the next round running on time. Once a game is adjudicated and scored, it stands. That's it. Don't second guess yourself (players, don't second guess the GM).

THE RHETORIC OF GAMES

"Conflict" Vs. "Combat": A close look at CIVILIZATION and HISTORY OF THE WORLD

By Robert Waters

This essay is the first in a series where I will attempt to discuss the more subtle aspects of gaming. Here, I take a close look at the differences and similarities between the "conflict" rule in CIVILIZATION (CIV) and the "Combat" rule in HISTORY OF THE WORLD (HOW), and ask the question: "are they really different?"

At the University of Memphis, I took a class called Research Methods in Technical Writing. One of our projects was to come up with a research design where we asked an audience about some aspect of document design or writing. Being a gamer, I started looking at game rules. While reviewing the rules for *CIV*, I noticed some interesting rhetorical strategies used to describe the game and its concepts. I was playing *HOW* at that time, and I remembered the "Combat" rules of the game being quite different than the "Conflict" rule in *CIV*. So, I decided to take a closer look at both.

THE INTRODUCTIONS

The designers of these games had different purposes at the beginning of the rules. *CIV* begins with an introduction: "Although battles and territorial strategy are important, this is not a war game because it is not won by battle or conquest. Instead, the object of play is to gain a level of overall advancement involving cultural, economic, and political factors..." *HOW* begins with this: "The game contains the following items." Clearly, these openings embrace a different appeal to the mind-set of the reader. It is important, for example, for the player of *CIV* to look at the cultural evolution of peoples as a conglomerate of physical and ideological elements. For a *HOW* player, however, all you need to know is what you've got in armies to kick butt and take names. So, from the beginning, your mind is geared toward entirely different approaches. Are these different approaches good or bad? Well, let's see.

THE "CONFLICT" RULE IN *CIV*

Rule 11.1 states this: "Conflicts occur if two or more players' tokens are occupying the same area and the total population is greater than the population limit. When the population limit is not exceeded, the different peoples will co-exist." [Incidentally, it's interesting to know that after thousands of years, we're secure enough in our evolution to be referred to as "tokens" and not sweep out of the mountains with jaw bones blazing]. I've looked in a number of different dictionaries to see what kinds of definitions there are for "conflict." Most of these definitions say the same thing: "**Conflict:** to come into direct disagreement, as of ideas or interests/a battle or struggle/antagonism or opposition." Based on the discourse in the INTRODUCTION, then, can we say that this definition of "conflict" jives with the cultural issues addressed in *CIV*? Yes, more or less. But there is an interesting difference we should consider. If

conflict is also a "battle or struggle," isn't this term synonymous with "combat" which is basically defined (in most dictionaries) as "**Combat:** active fighting between enemy forces/any fight or struggle." In fact, most dictionaries use the word "struggle" to define both. Granted, dictionaries usually give us the generic definitions for many words. Also, they have a way of defining terms by using the term itself. But the similarities between these definitions shouldn't be overlooked.

Rule 11.5.1, sub-rule under **Conflicts Between Tokens**, furthers the intrigue by stating this: "The players alternate removing one token at a time until only one player's tokens remain in the area or the population level is no longer exceeded." This is clearly a military act. Why? Because there is an "elimination" of peoples (regardless of how or why it was done). The rule goes on to say that "The player with the fewest number of tokens removes first." This falls right in line with the mind-set put forth at the beginning of the rules. Naturally, if there are a greater number of "tokens" (people) in an area from one culture, their culture will dominate. Here, however, is where the act of "removing" tokens becomes hazy.

China, through its long history of being conquered and oppressed, is a perfect example of cultural diffusion. China was never conquered in its history. It was occupied, but the conquerors, ultimately, became Chinese. Military might may have blocked the roads leading out of Beijing, but it never built those roads. If cultural and political elements are the dominate forces in *CIV*, how can tokens be removed from the board? The weaker peoples (or cultures) should be diffused into the dominate ones, and no tokens should be eliminated. They should just trade hands and remain on the board to represent secondary cultural, political, and economic elements in the dominate culture. By removing these tokens, we are "destroying" a culture. And that, my friends, is a military act.

THE "COMBAT" RULE IN *HOW*

Anyone who has played *HOW* knows that the concepts of cultural evolution is handled through chunks called "Epochs." In each Epoch, you control an empire that was one of the cultural powerhouses of that time. Your mission is to expand your empire and try to keep that empire's counters on the board for as long as you can, because that's how you gain points to win the game. Under the "Combat" rule, expansion is handled this way: "Empires expand from their Start Land by placing armies in adjacent Lands (or fleets in adjacent Seas/Oceans)." From the beginning, your mission is clearly defined. You sweep from Land to Land, killing everything in your path. No cultural considerations, no political questions, no economic concerns. Just unadulterated carnage. Rule 8.2 COMBAT, cements this notion: "Combat

occurs whenever an army is placed in a Land already containing another Empire's army. The attacker rolls two white dice and the defender rolls one colored die. The player who rolls highest on a single die wins and the loser removes his army. If tied, both players reroll until one wins." The notion that both players reroll until one wins is the primary difference between the two games. Rule 11.5.2 in *CIV* states this: "If both players have an equal number of tokens in the area, they remove simultaneously." They remove simultaneously? Interesting. You might ask yourself then, which game embraces the tenants of cultural, political, and economic expansion: The rule that allows at least one culture to survive (*HOW*) or the rule that kills everyone equally (*CIV*)? Which game, now, is about military conquest? And which one is about cultural expansion?

Everyone knows that behind Rome's Legions was its culture. The army paved the way for the culture and the poly-god system to roll in. I bring this up only to suggest to you that perhaps there is more of the "culture" in your moves with the Romans in Epoch III than you may initially think.

Being a game based on military conquest, you aren't restricted to the historical expansion of Rome. You may expand in any direction you choose. But should you? If you've played the game enough, you should immediately see the advantage to keeping with Rome's basic cultural expansion (which was vast, but kept primarily in Europe and around the Mediterranean). By expanding around the Mediterranean, you are giving yourself the chance to have a "presence," a "dominance" or a "control" in a number of different areas. Why did the Romans expand into these areas originally? Because they saw how these places would improve their cultural, political, and economic dominance in the known world. So, ask yourself the question: Are you free to expand and destroy as you choose, or are you bound by the same "cultural" elements that kept the Romans out of China? You have enough pieces to probably make it to China (if you roll right). Why don't you do it? You know why. Perhaps Roman expansion wasn't only about swords and shields. Perhaps it was something more. And perhaps there's something more in *HOW* that shouldn't go unquestioned because it's just a simple wargame.

IN CONCLUSION

The point I'm trying to make is this: Should we, as gamers, limit ourselves to the rhetoric used to define expansion in *HOW* (i.e. "combat"), or should we think of the pieces in the game as "tokens" of their own, filled with women and children and chickens? Should we, in playing *CIV*, think that the "removal" of tokens is only a sign of cultural and economic change, or is there more of the sword and shield present that's confused by the use of the term "conflict"?

I hope I've brought up some concepts that will help you think about your play of these games differently. If you don't agree with what I've said, I'd love to hear from you. I promise, you won't hurt my feelings.

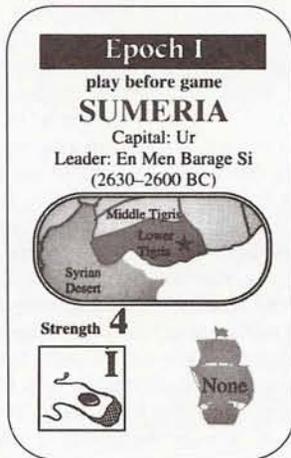
History of the World

By Paul Rice

You've invited a bunch of friends over for a good night of multi-player Avalon Hill gaming. You really had your heart set on playing *HISTORY OF THE WORLD (HOW)*, when to your great dismay six people show up. And you make seven. Oh no! This couldn't be. How did this happen? *HOW* has a six player maximum! What to do?!!

Despondent, you are about to drag out *CIVILIZATION*, or send two people into the kitchen with *AFRIKA KORPS*, when suddenly you look twice at your copy of *HOW*. Wait a minute... There are seven nations in each Epoch. We could pull this off! No wait, the first Epoch only has six. Darn, there goes that idea.

But as you head to the closet to pull out *LUFTWAFFE*, some vague memory nags at your brain. *Isn't Sumeria really part of the first Epoch? You scratch your chin. It has a Strength of four, giving it parity with four of the other empires in Epoch I. Playing Sumeria, that makes seven empires in each Epoch! History of the World, here we come!*



Sumeria: The forgotten Empire!

No, this still won't work—there are only enough event cards for six players. With *STALINGRAD* in one hand and *CIVILIZATION* in the other, you stagger to the table. You see your pal sorting out the Event Cards, and in stunned amazement you drop both games to the floor, resulting in a cataclysm of pieces which unexpectedly sends the 14th Panzer Corps into Babylon in the early Stone Age (where they do remarkably well until they run out of petrol).

Your mind races back to *HOW*. With 63 Event Cards, there are seven cards in each of the nine colors. This just might work! Now the only thing needed is a set of counters. A quick glance in the History box shows red, orange, green, blue, violet, and black counters. What's missing? Hint, look at Sumeria again. Need another hint? Look at the back of the counters in any older game. White is what's missing. The remedy is simple: either grab some old

blank counters from that tabletop bowling game you intended to make back in 1977 but never got around to, or just flip over the counters from *CAESAR'S LEGIONS*, grab a marker, and you're in business!

The only problem which needs remedy is how to handle Sumeria. If you are playing with the competitive bidding rules (covered in *The General*, Vol. 29, No. 1) it's no problem at all. If not, you can use the existing Sumeria card. Slide it into the Epoch I cards, and have the player mixing the cards (there are only seven cards—nobody actually shuffles them) close her eyes. Another player also closes his eyes, and after several seconds says, "When" (Or "rudebaga" if you prefer.) The mixing player won't know when she touches the Sumeria card, and it gets shuffled into the deck. Of course, when player X draws his card everyone will know it's Sumeria, but this is a small price to pay for not having to send two gamers into the basement with Yahtzee (yuch!). Another method is to borrow a card from another Epoch, which by common agree-

ment will represent Sumeria for the purposes of the shuffle. Again, everyone will know the Sumeria card when it is drawn, but this is the first Epoch, it isn't a big deal, and it sure beats having to play Boggle when you had your mind set on History. Chronologically, Sumeria comes before Egypt as normal. In all other aspects, it functions like a normal Empire.*

One almost has to wonder if *HOW* was originally a seven player game that was slimmed down to six. Fair warning: with seven players, every empire (and every event card) gets used, and it gets mighty crowded on that board. Competition is fierce, and the game is a deadly struggle. But isn't that the true nature of mankind's minuscule portion of the history of the world?

**Instead of using this METHOD to draw the Sumerian Card, players can use the "Hints of Harmodius" rule in The GENERAL (Vol. 29, No. 1), and adapt it to this variant.*

Three More Quick & Dirty Variants for

★ HOW ★

① Simply shuffle all the event cards together regardless of color, and deal out as many as possible, ensuring each player gets the same number. Thus it is entirely possible one player may get two minor empires, or two Kingdoms, etc. Still allow only two cards to be played per Epoch with this variant. This results in a more interesting game.

It's tempting to mix up the Epoch cards as well, but when the British with their transworld three-ocean fleet come before the Vedic City States, it really messes up the play balance and makes the game farcical. Besides, which Epoch does one use to score points?

② When in the course of human events it becomes necessary for a military conqueror to decide on a future course of action for his empire, he usually bases his marching orders on information gleaned from spies, a firm knowledge of history, an understanding of human nature, and the entrails of a sacrificed chicken. He'd give his aide de' camp's right eye for a crystal ball which would tell him where on his frontier the next attack will come from. Even with good intelligence, it's just not humanly possible to predict hundreds of years into the future.

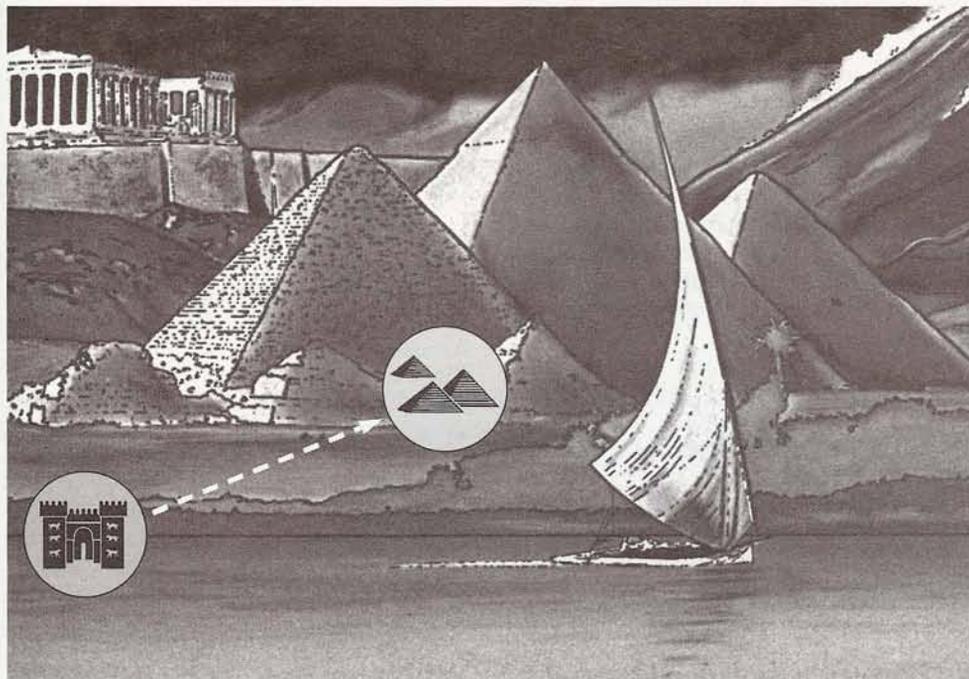
However, in playing *HOW*, all players/cultures/empires have an almost prescient "pre-knowledge" of the history yet to come. For example, the Macedonian player knows that the Roman will probably come along behind him in a few centuries, and adjusts his play accordingly. Now how realistic is this? Even the guys in time tunnels weren't that good. An interesting variant to modify this a tad is, after selection of Empire Cards for a given Epoch, ignore the order printed on the cards and roll the dice to determine the order of playing the cards. This doesn't solve the problem entirely, as cultures still know all Epoch IV nations will follow all Epoch III nations, but it sure makes the game different, and is an interesting look at how world history might have been changed.

③ A third variant is to allow players to play three or even four Event Cards during one Epoch. Don't allow more than four, and don't combine this with the variant #1 above, where you shuffle all the event cards together. Even four can get pretty ugly if the Romans play siegecraft, weaponry, elite troops, and civil service in the same turn. Around that time, I'd advise you to start learning Latin.

☆

INDEPENDENT KINGDOMS: AN ADVANCED CIVILIZATION VARIANT

By Bruce Harper



ADVANCED CIVILIZATION (ACV) is best played by six to eight players on the full board (including the western expansion map). Because not every nation can secure enough space for nine cities, it becomes difficult for any nation to sit back and relax. The game becomes an entertaining struggle for survival, not merely an exercise in accounting.

But what if that sixth or seventh player fails to show up? It's possible to play on only part of the board (this is what the rules recommend), but for those who prefer a crowded, confused ancient world, there is another solution: The Independent Kingdom variant.

The idea of the variant is that, in addition to the nations controlled by players, there are one or two independent nations. Control of the nations passes from player to player throughout the game. Players may use these Independent Kingdoms in different ways.

Which Nation Is Independent?

There are several ways to determine which nation(s) are independent. One is to select nations normally (let's say we have six players), then draw one of the three remaining nations at random. Alternatively, the player who selected last could decide which of the remaining nations would act as Independent Kingdoms. Or, everyone might agree that a nation such as Crete ought to be an Independent Kingdom. But the best way is to decide which nations will be independent before any players select their own nations. This raises the possibility that nations which are "normally" selected by players, such

as Egypt or Babylon, might be Independent Kingdoms.

How Many?

Six or seven players—one Independent Kingdom. Five players or less, or in groups which like mayhem—more than one Independent Kingdom may be used.

CONTROLLING THE INDEPENDENT KINGDOM

Throughout the game, control of the Independent Kingdom rotates in AST order. For example, assume that six players decide to have one Independent Kingdom, and it turns out to be Crete. Illyria and Asia aren't selected by the players, therefore aren't in the game at all.

On the first turn, Africa controls the Independent Kingdom; on the second turn, Italy controls the Independent Kingdom, and so on. This means that in the course of a normal game, each player might expect to have control of the Independent Kingdom about three times. Were there two Independent Kingdoms, control of the second one would begin halfway down the AST (in our example, the second Independent Kingdom would be controlled by Assyria at the start of the game).

INDEPENDENT ACTIVITIES

Once control of the Independent Kingdom has been established, the Independent Kingdom increases its population, constructs ships, moves, resolves conflicts, constructs cities, removes surplus population, checks for city sup-

port and collects trade cards. Independent Kingdoms don't collect taxes or trade, and don't acquire civilization cards.

Independent Kingdoms are governed by the normal rules, with a few important exceptions:

- 1. Shipbuilding.** Rather than collect taxes and spend to build ships, Independent Kingdoms automatically build one ship for each of their cities, to a maximum of four ships. Since Independent Kingdoms don't bother to maintain ships, the simplest way to handle this is to remove all the Independent Kingdoms' ships at the start of each turn, and build new ships where desired. Independent Kingdoms may not build ships by levy.
- 2. Movement.** Independent Kingdoms always move first, even if the controlling nation holds Military. If there are two Independent Kingdoms in the game, they move in AST order.

Movement Restrictions:

■ The *first* restriction on independent movement relates to the number of independent tokens which may enter a given area. Independent tokens may only move into or remain in an area in excess of the area's population limit to build a city (and only to the extent necessary to build the city), or if the area contains tokens belonging to another nation (in which case the number of independent tokens permitted is double the population limit). In both cases, the population limit used is that printed on the board (as modified by the effects of Agriculture for areas which do not contain tokens belonging to another nation). Independent tokens may not move into areas which contain a city, including an independent city.

■ The *second* restriction is that independent tokens may only be used to attack other nations if the Independent Kingdom has enough cities on the board or under construction in secure areas* to meet the city requirement of the current epoch (as determined by the nation furthest along the AST). If no secure areas are available, the Independent Kingdom must try to build cities in insecure areas. Thus, in the Early Iron Age, the Independent Kingdom would have to try to assure itself of having four cities before it used any tokens to attack other nations. In addition, even during the Stone Age, an Independent Kingdom may not attack other nations unless it has at least one city on the board or is building in a secure area.

Taken together, these restrictions limit suicide attacks by independent tokens. There is, however, another reason to build independent cities.

*(a "secure area" is defined as an area which cannot be reached by any other player, including the controlling player, in the current turn. All other areas are "insecure areas".)

TRADE CARDS

A player may collect trade cards for independent cities if he can establish trade routes with the Independent Kingdom.

Trade routes are traced from city to city. Land trade routes may be of any length, but may only pass through areas containing units belonging to the controlling nation or the Independent Kingdom. Sea trade routes must begin and end in a port, and are subject to the same limits as sea movement. If the controlling power holds Astronomy, a sea trade route could be traced over open seas, while Cloth Making allows the sea trade route to be traced through five, rather than four, sea areas. For each independent city with which the controlling nation has a trade route, the controlling player may draw one additional trade card, beginning with the highest value cards. Such independent trade cards are drawn before any other nations draw their trade cards.

If the Independent Kingdom has five cities, one trade route would result in the controlling player receiving one trade card (unless the fifth stack was empty at the start of the turn). Two trade routes would allow the controlling player to draw a trade card from the fourth and fifth trade card stacks, and so on. Since trade routes are traced from city to city, and each of the controlling player's cities may only trade with one of the Independent Kingdom's cities, the number of trade cards drawn by the controlling player is limited to the number of cities the controlling nation has on the board or the number of

Independent Kingdom cities on the board (whichever is lower).

CALAMITIES

Some of the trade cards obtained by the controlling nation from the Independent Kingdom may be calamities. These act on the controlling nation as though it drew them directly from the trade card stacks. An Independent Kingdom may never be the primary victim of a calamity, and may never be selected as the secondary victim of a calamity. In short, the same immunities that apply to Barbarian tokens and Pirate cities apply to Independent Kingdoms.

If players can't resist combining the Independent Kingdom variant with the Atlantis variant (p.41 of the Gamers Guide), a volcanic eruption drawn by an independent Atlantis would affect the Independent Kingdom rather than the controlling nation (an exception to the calamities rule stated above).

An Independent Kingdom may not be the beneficiary of a Civil War.

INDEPENDENT KINGDOM ATTRIBUTES

With the exception of the effects of Military, Independent Kingdoms take on the attributes of their controlling nation, including the ability to convert adjacent units to Monotheism. Thus, if its controlling nation had Astronomy, an Independent Kingdom's ships could move across open sea areas, and so on. The attributes

of an Independent Kingdom change from turn to turn, depending on which nation controls it.

If the trading city variant (p.44 of the Gamers Guide) is being used, the controlling nation benefits from an Independent Kingdom city built on a trading location.

A nation which eliminates an independent city does not receive a trade card, but it can pillage the city (24.5). As stated earlier, Independent Kingdoms may not attack cities belonging to other players.

BENEFITS OF CONTROLLING AN INDEPENDENT KINGDOM

One obvious benefit is that its units may be used to attack other players.

On a more strategic level, the controlling player may move an Independent Kingdom's tokens to relatively harmless locations, in anticipation of control passing to an adversary. A good example of this might be a nation with Astronomy sending a portion of the Independent Kingdom's tokens to a far shore, from which they would be unable to return if controlled by an enemy which didn't hold Astronomy.

The controlling nation may also obtain trade cards from an Independent Kingdom if trade routes exist between the controlling nation and the Independent Kingdom. If the controlling nation is adjacent to the Independent Kingdom, trade will usually be limited only by the number of cities involved, which offsets the drawbacks of being next to an Independent Kingdom. Where sea trade routes must be established, the situation can be trickier. And, as with trade between players, the controlling nation might find that some of the trade cards it obtains are calamities.

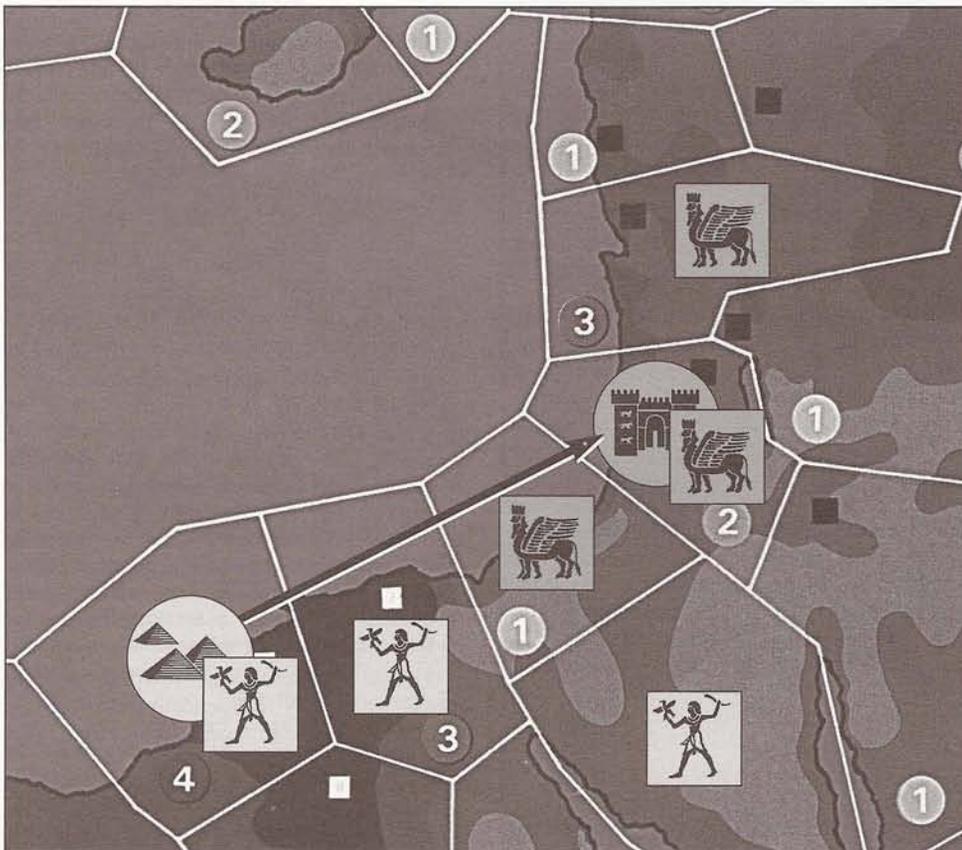
THE EFFECTS OF THE VARIANT

The Independent Kingdom variant affects many aspects of play, and raises many questions. Is it better to be close to an Independent Kingdom (for trading) or far from it (to avoid being attacked)? It is worth constructing cities next to an Independent Kingdom to prevent attacks (the "Great Wall" strategy)? Can enemy nations be completely overthrown by an attacker which controls an Independent Kingdom? Is it better to build independent cities and obtain trade cards from the Independent Kingdom or use its tokens to attack other nations? Should an attempt be made to establish cities close enough to the Independent Kingdom to permit trade? Does this make Astronomy more important for nations such as Egypt and Babylon, which usually have no use for it?

The uncertainty introduced by this variant may not be to everyone's taste, but for those who want a board crowded with units and danger, I would recommend an Independent Kingdom or two.

Acknowledgements:

I would like to thank Lauren Banerd, Kevin Ray and Peter Robbins, who assisted me in testing this variant, as well as Arnie Barr, Dennis Disney, Clint Eaker, Mark Fisher, Rob Knowles and especially Wray Ferrell, for additional testing and valuable feedback.



Example of a legal Trade route: The player's actual nation is Egypt. He controls Assyria as an Independent Kingdom. He can trace a Trade route between his nation's city and the Independent Kingdom. Therefore, he can collect Trade cards for the Independent Kingdom.

Maharaja

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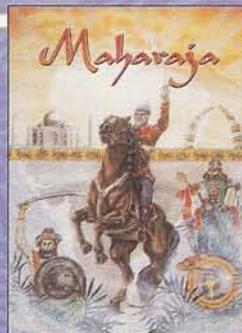
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Indian Ocean



WORLD AT WAR: OPERATION CRUSADER

Tips & Tactics
By Justin Bunnell



Since its release, *OPERATION CRUSADER* has received some terrific reviews (see page 36 of this issue). This initial computer release using the combined talents of Atomic and Avalon Hill features the Allied and Axis conflict in the North African desert during World War II. This battalion level simulation offers the prospective arm-chair general a taste of the desert sand and a way to see if you really have what it takes to beat Rommel, the Desert Fox. Or, if you prefer, you can try your hand at leading the Axis powers against General Gott and the determined troops dug in around Tobruk. The choice is yours.

Justin Bunnell was one of the original playtesters, and while he offers here only a brief glance at the strategies available to players, his tips are quite useful and will help you prepare your attack—or defense.

You've just purchased *World at War: OPERATION CRUSADER* and you're not sure how to begin. You could sit down first and read the Game Guide (the manual that tells you everything you need to know to lead your tanks to glory). But you may be like many gamers: you buy a new computer game, load it on your hard drive and just start kicking around the screens trying to figure it out. If you're one of "those people", here are some quick pointers to get you moving in the right direction.

TACTICS FOR BOTH SIDES

Whether Allied or Axis, these tips are beneficial. A careful consideration of these points should improve your overall situation.

Artillery and airstrikes

Use artillery fire in a few massive barrages rather than scattered bombardments. Doing this could inflict upwards of 33% casualties in a single turn against enemy stacks. After a few turns of this punishment, even the most powerful enemy division is quickly crushed. It's a good idea to move your artillery within range of the enemy but not up to the front line. Some artillery pieces are large and take a great deal of time to set up and fire. Keep them out of harm's way, because if the enemy can place units around your artillery, you won't be able to use it effectively. Airstrikes are very important as well, because planes just appear on the screen, make their bombing hits, and disappear. They can lose strength points during their missions, but if you divide the missions carefully between your medium bombers and fighter bombers, you can have airstrike capability everyday (weather permitting). I don't, however, recommend using interdiction air missions. I've found them mostly useless, for if you actually manage to hit something the damage is usually inconsequential.

Watch the clock

The clock sits in the upper right hand corner of the screen. When you "execute" your plans



(see page 9 in the Game Guide for more details), four hours tick away. It's important to keep up with the time for two main reasons: Each scenario has a set number of turns in which you must fulfill the objectives, and your units can only receive supply if they can trace a supply line to their Headquarters during the 6:00 AM turn.

Look at the campaign map often

This is the map included in the box. It's a complete layout of the game's theater of operations, showing the road systems and the escarpments along the Mediterranean. The game provides a variety of screen views (close up or far away) which help you see the "big picture." But use this map also to get another angle at the whole theater. In fact, you should lay a piece of clear plastic over the map and mark the areas affected by each scenario as you play them. Take a grease pen or erasable marker and draw a "box" over the area of play. Doing this will help you see where the actual battles took place and give you a better sense of distances and directions.

Watch your supply lines carefully

The worst thing you could do is push your units too far ahead of your Headquarters. Go under Options on the Main Menu bar and make sure "Show Supply Lines" is selected. When you select a unit, its supply line appears briefly on the screen. If you allow the enemy to get behind or encircle your units, you won't be able to get supplies to them and their attack and defense strengths will decrease. Remember, supply is transferred from your HQ at the 6:00 AM

turn only. You must have a free supply line in that turn at least, but I wouldn't plan an attack strategy on that notion. Don't push your units ahead in the hopes that you can pull back later for resupply. Watch your supply lines carefully throughout the day. In contrast, try to encircle the enemy's units and cut his supply. It's a good way to cripple your opponent. However, don't rely on supply line cutting too much. If you have attack strength, use it.

The moral of this story is that "supply is very important in *OPERATION CRUSADER*." The desert is a harsh mistress; there are little if no provisions to be found beyond your own resources. Once supply lines are severed, you're in for a very short war.

Overrun, overrun, overrun (*This section was taken straight from the Game Guide—page 26.*)

Overruns are the cheapest way to destroy units. An overrun occurs whenever a unit or stack of units using tactical movement tries to enter an enemy-occupied hex while the following conditions are fulfilled:

- There must be 10:1 or greater odds against the enemy-occupied hex, computed the same as if an attack was made against the hex (see 15.0). Artillery and air strikes are not counted for this, but shifts from leaders, armor support, depots and troop quality do count.
- An overrun may only be made by an armor unit or by a stack of units (all of which contribute) that contains at least one armor unit.
- Overruns will not occur in town, bunker or fortification hexes or in a hex containing an armor unit with a positive armor value.

When an overrun is successfully made, the enemy unit(s) is eliminated, along with any enemy ZOC (see 18.0) projected into the hex.

To get a good feel for how to calculate overrun odds, I recommend that you turn off the Limited Intelligence and Fog of War options

found under "Realism" on the Initial Options Screen before the scenario begins. This will allow you to see the full strength of the enemy units. Once you have a good idea on the average strength values of his units, turn the options back on and give him a fighting chance.

Hex grids

Under the Options Menu found in the Menu Bar, you can choose "Show Hex Borders" and this will place a hex grid over the battlefield. You should have this option on at all times because you will be able to calculate your moves and distances better.

TIPS FOR THE AXIS

The Axis commander has a few personal considerations to address. These considerations affect your army's overall strategy against the Commonwealth.

Time and Supply (in the latter parts of the "Tobruk Relieved" and "Operation Crusader" scenarios)

You are faced with a time and supply problem. Early in these scenarios, you have enough supply but are faced with two choices: You can conserve your materials for later turns or start a strong offensive while things are good. I prefer a strong offensive, but it's dicey against a skilled opponent. A strong offensive, however, does not mean a rash offensive. As I mentioned earlier, watch your supply lines carefully and keep them open. A strong offensive demands that resources get to the front unhindered.

Save your engineers

You will need engineer units to get the Allies out of the Tobruk entrenchments (see rule 15.44 in the Game Guide for more details).

Libyan Omar



This hex is one of the major features in the game, but don't try to defend it. The Allies are going to roll over you there no matter what you do. Leave it for the Western Imperialists and pull your forces back to Fort Capuzzo or Fidi Aziz.

Attacks at night

Don't even think about it, even if the enemy HQ is near. HQs are tough and unless you have been harassing them, the chance of eliminating them is slim. Plus, the Fatigue and Disruption suffered from night combat is simply not worth the risk.

[Editor's note: The irony behind this recommendation is that night turns are counted toward the total turns in the scenarios. If you don't attack, valuable turns tick away with nothing being accomplished. But, I agree with this tip, because if you don't allow your units to rest, they won't do you any good in the day turns. So, when counting the number of turns you have in a scenario, you should divide them by half to get a better idea of how much time you really have to plan your strategy.]

Strong Allied Positions

Don't attack them; try to cut their supply lines instead. Surround them, barrage them with artillery, wait until the next day and destroy anything that remains.

[Editor's note: What constitutes a strong Allied position? There are many things that help the enemy position. The best thing to remember while learning the game is the old Army manual: "take the interior lines and bring superior force to bear." If you have the greatest strength, try to attack. If you don't, weigh your options carefully and decide if patience should prevail.]

Italian Forces

You have many Italian units, and contrary to popular belief, they field a powerful army. With great care and a little luck, you can surround many of the attacking Allied units near Bir el Gubi and el Gueitinat.

Tobruk Defenders



Ignore the Tobruk defenders until after you have crushed the Allies elsewhere. The Allies are not strong enough to break out of their bunkers and are too tough for your troops to handle without serious backup.

TIPS FOR THE ALLIES

Like the Axis player, the Allied commander has a few personal considerations to address.

Advance slowly

Don't try for a major breakthrough across enemy lines. The Axis forces outnumber you (in number of units). Your units are strong and well trained, but reckless advances will end up with cut supply lines as Italian units rush around your flanks.

Patience

Don't get greedy and try to take the seemingly "undefended" Victory Locations. You will get cut off and destroyed. You have a better logistical situation than the Axis. Don't be in such a hurry. Slow and steady wins the race.

Libyan Omar

The Axis forces near Libyan Omar are weak. Crush them quickly and move to reinforce the drive to Tobruk. This will take pressure off your Western troops and divide the Axis.

Bardia



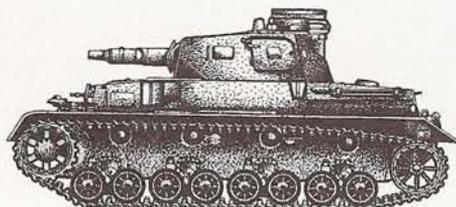
Don't waste time trying to take Bardia if the Axis forces have occupied the bunkers. You will only waste troops that are needed elsewhere.

PARTING SHOTS

The strategies I've described here only scratch the surface. You must read the Game Guide for a complete overview of the many options available. Any serious player should read the guide many times, playing as he goes, building on experience and gaining confidence



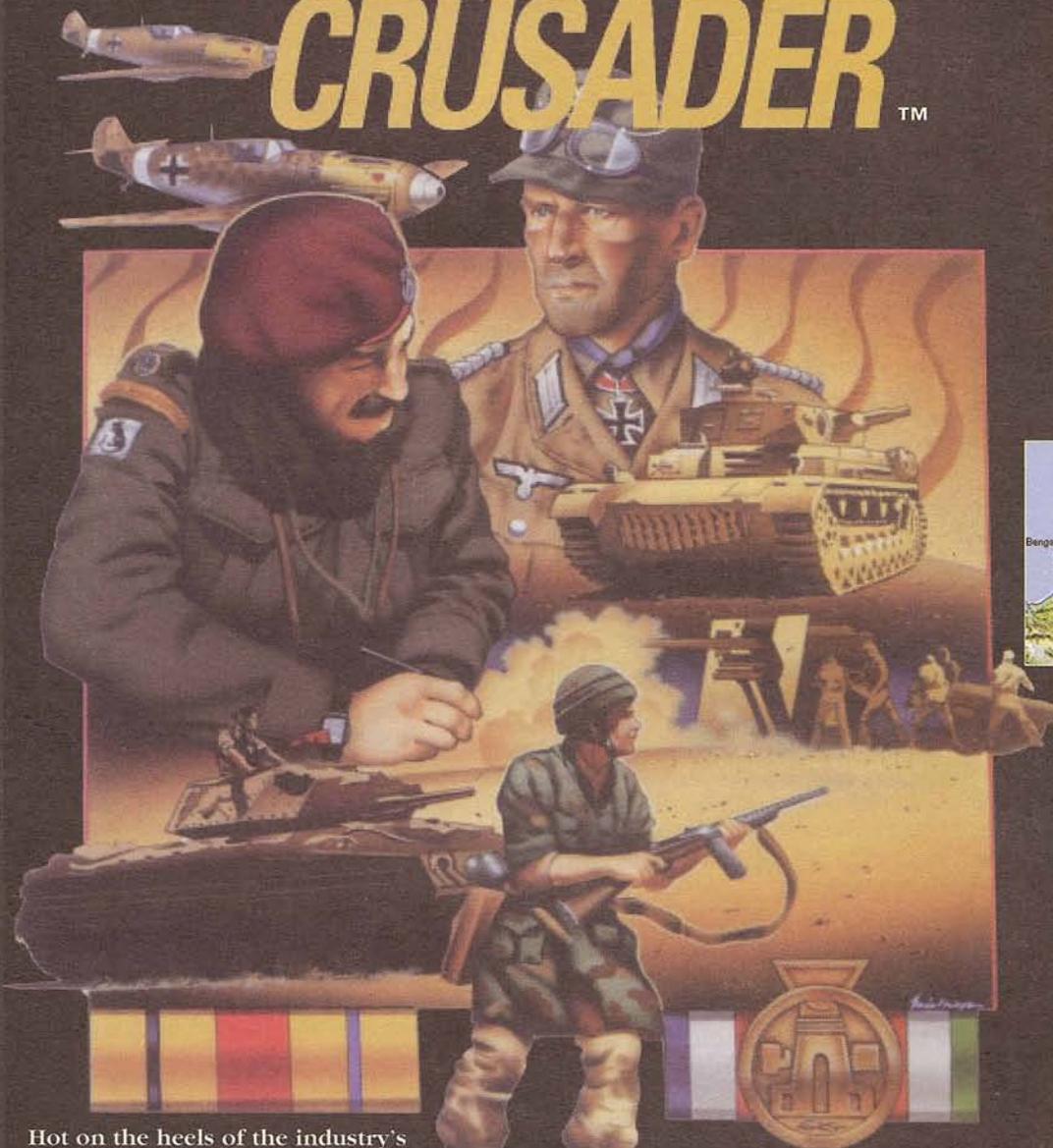
A15 "Crusader" (British)



PzKpfw IV D (German)

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ALLIES (COMMONWEALTH)			
	British		Indian
	South African		New Zealand
	Australian		Polish
AXIS			
	German Army		German Luftwaffe
	Italian		Italian Blackshirt

UNIT SYMBOLS		
Symbol	Pictorial†	Unit Type
		Anti-Tank*
		Armor
		Armored Infantry
		Artillery
		Engineer
		Headquarters
		Heavy AA*
		Infantry*
		Light AA*
		MG*
		Mech Recon*
		S-P Artillery

† Some pictorial symbols vary with nationality.

* Motorized versions of these units have "wheels" under the unit's NATO symbol and a dot in the upper right hand corner when using the pictorial icons.

After Action Report (II Duce's Finest—Scenario #1)

Turn #1: The objective is Bir el Gubi (further up the road). The South African units move quickly towards the objective and are intercepted by Italian units waiting in ambush. To soften up the Italian defense, an air strike is called in, but offers minimal results. The Italians are determined to hold their ground. At this point, an Italian recon unit is in desperate trouble. It moved too far ahead and thus its supply line is threatened.

Turn #2: In an attempt to relieve the pressure, the recon unit lashes out at the two South African anti-tank units and briefly gains respect, forcing the South African commander to redeploy his anti-tanks behind the front line.

Turn #3: The South African commander is not backing down. Angered by the results of the last battle, he completely surrounds the recon unit, cutting its supply line. Wanting to offer shell support to the upcoming assault, he pulls his long range artillery back and tries to set up, but the Italian commander is not fooled and follows him into Allied territory.

A TOUGH NUT TO CRACK!

By Guy Chaney

Let me start by saying that I like this month's ASL scenario G19 very much. It's fun to play, and I think it's balanced. I would play either side with no trepidation. I mention this as there has been talk among some players that A Tough Nut To Crack (TNC) favors the British. I disagree, but I will say that the Japanese player must play a smart game, taking advantage of all of his tricks and unique capabilities to win. A poor Japanese set up or an overly cautious defending player could easily spell doom for the Emperor's charges. The Japanese player must know when to pick his spots for counterattacks or tank killing ambushes. The Japanese player in TNC must use his troops to their fullest, including their set up bonuses (HIP, hidden fortifications, bunkers, etc.). This scenario is rated as difficult for that reason. The defender must be a seasoned player who is able to take advantage of the Japanese capabilities.

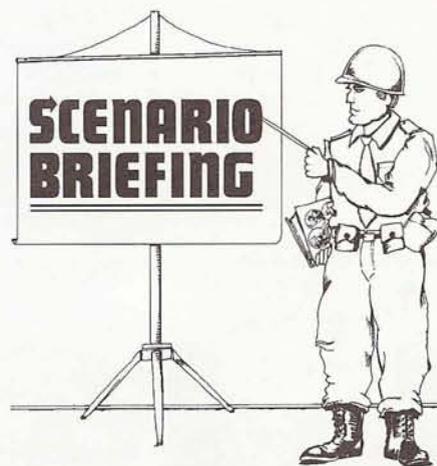
Japanese Attack

The Japanese player must keep the Victory Conditions in mind while contriving his set up. The British player must travel quite a ways to exit his squads, and against some very determined resistance at that. Realizing this fact, the Brits will probably try to capture some buildings and also some pillboxes to reduce the number of squads they will have to exit. The Japanese player should not make the British task easier by placing his pillboxes in forward or unsupported positions where they will be overrun and taken out with relative ease. Establish a strong defensive position around the victory point buildings. Connect your pillboxes with the buildings using the trenches. A very formidable ring of interlocked +3 defensive positions can be established here. The tough Japanese defenders can wait in this fortress for the British assault to throw itself upon your weapons. The Japanese player will also want to establish a strong line on board 37 to prevent an easy British exit in this area. Board 37 can probably be defended by a lighter force than board 35, at least initially. The terrain is such that many of your defenders should have ample time to react to any strong British move to exit board 37 en masse. By setting up the bulk of your forces far back from the British starting line, you preserve your force, deny the British easy victory points for taking out outlying pillboxes, and force the British to deal with formidable opposition to garner those building victory

points. A few of your defenders, along with some dummies, can man forward positions to slow the British advance. HIP units are especially useful in this role as their hidden status protects them from being mass assaulted. Remember that stealthy defenders in kunai, jungle, or bamboo are not revealed solely by enemy movement through their location. This fact and the +2 drm for searching vs. Japanese defenders in this terrain, can enable HIP units to wait patiently to spring their traps. After the British assault has passed the HIP forward defenders, the Japanese player can bring these units out into the British rear. This will greatly hinder British rout paths, enable encircling fire on some British stacks, and threaten to reclaim any huts the British may have taken on their way forward.

The Japanese can rely on the pillboxes, the stone buildings, and the cluttered terrain to shield them from the British fire attacks. Their trenches will enable safe movement between defensive positions. A reminder here that a unit moving through a trench does not lose concealment due to the enemy observing his move and is also not subject to the FFNAM DRM for First Fire attacks while moving IN the trench. These can be important points in this scenario. The biggest worry for the Japanese are those six Stuart tanks. If not for the Stuarts, the Japanese would have no trouble dominating the scenario. The British infantry alone would have no chance of obtaining the victory conditions. The Japanese do not have many options available to deal with the Stuarts. They will have to be patient and wait for their chance to nail these armored monsters. The Stuarts are going to cause the Japanese some grief, but you just may be able to take a couple of them out due to the nature of the British attack. The British will have to use the Stuarts to break your line at some point, maybe repeatedly, during the scenario. Your defenders, and their cover, are just too tough for an infantry assault to push them out alone. When the Stuarts are close to point blank range to deal with your squads, make your moves to try for a kill. Your options include Reaction fire (no PAATCs are required for the Japanese), ATR rear and deliberate immobilization shots, DC and tank hunter heroes, and infantry CC assaults after some preliminary SMOKE from the Japanese light mortars.

You will certainly want to take your shots as they present themselves. Do not send any units



on suicide runs, but be aware that you can definitely take out these tanks under the right circumstances. The terrain may aid your cause by bogging a Stuart or two at critical moments. This is especially possible for any Stuarts overrunning your trench complexes. Eliminating the Stuarts gains the Japanese victory points while also significantly reducing the British hitting power.

British Attack

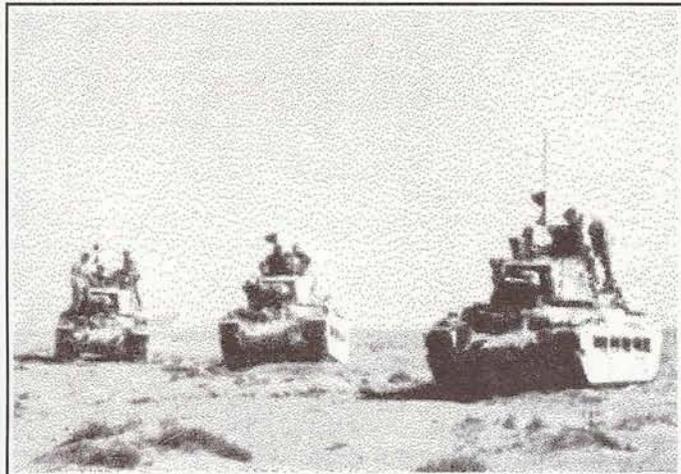
This British force is very powerful and well equipped. As the British player you have a large number of squads (many of which are elite), excellent leadership, good machine-gun firepower, OBA support, and six Stuart tanks unopposed by enemy armor or Anti-Tank guns. The PTO terrain also gives your troops cover as they move forward to close with the enemy. It is good that you have all this help, as your troops have a long way to travel and some tough Victory conditions to fulfill. It is unrealistic to expect to exit 12 squads against a competent Japanese defender. Therefore your British are going to have to take some buildings and pillboxes to make up the difference. Ten turns is a long time for a scenario, but in this case the British player may still find himself pressed for time. The attack must be kept moving along swiftly, especially at the beginning of the scenario. It's going to take time to kick the Japanese out of the stone buildings and pillboxes. Hustle your army forward to get into attack position. Don't let the forward Japanese defenders slow you up too much. The British have enough squads, tanks, and Smoke that they should be able to blow by any isolated pockets of Japanese. Overwhelm any light forward resistance and take their pillboxes if they were generous enough to place them so far forward. Just be sure to be careful when moving your leader assisted stacks. There are HIP Japs out there waiting to bag your 9-2. Satisfy yourself that your intended movement routes are safe before moving those big stacks. Move units through the Orchard hexes to check for Japanese and search some of the bamboo and kunai if you like. Use the Stuarts for armored assault and their smoke dispensers for cover. Your squads also have a smoke grenade ability if you need it. The 80mm OBA and the light mortars that can lay down quite an extensive Smoke screen give the light breeze in the scenario. The OBA may be

(Continued on pg. 35)

CAMP NIBEIWA



ASL SCENARIO G20



Near BIR ENBA, EGYPT, 9 December 1940: Operation Compass, the codename for Wavell's offensive against Italian-held Libya, was kicked off with several assaults on Italian frontier camps. These fortified camps were built to cover the approaches to the coastal road between Sidi Barrani and Bardia, and would seriously hinder any British advance into Libya. On the night of 7-8 December, under a veil of strict secrecy and low cloud cover, the British were able to reach their assault positions without being detected by the Italians. All through the night of the 8th, the RAF and Royal Navy bombed and shelled Sidi Barrani and airfields to the west. At 0500 on the 9th, a detached battalion of the 4th Indian Division fired on Camp Nibeiba's eastern perimeter in order to confuse the defenders as to the direction of the attack. At 0715, British divisional artillery shelled Nibeiba in a brief but intense bombardment.

BOARD CONFIGURATION:



	30	D1
	62	D6
	31	H3
	82	D5 H6

BALANCE:

⚡ Delete the British 9-2 Armor Leader.

⊙ Increase game length to 11 Turns.

(Hexrows Q-GG on boards 30 and 31 are not playable)

VICTORY CONDITIONS: The British win immediately when there is no Good Order Italian Personnel unit, and no Mobile Italian AFV with functioning MA, in play.

TURN RECORD CHART

⚡ ITALIAN Sets Up First [111]	1	2	3	4	5	6	7	8	9	10	END
⊙ BRITISH Moves First [160]											

Elements of Gruppo Maletti [ELR: 2] set up on/east-of hexrow 28U-29U: {SAN: 2}

3-4-7	8-1	7-0	2 4-10	1 2-5	7 morale	Trench OVR, OBA: +4 Other: +2	Foxhole 5 OVR, OBA: +4 Other: +2
12	2		2	3	8	4	5

Armor Support Group sets up on Overlay(s) D5/D6 (see SSR 6):

12 3 1 B37 M1* *CMG -/4	13 1 0 M1 *BMG 4/-
6	4

Artillery Support Group sets up on/east-of hexrow 28U-29U (see SSR 6):

2-4-7	10-2	3 6-12	1+3+5	Trench OVR, OBA: +4 Other: +2	2 45*[2-13]	M8 1 75*	M12 3 47	Sangar 15 or 20 OBA: +3* Other: +1*
					6	2	3	6

Elements of the 1/6th Rajputana Rifles and 2nd Cameron Highlanders of the 4th Indian Division, and of the 7th Royal Tank Regiment [ELR: 3] set up on board(s) 30/31: {SAN: 4}

4 ² -5-7	9-2	9-1	8-1	8-0	7-0	1 2-7	1-12	2 51 [2-11]	30-1	9-2	9 40L -/4
16						5	3	2	2		6

SPECIAL RULES:

- EC are Dry, with a Mild Breeze from the northwest at start. Light Dust (F11.71) is in effect; a change in wind strength will not reduce the DLV Dust below Light Dust.
- Place overlays as follows: **D1** on 29T3-T2; **D6** on 29O7-O8; **D5** on 28P5-P6; **H3** on 28X1-Y2; and **H6** on 28EE5-EE6. During his setup, the locations of Overlays **S2** and **S6** are secretly recorded by the Italian player anywhere on board(s) 28/29 [EXC: they must be placed so that they cover only Open Ground (i.e., they may not be placed over any hammada, scrub, or other overlay)]; each of these two overlays is treated as non-existent until revealed; each is revealed when a British unit enters a hex ADJACENT to it, or at any point prior to that at the Italian player's discretion.
- A Paved road (F9.3) runs from 28GG1 to 28N10 (inclusive).
- A pre-game Bombardment (C1.8) is conducted on boards 28 and 29, on/east-of hexrows R.

5. British Infantry may enter neither board 28 nor board 29 (including their half hexes) until a British MPh begins in which there is no Mobile Italian vehicle on/west-of hexrow 28P-29P, or prior to Turn 3, whichever occurs first.

6. For the Italian units that must be set up in hex 28BB1, the 10-2 leader must be set up in the pillbox, and the 2-4-7 HS and HMG must be set up in the trench; no other Italian unit may be set up in hex 28BB1. The Italian "Armor Support Group" must be set up with all VCA and TCA facing west. The Italian "Artillery Support Group" must be placed in the sangars, with all CA (as applicable) facing west.

AFTERMATH: Matilda IIs from the 7th RTR spearheaded the attack and quickly destroyed 25 Italian medium and light tanks parked outside the main perimeter. The Matildas then engaged the Italian artillery and infantry at close range. British and Indian infantry following the Matildas mopped up the more stubborn pockets of resistance. Early in the fighting the Italian commander, General Maletti, was killed by tank machinegun fire as he exited his bunker. The successful British ruse, the Matildas' imperviousness to enemy fire, and the blow to Italian morale caused by the loss of General Maletti, provided all the advantage the British needed. After two hours of hard fighting they had the entire camp well in hand and had captured over 4000 prisoners.

A TOUGH NUT TO CRACK



ASL SCENARIO G19



GIROPA POINT, 3 miles east of BUNA, PAPUA NEW GUINEA, 1 January 1943: General MacArthur, furious at the perceived inability of his commanders to crack the Japanese fortified positions around Buna and Gona, had relieved his top field officers and placed General Eichelberger in command, telling him to "Capture Buna or don't come back alive!" The Japanese fortified positions included a coconut plantation on Giropa Point which had held out against repeated Allied assaults. General Wooten, the Australian Area Commander, was awaiting fresh troops and armor support before resuming the attack on New Year's Day. Eichelberger, however, in an attempt to grab all the glory, first threw two companies of the U.S. 128th Infantry Regiment at the Japanese. They were almost immediately stalled and came under such intense fire that they were unable to support the Australian attack scheduled for the next morning.

BOARD CONFIGURATION:

X13	37
X14	
	5E



BALANCE:

- Exchange one Japanese HMG for a Japanese .50-cal HMG.
- Increase game length to 10 Turns.

VICTORY CONDITIONS: The Australians win immediately when they have Exited 12 Good Order squad-equivalents off the north edge. Each building Location currently Controlled by the Australians reduces the number of squad-equivalents needed by one, as does each pillbox eliminated/currently-Controlled by the Australians. Each AFV eliminated increases the number of squad-equivalents needed by one.

TURN RECORD CHART

● JAPANESE Sets Up First [227]	1	2	3	4	5	6	7	8	9	END
○ AUSTRALIAN Moves First [197]										

Remnants of the 19th Army [ELR: 3] set up concealed on/north-of hexrows 35I and 37Y: {SAN: 5}

E 4 ² -4-8	1 4 ¹ -4-7	2 3-4-7	2-2-8	10-1	9-1	8-0	HMG 3 6-14	MMG 2 4-11	LMG 1 2-6	MTR 2 50*(1-16)*	DC X12 30-1	ATR Type 97 1-12
2	7	4	8		2		2	2	4	2	3	2

?	2+3+5	1+3+5	Trench OVR, OBA: +4 Other: +2	Foxhole 5 OVR, OBA: +4 Other: +2
7 morale	16	3	6	6

Elements of the 2/9th Battalion, 18th Australian Infantry Brigade, and of the 2/6th Australian Armoured Regiment [ELR: 3] set up on/south-of hexrows 35G and 37AA: {SAN: 3}

4 ² -5-8	4 ¹ -5-7	2-2-8	9-2	9-1	8-1	8-0	HMG (a) 3 8-16	MMG (a) 2 4-10	LMG 1 2-7	MTR 2 5T [2-11]	DC X12 30-1	Radio 8
7	9	2			2			2	4	2	4	

18 4 *37LL 2/4/2
6

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the north at start. PTO Terrain (G.1) is in effect, including Light Jungle. All buildings are ground-level only; tunnels are NA. The ground is considered soft for Bog purposes. Kindling Attempts are NA.
2. Place Overlay X14 on 35AA4-Z3, and X13 on 35BB7-CC7.
3. Four of the 1+3+5 pillboxes and one 2+3+5 pillbox must be set up non-hidden; however, their contents (if any) may use HIP normally as per G1.631/G1.632. A pillbox and a foxhole counter may not exist in the same hex.
4. The Australians receive one module of 80+mm OBA which may fire HE/Smoke.

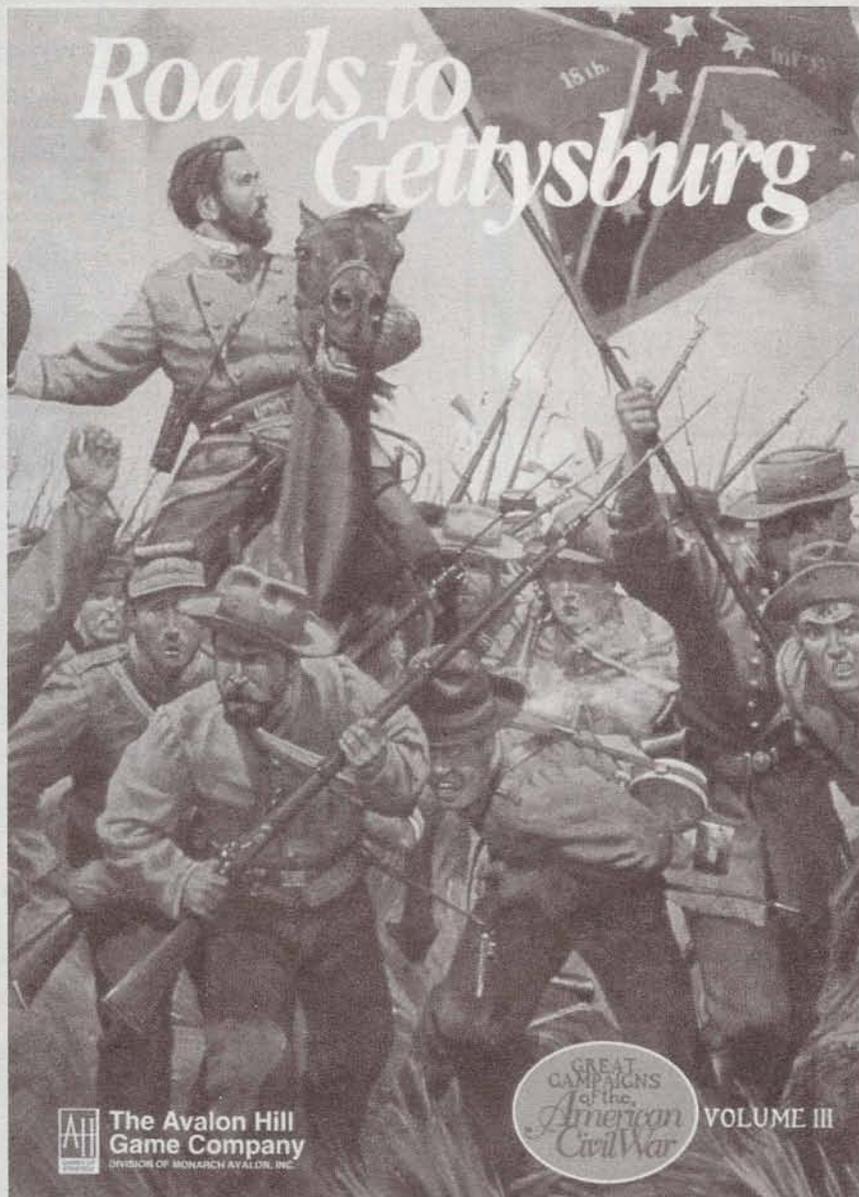
AFTERMATH: The Australians jumped off after a brief artillery preparation and, with the armor in the lead, soon ran into the line of Japanese pillboxes. With the help of the armor, the Aussies were able to crack the heretofore impregnable defenses. Some Stuarts fired AP into the bunkers until they were so riddled with holes they collapsed. Other tanks were used as battering rams to knock holes in the pillboxes, through which the infantry would then place a jury-rigged demolition charge and a can of petrol. This combined-arms approach silenced the Japanese machine guns one by one—and two hours after the assault began, the Australians were mopping up what was left of the defenders.

JUNE 1863: The fate of a divided nation is about to be decided. The American Civil War has been raging for more than two years and the Federals and Confederates are no closer to peace than they were at the start of the conflict. For the first time, however, the Rebels have brought the war north of the Mason-Dixon Line.

At the head of his redoubtable Army of Northern Virginia, General Robert E. Lee intends to make Pennsylvania feel the hard impact of war. A decisive military victory on northern soil in summer of 1863 could bring the war to an end and gain independence for the Confederate States of America.

Meanwhile, in Washington D.C., President Abraham Lincoln realizes that the decisive moment of the war is at hand. He directs his major military force, the Army of the Potomac, to pursue Lee aggressively and bring the Confederates to battle. According to Lincoln, only a great victory on the field of battle will bring the rebellion of the southern states to an end. The Army of the Potomac's new commander, General George G. Meade, issues a somber directive to his men: "The enemy are on our soil. The whole country now looks anxiously to this army to deliver it from the presence of the foe . . . Corps and other commanders are authorized to order the instant death of any soldier who fails in his duty at this hour".

The Gettysburg campaign is about to begin. When it is over, nearly 50,000 Americans will lie dead and wounded in the rolling hills of Pennsylvania near a little village named Gettysburg.



Roads to Gettysburg is the third volume in Avalon Hill's series on the great campaigns of the American Civil War. Unlike most Civil War simulations, which portray specific battles, *Roads to Gettysburg* concentrates on the entire three-week campaign that led to the great struggle at Gettysburg. The Union player's objective is to defeat the Rebel army and push it back to Virginia. The goal of the Confederate player is to maintain control over the rich agricultural regions of Pennsylvania.

Roads to Gettysburg is easy to learn and several scenarios can be played to completion in about an hour. The two beautiful game maps, which are based on original Civil War period maps in state and county archives, portray Maryland and Pennsylvania as they were in the summer of 1863, including roads, turnpikes, railroads, rivers, mountains, cities, and villages. In the game, players control Union and Confederate military units in turns representing one day of real time. The game's interactive system of play assures that each scenario will be unpredictable, exciting, and competitive. An extensive historical article, detailing the day-to-day activities of the actual campaign, is included in the game.

You do not need to own *Stonewall Jackson's Way* or *Here Come the Rebels!* to play *Roads to Gettysburg*. Note: Owners of those games can join their maps to the *Roads of Gettysburg* maps to portray the eastern theatre of the Civil War from Fredericksburg, Virginia to Harrisburg, Pennsylvania.

Lee ANV 5	Pickett C 3 • 3	Meade AP 5
ORG 12	12 VA C 1 • 0	Art Res-1 AP 2 • (6)
Force 4	DEPOT Harpers Ferry	Corps Activation
Army of Potomac	Flanks Refused	Destroy



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SCENARIO BRIEFING...

(Continued from pg. 30)

best suited for Smoke missions given the impressive TEM the Japanese defenders enjoy versus HE OBA attacks.

The Stuarts are the key to your attack. To be effective they will have to be used in an aggressive manner. They are not the best gun platforms, but being AFVs they can ruin the Japanese infantry's day by attempting to run over their positions. Use the Stuarts to move into the enemy's hex thereby preventing that unit from firing on your advancing infantry. Motion status can be used to reduce the chance that CC or Reaction fire will dispatch the tank. If moving into the enemy's hex seems too dangerous (they may have a -1 leader, ATRs, or DCs with them), stop at one or two hex range and blast them for a few fire phases. This is often the best approach. I like to be as aggressive with my armor as anyone, but in this scenario about the only way the Japanese can take out your Stuarts is through CC of some sort. You may not want to oblige them by driving into their hex. Your own MG and 37mm shots may just knock the position out, especially if multiple Stuarts are firing on the same hex. If the Japanese are shrugging off everything you throw at them, the Stuarts may well leave to go ahead and run in on them. This will force the issue and either knock out the position or lose you a Stuart. Keep an eye on your timetable when making these sorts of decisions. Don't rush things, but don't let a machine-gun nest stop you cold for two or three turns either. The Stuarts' 37mm guns are fairly effective against the pillboxes as they do not pay the pillbox defense DRM on the To Hit roll when firing their AP ammo. Critical hits, resolved as a 4 even attack, may start to pour in rapidly. If your Stuarts can get behind the Japanese, they should be able to start encircling the enemy's positions (at least those not in pillboxes). Remember that being encircled does not lower a Japanese unit's morale level, but it will adversely affect their fire and movement. Try not to leave the Stuarts hanging out too far though or the Japanese may rush them to take them out with CC. A good combined arms attack, with the tanks roughing up the really stubborn pockets of resistance, is what is needed.

Well, that is a brief summary on A Tough Nut to Crack. I will now try to relate what happened in our game as best as I can remember.

A friend of mine played the Japanese and I had the British. His set up looked very heavily stacked around the board 35 buildings. Only a few defenders were arrayed in the forward area, mostly around the board 35 bamboo clump, and in the board 37 jungle. I lined the British up across board 35 with four or five squads and a leader starting near the board division and who were planning on heading east into the board 37 jungle on turn one. On turns one and two I moved forward through the orchard and the jungle near the board division. The tanks led the way. Some of the Stuarts would use armored assault to aid the infantry's advance while others raced around behind the enemy to encircle them and cut their retreat. All of the Stuarts would get as close as possible to the enemy positions to maximize their effectiveness. I chose not to try for any 50 mm mortar smoke or OBA as there weren't many targets around and I wanted to

save both for the assault on the buildings and pillboxes. The Japanese around the bamboo were revealed to be dummies while those in the jungle were real. I lost a few half squads in CC in that area but generally just kept moving past the light enemy resistance. There were not any pillboxes in the forward areas. I tried to make large jumps with my infantry each turn. I was nervous when moving the 9-2. I was afraid of two Jap heavy machine-guns catching him on the move and cutting him down. I tried to keep him behind several hindrances while moving. No killer stacks materialized so my boys kept pushing forward.

At this point I decided I would attack up the board division and try to keep my options open. I could swing left into the main buildings or drive ahead on board 37 to exit the map in force. The kunai fields in this area really slow down your infantry, especially those moving without the benefit of a leader. Moving through the orchard is much faster, but I wanted my friend to worry about my exiting board 37. I didn't want to just throw myself at the strong point of his defense. As I moved up, I was able to kill a Japanese squad or two which did not have enough support from their friends. My tanks were causing trouble and providing the advance with cover. I did have to take several bog checks as I kept forgetting that driving next to swamp entails a bog DR. Luckily I was passing the rolls. My friend shifted some Japanese over to cut me off, as he had trenches running across the board division from the buildings. There was also a pillbox or two in the front of the jungle near the south edge of board 37. Most of my squads were in the area of the board division as we approached the main line of resistance. Some had moved forward on each board. I called in one OBA Smoke mission on the buildings to screen my movement. As my 8-0 radio observer moved forward after calling in his mission, a hidden Jap crew with a DC appeared in the bamboo clump I had avoided and chucked the DC at my leader. The resulting explosion KIAed the 8-0 and turned the radio into a twisted hunk of scrap. The crew, thanks to being Japanese, was merely flipped over after failing a high MC. No more arty for me. Some of the other Japanese I had left behind reclaimed a hut from my rear guard with the help of a DC hero. Boom! I just couldn't nail the guy before he put the explosives on my poor squad. My mortar crews and a trailing 4-5-8 squad with a DC became involved in a neat little sideshow struggle with these Japanese stragglers. I exacted a measure of revenge for my 8-0 leader by blowing up the Jap crew that killed him.

The main Japanese resistance was now in a trench line across the board division. The 10-1 was here along with both HMGs, an ATR, two mortars, and several manning crews and squads. I moved my 9-2 into position with the .50 cal and over a bit the 9-1 was directing my MMGs. Several Stuarts were also sighting in on this trench line. The Japanese mortar tried to Smoke us up but failed to get any Smoke. The other mortar was out of action as its manning half squad was broken. The British suffered a few broken MMC in the area, but return fire routed the HMG crews and wounded the 10-1. The whole trench may have been cleared but the .50

cal decided to break down and stay out of action for a few turns. The Japanese were threatening to reinforce the trench and recrew the HMGs. This is where the Stuarts stepped up. Two Stuarts drove through the Japanese line, each passing multiple bog checks. They surrounded some broken Japanese infantry and caused their elimination for failure to rout. The Stuarts were key in taking out the trench line. Even with their help it took several turns and was quite a struggle.

The delay was costly as I did not have enough squads in position to gain a win through exit alone. I was going to have to take some of the building hexes. I was running short on time. My army was still in decent shape, especially my infantry. Two Stuarts were eventually killed through Reaction fire and a normal CC attack. Of the remaining four, one was Recalled by a Sniper, and another had a broken gun. The Japanese were hurting, but still had fair strength in and around the victory buildings. The battle on board 37 turned into a stalemate as neither of us had enough strength left there to work into an advantage. My tanks couldn't penetrate the jungle far enough to get at the last Japanese defenders there and I didn't have enough squads in the area to simply walk over the Japanese. I was able to take a few building hexes, a pillbox on board 35 and another on board 37, and exit a few squads, but it was not enough in the end. The loss of the Stuarts subtracted from my total which was short of the required twelve anyway. Given a few more turns I would have accomplished the objective. In retrospect, my roundabout approach to the victory buildings cost me. I thought I might be able to exit enough squads to win, but realized too late this was not possible. I then went for some buildings, but ran out of time. Next time I would dive straight in for the buildings with a large portion of my force and the tanks in the lead. This is the best option for the British, those buildings represent a lot of points. Even if the Japanese defense is centered here, as my friend's was, the British have the power to push the attack home. Especially if the Stuarts are used well and enjoy a little luck in surviving. A smaller flanking force can be used on board 37 to threaten an exit and keep the Japanese spread out a bit.

We enjoyed the scenario and look forward to trying it again. With the vast set up possibilities for the Japanese, the scenario has a high replay value. I have heard some players bemoan the length of A Tough Nut To Crack. It took us six hours to play all ten turns (actually 9 1/2). This is not outrageous by any means. I personally prefer scenarios with some "meat" to them. Tiny scenarios do not hold much interest for me. I don't consider six hours overly long for an ASL match. If this one is taking you longer than that, you may want to consider speeding your play up a bit. ASL is more interesting for both players if it is kept moving along at a good clip. Our six hour play time did not include set up as my friend had set up the defense beforehand. Forty-five minutes would be a reasonable amount of time to set up the Japanese in this one. Thirty minutes would be quick but probably attainable in a repeat playing. However long it takes to play, this scenario is worth the time and comes highly recommended.

World at War

by Peter T. Szymonik

Computer wargamers, rejoice! The premiere computer wargame is back with a vengeance, and it's bigger and better than before. By the time you read this, **Operation Crusader**, the first in a new line of computer wargames called the **World at War** series, will be available. This new line of computer wargames is being designed and developed by *Atomic Games*, famous for their award-winning **V for Victory** series games, and published and distributed by *Avalon Hill*, the largest and oldest publisher of board wargames.

Operation Crusader is the first computer wargame to use the updated and modified **World at War** game engine; if you liked the **V for Victory** game line, you'll love the **World at War** series games.

Operation Crusader covers a series of battles that occurred in North Africa in late 1941 as the Commonwealth army under General William H.E. Gott tried to beat the combined Italian and German army under the leadership of Erwin Rommel to relieve the besieged garrison holed up in the fortress city of Tobruk. At the same time, Rommel was planning a crushing attack—on the city to secure his supply lines and to begin offensive operations to push into Egypt and points beyond.

Aside from **Operation Crusader's** campaign game, which can take days to complete, the game features several smaller scenarios that serve to teach the game's mechanics. These include: Fortress Tobruk, II Duce's Finest, Hell Fire Pass, To The Rescue, and Tobruk Relived. Each scenario covers a specific area of the battlefield, and most can be completed easily in an afternoon or evening.

Aim for the Heart

But let's get into the heart of the game, the game engine. First, it should be made clear that while **Operation Crusader** looks, smells, and feels like another **V for Victory** series game, there have been quite a few changes made to the game engine. Wargamers will be pleasantly surprised at how much easier and better the new **World at War** game engine plays.

Among the hundreds of subtle design changes, there are a few which really stand out. In **V for Victory**, all unit borders were black; not so in **World at War**. **Operation Crusader** allows players to shade their unit borders according to several different types of criteria. Want to see which units are attached to which HQ? Select the HQ border and each unit will display a colored border showing its parent HQ. Want to know the supply status of the units? Select the Supply Status border and the units will display a border which displays unit supply levels. The effect this one addition makes on game play is enormous. The status of an entire army can be determined at a glance using this feature. (*Ed note: Norm Koger implemented a similar system in his wargames for SSI quite a while ago—notably, the Conflict series; nice to see it gain further adherents.*)

The Skies Have It

The effect of air power is treated very differently. It was quite tedious in the **V for Victory** series to set Interdiction levels, and very difficult to decide during which turns air points should be used. Even more frustrating was the fact that after all this advance planning and work was done, the air units never seemed to appear when they were supposed

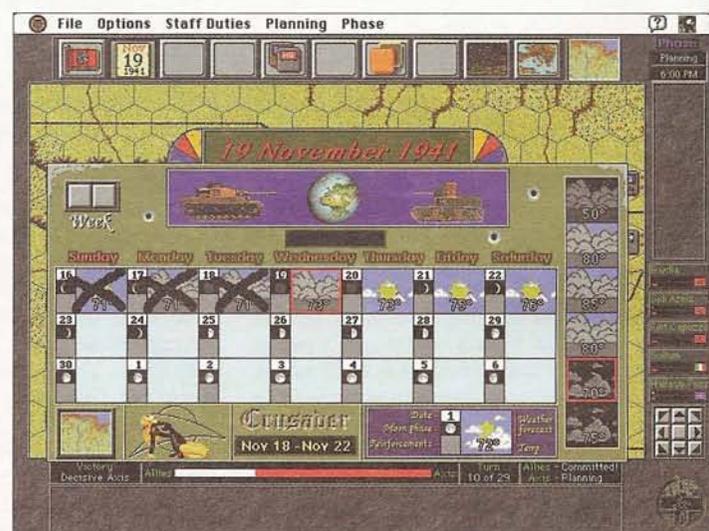
to. **World at War** handles air power at the squadron level (just like naval power is handled in the **V for Victory** series games). This makes air power much easier to use and far more realistic. Aerial missions are also much more likely to appear, and have a real effect on individual combat. Flak can affect aerial bombardment missions, and there is always a chance that the attack will land on the wrong hex—even one occupied by friendly units. After a squadron participates in an attack, it must retrofit and prepare for the next mission.

Desert Rose

Given that **Operation Crusader** takes place in the vast open spaces of the North African desert, the game's map is huge, and features some new terrain types, including wadis and escarpments. Moving around on the map is much easier than it used to be. Centering and locate functions work much faster than they used to, and scrolling using arrow keys or the game's directional button bar has been turbo-charged. Selecting a move in any direction scrolls the map one "click" in that direction. Holding down the button moves the maps two clicks, then three clicks, etc. This turbo feature allows the map to be scrolled from side to side in a very short period of time.

Operation Crusader features a close mode for giving tactical orders, and a far view which displays a strategic view of the battlefield to give the player the big picture, but new in the **World at War** series is the fact that units can now be given movement orders on the Far view. This is a great feature that makes it much easier to move units strategically towards the battlefield (such as arriving reinforcements).

The first review of
OPERATION
CRUSADER hit the
stands even before the
game was released.
The following review
is reprinted verbatim
from the pages of
STRATEGY PLUS,
one of the leading
computer gaming
magazines.
Subscription inquiries
can be made at
800-699-4263.



Operation Crusader

Cheerio

Supply rules have been greatly enhanced. Combat units now carry their own supplies around with them. Units trace supply back to an HQ unit, which traces supply to a Depot, which traces supply to a major Supply Source. Supply levels are measured in tonnages, which are directly controlled by the player. HQ supply levels are now limited to tonnage available to each HQ's Depot unit, instead of the entire off-map Supply Source. So creation of proper supply pipelines to Depots becomes much more important and realistic.

Enemy Depots can still be captured, but now captured enemy stockpiles are first used to pack the capturing HQ's units with supplies before the captured supplies are passed off to the off-map supply source. This allows advancing units a limited capacity to keep their offensive rolling by "living off the land" instead of waiting for supplies to arrive from the rear area. Few things were more frustrating in *V for Victory* than watching a drive into enemy territory come to a screeching halt for lack of supplies while an enemy supply Depot ran away from the advancing units.

Foglights

Limited Intelligence and Fog of War options have been significantly enhanced and are now cheat-proof. Depending on the level of contact the player has with enemy units, an enemy unit may show detailed information about its composition, incorrect information about its composition, just a marker showing its position, or no information at all (i.e. it can disappear off the map if contact is lost with the enemy unit).

Control of territory also makes a lot more sense. Before, a single unit could run deep behind enemy lines and "capture" all of the

hexes it moved through, even though it was out-of-supply and out of contact with its parent HQ and other regimental units. Not anymore. The game keeps track of these "lost" units and closes controlled territory in around the unit as it moves deeper into enemy territory and farther from the front lines. Not only does this make a lot more sense, it's far more realistic.

Bottom Phone Line

This is just a partial list of all the changes that have been made in the old *V for Victory* game engine. The bottom line is that *Operation Crusader* is much easier to play, makes a lot more sense as a simulation, and represents a much more realistic representation of battlefield conditions. The game has also been given an extensive facelift. All of the game's warning and information windows have been updated and made much more colorful. In addition to information sidebars, the game has a button bar across the top of the screen that offers one click access to all of the informational features. Pull down menus allow access to all of the game's options (i.e. Limited intelligence, etc.) and screen customization features (i.e. turn hexgrid on and off, etc.) night turns especially look a lot better. The battlefield is darkened and units change to display nationality symbols; in effect, they've "gone to sleep." Combat and movement can still occur, but attacks are represented by loud flashes and explosions that erupt on the otherwise quiet display screen. And in a nice touch, the victors in a combat proudly display their national flags (English, New Zealander, Australian, South African, Polish, German, or Italian).

And now the moment all *V for Victory* fans have been waiting for: the *World at War*

series fully supports PBEM play! No longer a kludge, this is directly built-into the game. By exchanging game files, two players can play a game by sending data files to each other. The game keeps track of all file exchanges and even notifies a player if a game file is out of sequence or has been altered. The size of the data files has been dramatically reduced. A typical data file is now only about 35K uncompressed. Given the size and scope of the game, this is a significant reduction.

OK, but what about modem-to-modem play? This was a feature that was promised by *Three-Sixty* for the *V for Victory* series, but it was never implemented. *Atomic* is hard at work on this feature, but is making no promises yet. This is understandable, since the game is complex enough as is, and adding modem play is no easy task. Unlike games like *Command HQ* where both players play the game simultaneously, *Operation Crusader* plays more like a board game, with each player taking a turn in a set game sequence. So the file exchange feature actually makes far more sense, since it wouldn't be much fun watching the phone bill rise waiting for the opposing player to finish his or her turn. If and when this feature is fully developed and released, we can expect to see it as an add-in for existing games in the series, and as a standard feature in future games.

Operation Crusader is the first in what should be a long line of new computer wargames from these two companies. Next on the list for the *World at War* series is *Stalingrad*, a battle that should make an outstanding computer wargame. Once again, just as some in the industry were writing off computer wargames, 1994 looks to be yet another banner year full of computer wargame releases! ☐

Designed by

Keith Zabalaoui and
Jeff Wesevich/Atomic
Games

Published by

Avalon Hill

Systems

Mac and IBM PC

Requirements

Mac - color, System
7.1 or higher, 4 MB

RAM

PC - 386 or higher,
SVGA (VESA
compatible)

640x480x256 color,
4MB RAM, 5MB hard
disk space

Sound

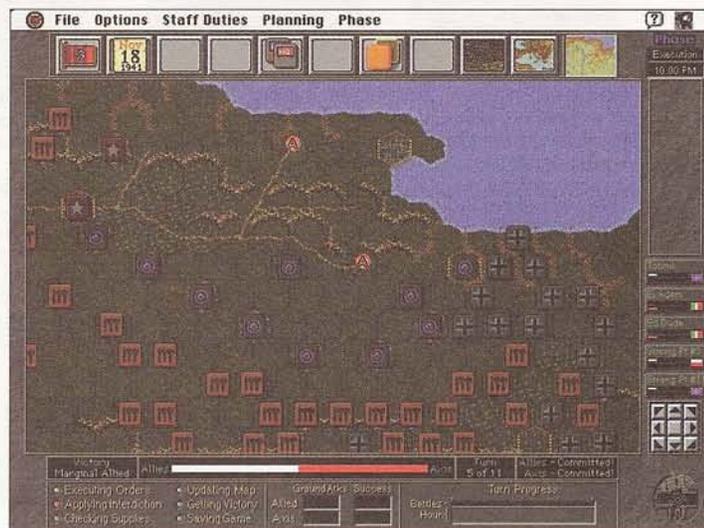
Ad Lib and
Sound Blaster

Supports

Mouse and keyboard

Notes

1 player, 2 player
(same computer) and
2 player PBEM



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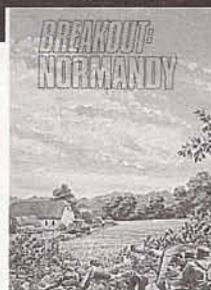
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WE THE PEOPLE #737
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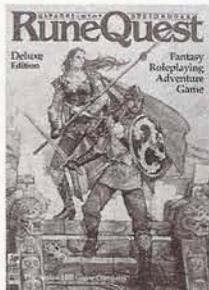
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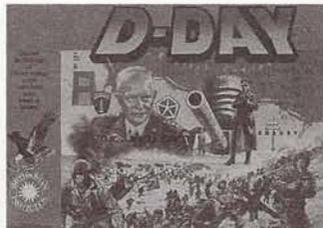
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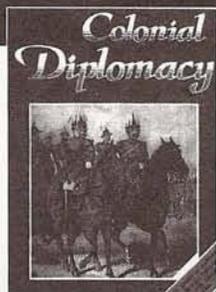


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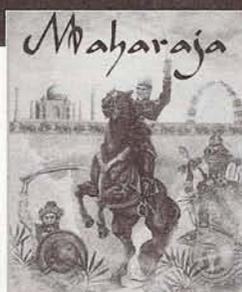
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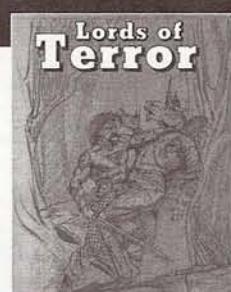
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Adult seeks FTF in SJW, ATS, PZL, MUS, AIW, MBT, IDF. Charles Ryder, 448 Alegra Terr., Milpitas, CA 95035. (408) 945-1450.

B81 or B65 PBM opponent wanted. Also PBM Chess, PZB or PZL. Prefer DYO scenario rated or unrated. Marcel R. Carbonneau, 240 Iron Dr., Apt. 17, Vista, CA 92083. (619) 941-8510.

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I'll play just about anything. Very interested in ASL, PBM, E-MAIL & FTF. Your choice. Justo J. Perez, 5570 SW 7th St., Miami, FL 33134. (305) 266-8508.

Send SASE for sample **Akrasia**, a postal gaming 'zine for the play of DIP variants and other games and the exchange of different views. Phil Reynolds, 2896 Oak St., Sarasota, FL 34237.

Aloha, looking for FTF, ASL GOA 3R4 on Maui. Can travel to neighbor islands. Call anytime. Brentley Garrett, 285 Mahalani St. #26, Wailuku, HI 96723. (808) 244-9478.

ASL players sought. All experience levels welcome. Stephen Frum, 1835 N. Hermitage Ave., 2F, Chicago, IL 60622.

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Opponents Wanted

It's me—the editor of this magazine. I've just moved to the Baltimore area. Need to find gaming group real bad! Anyone interested, write me: Robert Waters, 4517 Harford Road, Baltimore, MD 21214. (410) 254-9200.

Avalon Hill Football Strategy League now entering its 22nd consecutive season seeks two new members for NFL 1995 expansion season. Contact: Don Greenwood, 1541 Redfield Rd., Bel Air, MD 21015.

Opponents wanted for FTF on RF, TPS, PB in the G.R. area. Some experience, please. Anthony Sella, 4893 Champion, Grand Rapids, MI 49548. (616) 538-3007.

Any FTP players here? Also play BKN, FPR, DIP, G88 and others. Own and play ASL. No PBM, please. Nate Murrin, 1409 Boyce St., Hopkins, MN 56343. (612) 933-6451.

The Jersey Association of Gamers (JAG) meets twice monthly. All types of games played, with emphasis on wargames and miniatures. Club Newsletter and Game Library available. Jersey Association of Gamers (J.A.G.), c/o Keith MacFarland (pres.), 80 E. Prospect St., Apt. 2, Waldwick, NJ 07463 or Phone (201) 612-9411.

ASL player looking for opponents. Call Mark at 883-6490, Buffalo, NY.

Queens resident looking for NYC area opponents for serious FTF. FL, AF, UF, WSIM, RW and other games. Adults, please. David Angus, 98-17 H.H. Exp., #8-C, Corona, NY 11368. (718) 271-4428.

Out of practice gamer looking for opponents in Buffalo, NY. Particularly interested in ASL, but willing to try anything. Rodney Parker, 1000 Colvin Blvd., Kenmore, NY 14217. (716) 876-9421.

Adults: BB81 PBM. Area or not, your choice. Albert H. Thomas, 120 Kimberly Dr., W., Syracuse, NY 13219. (315) 488-1943.

New to Charlotte area. Would like FTF opponents for KRM, DUN, DIP, M92, TRC and many others. Any gaming clubs around? Kirk Carroll, 6004 Fringe Tree Ln., Charlotte, NC 28227-2561. (704) 566-9205.

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Adult gamers wanted in Edinboro area. Most AH games including ACIV, HOTW, BKBD, SC, KM, 1830, TT and DIP. Ward Waldo, 12300 Hamilton Road, Edinboro, PA 16412. (814) 734-7956.

J-Town and surrounding areas: Combing for FTF players in TTN, DIP, RFT, KGM, ACV, CMS and more. Open to learn others. Mark Brush, 476 Edith Ave., Johnstown, PA 15906. 535-4761.

Beginning adult gamer in Phila. area, willing to take his lumps, seeks a club or opponents for A5A, 1776-176, WAT. Philip J. Woiciechowski, 3049 Almond St., Phila., PA 19134. (215) 423-1735.

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The Washington Gamers meet twice monthly. Join and get our newsletter of articles, notices and ads. Dues are \$6.00 per year. Wendell Albright, 4403 North 4th St., #2, Arlington, VA 22206. (703) 528-5123.

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Interest Group Milwaukee seeks new members. 1413 240th Avenue, Kansasville, WI 53139.

FOREIGN

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16-year-old player seeks opponents for BRI from SE Finland. Please write. Tero Kalpio, Silakatu 10, Lappeenranta, Finland 53500, (953) 716-1008

Opponent wanted PBM PAX, Canadian Civil War, DIP. Kevin Burns, La Kasa Inoue #105, Iwahara 144-3, Minami Ashigara Shi, Kanagawa Japan 250-01, 0465-74-8767.

PLAY BY E-MAIL

America On-Line Wargaming Club. Meets 3rd Wednesday of each month in the conference room of the PBM & Strategy Forum at 9:30 EST. E-Mail Address: AWC.

AREA LADDERS

VICTORY IN THE PACIFIC: 23 active players now in a Swiss style pbm competition. Tim Greene of Morristown, TN and Louie Tokarz of Chicago, IL are virtually tied for first. Having played each other already they each await games to finish and other players to move up. On the bottom we have an odd man out waiting for a new opponent to sign up.

WOODEN SHIPS AND IRON MEN: IN SEARCH OF NEW GM! THIS GAME BELIEVED TO BE ORPHANED! Need a GM to volunteer! I have names and matches for all of these players. I need addresses and general information from the involved players, anyone involved, please contact me directly, ASAP. 22 players are now involved in their first round of pbm competition. Contact Glen Petroski, 210 W. Hunt, Twin Lakes, WI 53181-9786.

★ ★ ★

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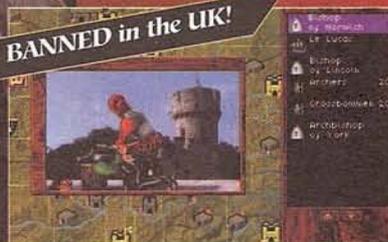


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Letters



Dear Editor:

Even though this letter has nothing to do with wargaming/wargames, it does have to do with the image of the hobby in general, and Avalon Hill in particular. I sincerely hope this letter finds its way to the pages of a future issue of *THE GENERAL*. It merits such consideration in that it recognizes, thanks, and commends one of Avalon Hill's employees, Marlene Sorrentino.

Avalon Hill is certainly, in my somewhat educated opinion (since I have been involved in Wargaming since 1963), the standard by which all should be measured. One of the reasons for this leadership in the industry is, obviously, the quality of the product. But, in part, this leadership also has to do with the people who work at Avalon Hill. Over the 30 years I have had contact (telephonic as well as visits to the facilities and through correspondence) with employees at Avalon Hill, I have never had a bad experience or been treated other than cordially and as a valued customer/gamer.

However, I wish to specifically thank Marlene Sorrentino (as I have done once before—approximately 2 years ago—in the pages of *THE GENERAL*). And, she certainly deserves recognition by Avalon Hill as well. As a primary contact ("front line" if you prefer) with customers, the impression Marlene leaves has a major impact on the image held by others of Avalon Hill (and thus, to no small degree, the wargaming hobby in general). Let there be no doubt, Marlene epitomizes qualities that enhance the Company's image (pleasant, helpful, enthusiastic, and knowledgeable).

Edward Caswell
LTC, U.S. Army (Ret.)

★★★★★

Dear Sir,

I am writing to renew my subscription and express my support for *THE GENERAL*. It's not an easy magazine to edit. My impression from reading subscribers' letters over the past year is that your audience is very mixed and it must be difficult to satisfy everybody's interests. I don't always enjoy every issue of *THE GENERAL* but there is occasionally a really gripping issue that more than compensates for the dull ones. I think you deserve the support of every serious gamer. Part of that support must be to tell you what we think of the games and that's why I'm writing this letter.

I own about twenty games by Avalon Hill and Victory Games and I would quite happily be marooned on a desert island with any one of them. However, in the pressurized context of urban family life, some of these games emerge stronger than others.

I am patient and scholarly. I love learning new rules and exploring new game systems. But I know few people in my area with the time or desire to learn even one of these complex games. With the few people I know, meetings are difficult to arrange. Consequently I play most of your

games on my own. I am sure this is true of many of your customers. This is acknowledged in many of your rulebooks and even in the large number of games that are designed specifically for the solo player.

However, it was not until the boom in computer games that the solo games player really began to be catered for. Now, ten or fifteen years on, a common complaint is that modern software releases don't cater for modem or multi-player games. I find this ironic. With so many brilliant multi-player strategy board games available why do gamers want to go head to head via computers? For me, if computer games have an advantage over boardgames, it is that you can play them when you want for as long as you want without worrying about finding other players. The artificial intelligence may be seriously deficient in most computer games but I nevertheless get a real rush of pleasure when I win or a real shock when the computer comes up with a surprising move. This is impossible when playing a solo boardgame. Furthermore, I play most computer strategy games to the point where I feel I have exhausted the winning possibilities. By contrast, I seldom do more than scratch the surface of what's possible in a boardgame.

I am glad to see that Avalon Hill has teamed up with a great computer games company, Atomic Games. I enjoyed reading the interview with Keith Zabaloui and was particularly excited by the prospect of seeing *MAGIC REALM* on a computer. I have several times spent hours setting up this game and preparing myself for play by re-reading the 80-page rulebook only to get killed on turn 2 or 3. If the game was on a computer, I could have played every character a dozen times by now. Instead, I shall probably wait a few months before attempting the game again.

John Fielder

★★★★★

Dear Editor,

I am writing this letter to request that some of your Victory Games be given more attention in the pages of *THE GENERAL*. Most of my favorite games are Victory Games titles. Specifically, I have yet to see an article of any kind concerning *VIETNAM 1965-1975*, *CENTRAL AMERICA*, or *THE KOREAN WAR*. In all fairness, I must say that I have not searched every issue from cover to cover, but these three games do not figure prominently in your publication.

KOREA and *VIETNAM* are exceptional games!!! Does your lack of coverage reflect a lack of gamer interest in these games? I hope not.

Anyway, I am working on some strategy tips for *KOREA* and *VIETNAM* to submit to *THE GENERAL* for publication. Since I have only been playing these games for a relatively short time, I am probably not the best guy to be giving others strategy tips, but somebody has to start the ball rolling!

Mark D'Agosta

★★★★★

Dear Editor:

Which are better? Complex games which strive for realism or simple games which aim for fun and playability? As a long-time reader of *THE GENERAL*, I've noticed this on-going debate in your "Letters to the Editor" column. Allow me, a gamer who's been involved in the hobby for over a decade, to jump in and add my comments.

Having played probably over 100 titles, not only by Avalon Hill, but by other companies, my most satisfying matches were always with the easier simulations. While certainly some of the "classics" are ahistorical, I also know that the only way you can accurately portray reality in a boardgame is to have an encyclopedic rulebook and hundreds if not thousands of counters. I believe this is the curse of wargaming, to convey that feeling of "what-it-must-have-been-like" using cardboard and dice while simultaneously refraining from creating an unplayable monstrosity.

Has a happy medium ever been attained? Yeah, I think so. There's *ALEXANDER, FURY IN THE WEST*, *GUADALCANAL '66*, *THE RUSSIAN CAMPAIGN*, *TRIREME*, and *CHANCELLORSVILLE*. I might cautiously include *1776*, *WAR AND PEACE* and *WSIM* and I say cautiously because of their somewhat complex rules, although their systems are much "cleaner" than many less difficult simulations. Your company has unquestionably cornered the market on quality. For those who don't care to go too deeply into the hobby yet desire some realism, they should certainly consider the titles I've mentioned, even if most are defunct. Easy and fun, yet historically faithful.

Now, what's really neat about easy-to-play games is that the strategies are very complex. Has anyone figured out a winning play for the Germans in *STALINGRAD*, or the British in *AFRIKA KORPS*, or the Japanese in *VITP*? Consider the fluidity of chess. An intelligent person can learn moves in perhaps thirty minutes, but they probably will never actually master the game in their lifetime. While a scenario of *ASL* will usually have the same outcome because of the rigidity of the rules, a contest of *VITP* or *AFRIKA KORPS* will always be different, often radically different.

Keep churning out the great games and perhaps in the near future, we'll see another *ALEXANDER* emerge.

Dennis Stamey

Dennis: My personal view is that simple games are better, although I've really enjoyed playing the complex ones from time to time. The strategies in most "simple games" more than make up for lack of detail. [RW]

A MATTER OF PRIORITIES...

(Continued from pg. 15)

will further be hampered by the LeHavre Coastal Artillery battery, which will get a free shot at the British units in Houlgate. While it is possible for the British to survive this gauntlet, it isn't easy, and the recommendation is made for the Allied player to devote his efforts elsewhere.

South of Merville lies open territory, and two areas away are the Victory Point areas of Potigny and Bourguébus. Both are achievable by the British, but both areas are also very vulnerable to German counterattacks, especially during the Overcast turns. Bourguébus is the better objective for the British, as this has a direct effect toward isolating Caen. Potigny yields a Victory Point, but has limited efficiency in hindering German mobility, and is directly assailable by the German player, even on Clear Weather Turns. In either case, the terrain south of Merville is not conducive to the defense. The recommendation for the Allied player is that efforts should be devoted to taking these areas if sufficient resources are available to hold the area, or if the German has weakened this side of the board by committing significant assets to the center or west.

While the American Reinforcements are committed to Omaha Beach because of supply conditions, the British do not suffer from this problem. British follow-on forces should serve to supplement British successes. Reinforcing areas which are in trouble weakens the limited British combat power, and plays into the German player's hand.

MISCELLANEOUS CONSIDERATIONS

While the primary focus of the Allied player is placed on the Areas which will yield victory points, there are numerous other factors which must be considered. These factors, while not necessarily having a direct effect on individual battles, can have profound effects on the outcome of the game. A few words on some of the more important issues follow.

Dividing the Front. A primary concern for the Allied player is where to divide the front between the Americans and the British. The recommended dividing line is Gold Beach—Bayeux Balleroy—Caumont. While there are exceptions which allow crossing this dividing line, such actions dilute combat effectiveness as British and American units cannot attack simultaneously. A further drawback to committing British and American units into the same area is the negative effects on the Allied supply situation. Thus, mixing or crossing lines between the two Allied armies should only occur when the benefit to be gained outweighs the disadvantages of the move.

Supply. Supply is usually not a problem for the Allied player. Isolated units, most likely paratroopers, may not be capable of Refit, but for the most part there is no problem if a day runs extensively, the Allied player may be unable to refit all his units. The benefit of this situation is that the German player is usually even more extended.

While it is difficult to accomplish, supply needs to be saved to buy Impulses. This is not

only necessary to counter German efforts to shorten days, but the Allied player is extremely pressed without buying additional Impulses.

Through judicious use of supply, reserves can be built. Use Air Supply to its maximum advantage, first, thus releasing supply to the bank. The Allied player should not Refit Disrupt 2 units, unless absolutely necessary. Disrupt 2 units are costly to bring up to Fresh status, and because of the time it takes to accomplish such a large Refit, the units most likely will not see battle.

A key point that is easy to overlook is that Artillery units can be used to maintain Divisional Integrity. If the infantry units are in a Contested Area, each unit Refit will cost a minimum of two Supply Points. Sacrificing the Refit of one of the three divisional infantry units means there are additional Supply Points which can be devoted to buying Impulses. It is more likely that one more Impulse rather than one additional unit will help the Allied player's efforts.

Don't resupply the Ranger units once Omaha has been taken. While this might seem obvious, it's easy to overlook in the heat of battle. Paratroopers are fairly weak, and their Refit is often unnecessary, unless such a move will provide a local advantage.

Further, all Impulses are precious to the Allied player, so don't be afraid of buying Impulses for an Overcast Turn. While this extends the benefits of the Overcast to the German army, the benefits to the Allied player are greater.

Remember, time is working against the Allied player. On average expect only six Impulses a day plus the two air strikes during Clear Weather. Air strikes should be made early in the day, if practical, so they do not have the potential to affect, nor are they affected by, Weather Changes.

Bridges. Successful demolition of a bridge by the German player is not an end all to the Allied advance, especially if the Allied player is not in a position to threaten the area the German is trying to protect. Once a bridge is repaired, it becomes the property of the Allied player, and this provides obvious offensive benefits.

Bridge repair should be attempted during every opportunity, and during the Evening Refit Phase. When taking an Impulse, do not focus the Impulse on the success of a repair roll. Alternative moves, even if it means an Assault across an unbridged river, should be available if the repair attempt fails. Typically, the only time the Allied player should undertake bridge repair as the sole action for an Impulse is during a lengthy D-Day.

The Advantage. As in the other Impulse games, the most important factor weighing in on a decision to use the Advantage is what is the "current situation." Because of the diverse nature of the game, only general guidance can be given.

Two important changes which appear in *BKN* are that the Advantage is worth one Victory Point to the Allied player, and the Advantage can be taken by force. These two rules change the philosophy of the Advantage from "denying it to the opponent" to "when is the best time to use it."

Although the Advantage is worth one Victory Point to the Allied player, this is only

important if the game is close. If the Allied player has nine Victory Points through the acquisition of territory, then possessing the Advantage is decisive. However, if the Allied player has ten Victory Points from territorial gains, then possession of the Advantage to meet Victory Conditions is necessary. Conversely, an Allied player with eight or less Victory Points has no reason to hoard the Advantage, especially if keeping it means losing the game. Caution must be used, though, because reckless employment of the Advantage by the Allied player will not produce benefits from the investment.

Even if the Allied player will need the Advantage to win, loss or use of the Advantage early in the week is not devastating, because the Advantage can be regained through the judicious use of force. The sly German player will attempt to avoid the opportunity for the Allied player to eliminate three or more German units in one Impulse. This German strategy can be offset by attacking multiple Areas in one Impulse, by trapping three or more German units, or by forcing the German player to commit three or more units to an Area's defense. Forcing the German to reinforce an area is most effective in non-Bocage, Victory Point Areas, as the profits are greater.

The Advantage should be used when there is a significant gain to be had, or the benefit to the Allied player will be greater than the cost of the Advantage. For example, spending the Advantage to gain one or more Victory Points is a profitable investment if the Advantage can be retaken. Even if short term, direct profits, are not received, if spending the Advantage means being able to exploit multiple avenues in future impulses, then its use is wise.

An example of indirect profit from spending the Advantage is conducting a Double Impulse to attack separate areas of the board. If a Double Impulse creates two gaps at separate points in the German line, and the Allied player can exploit both gaps in future Impulses, then the German player will have to react to both problems simultaneously. If the two holes are created far apart, the German will have to conduct a Double Impulse to counter both threats, and this gives the Advantage back to the Allied player. The risk to the Allied player is decreased when he realizes that a Double Impulse need not be declared until after the first attack. If the first attack does not achieve the desired result, then no Double Impulse is declared, and the Allied player maintains possession of the Advantage.

An alternative which can yield long term benefits is using the Advantage to Overrun additional German units to increase the Sunset Dice Roll Modifier. Obviously, this move is profitable only if the Allied player has units to exploit this situation. Increasing the Sunset Dice Roll Modifier by +2 or +3 instead of only +1 in an Impulse not only increases the probable number of Impulses, but will also strain the German army's ability to counter the additional Impulses in the short term. The long term benefit is that the German Refit capability at the end of the day is strained, and the following day will see a Fresh Allied army facing a depleted German army.

The Advantage should also be used to avoid an unacceptable situation. Several examples

where this rule applies are successful German counterattacks, Weather Changes, and failed critical attacks. One factor which must weigh in on this decision is the probability that the reroll will result in a situation more acceptable to the Allied player.

A second factor which needs to be considered when rerolling any die roll to offset an unacceptable situation is the negative impact any reroll would have. This second factor is largely dependent upon the Impulse in which the Advantage will be used for the purpose of offsetting the negative event.

For example, if the German player achieves an Overrun versus a lone Allied unit, the Advantage, by default, will be lost. If a reroll also results in a German Overrun, then the Sunset DRM can be modified to end the day. In this situation, if the German player takes the Advantage on Impulse 2, then the -1 Sunset DRM will apply through a significant portion of the Turn. In this case, it is probably better to surrender the Advantage without a reroll. On the other hand, if the German player takes the Advantage on Impulse 9, any negative Sunset DRM will probably not have any great impact on the length of day remaining. The logic used in the example also applies in deciding if Weather Changes should be rerolled.

There are cases where the Advantage should probably not be used. Examples are stalemates during the initial landings or failed bridge repair attempts.

A stalemate during the initial landing may be viewed as detrimental to the Allied effort, as much as a failed initial landing. This, however, is not the case. A stalemate during the initial landing does succeed in negating the German fortification bonus for that beach, and all but one of the landed units, barring counterattack, will be available for action on the June 7th Turn. Rerolling the attack may result in a lost battle. This would set back the Allied cause, as all units which landed would be Disrupted at level 1, and the earliest these units would be available for action would be the June 8th Turn. Further, such units will likely be the target of determined German attacks. Thus, the Allied player should learn to accept his fate on a stalemated initial landing.

Failed bridge repair attempts should rarely, if ever, be rerolled. This goes against the stated premise that no Allied Impulse should be dependent upon a successful bridge repair.

Rerolling a failed, but expected, Overrun is a nebulous condition, because a successful Overrun yields definite advantages, which can, hopefully, be exploited in future Impulses. However, yielding the Advantage for this purpose suffers from allowing the German to be able to react to the Allied threat, and to hold the Advantage to potentially thwart Allied exploitation moves.

This discussion of the Advantage has provided only general direction on its use, as no discussion could be comprehensive. The bottom line is that the current situation is a primary factor which weighs heavily on deciding to use the Advantage. Although two changes have been made to increase the importance of the Advantage, the Allied player should not be afraid to use it, but neither should he squander it.

CONCLUSION

While this article has gone to some length about specific strategies which should lead to an Allied victory, there are numerous strategies and concepts which have not been covered. Those are left for players to discover themselves and to discuss in future issues. However, there are several concepts which apply to any strategy the Allied player adopts. First and foremost, be aggressive and keep the tempo of the game on your terms. The only successful Allied offensive is one which requires the German player to react to Allied moves. Second, develop a plan, but be flexible enough to adapt to the changing battlefield. The Allied player's attack should take the path of least resistance toward achieving victory. Finally, the Allied player should remain flexible to deal with setbacks, and to seize any opportunities which present themselves. While following these guidelines will not necessarily assure an Allied victory, applying them will definitely enhance the chance of success.



IN DEFENSE OF NORMANDY... (Continued from pg. 8)

largely wasted? Can they be regrouped to a zone or Cherbourg for free refit? Are they the type or strength that justifies extra consideration?

The Advantage:

Possession of the Advantage in *BKN* is even more important than in the preceding games of this series. That statement is obvious on the basis of its value as a victory point alone. More important, however, is its ability to forgive a losing assault and a weather change or short day in a single usage.

The importance of this to the Allied player is enormous. Therefore, the Advantage is worth no less to the German simply to deny its use to the Allies. Consequently, the German will be less prone to temptation to use it and should hoard the Advantage as long as possible. However, in this game the Advantage can be forcibly taken without consent of the owner. Indeed, much of the strategy of the game revolves around those possibilities. So both players must be aware of the opportunities to gain or lose the Advantage in the near term and consider that too when weighing the decision to spend it. Despite its obvious importance, I can't recall a single game in which the Advantage did not change hands several times. I cannot say that about any of the other games in this series.



ARTICLES WANTED

We need all the articles we can get on Avalon Hill's more recent games of strategy. If you have an idea, no matter how far-fetched it may seem, we want to see it. Below is a list of the games we would like to cover in the next year.

The new Avalon Hill computer games:

KINGMAKER
OPERATION CRUSADER

also

BLACKBEARD
BREAKOUT: NORMANDY
GUERRILLA
HISTORY OF THE WORLD
MAHARAJA
ROAD KILL
TYRANNO EX
WRASSLIN'
NEW WORLD

(in particular, Series Replays and Variants)

Civil War Series:

STONEWALL JACKSON'S WAY
HERE COME THE REBELS
ROADS TO GETTYSBURG

Smithsonian Series Games:

D-DAY
MUSTANG
BATTLE OF THE BULGE
GETTYSBURG
WE THE PEOPLE

We'll look at any kind of article you'd like to send (series replays, variant rules, scenarios, rules analysis). However, try to keep your articles to under 10 pages (double-spaced) in length. And as always, if you've got maps or other graphics to support your idea, send them also. If these games are unfamiliar to you, now is your chance to go out and buy them. If you are the more traditional "wargamer" and none of these titles interest you, consider this: You could write a game analysis article on how these games are better or worse than our older systems. Literally, anything goes. You won't scare us with a strange idea.

SUBMISSION GUIDELINES

If you're not sure how to prepare an article submission, please send a self-addressed stamped envelope (SASE) to us requesting a copy of our submission guidelines.

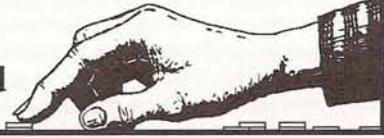
SERIES REPLAY

BREAKOUT: NORMANDY

German: Drew Simon

Allied: Andrew Maly

Neutral Commentator: Donald Greenwood



Fans of *BREAKOUT: NORMANDY*, get set for a real primer on strategy and tactics. Our players are well versed in the game. Both played important roles throughout the playtest process and have seen the game develop, in terms of both rules and tactics, throughout much of its evolution. Suffice it to say that at this point I doubt whether two better players exist anywhere, although I'm sure that theory will be put to the test this August.

Andy, my neighbor and favorite frequent opponent, is especially well-versed in the game. I've long since lost count of the number of games we've played, but counting the ones cut short by one dazzling success or another, between us we've probably logged over 100 contests in Normandy during playtest and post-publication—mostly against each other. Granted, the rules, the map, and even the OB has changed as we tweaked the game every which way in our search for competitive balance. Yet, the published version has been no stranger to our gaming tables. It remains the favorite medium of our weekly jousts. Most of what I can claim to know about the game has been dispensed under fire by Mr. Maly.

Drew, an avid Californian PBEM gamer, is no slouch either. One of eight gamers recruited on GENie to playtest the game by E-Mail, Drew proved an instant asset. My plan to playtest the game personally with my "blind" testers was only partially successful. Given my greater experience with the game, the first round games proved no contest...except for Drew—who humbled me right out of the chute with a decisive Allied victory. Drew and I have completed three games by E-Mail now and I can attest to the fact his first win was no fluke.

The replay you're about to see was also played by E-Mail over a four month period on GENie—averaging one impulse exchange per day. While that would seemingly improve the quality of play as the players should have ample time to mull over their options, it can also be disruptive. When pressed to find time to make moves on a daily basis given the other distractions of life, it is easy to lose focus on what you are trying to accomplish. Consequently, our heroes will make mistakes despite my glowing buildup. However, that is to be expected. Above all else, BKN is a game of high tension. Time and again, I've kicked myself for making "foolish mistakes" while playing the game. Such is the nature of the beast. I have yet to see a perfectly played game and I doubt I ever will. Decisive wins, yes—but perfect, no. So it is with great glee that I look forward to using hindsight to belittle the efforts of my two respected opponents.

Lastly, we should point out that the game was resolved with chits as per *Optional Rule 23.3* using the Honor System. This was done throughout the playtesting for the sake of generating balanced contests. The testers, like our players, were pledged to ignore card counting tactics and play the game as if each combat resolution were resolved by dice. Consequently, we'll find no fault with them for failure to analyze the remainder of the deck. But everything else is fair game, heh, heh! My comments will appear in italics throughout.

GERMAN PRE-GAME COMMENTS

BREAKOUT: NORMANDY is a wonderfully tense, fascinating game, with tough decisions confronting both sides every turn. In fact, there are so many decisions to be made in the course of play that I've resigned myself to making my share of mistakes. I believe that the Allies must really keep up the pressure in this game if they are to have a chance to win. The Allies' overwhelming air, naval, and artillery strength can help forgive a lot of bad luck or poor decision-making, but they have little room for mistakes.

Play of the German side requires a bit more finesse, but, if played properly, something I cannot always claim, is more forgiving of mistakes.

My strategy will be simple and straight-forward: prevent Omaha and Utah from linking up; keep the British and the Americans from exploiting their union at Bayeux; avoid the loss of Caen; prevent a British breakout into the Eastern Zones; and otherwise contain the Allies. Although I can't count on achieving all of the above goals, I'll do my best. I tend to be very sensitive about the Utah—Omaha link, and I'll need to make sure that I don't over-estimate the threat to that region as I am wont to do.

The tactics depend on the success of the initial Allied landings, but in general I hope to delay the Allies on the beaches where possible, then withdraw to more defensible terrain. When playing the Germans, I tend to counterattack too much and this could hurt me at some point. If the opportunity presents itself, I will attack and take a chance at overrunning a beach, eliminating an Allied unit, inflicting Disruption on an Allied stack, or taking back an Area. Also, I will attack to gain the initiative, not necessarily the Advantage, as I always hope to get my opponent to react to my moves and play according to my timetable. This is a tactic that should never be overlooked, and is one of the most potent in the German arsenal.

I know little about my opponent, except that he has played Don dozens of times in the playtest and has made significant contributions

to the development of the game. I suspect that Andy is a very good player, but beyond that I have no idea what to expect. Since play of the game is highly situation-dependent, I'll sit back, react to the landings, and then improvise and keep my fingers crossed.

ALLIED PRE-GAME COMMENTS

I try to play this game aggressively, even with the Germans, but this style of play is definitely better suited for the Allies. However, there is a fine line between aggressive and reckless. More importantly, playing aggressive suits the Allies, who can ill afford to waste impulses or to become too conservative. Although, I have lost more than one game to both of those taboos.

My initial plan to gain the ten VPs is in the following manner: Ste. Mère Eglise, Carentan, Catz, Isigny, Foret de Cerisy, Bayeux, Merville, and one VP through contesting Areas worth seven VPs, primarily Caen. That means I can drop one of the tougher Areas if I can keep the Advantage. But, I'll review these objectives, as necessary, to see if I need to redirect my efforts.

My landing plan is covered in my article on Allied strategy, and I shall put it to the test. Hopefully, most of my commentary will "refer to the article" instead of explaining how I'm trying to recover from a snafu. At least that plan should hold through the initial landings. Considering the praise which Don has heaped upon Drew, this should be a tough game. Since I've primarily played the game against Don, I'm probably vulnerable to some creative tactics.

Since Don has been my primary opponent, I don't think he's going to cut me any slack in evaluating my moves (*you got that right.*) That's not all that bad, but I definitely have a different style of play than he does, and we often disagree about what should or could have been done in many situations. His analysis should open one of the most interesting aspects of the game.

JUNE 6: D-DAY INITIAL LANDING

Airborne Phase

Pont l'Abbe (49): 82/507 seizes Ste. Mère Eglise (50) bridge.
Ste. Mère Eglise (50): 82/505 seizes Montebourg (52) bridge.
101/501 seizes Carentan (44) bridge.
Merville (7): 6/3 seizes Sword (8) bridge.
6/5 attacks Merville CA.
3 + (8) = 11 vs. 3 + (7) = 10. CA to Spent.

Naval Bombardment Phase

Sword Beach (8): Target: CA. 8 + (9) = 17 vs. 4 + (5) = 9, eight APs. CA and 716/736 to Spent.
Juno Beach (17): 8 + (5) = 13: vs. 4 + (7) = 11, two AP. CA to Spent.

Gold Beach (18): 8 + (3) = 11 vs. 4 + (6) = 10, one AP, no effect.

Omaha Beach (30): Target: CA. 8 + (11) = 19 vs. 4 + (11) = 15, four AP. CA and 716/726 to Spent.

Utah Beach (51): 8 + (2) = 10 vs. 3 + (9) = 12. No effect.

Air Bombardment Phase

Gold (18): 5 + (7) = 12 vs. 3 + (8) = 11. No effect.

Port-en-Bessin (19): 5 + (6) = 11 vs. 1 + (4) = 5. CA Spent.
Amphibious Assault Phase
 Sword (8): 27 Armor, 3/8, 3/9, 3/185, and 4SS Commando.
 Juno (17): 3CA/7, 3CA/8, 3CA/9.
 Gold (18): 50/69, 50/151, 50/231.
 Omaha (30): 1/16, 1/18, 1/26, 2 Ranger, 5 Ranger.
 Utah (51): 4/8, 4/12.
Coastal Artillery Interdiction
 Sword (8): None.
 Juno (17): 5, 6, 2; No effect.
 Gold (18): 4, 1, 3; 50/151 to Spent.
 Omaha (30): 2, 6, 1, 6, 4; 1/26 to Spent.
 Utah (51): 1, 4; 4/8 to D1.
Initial Landings
 Utah (51): 7 + (6) = 13 vs. 4 + (5) = 9, four CP. 709/1/919 to D2 and retreat to Ste. Mère Eglise (50). Place American Control marker.
 Juno (17): 9 + (6) = 15 vs. 6 + (6) = 12, three CP. CA eliminated. Place British Control marker.
 Gold (18): 6 + (5) = 11 vs. 6 + (4) = 10, one CP. CA to Spent.
 Sword (8): 12 + (7) = 19 vs. 8 + (7) = 15, four CP. CA to D1; 716/736 to D2 and retreat to Caen (10)
 Omaha (30): 10 + (7) = 17 vs. 9 + (7) = 16, one CP. CA to D1.

JUNE 6: GERMAN IMPULSE 0



The Allies appear to have achieved an average landing. Omaha should be the only one that will cause Andy any concern, and the situation there is certainly not critical.

German units will move into Bretteville to try to prevent Allied units from Gold and Juno from seizing VP in the interior.

Activate Caen (10): 21 Pak and 21 Flak to Bretteville (16).

JUNE 6: ALLIED IMPULSE 0

I feel blessed. I have a decent initial landing, and I should be able to exploit my current Advantages. Initially, I'll press the British up the middle as far as possible, to see what kind of reaction I get out of Drew. I'm a bit surprised at the strength of his move into Bretteville, as it leaves Caen exposed, but his move makes sense. Given the current situation on Sword, I'll probably land the remaining Commando unit and not risk the even attack. Further, on Utah, I won't push into Ste. Mère Eglise, but I will take the shot at grabbing the bridge. Because those are passive moves, I'll put them off until later in the day. I think my priority should be to clear Gold.

Activate Gold Approach: 8 Armor to Gold (18), Optional Assault. 7 + (8) = 15 vs. 4 + (3) = 7 eight CP. CA eliminated, Overrun. Place British Control marker. 8 Armor to Bretteville (16), Mandatory Assault. 7 + (9) = 16 vs. 6 + (9) = 15, one CP. 21 Pak to D1.

June 6: Neutral Commentary Impulse 0:

Our players don't disappoint. This is a textbook opening in every respect. The accompanying articles explain the optimal nature of the Allied attack so there is no need for further discourse here. The opening impulse is equally correct by both sides, right down to the German disruption of his PAK unit rather than fulfilling the CP loss with a retreat. Had the PAK unit disdained disruption and retreated instead, the FLAK unit would risk a 66% chance of an Overrun by the Canadian Armor with enough movement remaining to take Villars-Bocage.

JUNE 6: GERMAN IMPULSE 1

With Bretteville Contested, I'll again need to protect against the possibility of a move into Tilly, or Villars-Bocage. I don't wish to commit any more forces to that Area, so I'll blow all of

the bridges except Caen-Bretteville, which I'll keep open as a retreat route.

Activate Bretteville (16): Attempt Bridge Demolition.
 Bayeux (20) bridge: drm (+5), dr = 1, Fail.
 Tilly (21) bridge: drm (+5), dr = 6, Destroyed Bridge.
 Villars-Bocage (14) bridge: drm (+5), dr = 5, Destroyed Bridge.
 Verson (15) bridge: drm (+5), dr = 3, Destroyed Bridge.
 Juno (17) bridge: drm (+2), dr = 6, Destroyed Bridge.

JUNE 6: ALLIED IMPULSE 1

Somebody must have gotten a little antsy at the controls! I exploited into Bretteville, per plan, after clearing Gold last turn. I kind of expected that response from Drew, but the destruction of the Juno bridge crimps my plans. I've got several ways to deal with this. First, I could further commit to the assault on Bretteville pushing the Armor brigade off of Juno through Gold, but this would leave me with a total of one movement point to exploit an overrun, so I couldn't take any more territory even if a bridge were intact. Second, I could attempt to build the Juno—Bretteville Bridge, but that is all I could accomplish this turn. Third, which appears to have rather interesting consequences, is to drive the Armor brigade off Juno to the east! If I clear Sword, then the commando unit can push into Merville. Wishful thinking, but even this move may keep a few of his units from shifting to protect his center.

Activate Juno Approach: 3CA/XX to Juno (17). 2CA Armor to Sword (8), Optional Assault. 7 + (7) = 14 vs. 5 + (8) = 13, one CP to D2.

June 6: Neutral Commentary Impulse 1:

Sound responses on both sides of the board. I like the Allied move, except for his landing of the Artillery which could have been accomplished more economically in the Regroup Phase. However, I suspect his first option was much more viable than he expected. The Armor brigade had a 7:3 attack on Bretteville which was good for a 44% chance of clearing the area. The important point here isn't the lack of movement factors with which to advance, but clearing the Area. His next impulse can then attempt repair of not one, but four, bridges! If successful, and with that many rolls he should be, the German would have to do some fancy footwork under the watchful eye of the RAF to plug the resulting hole for the 56th Brigade.

JUNE 6: GERMAN IMPULSE 2

I'll need to guard against the possibility of losing Sword on this impulse. As much as I'd like to be more creative or aggressive with the 21 Panzer Division, I must use it to try to prevent the loss of Sword. Choosing the unit in Troarn risks Allied air interdiction, but I don't want to sortie the unit in Caen because that would leave it wide open for Andy's 56 Brigade off Gold.

Activate Troarn (6): 21/125 to Bourguébus (5), to Caen (10) [interdiction dr = 6], to Sword (8) [interdiction dr = 3], no Assault.

JUNE 6: ALLIED IMPULSE 2

Well, he flinched. Let's see if I can get him to flinch some more. I no longer consider landing

the Commando to be a passive move. I recognize that I can't exploit beyond Sword, but I'd still like to have Drew commit more troops eastward.

Activate Sword Approach: 3/XX, 1SS Commando to Sword (8), Optional Assault. 5 + (3) = 8 vs. 4 + (11) = 15, attacker repulsed. 1SS Commando to D1.

June 6: Neutral Commentary Impulse 2:

The game starts to take on its own unique identity. The Allied moves have kept the Germans reacting instead of allowing them to seize the initiative. Forced to run the Allied air gauntlet, the German has won the game's first gamble by making it to Sword Beach unscathed. I doubt whether the risk was warranted. Sword will fall on the 7th anyway and already contains nearly all the units it can supply. The immediate danger to Merville is past. I would have settled for the guaranteed arrival at Bourguébus or tried for the Ste. Mère Eglise bridges.

As for the Allied move, the 5:4 attack is an acceptable risk, but he has already achieved much on his left flank. For the time being, he should be more concerned with Omaha lest a short day catch him with his artillery unlanded.

JUNE 6: GERMAN IMPULSE 3

Sword has held for now. Rather than take the 16 percent shot of blowing the Utah—Ste. Mère Eglise bridge, I'll beef up the Merville defenses.

Activate Houlgate (1): 711/744 to Merville (7).

JUNE 6: ALLIED IMPULSE 3

My strategy didn't work as well as I thought it would, but I still believe it was effective. I'm going to delay landing the boys on Omaha. Maybe Drew will have an itchy trigger finger and fire his artillery early. Therefore, I'm landing the 56th on Gold. I don't particularly like the odds in Bretteville, even though it is an optional assault and I own the bridge, so I'll force my way in to Port-en-Bessin. I just realized I made a subtle mistake two impulses ago. Since I cleared both Gold and Juno, there was no need to land the artillery on Juno. It cost me a Supply Point, which doesn't look like much, but it may, come crunch time. However, not knowing if my next attack will be effective, I'm going to play it safe and land my artillery, and spend another point during the refit.

Activate Gold Approach: 50/XX to Gold (18). 56 to Gold (18); attempt to seize Bayeux (20) bridge, drm (+2) dr = 3, failure; to Port en Bessin (19), Mandatory Assault. 5 + (10) = 15 vs. 3 + (6) = 9, six CPs. CA eliminated, Overrun. Place British Control marker.

June 6: Neutral Commentary Impulse 3:

The German move is wasted effort. Another unit will probably not hold Merville against a determined British attack. The German now needs two supply points to refit it that he needn't have spent. More importantly, he now has nothing to occupy Troarn (6) in the event of a British overrun in Merville. This move is acceptable only if it distracts Andy from Caen which I doubt will occur.

As for Andy, he should know better. The Allied player need not pre-designate his landing reinforcements. Once he has activated the Approach Box, he may observe the results of the

56th's assault before deciding whether to land the Artillery. By making the decision simultaneously, he has cost himself another supply point at the very time he laments his similar mistake on Juno.

Attacking Port-en-Bessin before Omaha is probably the correct sequence since assaults on Omaha could result in retreats to Port-en-Bessin which would shield the Longues Coastal Artillery.

However, I'm not at all certain that Port-en-Bessin should be attacked at all on June 6th unless Omaha is in big trouble. Taking out the Longues Coastal Artillery on June 6th eliminates the most likely scenario for a forced seizure of a German-held Advantage by Overrunning units from Omaha clearing Grandcamp and Port-en-Bessin simultaneously. Moreover, in this situation, I keep looking at the opportunities for bridge repair in a cleared Bretteville. The 56th Brigade has only a 24% chance of taking Bretteville, but if it does, the Allied engineers will be busy for the rest of the day and the Germans will be forced to run the gauntlet with Lehr at dawn.

JUNE 6: GERMAN IMPULSE 4

I will reinforce Omaha now and get ready for the showdown there on the June 7th turn. My opponent is in a very good position in the British sector, and he can afford to buy extra Impulses. Omaha must remain Contested as long as possible to deny Andy the opportunity to buy even more Impulses.

Activate Grandcamp (31): 352/914 and 32 Flak to Omaha (30), no Assault.

JUNE 6: ALLIED IMPULSE 4

I've got one other potential attack on Omaha, so that is my next move. I won't land the two divisional artillery units until after Drew fires his artillery on Omaha. I don't have a realistic chance of knocking his artillery unit out on this attack, and I'm assuming that the German guns will eventually fire. I want to avoid giving him any more targets than he already has.

Activate Omaha Approach: 29/115 and 29/116 to Omaha (30). CA Interdiction dr's = 3, 1; 29/116 to Spent. Optional Assault. 6 + (9) = 15 vs. 6 + (9) = 15, stalemate. 29/115 to D1.

June 6: Neutral Commentary Impulse 4:

Reinforcing Omaha is a very aggressive move. In general, I don't contemplate such a move without Overcast or a very battered American landing. However, it does have the Advantage of shielding the 352nd's Artillery from the arrival of the 29th Division's assault. The German move is acceptable, but I wouldn't advocate remaining in Omaha until dawn unless the 352nd's barrage really mauls the Big Red One.

As for the Allied move, I might have landed the 29th's Regiments one per impulse to get two assaults at 6:6 rather than one at 7:6. Andy is running out of good options to pursue; there is no need to rush the possibility of a Pass impulse.

JUNE 6: GERMAN IMPULSE 5

Good, the second-wave at Omaha floundered. I need to move units to the front and blow bridges, but first I'll try to keep the Americans off-balance at Omaha with a bombardment. Sometimes one must jump on these opportunities regardless of other issues.

Artillery Bombardment: Omaha (30); Target: 1/26. 352/XX conducts attack. 4 + (10) = 14 vs. 1 + (6) = 7, seven APs. 1/16, 1/18, 1/26, 2 Ranger, 5 Ranger, and 29/116 to D1; 29/115 to D2.

JUNE 6: ALLIED IMPULSE 5

Ouch. My boys are letting me down a bit. Still, I think that I've been fairly successful so far, and that attack was not so devastating that it warranted surrendering the Advantage. I could land my artillery or finish up on Utah. If the day ends without landing the Artillery on Omaha, then I'll be in dire straits. Alternatively, Drew has two CA to interdict Utah, which is, in my opinion, too risky to attempt in the Regroup Phase. A hit on either unit and I'll be stuck on that beach without Divisional Integrity next turn. Talk about a rock and a hard place.

Activate Omaha Approach: 1/XX and 29/XX to Omaha (30). CA Interdiction dr's 3, 4; no effect. Sunset DR = 8.

June 6: Neutral Commentary Impulse 5:

Ouch is right! This is borderline reroll-consideration time. The Germans should now hold Omaha through the 8th which is bad news for Andy.

No complaints with either player's decisions. It is more important for the German to ensure getting that barrage on June 6th, than to risk losing it while waiting for the American artillery to land trying to bag them all. I might have waited one more impulse to pull the trigger, but that's hindsight talking.

As for giving Omaha priority on getting its artillery ashore, Andy really has no choice. He must have those two Fresh units ashore in the morning or he risks a debacle. The Utah reinforcements might make it in the Regroup Phase if need be.

JUNE 6: GERMAN IMPULSE 6

Let's try to make Bayeux a little more secure. I hope it's late enough in the day that my opponent won't have the opportunity to rebuild any blown bridges.

Activate Bayeux (20): Attempt Bridge Demolition. Port-en-Bessin (19) bridge: drm +3, dr = 6, place Destroyed Bridge marker. Gold (18) bridge: drm +3, dr = 3, fail. Bretteville (16) bridge, drm +5, dr = 4, place Destroyed Bridge marker.

JUNE 6: ALLIED IMPULSE 6

I really don't have any alternatives but to land the Americans on Utah or try bridge repairs. Actually, I find the fact that he blew the Bayeux - Port-en-Bessin bridge to my advantage. I don't plan on attacking that way, and it hampers his ability to counterattack. Thus, I won't be the one to attempt repair of that bridge, at least in the short term.

Activate Utah Approach: 4/XX and 4/22 to Utah (51). CA Interdiction dr's 2, 4; 4/XX to Spent. Attempt to seize Ste. Mère Eglise (50) bridge, drm (+1), dr = 5, fail. Sunset DR = 10.

June 6: Neutral Commentary Impulse 6:

I don't care for the German demolition choice. The Allied player is now out of aggressive options. Blowing bridges to areas he controls does him a favor if the day is long as it gives him something to repair. I believe moving the 22nd Pz Rgt or trying the 17% chance of seizing the Montebourg bridge is more beneficial.

JUNE 6: GERMAN IMPULSE 7

Time to try to move 21/22 Panzer to the Caen area.

Activate Area 3: 21/22 to Potigny (4), to Bourguébus (5) [interdiction dr = 5], to Caen (10) [interdiction dr = 3].

JUNE 6: ALLIED IMPULSE 7

The Bretteville—Juno bridge repair is my only remaining option that is worthy of the name.

Activate Juno (17): Repair Bretteville (16) bridge, drm (+3), dr = 1, place Allied +1 Construct marker. Sunset DR = 8.

June 6: Neutral Commentary Impulse 7:

The move of the 22nd Pz Rgt to Caen was unnecessary in that it could have stopped in Bourguébus and still regrouped to Caen without risking disruption on the last leg of the trip. While it could be argued that moving all the way to Caen makes the German Refit less expensive, that argument pales in comparison to the prospect of rolling a "1." Caen needs Fresh units on the 7th.

Given the events at Utah, I'd start considering moving one of the American airborne regiments to Utah Beach to take control of the 50-51 bridge and pray the day ends before the German gets another impulse. The longer the day goes on, the better this option looks.

JUNE 6: GERMAN IMPULSE 8

Let's try that Gold-Bayeux bridge again.

Activate Bayeux (20): Attempt Bridge Demolition. Gold (18) bridge: drm +3, dr = 4, place Destroyed Bridge marker.

JUNE 6: ALLIED IMPULSE 8

I think my engineers need remedial training. Let's give it another try.

Activate Juno (17): Attempt to repair Bretteville (16) bridge, drm (+4), dr = 1. Place Allied +2 Construct marker. Sunset DR = 2.

Neutral Commentary Impulse 8:

Drew likes to blow things up. I still believe seizing the Montebourg bridge is more beneficial. Or if you really want to mash the forces on Omaha, move the 84th xxx to Isigny so it can regroup into firing range in Colombières.

JUNE 6: GERMAN REFIT PHASE

Two Depots in Trévières (29): 352/XX, 352/914, 32 Flak, and 716/726 to Fresh. Save two Supply Points.

One Depot in Troarm (6): 711/744 and Merville CA to Fresh. Save one Supply Point.

Three Depots in Caen (10): 21 Flak. 21/22, and 21/125 to Fresh, 21 Pak to Spent; Ouistr. CA 716/736 to D1. German Supply Reserve: five. Save two Supply Points.

JUNE 6: ALLIED REFIT PHASE

I've got to extend June 7th. My best opportunity is to use my Air Supply on Gold or Juno, hoping to save enough to buy an Impulse. The paratroopers will have to go without. Since I can't gain any benefit from extra Supply Points on Omaha, I'll refit the Rangers.

Air Supply: Juno - 3CA/XX, 3CA/7, 3CA/8, 3CA/9; dr's - 2, 6, 5, 3; 3CA/7, 3CA/8, and 3CA/9 to Fresh.

Depot in Sword (8): 1SS Commando to Spent; 4SS Commando: 3/8, 3/9, 3/185, 27 Armor, 2CA Armor, 3/XX to Fresh.

Depot in Juno (17): 3CA/XX to Fresh; Attempt to repair Bretteville (16) bridge drm (+5), dr = 2, place Allied Bridge marker. Save eight Supply Points.

Depot in Gold (18): 50/69, 50/151, 50/231, 50/XX, 8 Armor, and 56 to Fresh. Save two Supply Points.

Two Depots in Omaha (30): 1/XX, 29/XX to Fresh; 1/16, 1/18, 1/26, 2 Ranger, 5 Ranger, 29/116 to Spent; 29/115 to D1. Depot in Utah (51): 4/12, 4/22, 4/XX to Fresh; 4/8 to Spent; two Supply Points lost to CA Interdiction. Save three Supply Points.

Allied Supply Reserve: 13. Purchase one Impulse. June 7 Turn begins on Impulse A. Allied Supply Reserve: three.

June 6: Neutral Commentary Refit Phase:

What is more important? Refitting two disrupted units or shortening the game by an impulse? If you are the German and one of those units is a Coastal Artillery unit which is about to be overrun, the answer should be obvious. By not refitting the 736th in Caen and the Oustre. CA on Sword, the German could have saved five more supply which would be sufficient to buy an impulse and negate the Allied supply advantage this turn. This could be a significant error.

JUNE 6: GERMAN REGROUP PHASE

No surprises here, except that I'll withdraw 21/125 to Caen; if Andy were to hit me with everything he's got at Sword I'd get crushed. Better to extract the unit, as he'll still need to waste an impulse attacking the CA there.

Barfleur (60): AOK7 to St Vaast-la-Hougue (53).
St. Pierre Eglise (59): 709/729 to St Vaast-la-Hougue (53).
Cherbourg (58): 932, 1/30 Flak, 2/30 Flak, 709/739, and 709/XX to Valognes (54).
St. Jores (45): 100 Pz Rp to Carentan (44).
St. Sauveur-le-Vicomte (48): 91/XX to la Haye-du-Puits (46).
Barneville (47): 243/921 to la Haye-du-Puits (46).
les Pieux (56): 243/922, and 243/XX to Barneville (47).
Cap de la Hague (57): 101 Nebelwerfer and 243/920 to Cherbourg (58).
Coutances (41): 752 and 30 to Marigny (36).
St Lô (27): LXXXIV/XXX to Foret de Cerisy (28).
Sword (8): 21/125 to Caen (10)
Bourguébus (5): 21/XX to Caen (10)
Zone A: 711/731 and 711/XX to Houlgate (1).

JUNE 6: ALLIED REGROUP PHASE

There is not a lot for me to do right now. I'm clearing one Ranger unit off of Omaha to allow the two American units arriving on the 7th the opportunity to land. Moving 56 to Gold concentrates my British strength. Other than the situation on Omaha, I feel I'm in a good position for the 7th.

Port-En-Bessin (19): 56 to Gold (18)
Omaha (30): 2 Ranger to Port-En-Bessin (19), place American Control marker.

June 6: Neutral Commentary Regroup Phase:

I see four problems with the German dispositions. First, is the already alluded to vacuum at Troarn. If Merville is overrun, the German could be in big trouble. Second, the failure to

shift the 1st Flak Regiment from Trévières to Bayeux, thus releasing the 915th to regroup into Tilly will put undue pressure on Lehr to cover the Tilly-Villars-Bocage gap. Third, given the destroyed bridges behind it, I'd have withdrawn the 21st Flak Bn to Caen where it may well be needed and regrouped the disrupted 736th to Everycy or Verson where it ceases to be artillery fodder and can provide some defense in depth. Finally, the concentration of force on Omaha is a mistake. Given the beating they just took, the Americans will not clear the area in the day to come and by concentrating on the beach they become an irresistible target for naval bombardment. By withdrawing the Artillery and Flak to Trévières, the German can still bombard those Spent Americans on Omaha without providing a concentrated target for naval guns.

As for Andy, he never ceases to show me something new. Using the Rangers to control Port-en-Bessin is clever. Due to the maze of destroyed bridges and the German concentration in Omaha, it is actually safer there than in Omaha and does not pose much of an Overrun risk. In fact, the move would be even better if the disrupted 115th was used instead to get it out of harm's way and the Rangers were left in Omaha to absorb APs. But the important point is that room has been created on the beachhead to land both of the available Fresh reinforcements. Well done.

JUNE 7: GERMAN DAWN PHASE



The 12SS Panzer Division usually goes to Zone B when I play. To counter any possible push from Sword through Merville, 12SS and Corps troops will backup Merville. The rest of 12SS goes to the Caen vicinity. Lehr will try to cover the gap consisting of Bayeux to Tilly to Villars-Bocage.

All Lehr units in Zone C. All 12SS and Corps units in Zone A

JUNE 7: ALLIED DAWN PHASE

Omaha is in deep trouble, but I can put a lot of pressure elsewhere. Given the number of steps I have on Omaha, I think I can afford to absorb some attacks before I have to put some serious thought into trying to save the Area.

I'm highly surprised about Drew's choice of zones for his reinforcements. I understand the choice of zone C for Lehr, but zone A for the 12th SS is puzzling. I guess Drew feels that Caen is safe enough with its current complement of defenders. We shall see.

Since Omaha won't develop until the 8th, at the earliest, I believe I'll try and begin an early envelopment of Caen. This will force Drew to commit his reinforcements toward defending that Area, and away from trying to smash the Americans.

I also want to capture Ste. Mère Eglise today. I'm surprised that Drew did not try to seize the Montebourg - Ste. Mère Eglise bridge. Success there could have put me away early.

JUNE 7: GERMAN IMPULSE A

Lehr goes into the Bayeux to Tilly to Villars-Bocage gap.

Activate Zone C: 1/Lehr to Thury-Harcourt (12), to Aunay sur

Odon (13) interdiction dr = 3], to Villars-Bocage (14) [interdiction dr = 5], to Tilly (21) [interdiction dr = 2]; Spent in Villars-Bocage (14).

2/Lehr to Thury-Harcourt (12), to Aunay sur Odon (13) [interdiction dr = 4], to Villars-Bocage (14) [interdiction dr = 2]; Spent in Aunay sur Odon (13).

Lehr/901 to Thury-Harcourt (12), to Aunay sur Odon (13) [interdiction dr = 6], to Villars-Bocage (14) [interdiction dr = 4], to Tilly (21) [interdiction dr = 6].

Lehr/902 to Thury-Harcourt (12), to Aunay sur Odon (13) [interdiction dr = 2]; Spent in Thury-Harcourt (12).

Lehr/Flak to Thury-Harcourt (12), to Aunay sur Odon (13) [interdiction dr = 5], to Villars-Bocage (14) [interdiction dr = 4], to Tilly (21) [interdiction dr = 1]; D1 in Villars Bocage (14).

Lehr/XX to Thury-Harcourt (12), to Aunay sur Odon (13) [interdiction dr = 3], to Villars-Bocage (14) [interdiction dr = 1]; D1 in Aunay sur Odon (13).

JUNE 7: ALLIED IMPULSE A

The RAF rules the skies! I'm surprised Drew committed Lehr that early. Given the potential instability of the Bretteville sector, that isn't a bad move, but it allows me to hammer Caen with the naval guns. Since he has no source of additional units to absorb the attack, I hope he'll have to take losses from several fresh units. That would make an early foray to contest Caen a bit more palatable.

British Naval Bombardment: Caen (10); Target: 21 Pz/125. 8 + (11) = 19 vs. 4 + (8) = 12, seven Attrition Points. 21/125, 21/22 and 21 Pz/XX Artillery to Spent.

June 7: Neutral Commentary Impulse A:

The Canadian Armor on Sword Beach seems to be making the German very nervous about his right flank. Placing the 12th SS in Rouen is a mistake. It cannot reach a contested Caen from there in clear weather, and must endure more air interdiction to reach it even if Caen is not contested.

Drew has compounded his mistake by committing Lehr prematurely. Caen is now vulnerable to a frontal attack and Andy seized on the opportunity immediately with a successful naval bombardment.

JUNE 7: GERMAN IMPULSE 0

Ouch, that attack by the British Naval unit really hurt. 12SS will now try to cover Caen, while 1SS Corps troops head for Merville.

Activate Zone A: 12SS/12 to Houlgate (1), to Troarn (6) [interdiction dr = 6], to Bourguébus (5) [interdiction dr = 6], to Caen (10) [interdiction dr = 4].

12SS/26 to Houlgate (1), to Troarn (6) [interdiction dr = 3], to Bourguébus (5) [interdiction dr = 4], to Caen - (10) [interdiction dr = 1]; D1 in Bourguébus (5).

12SS/25 to Houlgate (1), to Troarn (6) [interdiction dr = 4], to Bourguébus (5) [interdiction dr = 6], to Caen (10) [interdiction dr = 4].

12SS/Flak to Houlgate (1), to Troarn (6) [interdiction dr = 2]; Spent in Houlgate (1).

12SS/XX to Houlgate (1), to Troarn (6) [interdiction dr = 4], to Bourguébus (5) [interdiction dr = 4], to Caen (10) [interdiction dr = 1]; D1 in Bourguébus (5).

654 to Houlgate (1), to Merville (7) [interdiction dr = 2]; Spent in Houlgate (1).

101 to Houlgate (1), to Merville (7) [interdiction dr = 6]; no assault.

1SS/XXX to Houlgate (1), to Merville (7) [interdiction dr = 3].

JUNE 7: ALLIED IMPULSE 0

I'm going to have to give the fly boys a medal. I think can afford to take a risk, with the consequences being that I squander what I perceive to be my advantage. Since Drew has committed both groups of his reinforcements,

I'm going to commit the Canadians, instead of my troops on Sword against Caen. If I win, then I can send my troops on Sword to the east, and I won't have to worry about any serious counterattacks.

Activate Juno (17): 3CA/7; 3CA/8; 3CA/9 to Caen (10), Mandatory Assault with 3CA/XX support. 10 + (4) = 14 vs. 10 + (4) = 14, stalemate. 3CA/7 to D1.

June 7: Neutral Commentary Impulse 0:

No shrinking violets here! The German reinforcements are fully committed and I'd consider that to the Allies' Advantage. The considerable striking power of the 12th SS has been dissipated into four different areas. I especially disliked the disruption of the divisional artillery while trying to reach Caen. Artillery in Caen is wasted and the 12th SS artillery is one of the very best German units. A simple regrouping into Houlgate where it could fire into Merville would have been infinitely more effective. Andy has to love this premature commitment of the German striking power.

The Allied response is no less bold. Having suckered the Germans into reinforcing Caen at great cost, he now tries to compound his advantage by gaining a presence in Caen with a minimum of force. The even attack has a 56% chance of gaining a stalemate—all he needs to tie down German forces which double his own commitment. Having gambled and won, he looks brilliant. Had he failed, some other description might come to mind.

JUNE 7: GERMAN IMPULSE 1

The Canadians have managed to successfully Contest Caen; fortunately the Germans didn't suffer any casualties. There's not a lot I can do on the right, so I'll try to improve my position between the American and British sectors. After that I'll creep down the Cotentin to hem in the Americans at Utah, then maybe Bombard Omaha.

Activate Marigny (36): 30 to St. Lô (27) to Foret de Cerisy (28) [interdiction dr = 6], to Bayeux (20) [interdiction dr = 5]. 752 to St. Lô (27), to Foret de Cerisy (28) [interdiction dr = 1]. D1 in St. Lô (27).

JUNE 7: ALLIED IMPULSE 1

What I stated in my article holds true. I don't have the resources to take Caen. I could come close, but it would take all my efforts. Instead, the encirclement of Caen appears to be much more appealing. Looking at the board, Drew won't be able to refit all his units this turn. Therefore, I'm going to add to the carnage and hopefully inflict more casualties. Right now, I'm going to commit my air power, while I am guaranteed not to have any detrimental effects on the day. My two targets will be Merville and Ste. Mère Eglise. The odds of a mistaken attack are negligible and these moves should make clearing those areas a bit easier.

British Air Bombardment: Merville (7); Target: 711/744. 5 + (8) = 13 vs. 1 + (10) = 11, two APs. 711/744 to Spent.

June 7: Neutral Commentary Impulse 1:

Although it won't pay immediate benefits, I wonder if Andy wouldn't be better off forgetting about Merville and a Caen encirclement and

moving all that strength on his left toward Bretteville. The Germans are over-committed on their right and their only reinforcements on the 8th also arrive on their right. Again, on the 9th, their best forces arrive on the right. With no Overcast weather scheduled for nearly two days, now might be the time to change the axis of advance.

JUNE 7: GERMAN IMPULSE 1A

Although I'm eager to stir up trouble for the Americans, I must turn first to the British sector. I calculate the odds of being overrun at Merville or Bayeux as about the same, with a slight defensive benefit to Bayeux if Andy doesn't get a bridge from Gold constructed. I will neglect Bayeux for now (it will fall eventually) and prevent the possibility of an Allied Breakout by reinforcing Merville. Flying by the seat of my pants...

Activate Houlgate (1): 711/731 and 711/XX to Merville (7), no Assault.

JUNE 7: ALLIED IMPULSE 1A

Nothing has changed regarding my air bombardment strategy.

American Air Bombardment: Ste. Mère Eglise (51); Target: CA. 5 + (5) = 10 vs. 3 + (3) = 6, four AP. CA to Spent.

June 7: Neutral Commentary Impulse 1A:

I am not enamored with the Allied air bombardments. Chancing a mistaken attack on your own troops should require some pretty hefty temptations. I'm not sure a one-step loss on a Coastal Artillery unit qualifies. The 56% chance of success of the airstrike only improved the chance of clearing Ste. Mère Eglise in a 10-8 assault by the 4th Division by a scant 8%. I think

JUNE 7: GERMAN IMPULSE 1B

Not wanting to risk losing an air strike to an early sunset, Andy has used both Air Bombardment markers before Impulse 2. Of course, Andy has other legitimate reasons for striking early and reducing my Fresh unit in Ste. Mère Eglise. By all rights I should blow the Ste. Mère Eglise bridge, but at only a 16% chance of success, it is a risky move. Well, I would pass on the bridge blowing if the Allies had a lot of offensive options elsewhere that could really hurt me, but they don't, so I'll try it.

Activate Ste Mère Eglise (50): Attempt Bridge Demolition Utah (51) bridge, drn (+1), dr = 6, place Destroyed Bridge marker.

JUNE 7: ALLIED IMPULSE 1B

I really didn't think Drew would try that move. Well, that forces me to move with the British, as I'm not going to waste valuable impulses trying to build that bridge. I've got a 33% chance of repairing the bridge, but that's too low for this stage of the game, and I would have no alternate move with my units on Utah.

Instead, I'll attempt to clear Sword. I'm going to assault with a limited force, as I don't think it's necessary to go with everything to clear Sword. Given an overrun, I'm going into Merville, and, while I can deal out some serious damage, about nine CPs, that won't be an

Overrun. So, I need a follow-up force. I hope Drew will get itchy and will try to blow the Merville - Houlgate bridge, wasting an Impulse.

Activate Sword (8): 27 Armor, 3/8, 3/9, 3/185, Optional Assault. 11 + (9) = 20 vs. 5 + (8) = 13, seven CPs. Eliminate CA, Overrun. Place British Control marker. 27 Armor, 3/8, 3/9, 3/185 to Merville (7), Optional Assault, 711/731 is the German Point Unit. 11 + (10) = 21 vs. 4 + (5) = 9, 12 CPs. 711/744, 711/731, 711/XX and 1SS/XXX to D2 and retreat to Houlgate (1).

June 7: Neutral Commentary Impulse 1B:

Whoa! Major momentum burner! The low odds demolition of the Utah bridge means a delay of at least one day in any possible American linkup at Carentan. This bad news is worthy of reroll consideration. I'm guilty of hindsight here, but the assault from Utah across that bridge should have preceded the events in the British sector. This is a major mistake by Andy.

Give Drew credit for a great move. Sure, it was lucky, but it was the best option he had. It was the right move at the right time, and more importantly, it worked!

The success of the British assault in Merville makes the move look better than it is. I believe the Allies should be trying to solve their problems on Omaha first. If the 352nd Artillery lands another good barrage, the American may never get off Omaha. The Air bombardment should have hit here—on the heels of a naval bombardment.

Chalk up this impulse for Drew.

JUNE 7: GERMAN IMPULSE 2

The Forward unit was 711/731 to allow a +1 Defense Value modifier for an additional Fresh unit (Merville CA). Likewise, the Merville CA will stay Fresh to apply the additional +1 to any subsequent assault. Also, if I'm lucky enough to survive the day Fresh, I'll be able to interdict supply on Sword.

Although I reinforced Merville to prevent a breakout in the east, it still hurts when I lose 12 CPs, and it leaves me second-guessing myself. I'll commit one last unit to hold the shoulder at Bayeux.

Activate Foret de Cerisy (28): LXXXIV/XXX to Bayeux (20).

JUNE 7: ALLIED IMPULSE 2

I've done a lot of damage, but didn't breakthrough. I'm not sure what is intended by Drew's last move, but it does cause me to re-evaluate my position. Moving the 50th Division into Bretteville won't net me much in terms of an advantage, and I'll be facing destroyed bridges and ultimately the bocage. Bayeux seems to be a better option, as it will yield two VPs.

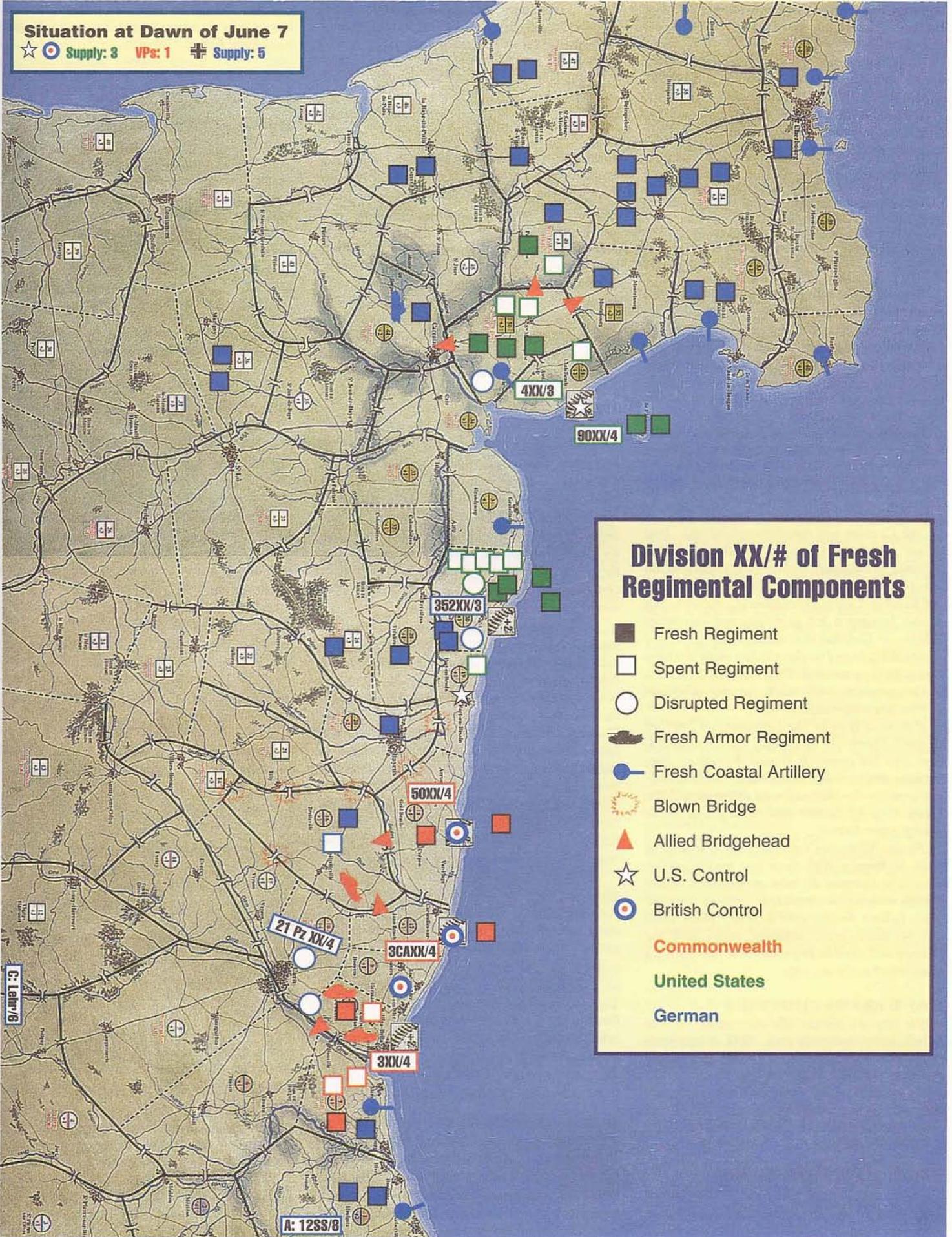
Artillery Bombardment: Bayeux (20); Target: 352/915. 50/XX conducts attack. 6 + (7) = 13 vs. 2 + (7) = 9, four APs. 352/915 to Spent; 30 and LXXXIV/XXX to D1.

June 7: Neutral Commentary Impulse 2:

Drew obviously places more importance on Bayeux than I do. It's loss is almost inevitable. Why take unnecessary casualties there when you can defend in the bocage instead? I especially dislike moving scarce German artillery

Situation at Dawn of June 7

☆ Supply: 3 VPs: 1 ⚡ Supply: 5



Division XX/# of Fresh Regimental Components

- Fresh Regiment
- Spent Regiment
- Disrupted Regiment
- 🛡️ Fresh Armor Regiment
- 🔵 Fresh Coastal Artillery
- ☀️ Blown Bridge
- ▲ Allied Bridgehead
- ☆ U.S. Control
- 🇬🇧 British Control

Commonwealth
United States
German

into an Area which is about to be bombarded. It is almost certain to be disrupted without getting off a shot.

Andy apparently agrees because the move draws an immediate barrage. Drew has only succeeded in making the target more tempting. This impulse goes to the Allies, but am I the only one who sees the importance of the artillery on Omaha?

JUNE 7: GERMAN IMPULSE 3

I might as well send 1 Flak to Bayeux as well.

Activate Trévières (29): 1 Flak to Bayeux (20).

JUNE 7: ALLIED IMPULSE 3

This is very interesting, as he has taken tremendous damage, and he keeps throwing troops into the line. If I can get a breakthrough, I'll have a major gap to exploit, but I realize that currently I'm spreading myself thin. But, while Bayeux is building up too much for my liking, his line looks a lot thinner than mine.

Activate Gold (18): Attempt construction of Bayeux (20) bridge, drm (+2), dr = 6, place Allied Bridge marker. 56, 50/69, 50/151, 50/231 to Bayeux (20), Mandatory Assault. 9 + (7) = 16 vs. 6 + (8) = 14, two CPs. 1 Flak to D1; 30 to D2.

June 7: Neutral Commentary Impulse 3:

The German ups the stakes in Bayeux. Had he not reinforced it again, the British had a potential 9:5 assault with a 16% chance of an Overrun that would have yielded both Balleroy and Foret de Cerisy. By reinforcing Bayeux, that assault became a 9:6 and required four more CPs for an Overrun that reduced the likelihood of that debacle to 1%. But the Germans are now almost fully committed. Only the 100 Pz Rp Bn in Carentan can still reach Bayeux—if it can survive three interdiction rolls.

If Bayeux is to be the battlesite, why not go all out? Throw the American naval bombardment into the battle. It should disrupt all four German units, return the assault odds to 9:5, and improve the chance for an Overrun to 24%. Throw in a +2 Sunset drm reward and we're talking game buster.

But the Allies don't wait and are now bogged down in Bayeux with their last major assault force. The German decision to take CPs in disruption rather than retreats is curious. Does he really believe he can hold Bayeux? Those units will be much more valuable Fresh and the German will need to Regroup them into fallback positions at night anyway.

JUNE 7: GERMAN IMPULSE 4

I'll try to catch the attention of the Americans in the Utah area. First, a bombardment, then, if successful, I'll send the ground troops in to Pont l'Abbe.

Artillery Bombardment: Pont l'Abbe; Target: 82/508. 709/XX conducts attack. 3 + (9) = 12 vs. 3 + (6) = 9, three APs. 82/508 to Spent; 82/507 to D1.

JUNE 7: ALLIED IMPULSE 4

Seems that I'm going to have a difficult time landing my American reinforcements. I'd like to secure my chances of survival on Omaha, so I'm

going to bombard that area. This should increase Drew's casualties, but I don't think I'll like the response. Right now it's worth the risk.

American Naval Bombardment: Omaha (30); Target: 716/726. 8 + (4) = 12 vs. 1 + (10) = 11. Allies request reroll. 8 + (8) = 16 vs. 1 + (5) = 6, ten APs. 716/726, 352/916, 352/914 and 32 Flak to Spent; Vierville CA to D2. Advantage to German Player.

June 7: Neutral Commentary Impulse 4:

The bombardment of Pont l'Abbe isn't necessary. Given the American problems on Utah, those paratroopers aren't going anywhere. They can't even regroup into Ste. Mère Eglise. The first priority should be to move the Nebelwerfers into Pont l'Abbe through the Flak corridor. Surely, moving the forces in Volognes before the Nebelwerfer is in place would be a major mistake. Once the Nebelwerfers have arrived, the airborne in Pont l'Abbe can be disposed of at the German's convenience.

The American barrage of Omaha is long overdue. The standoff between the WTF and the 352nd has finally reached the breaking point. The Americans have probably not fired thus far, because doing so and not bagging the 352nd will give it free rein to return fire without fear of disruption. That is why the IX AF should have been used here instead of in St. Mère Eglise. In retrospect, I would have used nearly all the impulses today to this point in the American sector. With four bombardments clearing the way, the 175th might have been sufficient to clear Omaha—and what a wide open center they would face on the 8th.

Andy's decision to surrender the Advantage for a reroll of the naval bombardment is fascinating—as decisions to use or not use the Advantage tend to be. Clearly, the decision was not based on his failure to inflict casualties. It is the Weather Change that bothers him. The German has many more spent and disrupted units in play than he can refit. Andy wants to create even more such exhaustion, but if the day goes eight impulses the German Depots will be worth seven apiece. The addition of 12 extra German supply points will undo much of the supply problem Andy has tried to create. From that viewpoint, the reroll was justifiable.

However, in almost every other respect it is questionable. The other profound effects of a Weather change are almost totally lacking in this situation. The Allies won't miss their own air cover as their aerial bombardments and assaults for the day are finished for the most part. The effect of lack of air interdiction is likewise minimal because the German reinforcements are already committed and the best remaining German moves don't require major travel without flak coverage. All in all, I think Andy has already passed up two Reroll situations at least as important as this one.

JUNE 7: GERMAN IMPULSE 5

I had hoped he wouldn't do that so that I could use those units to Attack on Omaha. I would have liked for him to commit his 29 Infantry reinforcements first, then I would assault. At least I have the Advantage for now.



The 352nd Artillery had better bombard before it too is forced to become Spent. I should have done this last Impulse.

Artillery Bombardment: Omaha (30); Target: 1/18. 352/XX conducts attack. 4 + (2) = 6 vs. 3 + (10) = 13, no effect.

JUNE 7: ALLIED IMPULSE 5

First, I'll defend my surrendering of the initiative as the right move. I think that the day might have enough impulses left that it was a proper move. Combined with the fact that I only inflicted one AP, I believe the choice was easy. If the dice rolls were comparable, I might not have done it, but I still don't like it when the German Army gets free reign of the battlefield. Since Drew has been nice enough to make Omaha a safer place, I'll land the big guns.

Activate Omaha Approach: V/XXX to Omaha (30). 29/175 to Omaha (30), Optional Assault. 6 + (5) = 11 vs. 3 + (7) = 10, one CP. 716/726 to D1. Weather Changes to Overcast on Impulse 6.

June 7: Neutral Commentary Impulse 5:

Much ado about nothing. The 352nd's bombardment yields nothing, but fate sticks it to Andy big time with another weather change.

Despite the cloudy skies, the German has made a major mistake. Not only should he have retreated the 726th out of Omaha rather than have it disrupted, he should have used this assault as an excuse to voluntarily retreat all five mobile German units. The time to contest Omaha is over. The safe arrival of the V XXX plus the impending refit of the 1st Division to Fresh status means that Omaha will fall on the morrow. By staying, it just gives American artillery cheap targets, prevents demolition of the Trévières bridge, and more than doubles the supply required to refit these forces. Even if Omaha could be held through the 8th, it would be a bad idea with the British about to burst out of Bayeux and trap them. Those five German units are needed to defend the German center. Staying is a major mistake.

Give the impulse to the Allies despite the Weather change.

JUNE 7: GERMAN IMPULSE 6

 Yes! Here come the clouds! If nothing else, I just gained at least six Supply Points which I desperately need, especially since the Americans will have lots of Fresh units next turn due to the ineffectiveness of my gunners at Omaha. Rather than take advantage of the Overcast weather to move units without interdiction, I will try to bloody the 82nd Airborne in Pont l'Abbe. This might evict the US from that area, and hopefully serve notice to Andy that I will attack in the future should he stick his neck out, hopefully causing him to think twice about being too bold.

Activate Valognes (54): 91/1058, 709/739, 932 Flak, 1/30 Flak and 2/30 Flak to Pont l'Abbe (49), Optional Assault. 8 + (9) = 17 vs. 5 + (4) = 9, eight - Bocage = seven CPs. 82/508 and 82/507 eliminated. Sunset DRM to -2.

JUNE 7: ALLIED IMPULSE 6

So maybe I should not have surrendered the Advantage. Then I pull off a bone-head stunt

upon landing my reinforcements. What saved me is that Drew did not realize that he should have voluntarily retreated his troops out of the area, thus saving himself about five Supply Points.

There are other useful things I'd like to do, but with the -2 DRM to the end of the day, I'm going to try and build the bridge between Ste. Mère Eglise and Utah or at least get a construct modifier before the end of the day.

Activate Utah (51): Attempt to repair Ste. Mère Eglise (50) bridge, drn (+2), dr = 2, place Allied +1 Construct marker. Sunset DR = 8 (-2) = 6.

June 7: Neutral Commentary Impulse 6:

It's hard to criticize a move that eliminates two American regiments and shortens the day, but I'll try. Despite its seeming success, this was a poor German move. In the first place, the chances of eliminating the paratroops with an 8:5 assault was only 16%. The other 84% enables the paratroops to retreat to safety in St. Mère Eglise or, worse, defeat the attack outright 16% of the time. In other words, the chances of the best result and the worst result were equal. In between those 16% extremes, we are faced with the far greater likelihood of five more Spent German units in a contested Area requiring ten supply points to refit. Given his supply problems, this is a classic example of a Pyrrhic victory the Germans can't afford to win.

But it gets worse. The worst thing about this attack is the timing. The German already has the Advantage so he can't retake it. All he can do is shorten the day, which he does. But look at the map. This is one of those rare instances where the Germans may actually want a longer day. The Allies have pretty much shot their wad. But you have cloudy skies. If the day goes 9 impulses—you can gain another six supply points.

The prudent move would have been to move the Nebelwerfers to Pont l'Abbe. The paratroopers can't go anywhere. The Germans can then destroy them early on the 8th when the -2 Sunset DRM is far more useful, than it is now. As long as Ste. Mère Eglise holds, those spent American paratroops in Pont l'Abbe are money in the bank for the Germans. Don't be in a hurry to spend them. Timing is everything in this game. The worst that could happen with my move is that the Germans will save supply.

To illustrate the matter further, let's look at Drew's worst case scenario 68% of the time he will have five spent units contesting Pont l'Abbe. If the weather changes, the Nebelwerfers will have lost their Flak corridor and Drew will be left to refit nearly 40 Spent and Disputed units with 36 supply points from six dumps. Lotsa luck!

For his part, Andy violates one of his own principles—"never spend an impulse just repairing a bridge if there are other alternatives. The 8:4 assault on Merville has a 24% chance of clearing the Area which will improve the British refit situation greatly. Even a 5:1 bombardment against the five spent units on Omaha looks like a can't lose proposition.

Bad decisions by both players.

JUNE 7: GERMAN IMPULSE 7

Pressuring the 82nd Airborne at Pont l'Abbe proved to be a smashing success. With Pont l'Abbe exclusively German, I will pass units from Cherbourg through Pont l'Abbe on their way to Carentan and Isigny.

Activate Area 58: 101 Nebelwerfer and 243/920 to St. Jores (45).

JUNE 7: ALLIED IMPULSE 7

Although it is Overcast, I'm lucky the day has lasted. Again my engineers are performing down to my lowest expectations. It's only a 50% chance to rebuild that bridge, so I'll save the next attempt for the Evening Refit Phase. I don't see any ability to save a large number of Supply Points. I can really hurt him big with his "hit-them-on-the-beaches" strategy by nailing the guys on Omaha with my Artillery. That should set me up nicely for the 8th. I should have done this move before attempting the bridge construction, due to the Sunset DRM, but I won't complain about being given a second chance.

Artillery Bombardment: Omaha (30); Target: 352/914, 1/XX and 29/XX conduct attack. 6 + (8) = 14 vs. 1 + (6) = 7, seven APs. 352/914, 352/916, 352/XX and 32 Flak to D1. 716/726 to D2.

June 7: Neutral Commentary Impulse 7:

The German move accomplishes little more than adding to his supply problems. Given the delay on Utah and the elimination of the paratroopers in Pont l'Abbe, the Nebelwerfers have plenty of time to Regroup to the next hot spot. The move would have been better spent getting some help for the depleted center.

Andy makes him pay for the stubborn defense on Omaha. The stage is now set for major gains in the center. Despite some bad luck and a major gaffe at Utah, I'd have to give the day to the Allies.

JUNE 7: GERMAN REFIT PHASE

The good news is that the day is over; the bad news is that I'll be in a terrible position when dawn breaks on the 8th. With units strung out everywhere and disrupted, I have some difficult choices to make for this Evening Refit Phase. The extreme eastern flank, Caen, and the Cotentin will receive the lion's share of supply. Omaha will, unfortunately, have to make do with little. I hope that I can get some units from the Cotentin to help cover the Isigny to Bayeux region. I'll need the help.

One Depot 6 in Houlgate (1): 101, 654, and 12SS Flak to Fresh; 1SSPz/XXX to D1.

Two Depot 6 in Bourguébus (5): 12SS/12, 12SS/25, 21Pz/22, and 21Pz/XX to Fresh; 12SS/26 and 12SS/XX to Spent.

One Depot 6 in Pont l'Abbe (49): 1/30, 2/30, 932, 91/1058 and 243/920 to Fresh.

One Depot 6 in Trévières (29): Vierville CA to D1; 352/914 to Spent.

One Depot 6 in Tilly (21): Lehr/901, 352/915 to Fresh; 1 Flak to Spent.

German Supply Reserve: five.

JUNE 7: ALLIED REFIT PHASE

I feel that the day was fairly successful. Drew's army is severely damaged. I could use my Air Supply to have a decent chance at refitting one unit in the rear areas, but I'll take a slim chance to refit some front line units in an attempt to bank more supply.

Air Supply: Merville. 27 Armor, 3/8, 3/9, and 3/185. Dr's = 4, 5, 5, 3, no effect.

Depot in Utah (51): 4/8 to Fresh; attempt bridge repair Ste. Mère Eglise (50) bridge, drn (+3), dr = 5, place Allied Bridge marker; 1 Supply Point lost to CA Interdiction. Save seven Supply Points.

Two Depots in Omaha (30): 1/16, 1/18, 1/26, 1/XX, 29/116, 29/175, 29/XX, 5 Ranger, and V/XXX to Fresh; 29/115 to Spent.

Depot in Gold (18): 50/XX, 50/69, 50/151, 50/231, and 56 to Fresh. Save one Supply Point.

Depot in Juno (17): 3CA/XX, 3CA/8, and 3CA/9 to Fresh; 3CA/7 to Spent. Save two Supply Points.

Depot in Sword (8): 1SS Commando, 27 Armor, 3/8, 3/9, and 3/185 to Fresh; one Supply Point lost to CA Interdiction.

Allied Supply Reserve: ten + three existing = 13. Purchase one Impulse. June 8 begins on Impulse A.

Allied Supply Reserve: three.

June 7: Neutral Commentary Refit Phase:

The end of the Refit Phase reveals a lot of (bled) white German units. Drew makes it worse by sending good money after bad. The expensive refits on Omaha are a complete waste of scarce resources, and suggests that the German intends to try to hold onto Omaha another day. If true, he is compounding his mistakes. The choice of Refits for 1SS Pz XXX and 920 was also less than optimum.

JUNE 7: GERMAN REGROUP PHASE

I will surely lose all of my units at Omaha this turn, so I'll try to save some by pulling them back. Still, I don't want to abandon it completely. I'll let my opponent waste an impulse taking it, so some units will stay behind. Some units will move into Troarn from Houlgate to try to block a possible British push from Merville to threaten Caen from the rear or a possible run for Zone A or B.

St. Vaast-la-Hougue (53): AOK 7 and 709/729 to Montebourg. Valognes (54): 709/XX to Montebourg (52).

St. Sauveur-le-Vicomte (48): 91 PAK to Pont l'Abbe (49).

St. Jores (45): 243/920 and 101 Nebelwerfer to Carentan (44)

le Haye-du-Puits (46): 243/921 and 91/XX to St. Jores (45).

Barneville (47): 243/922 and 243/XX to St. Sauveur-le-Vicomte (48).

Pont l'Abbe (49): 1/30 Flak and 2/30 Flak to St. Jores (45).

Carentan (44): 100 Pz Rp to Catz (34).

Omaha (30): 32 Flak to Grandcamp (31); 352/916, 352/XX, and 352/914 to Trévières (29).

Tilly (21): Lehr/901 to Balleroy (22).

Villars-Bocage (14): 1/Lehr and Lehr Flak to Tilly (21).

Aunay sur Odon (13): 2/Lehr and Lehr/XX Artillery to Villars-Bocage (14).

Thury Harcourt (12): Lehr/902 to Aunay sur Odon (13).

St. Lô (27): 752 to Foret de Cerisy (28).

Bourguébus (5): 12SS/26 and 12SS/XX to Troarn (6).

Houlgate (1): 1SS/XXX, 711/744, 711/731, and 711/XX to Troarn (6).

Troarn (6).

JUNE 7: ALLIED REGROUP PHASE

I'm going to land the 90th and the Corps Artillery on Utah. I'm taking a chance if Ste. Mère Eglise gets tied up, but I think the odds of that occurring are low, and I'll need artillery support to take Carentan. Omaha is really going to be crowded with the arrival of the 2nd Division, and diverting the 90th to that beach would only aggravate the situation.

Gold Approach: XXX/XXX to Gold (18).

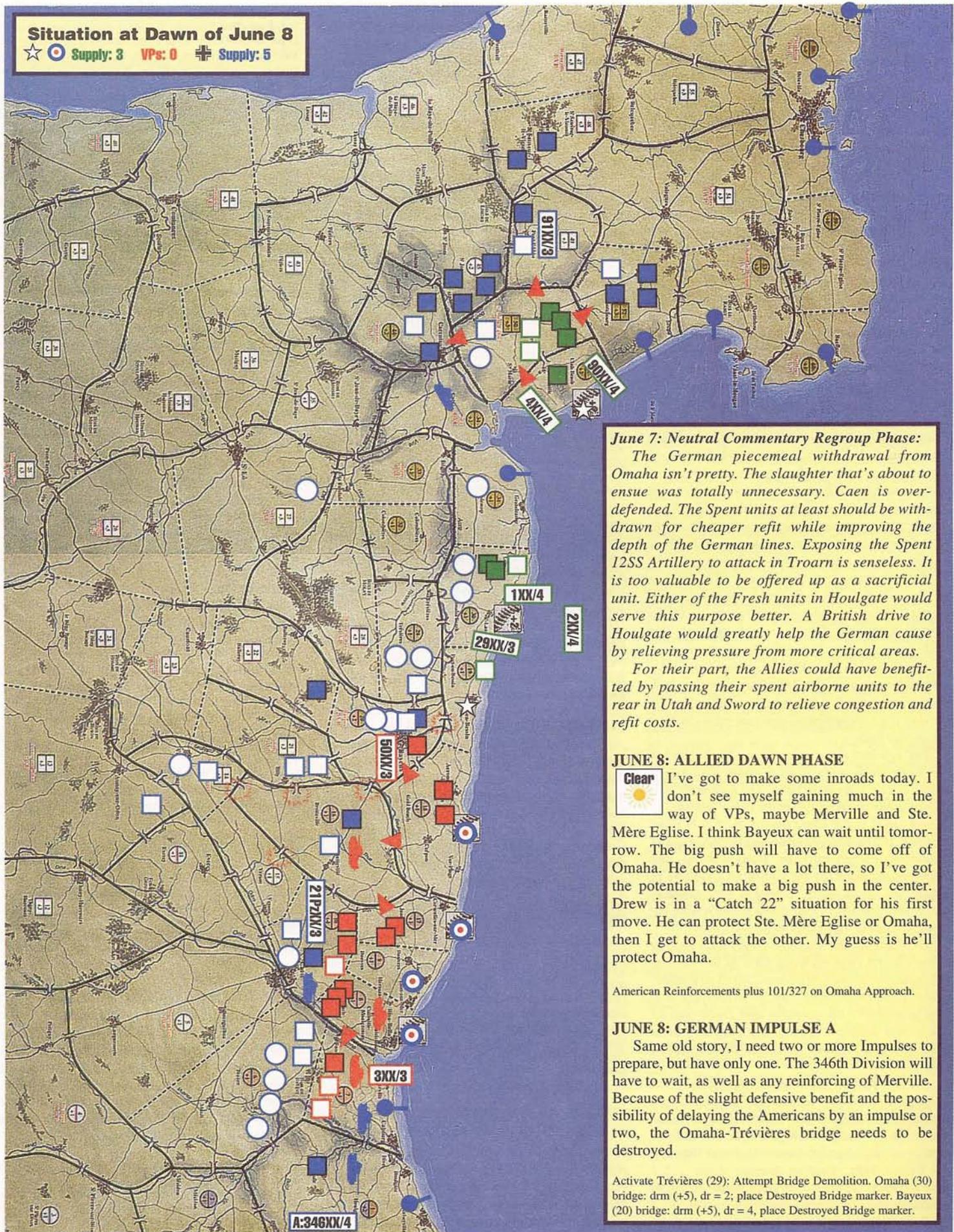
Juno Approach: 1/XXX to Juno (17).

Utah Approach: 90/357, 90/358, 90/359, 90/XX, VII/XXX to Utah (51). CA Interdiction dr's — 6, 4, 3, 3, 3; no effect.

101/327 to Offshore Box.

Situation at Dawn of June 8

☆ Supply: 3 VP: 0 + Supply: 5



June 7: Neutral Commentary Regroup Phase:

The German piecemeal withdrawal from Omaha isn't pretty. The slaughter that's about to ensue was totally unnecessary. Caen is over-defended. The Spent units at least should be withdrawn for cheaper refit while improving the depth of the German lines. Exposing the Spent 12SS Artillery to attack in Troarn is senseless. It is too valuable to be offered up as a sacrificial unit. Either of the Fresh units in Houlgate would serve this purpose better. A British drive to Houlgate would greatly help the German cause by relieving pressure from more critical areas.

For their part, the Allies could have benefited by passing their spent airborne units to the rear in Utah and Sword to relieve congestion and refit costs.

JUNE 8: ALLIED DAWN PHASE

Clear I've got to make some inroads today. I don't see myself gaining much in the way of VPs, maybe Merville and Ste. Mère Eglise. I think Bayeux can wait until tomorrow. The big push will have to come off of Omaha. He doesn't have a lot there, so I've got the potential to make a big push in the center. Drew is in a "Catch 22" situation for his first move. He can protect Ste. Mère Eglise or Omaha, then I get to attack the other. My guess is he'll protect Omaha.

American Reinforcements plus 101/327 on Omaha Approach.

JUNE 8: GERMAN IMPULSE A

Same old story, I need two or more Impulses to prepare, but have only one. The 346th Division will have to wait, as well as any reinforcing of Merville. Because of the slight defensive benefit and the possibility of delaying the Americans by an impulse or two, the Omaha-Trévières bridge needs to be destroyed.

Activate Trévières (29): Attempt Bridge Demolition. Omaha (30) bridge: drm (+5), dr = 2; place Destroyed Bridge marker. Bayeux (20) bridge: drm (+5), dr = 4, place Destroyed Bridge marker.

JUNE 8: ALLIED IMPULSE A

As I predicted. I'll go into Ste. Mère Eglise with the heavy division to secure the Area. Even though I'll be stacked to eight units, I'll have the ability to clear it next impulse with the 90th, using Divisional Integrity, if necessary.

Activate Utah (51): 4/8, 4/12, 4/22 move to 50, Optional Assault with 4/XX support. 11 + (12) = 23 vs. 5 + (12) = 17, six - Bocage = five CPs. 709/1/919 and CA unit eliminated. Place American Control marker.

June 8: Neutral Commentary Impulse A

Both players made the optimum moves. Note, however, that both could have improved their situations in their respective Regroup Phases. The American assault had a 34% chance of failing to clear the area. In that event, the follow-up assault by the 90th Division would have been limited to two units due to stacking limits, and his failure to regroup the spent 501st to the rear may have been significant.

The German move Andy speaks of could only have come in the form of a Mandatory Assault against Ste. Mère Eglise's 14 Defense Value. Such an assault is not likely to succeed now, but with foresight in the Refit and Regroup Phases, the German could have mounted a 17 factor assault by declaring a Double Impulse. Such an attack had an 84% chance of success and may well have pinned down Utah Beach for the duration of the game.

JUNE 8: GERMAN IMPULSE 0

The 12SS Flak goes into Merville to cut the chances for Overrun by an immediate all-out British assault from about 56 to 24 percent. What I hope to accomplish by this move is to force my opponent to waste Air, Naval and artillery assets, and time, in order to soften up an Area which is rightly his.

Activate Houlgate (1): 12SS Flak to Merville (7).

JUNE 8: ALLIED IMPULSE 0

Here is my big chance to win back the initiative, and gain an impulse. This should happen with some of the troops on Omaha, taking out the beach and Grandcamp. I think that the 29th should be able to handle the mission, but I'll throw in the Ranger as insurance. Granted, this allows Drew the chance to blow the Isigny bridge, but that's all he'll accomplish next impulse.

Activate Omaha (30): 29/175, 29/116 and 5 Ranger, Optional Assault with 29/XX support. 10 + (6) = 16 vs. 4 + (9) = 13, three CPs. Vierville CA eliminated, 716/726 retreats to Grandcamp (31).

June 8: Neutral Commentary Impulse 0

Greed is a terrible thing. The 10:4 assault had a 76% chance of an Overrun vs. Omaha, but once achieved still only had a 44% chance of doing the same thing in Grandcamp. Even if successful, there would be no MF left to seize the Isigny bridge. Translation: he didn't commit enough force for the job. By adding two regiments of the 1st Division plus artillery support he improves his overrun chances to 97% vs Omaha and 84% vs Grandcamp. The odds become even better if he precedes all of this with an airstrike against Grandcamp, which should

also allow a bridge seizure attempt after the Overrun. With four units bagged, he regains the Advantage and can even afford the luxury of a bridge repair attempt on Trévières.

Trévières is the key to this. Andy wants to bag those three spent units across the river too, so he has held back the 1st Division to make the river crossing. Big mistake.

JUNE 8: GERMAN IMPULSE 1

The Flak from St. Jores will head for Isigny. Regiment 243/921 needs to move to Carentan, but since Carentan is in no immediate danger, I will leave it in St. Jores where it will be safe from those big naval guns.

Activate St. Jores (45): 1/30 Flak to Carentan (44), to Catz (34) [interdiction dr = 4], to Isigny (33) [interdiction dr = 2]; Spent in Catz (34). 2/30 Flak to Carentan (44), to Catz (34) [interdiction dr = 3], to Isigny (33) [interdiction dr = 6].

JUNE 8: ALLIED IMPULSE 1

The 1st Division would have cleared Omaha, but I didn't want to use my big guns early. Actually, that failure really hurts, because the 1st has to get out of the area before I can land the 2nd. Time to use the air power. I'm not going to risk a weather change via the air power, and Drew's doing an excellent job by himself of putting his units in a position of being unable to refit. I'll try to set up Grandcamp for an Overrun, so I can use the extra movement point to seize the bridge. Those odds are slim, but they're worth the chance.

American Air Bombardment: Grandcamp; Target: CA. 5 + (4) = 9 vs. 1 + (2) = 3, six APs. CA to Spent; 32 Flak to D2.

June 8: Neutral Commentary Impulse 1

The German correctly foresees the need to occupy Isigny. The air bombardment target makes sense. It would have made more sense last impulse.

JUNE 8: GERMAN IMPULSE 1A

Let's see if it's possible to reinforce Grandcamp. My intent here is not to hold it, but to possibly slow down the US, maybe even cause them some disruption. This isn't much of a move.

Activate Catz (34): 100 Pz to Isigny (33), to Grandcamp (31) [interdiction dr = 2]; Spent in Isigny (33).

JUNE 8: ALLIED IMPULSE 1B

The British have an excellent chance to take out Merville and wreak great havoc. I'll try and give them a bit of support toward that effort.

British Air Bombardment: Merville; Target: CA. 5 + (6) = 11 vs. 1 + (10) = 11. No effect.

June 8: Neutral Commentary Impulse 1A

I didn't think much of it either. Drew is literally begging Andy to seize the Advantage. Putting a fourth unit in Grandcamp is a terrible idea. Fortunately, the Allied air interdiction saved him from himself. Andy's air bombardment choice wasn't much better. Why chance a mistaken attack on your own forces when there are better targets elsewhere? Both Troarn and Trévières offer plentiful and easy targets whose further disruption now could aid in a possible overrun later in the day.

JUNE 8: GERMAN IMPULSE 1B

Much remains to be done. I must cover the Colombières to Isigny to Grandcamp area, Trévières, bring on the 346th Infantry Division reinforcements, reinforce Merville, and eventually reinforce Carentan. I would like to move 654 Panzer to Merville, but I don't want to subject it to Naval Bombardment. On the other hand, I'd rather the British bombard Merville than Bayeux. I'll compromise by bringing on the 346th Division, sans artillery, a move which I loathe since they could move for free if I waited until the Night Regroup Phase. This move will free up the 654th panzers for action in Merville or elsewhere. Hopefully the British will get jittery over the prospect of my eventually moving 654 into Merville, and will oblige me by bombarding there now.

Activate Zone A: 346/857, 346/858, 346/762 to Houlgate (1).

JUNE 8: ALLIED IMPULSE 1B

Although the air bombardment failed, attacking Merville seems like the best move. First, it's a VP. Second, I can gain the Advantage. Third, it's a pretty secure move since he's already moved the 346th, and if I Overrun, I can block that unit's further progress by contesting Troarn.

Activate Merville (7): 27 Armor, 3/8, 3/9, 3/185, Optional Assault with 3/XX support. 12 + (10) = 22 vs. 5 + (9) = 14, eight CPs. 101 Pz to Spent; Merville CA eliminated; 12SS Flak to D2 and retreat to Houlgate (1).

June 8: Neutral Commentary Impulse 1B

Drew's move is probably his worst of the game. It accomplishes nothing except spending his own supply and eliminating a potential counterattack force. Drew is much too pre-occupied with the defense of Houlgate.

Meanwhile, Andy keeps pushing back potential Advantage—earning targets without eliminating them. His Merville assault had only a 10% chance of being an overrun. Had he preceded it with a successful 8:2 naval bombardment, those odds increase to 56% unless the German ups the stakes yet again. If you want overruns, you've got to be prepared to pay the price in preliminary bombardments and the impulses they cost.

JUNE 8: GERMAN IMPULSE 2

Whew, I managed to survive that one. Time to commit more troops to Merville, but I don't think it'll be enough. If Andy gets bold and sends his troops on Sword into Merville for the kill, I'll try to rough up his troops in Caen.

Activate Houlgate (1): 654 Pz to Merville (7).

JUNE 8: ALLIED IMPULSE 2

I think this next decision may turn out to be critical. I'm going to bombard Carentan. If it works, I'll have a +1 attack next impulse, which could really screw up Drew's plans. If I fail, I'll look foolish for wasting the impulse.

American Naval Bombardment: Carentan; Target: 91/6 FS. 8 + (4) = 12 vs. 2 + (8) = 10, two APs. 91/6 FS to Spent.

June 8: Neutral Commentary Impulse 2

Did he say foolish?

At this point, the reinforcement of Merville makes sense. In for a penny...He should try to hold it now if for no other reason than it complicates the British supply situation and seems to be distracting Andy from the real trouble spots.

Andy is all over the map looking for a quick kill rather than methodically taking advantage of what he has been offered. His planned early assault on Carentan is great if it works, but it is a gamble. Omaha is where he can really kick German butt. If the day ends before he gets off the beach it would be a major disaster. Take what you've got, not what you might get.

JUNE 8: GERMAN IMPULSE 3

Time to start inching units toward Carentan and Isigny.

Activate St. Jores (45): 243/921 to Carentan (44).

JUNE 8: ALLIED IMPULSE 3

Did I actually playtest this game? Let's see if I can explain my next move. I'm going to launch the 1st across the river into Trévières. I realize the risk of counterattack by Lehr exists, but I'm willing to take the chance. This move should open up the American options on the 9th. The other option is to put the 1st into Grandcamp and try to seize the bridge. If I'm lucky, I can attack Isigny with the 2nd. If I don't take the bridge, then I have to spend at least one impulse to build the bridge off of Omaha to move the 2nd into Trévières. Checking my track record with bridge repair, I think the first option is preferable.

Activate Omaha: Attempt bridge repair Trévières (29) bridge; drm (+2), dr = 1, place Allied +1 Construct marker. 1/16, 1/18 and 1/26 to Trévières (29), Mandatory Assault with 1/XX Support. 11 + (6) = 17 vs. 5 + (8) = 13, four CPs. 352/914 to D1; 352/XX to D2 and retreat to Foret de Cerisy (28); 352/916 to D2.

June 8: Neutral Commentary Impulse 3

Andy's impatience screws him again. The Trévières attack had only a 34% chance of an Overrun. Had he used the VXXX to bombard the area first, that probability increases to 76%. Better still, send two regiments against Grandcamp at 10:3 with a 66% chance of an Overrun. Then, if the Isigny bridge has not been blown, the other regiment can dash across it into Isigny on the next impulse after taking another shot at the Trévières bridge repair. And, you'll still have the 2nd Division offshore to exploit either success.

For his part, Drew still takes too many unnecessary casualties. There is no point in leaving two disrupted units in Trévières, one will do.

JUNE 8: GERMAN IMPULSE 4

It doesn't look like the Americans can attack again in Trévières without spending an impulse to build the bridge into it, so I can concentrate on other areas.

Activate Pont l'Abbe (49): 91 Pak to St. Jores (45), to Carentan (44) [interdiction dr = 6], to Catz (34) [interdiction dr = 5], to Isigny (33) [interdiction dr = 6], to Grandcamp (31) [interdiction dr = 2]; Spent in Isigny (33).

JUNE 8: ALLIED IMPULSE 4

That last spectacular move sets up the move by the 2nd Division into Grandcamp. I should be able to get the advantage back, courtesy of Drew moving a third, weak unit into the Area.

Activate Omaha Approach: 2/9, 2/23, 2/38, 2/XX, 101/327 to Omaha (30) to Grandcamp (31), Mandatory Assault. 10 + (6) = 16 vs. 3 + (9) = 12, four CPs. Grandcamp CA to D2; 716/726 and 32 Flak retreat to Isigny (33).

June 8: Neutral Commentary Impulse 4

Andy doesn't live right. He is now 0 for 4 in assaults that should have regained the Advantage. This one had a 66% chance of doing the deed. What's worse, the Germans now have a +4 drm to blow the Isigny bridge.

As for Drew's move, once you've committed three units to the frying pan, you might as well throw in the fourth. Doing so would have reduced the chance of an Overrun to 34%, but as it turns out he didn't need any help. Personally, I'd have blown the Colombières bridge and looked for the next move I could do that wouldn't cost me any more supply.

JUNE 8: GERMAN IMPULSE 5

With the Americans having no units near Omaha with which to assault, I'm tempted to move Lehr/901 into Bayeux. I will resist the temptation for now, as I would rather wait until after the ETF fires its naval guns before moving. I will risk the 10 percent chance of an overrun at Bayeux. Instead, I'll try to move the units in St. Sauveur-le-Vicomte down to Carentan before their movement is blocked by a move into Pont l'Abbe.

Activate St. Sauveur-le-Vicomte (48): 243/922 to Pont l'Abbe (49), to St. Jores (45) [interdiction dr (+1) = 3], to Carentan (44) [interdiction dr = 5]. 243/XX to Pont l'Abbe (49), to St. Jores (45) [interdiction dr (+1) = 3], to Carentan (44) [interdiction dr = 2]; Spent in St. Jores (45).

JUNE 8: ALLIED IMPULSE 5

Stupid! I should have thrown in the corps artillery! I'm not going to get any other benefit out of it this turn, anyway, so it should have been used. No more sending late night moves. Surveying the board, I don't like my chances for a quick strike, so I'm going to set up Bayeux for future impulses.

British Naval Bombardment: Bayeux; Target: 352/915. 8 + (9) = 17 vs. 2 + (10) = 12, five APs. 352/915 to Spent; 1 Flak to D1; LXXXIV/XXX to D2.

June 8: Neutral Commentary Impulse 5

Drew has ignored his overwhelming best move which is to blow the Isigny bridge. The move to Carentan is not necessary and uses supply he hasn't got. Andy has wised up and calls in the naval guns to soften up Bayeux. That 8:8 assault on Carentan by the 90th Division isn't a bad gamble now that Omaha has run its course, but its still an end-of-day priority.

JUNE 8: GERMAN IMPULSE 6

Well, I got what I wanted—Naval Bombardment versus Bayeux, rather than Caen or Merville. Now I will reinforce Bayeux and pray that I survive further bombardment and the inevitable assault.

Activate Balleroy (22): Lehr/901 to Bayeux (20), no assault.

JUNE 8: ALLIED IMPULSE 6

Given my current track record, I'm going to prep Bayeux a bit more.

Artillery Bombardment: Bayeux; Target: Lehr/901. XXX/XXX conducts attack. 7 + (8) = 15 vs. 2 + (5) = 7, eight APs. Lehr/901 and 352/915 to D1; 1 Flak to D2.

June 8: Neutral Commentary Impulse 6

Drew certainly believes in tempting fate with a forward defense. He is playing with fire and just asking to get burnt. An Overrun in Bayeux now will also yield Balleroy and Caumont with no reserves to plug the resulting gap. The chance of an immediate overrun are only 5%, but the successful bombardment increases that to 34% on impulse 7.

JUNE 8: GERMAN IMPULSE 7

With no forces other than the unit in Bretteville with which to reinforce Bayeux, I can only sit back and watch. I could blow the bridges leading to Foret de Cerisy and Tilly in case Andy gets an Overrun, but I'm of a different mind. The Canadian 3rd in Caen will be the focus of this Impulse. I hope to remind Andy that his units in Caen are fair game. More importantly, I want to try to force his units in Sword to stay close to Caen and away from Merville.

Artillery Bombardment: Caen; Target: 3CA/8. 21 Pz/XX conducts attack. 5 + (8) = 13 vs. 4 + (5) = 9, four Attrition Points. 3CA/8 and 3CA/9 to Spent.

JUNE 8: ALLIED IMPULSE 7

Bayeux has been set up as much as it can, it's time for the troops to fight.

Activate Bayeux (20): 56, 50/69, 50/151, and 50/231; Optional Assault with 50/XX support. 10 + (4) = 14 vs. 5 + (7) = 12, two CPs. Lehr/901 to D2 and retreat to Tilly (21).

June 8: Neutral Commentary Impulse 7

Poor Andy. He's now 0 for 5 in potential Overruns.

As for Drew, he's continuing to tempt fate by failing to blow bridges and taking unnecessary casualties. Bayeux should be abandoned by all but one unit, which remains only to hinder British supply and aid in the destruction of bridges.

JUNE 8: GERMAN REFIT PHASE

One Depot 5 in Houlgate (1): 654, 101 and 346/762 to Fresh. One Depot 5 in Troam (6): 12SS/26, 12SS/XX, and 21 Pz/XX to Fresh.

One Depot 5 in Foret de Cerisy (28): 352/914 752 to Spent. One Depot 5 in Tilly (21): Lehr/1, Lehr/2 to Fresh; Lehr/901 to D1.

One Depot 5 in Isigny (33): 2/30 Flak, 91 Flak, 100 Pz Rp, and 1/30 Flak to Fresh.

One Depot 5 in Carentan (44): 91/6FS, 101 Nebelwerfer, 243/922 and 243/XX to Fresh. German Supply Reserve: five.

JUNE 8: ALLIED REFIT PHASE

Well, I can't tell who suffered more that turn. It's obvious that Drew couldn't refit all his troops this turn, and he'll be hurting, even with overcast supply, to refit on the 9th. On the other hand, I had some very decent chances to achieve an Overrun and reclaim the Advantage, but I failed every time. I can refit most of my troops, but I have too much to do next Turn. I don't care if it is Overcast, I need the Impulses.

Air Supply: Omaha (30); 29/XX, 29/115, 29/116, 29/175; dr's = 1, 4, 3, 5; 29/115, 29/116, and 29/175 to Fresh.

Depot in Ste. Mère Eglise (50): 4/8, 4/12, 4/22, and 4/XX to Fresh; Lose one Supply Point to CA Interdiction. Save four Supply Points.

Two Depots in Omaha (30): 29/XX, 1/XX, 1/18, 1/26, 1/16, 2/XX, 2/9, 2/23, 2/38, 101/327 to Fresh; Attempt to repair Trévières (29) bridge, drm (+4), dr 2, final dr = 6. Place Allied +2 Construct marker. Save one Supply Point.

Depot in Gold (18): XXX/XXX, 50/XX, 56, 50/69, 50/151, and 50/231 to Fresh.

Two Depots in Sword (8): 3/XX, 3CA/7, 3CA/8, 3CA/9, 27 Armor, 6/3, 3/8, 3/9, and 3/185 to Fresh. Save three Supply Points.

Allied Supply Reserve: eight + three existing = 11. Purchase one Impulse. June 9 starts on Impulse A.

Allied Supply Reserve: one.

June 8: Neutral Commentary Refit Phase

The lack of blue between Isigny and Tilly speaks volumes of Drew's free spending impulses and hold-at-all-costs defense.

Andy could have spared one more supply point to refit the 501st airborne regiment in Ste. Mère Eglise. The extra division integrity bonus can be useful in the upcoming battle for Carentan.

JUNE 8: GERMAN REGROUP PHASE

It's amazing how much more intimidating those Allied units look when they are Fresh. Not much to do in this Regroup Phase, save to bring the 346/XX on Board, ready to bombard any adventurous British units.

Zone A: 346/XX to Houlgate (1).

Tilly (21): Lehr/1 to Balleroy (22).

Villars-Bocage (14): Lehr/2 to Tilly (21).

Aunay sur Odon (13): Lehr/902 to Villars-Bocage (14).

Isigny (33): 716/726 to Colombières (32).

JUNE 8: ALLIED REGROUP PHASE

I'm setting up Utah so that the 90th can pass through, and hopefully storm Carentan next turn. Getting the artillery forward is critical as it can't support from the rear, and it will bolster my defense against Drew's artillery. Granted, I'll get pounded once I move into Carentan, but I think I'll have an advantage. Everything else stays stagnant, as I don't think I can improve my position. By not shifting the Corps Artillery off of Juno, I believe that it hides my true intentions. All my reinforcements are going to Omaha and Gold, as I believe that the German center will crack if I push it hard enough.

Ste. Mère Eglise (50): 82/505, 101/501 to Utah (51).

Utah (51): VII/XXX, 4/XX & 90/XX to Ste. Mère Eglise (50).

June 8: Neutral Commentary Regroup Phase

The artillery in St. Jores belongs in Carentan to increase the TEM against the upcoming Allied bombardments. The extra units left in Trévières and Bayeux are more a liability than a help. The disrupted units in Houlgate and Troarn should have been sent offboard for free Refit. The board is strewn with spent and disrupted Germans. It need not have been this bad.

Despite his bad luck and botched opportunities, the Allied position still looks strong even though he controls only one VP after three days. However, the British armor has been a non-factor and the lack of movement by the Corps Artillery betrays another stagnant turn ahead. The British failure to control Bretteville is sapping their threat potential....

(Continued next issue!)

Designer's Notes: Camp Nibeiva (ASL Scenario G20)

By Gary Fortenberry

Camp Nibeiva was a challenge right from the start. I first found an account of the action while reading a Ballantine Battle book. The description intrigued me and the desire to fashion a scenario around this battle led me to pour over several sources searching for further details. The research was rewarding in and of itself, as I very much enjoy studying history for its own sake.

After several abortive attempts, I finally hit on a solution for the atypical flow of this action. Historically, the British Matildas annihilated the Italian armor screen, in large part because they caught them with the crews dismounted and eating a meal. The heavily-armored Matildas would have been able to destroy their thin skinned Italian counterparts with little difficulty in any case, but with the Italians out of their vehicles the Matildas' job was made much easier.

To force the Italian crews to set up outside their AFVs and have them mount up as their first action on the Italian turn one was my first instinct. This led to Italian crews being destroyed en masse by MG fire from the Matildas. This resulted in a very unsatisfactory scenario for the Italian player as he felt helpless as the Brits rolled over his tanks, and soon over his infantry, with no chance to fight back.

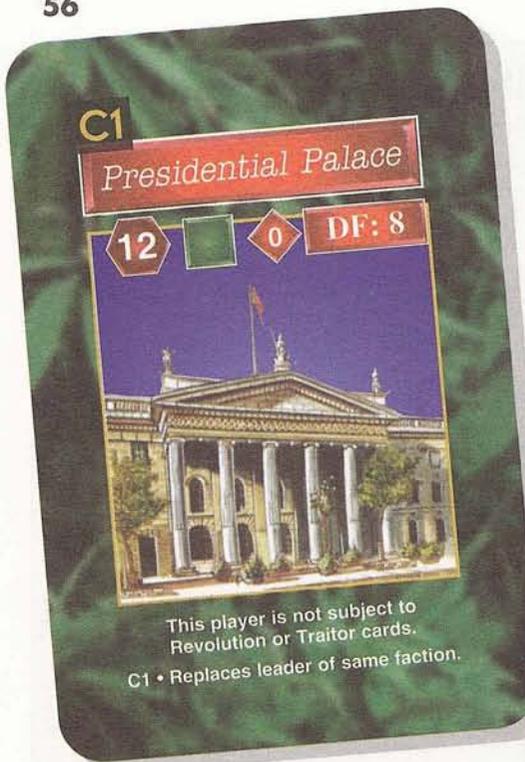
I had a brainstorm and decided to add another half board allowing the British infantry and AFVs to set up on board. This led to the Brit Infantry jumping off the attack along with the Matildas. As this was ahistorical, SSR#5 was included. SSR#5 gives the Italian armor a few options other than bravely facing their deaths dueling with superior armor. In fact, a common ploy for the Italian tankers is to ignore the Matildas and attack the British infantry. If caught unprepared the Brits could take a beating as the Italians gleefully run over this poor bloody infantry caught in the open. Several playtesters were caught with their pants down and their British infantry unprepared for such bold Italian actions. Another conservative Italian option is an early pull back to defensive positions among their infantry and/or to Hull down positions behind the hillocks. While this will release the enemy infantry early, it has the benefit of adding considerably to the Italian main defense and giving the British infantry fits as it advances into stronger enemy positions than expected.

The overlays were added to liven up the playing area and help the Italian a bit. Setting up Italian AFVs in the deirs will give them hull down status to all British setup locations and force the Matildas to advance to the deir lips if they wish to remove this Italian advantage. The HIP sand overlays have, potentially, the most effect on play of all the overlays. A conservative Italian commander will set up some of his infantry on these overlays to reduce the effects of the bombardment, while a clever Italian will set up traps for the Matildas to hopefully get bogged down. Still another use for these overlays (Rob Wolkey's suggestion) could be to block off a corner for a last stand defense that might slow down the assault by the Matildas.

The British options are fairly straightforward. They must crush the Italians with relentless pressure. The attacking forces with Matildas in the lead give the feel of a judgment. However, a careless or overconfident Brit will find himself in a bit of a fix. One big mistake is to belittle the threat of the Italian armor to the British infantry huddled in their jump off positions. With the comforting bulk of virtually impregnable Matildas leading the way, it is easy to fall into this trap. The British infantry should almost never stack in this scenario, and should set up to repel or at least survive an AFV assault from the get-go. I have virtually wiped out a Brit playtester's infantry as he confidently stacked his squads in stacks of three squads each topped with a leader. His reason for this setup centered around, "I want to be able to get to the Italians as quickly as possible, so I am stacking all my guys with a leader to make the move faster. We'll have no laggards in my Army!" After his first turn PFP, the Matildas had racked up 3 kills and he was feeling cocky. When my turn came my tankers came charging to the front hiding behind vehicular dust screens and his DFPh was ineffective as two shots bounced off my massive 3 AF. His turn 2 PFP was just as ineffective. After seeing my tanks bearing down on his infantry he still refused to accept that I might actually hurt his ground pounders with my puny rolling coffins. He unbelievably remained stacked. My turn two MPH was full of Brit becoming one with the desert, as my treads mashed them into the sand. His infantry casualties from OVR with a -1 DRM from being in Open Ground were horrendous. The 9-2 and all three squads stacked with him were killed on a 1KIA Random Selection dr of 4,4,4,4 (Yahtzee!!). Moral of story: Be careful, Mate and not too Cocky!!! The game length is deceptive for the Brits. It appears to be generous, but a slowly moving Brit may find the sand running out on him as he prepares to make his final assault.

The unusual SAN (Attacker having a higher SAN than the Defender and the Defender's SAN only a two) was used to reflect several situations. First, the British assault was made with fire from several other units coming into the Italian perimeter from different directions. This fire certainly caused minimal casualties, nevertheless it did have some effect, hence the four SAN for the Brits. Secondly, due to the successful British deception the Italians were prepared for an attack from a completely different direction. The Italians facing this assault represent the position's HQ and what would normally be a reserve, or armored counterattack force, along with artillery for defensive fire support of units in another area of the camp. In view of these facts, I believe an Italian SAN larger than two would be out of line. The lack of fortifications other than entrenchments, sangars, and the lone pillbox was commented on by a few playtesters. The reason for the exclusion of wire and minefields is in no small part due to my desire to make this scenario in length, balance, and content suitable for tournament play. Another reason to leave these types of fortifications out is because of the diceyness they tend to lend to a scenario. If a player gets unlucky crossing a minefield or hung up on wire that he must cross, the scenario could be lost due to a few bad rolls that are for the most part out of a player's direct control. While these types of fortifications are useful, and necessary in some scenarios, in this case they would be unbalancing.

In conclusion, while the Italians will be on the defensive for the most part, with very little mobility (except for the possibility of a massed tank charge into the Brit infantry), I think the scenario has appeal and replayability. It is as balanced as I can get it and I would play anyone with either side.



GUERRILLA...(Continued from pg. 18)

dential Palace is immune to the forced Loyalty-exchange caused by the Revolution as well as the three Traitor cards. This capability can be priceless before the Revolution card appears, and just about worthless afterwards. He who holds the Palace firmly is alone secure in the knowledge that his loyalty won't be forcibly changed. Such relative assurance allows him to play a more one-sided approach and rack up points for his faction without having to maintain a flexible position.

Unfortunately, this security isn't all that secure. Isolation or damage by an Air Strike or Demolition attack can strip the Palace of its immunity. On the positive side, it has the largest Defense Factor and Victory Point value of any Complex.

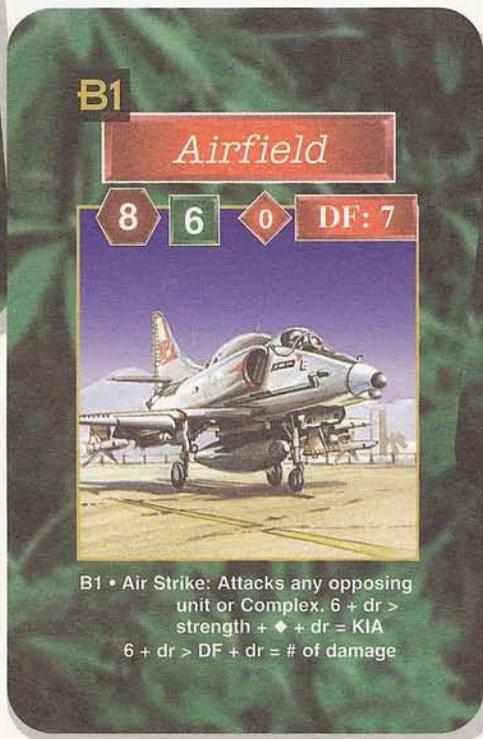
Its third special ability lies in its control of the personnel office. The player with the Palace can deploy any leader out of his hand to the deployed group of any player, thereby replacing its existing leader and banishing him to the discard pile. While this ability seems rather tame at first inspection, it can be pivotal. Should a rival player in your faction be amassing a major field force, his power can be nearly halved by replacing a 3+3 leader with a 2-1.

The replacement function can also be useful in ridding yourself of a poor leader by replacing him with a better one from your hand without the expense of an Action to withdraw him first or discard him later. The drawback to the replacement function is that you need a leader to sacrifice to use it. However, there is no such thing as a bad leader for the player controlling the Palace because you can always deploy him (among your own faction) where it will do you the most good. The lackluster leaders normally obtainable in trades are not so useless to the player controlling the Palace.

COMBINATIONS: It's always nice to control the Airfield and the Port to reduce the risk of

Air Strikes and Demolition attacks should those resources fall into enemy hands. However, the Barracks is my favorite partner for the Palace since you can use it to grab the replaced leader you've just deployed into the Discard pile.

The Airfield is, not surprisingly, one of the more glamorous pieces of real estate in the game with potent offensive powers. It is, arguably, *GUERRILLA's* version of Boardwalk. At a cost of one Action, it may single out any enemy unit in the game and attack it with a strength of 6 plus a die roll versus the unit's strength plus a die roll.



This makes it the pre-eminent weapon of choice to break up imposing enemy troop concentrations since there is no down side to the attack. If it fails to score a hit, all it has lost is an Action—although the intended target may take a dim view of the situation.

Alternatively, the Airfield can launch an Airstrike against a Complex in an attempt to damage it and thus deprive it of any special abilities until repaired. Occasionally, a weak Complex can be destroyed outright by a very successful strike or by the combined effects of multiple strikes. Again, there is no down side to losing the attack. Consequently, the Airfield should sortie often. The player with the Airfield should have really pressing needs or glaring opportunities to forego an Airstrike in his turn.

Of course, every card has its weakness and the Airfield is no exception. Bad weather can ground its planes and when that happens all you can do is set your ambushes and wait for the inevitable attack.

COMBINATIONS: The Airfield is such prime turf that its best partner is probably a maximum garrison and prepared ambushes. Its natural enemy is the Port since it's the source of additional Demolition Attacks which a well defended, functioning Government Airfield is most likely to draw.

If the Airfield is Boardwalk, the Bank has to be Park Place. Quite simply, he who controls the financial district gets an extra Action each and every turn. Obviously, this makes it quite valu-



able. Perhaps too valuable. He who holds it is sure to draw his neighbor's wrath. More energy and cardboard lives are expended in taking and defending the Bank than any other Complex.

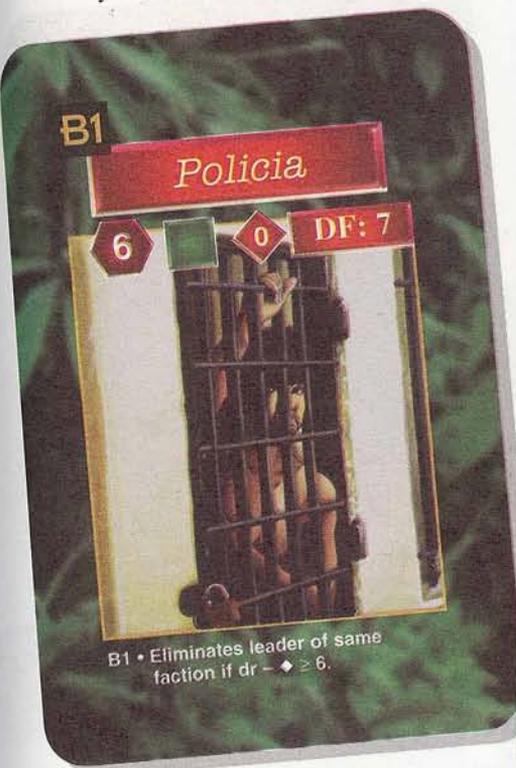
Its special ability is not only a strong one, it is enhanced by the fact that it can be instantly used by its new captor in the turn of its capture. While this is true of many of the other Complexes as well, none of them come with an extra Action to use. If you've used all your Actions for the turn taking the place, well—you'll just have to wait a turn before you can use it. That is, if you can hold onto it for a turn. That problem doesn't apply to the Bank. You take it, and you automatically are rewarded with another Action that turn. Moreover, the Bank's ability is the least faction-restrictive as there are always a number of faction-neutral Actions which can be undertaken by the bank (such as drawing cards) regardless of which faction actually holds it.

COMBINATIONS: The Bank works best in combination with the Airfield, Policia, or Port because it can supply the extra Action for their use. The Airfield and Port are also the most dangerous in opposing hands. However, the best use for the Bank's extra Action may be to maximize one's prepared Ambushes in an attempt to hold onto it for awhile.

The Port is an intriguing Complex, albeit a hard one to hold due to a combination of its potential and low Defense Factor. Possession of the Port automatically increases a player's Hand Capacity by one which is obviously beneficial. However, it is its ability to spend an Action to retrieve an Arms Cache if controlled by the Rebels (or an Armor Column or Air Assault if

held by the Government) which makes it a threat to other players. A Rebel in control of the Port can make a Demolition Attack every turn since he can use his other action to retrieve the Arms Cache he has just spent making the attack. The Complex can be almost as valuable to a Government player looking for striking power.

COMBINATIONS: Best paired with the Bank. As a prime target for the Airfield, it is in your best interest to help keep that Complex within your faction as well.



The Policia is unique because it is the only Complex that attacks its own faction. The "Secret Police" ferret out traitors among the faction's leadership by making assassination attempts at a cost of one Action apiece. The better the leader, the harder he is to "purge".

This special ability tends to go unused more often than not simply because players tend to have more pressing needs for their precious Actions than a 20% shot at a six-point leader.

However, the Policia is not without its benefits.

- The attack has no downside; i.e., nothing is risked by a failure other than the lost Action.
- It's the only way to attack one's own faction.
- It can be the most effective way, indeed sometimes the only practical way, of reducing a killer group to manageable proportions.
- A player who is obviously short of leaders is especially susceptible to this form of attack. Success can force him into accepting an unfavorable trade for your own surplus leaders.

COMBINATIONS: The Bank is an obvious partner, but I prefer the Barracks since you can then retrieve the victim from the Discard pile after you've shot him. Another good tie-in is the U.N. Intervention card since the Policia can investigate at will behind its protective shield.

The Bridge (which represents the country's transport system) is without doubt the Baltic Ave of GUERRILLA real estate. Its special abil-

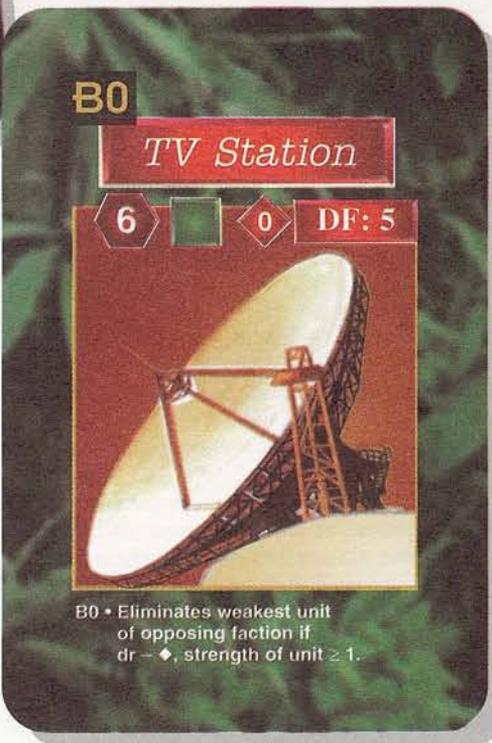
ity is limited to a free withdrawal or deployment for the faction controlling it. This doesn't make it much of a target which is fortunate because it has an anemic Defense Factor. It may be left ungarrisoned and still not attract an assault if opponents figure they have bigger fish to fry.

COMBINATIONS: Works best coupled with the Barracks for free reinforcement of existing groups.

Continuing our MONOPOLY analogy, I'd classify the TV Station as Marvin Gardens—i.e., the most undervalued turf in the game. It can make a free attack every turn against the weakest unit of the opposing faction. Because these attacks are considered little more than nuisance value—directed as they are at the garbage units of the game—the TV Station is often overlooked.

However, when the smoke clears, the player who has held the TV Station throughout the game more often than not is the winner because he has been racking up a steady stream of small victories throughout the game—none of which cost him an Action. Unless of course your station broadcasts reruns of the Flying Nun and has Mumbles McGurk at the microphone as my station anchorman has been dubbed. The TV Station, like the Bank, also pays an instant benefit upon capture since you can broadcast news of your victory immediately even if you've used your last Action to take it.

COMBINATIONS: The TV Station goes well with anything except the Barracks. Why



broadcast to the dregs of the game if those deserters are going to clog the Discard pile before your free draw? On the other hand, if the player following you in the turn sequence has the Barracks, the TV Station is an excellent Complex to have to limit his use of the Barracks.

The Barracks regenerates units, leaders and Recon Patrols from the top of the Discard pile into the owner's hand. Although the cards thus

retrieved must be initially deployed on the side of the faction currently controlling the Barracks, this is a great perk—even moreso because it doesn't require an Action.

With a functioning Barracks, the Discard Phase takes on a whole new meaning since discarding garbage to bury more valuable cards prevents their retrieval. Barracks ownership greatly alters a player's tactics since he wants to kill valuable units/leaders which he can retrieve at the end of his turn. Attacks by a solitary 7 are no longer all that risky since even if you lose, you can resurrect the lost unit in the Draw Phase provided you don't cover it in the interim.

COMBINATIONS: The Airfield and Policia are both natural additions since they can single out choice units/leaders as targets for reclamation. The Bridge also serves well to bring your constant flow of reinforcements to bear efficiently.

SEEING RED

The other five remaining red cards (Bad Weather, three Traitors, and the Revolution) serve to mask the appearance of the Complex cards. Do you spend both your Actions this turn preparing a Garrison for that visible red card? If you do, and it turns out to be Bad Weather you've wasted your entire turn for no real gain. There are times when drawing a single red card is worth an Action, but as a general rule it's a bad idea unless you have a good idea that what you are getting is valuable. Card counters will enjoy a big edge here.

Bad Weather is bad news for the owner of the Airfield and the government in general since it grounds Air Assault cards as well. It can disappear after a turn or persist for several since the owner rolls for its continuation every turn with a 50% chance of removal.

The Traitor cards each allow the drawing player to choose one leader and force him to make a Traitor check. Roll high and the leader changes—with his entire group—to the other faction. Roll low and it's time for a firing squad. Leadership modifiers again influence the outcome by making the good leaders hard to catch in the act and more likely to complete their coup. The possibilities for momentum-altering play are nearly endless. Moreover, there's no down side. Even if you fail, you succeed in eliminating an enemy leader—unless you played it on your own group to facilitate a quick change of faction.

Changing faction control of a Complex in this manner is the only way to change the faction "in control" without losing the Complex, at least temporarily, to another player. This is of great benefit to the player whose secret loyalty doesn't match the faction in control of the Complex and wants to start racking up some points for the right side.

The Revolution card is shuffled into the bottom half of the deck to prevent premature disclosure. Until it's drawn, any player is subject to a forced change of loyalty because the drawing player can dictate an exchange of loyalty markers. This forces the smart player to hide his true intentions and to score points for both sides until the matter of final allegiance has been settled. Not only does this provide flexibility should a forced exchange occur, but it prevents

an easy decision by the player who gets to dictate the exchange. Many times I have managed to mask my true loyalty to the extent that I have been traded the winning faction by mistake. It is this underlying degree of bluff and mystery that makes *GUERRILLA* much more than just another shoot-em-up free-for-all card game. The dichotomy of goals and the means to achieve them can provide some intriguing choices.

The drawing player does not have to dictate a Loyalty exchange, but it usually pays to do so. Even if you don't want to change your own loyalty marker, it's a cinch that you will be annoying the others by making them do so. Unless you've been so deceived that you exchange like chits, you've at least temporarily rained on someone's parade. The only down side to forcing an exchange of loyalty chits between other players is that they alone know with certainty the loyalty of the other. Consequently, I prefer to include myself in any exchange if at all advisable.

The Revolution also comes with a side benefit in the form of a forced transition of one government group to a rebel group. Obviously, the drawing player will want to limit the consequences of this if he has government leanings by selecting a non-descript group. Otherwise, he will probably select an important Complex.

Competent play requires a certain amount of subtlety. Those who blindly stagger forward racking up points for their loyalty chit are just asking to be inconvenienced by the Revolution and Traitor cards. On the other hand, those who mask their intentions well can enjoy the possibility of having their opponents do their work for them.

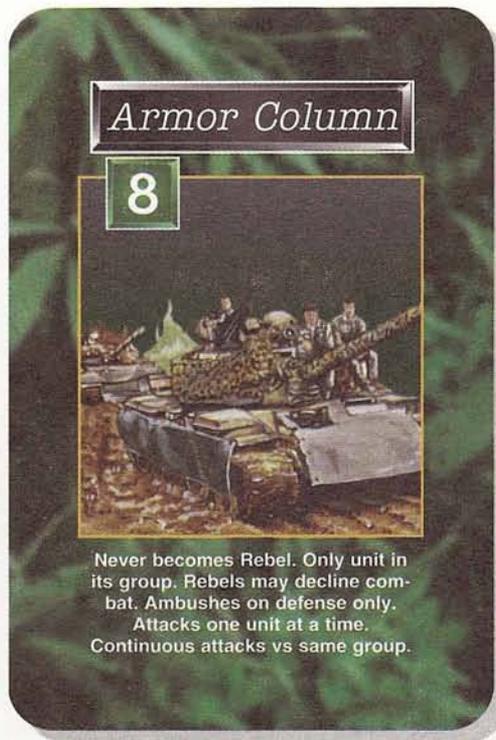
SOUNDS OF BATTLE

The remaining cards in the game all add color, uncertainty, and a sense of simulation to the combat system by altering the simple "my strength plus a die roll" versus "your strength plus a die roll". This is done with little complexity while adding greatly to the possible permutations. *GUERRILLA* remains a simple game to play, but the strategies can become very complex.

There are three Armor Column cards which enjoy a host of special rules. At eight strength points, they are the strongest cards in the deck. However, as might be expected in a game about guerilla warfare, they can be difficult to employ against the enemy. Armor is limited to Government usage. As elite units, they never change factions. To reflect their limited role, however, they may not combine with other units into larger groups and may attack only those Rebel units who choose to stand and oppose them.

You might well ask what good are they if the rebels can simply elect to avoid their attacks? There comes a time when even guerillas will stand and fight for an objective. In this game, it's to defend a captured Complex or maintain a Supply Cut against an isolated government group because not to do so is to return those resources to the Government.

Having backed the rebels into a corner, the Armor Column can be quite effective since it's allowed to repeatedly attack each unit in an enemy group separately until defeated or the rebel group is eliminated or retreats. The Armor



Column stands a decent chance of defeating even the strongest rebel Complex or blocking force. It is most effective when combined with an Air Assault preventing rebel retreat. Under those circumstances, the armor can have a field day with the "crunchies" (that's infantry to you, foot sloggers). If you happen to hold the Port so that you can replace your Armor losses, defeat is trivial. The downside (isn't there always one) is that it cannot use Ambushes except on defense and as a one-unit group it makes a rather juicy target.

Air Assault is another powerful Government-only usage card. It alone allows a group to deploy directly from the owner's hand and attack in the same turn. Alternatively, it can be used to combine any two already deployed Government groups (including an Armor Column) into a single attack force with overwhelming strength. Lastly, it can fly in enough supplies to remove isolation modifiers from an isolated group. Each of these special capabilities can be implemented for only one Action.

Pretty powerful stuff, eh? Bet you wouldn't care to be a rebel with all this firepower arrayed on the government side. In practice though, it isn't all that easy to bring this overwhelming firepower to bear. For starters, the Bad Weather card will ground your choppers indefinitely and that always seems to happen at the most inopportune times. More common, however, is the simple lack of two government field forces to combine in a single operation. Between the need to garrison one's Complexes and also field a worthy rebel force, there usually aren't enough foot sloggers to go around.

The three Supply Cut cards are a bloodless form of attack which can be among the most lethal in the game. By playing this card from any infantry group at a cost of one Action, a player transforms that group into a blocking force which isolates the target group. The isolated group loses any special abilities it had, is halved in attack, and suffers an increasing isolation

penalty every turn it remains isolated. Should that penalty match the strength of the strongest unit in the group, the isolated force will surrender. And if that happens, the owner of the Supply Cut card gets to retrieve it and try again.

Since an isolated group cannot withdraw, even the nastiest Complex or Killer group can be cut down to size by a Supply Cut. Isolated Rebel groups can be freed by a deployed Arms Cache



card, but Government groups must eliminate the blocking force to escape. Since the blocking force cannot take on any other offensive action, it is best to undertake this attack with a force roughly half the size of the group it attacks. A larger force is too valuable to tie down for a protracted period, and a smaller group is too vulnerable to counterattack.

Supply Cuts tend to bring out the best and the worst in people. When you are pinning the strongest killer group in the game, you'll be surprised how many people are interested in reinforcing your blocking group for you to ensure the isolated group remains isolated. Sometimes, you can make such an attack with a single 1-strength unit and by the time your turn comes around again, you'll find your blocking group has swelled with recruited volunteers from all around the table. Of course, those who sympathize with the faction of the isolated group may lend a hand to the starving grunts to free them also.

Supply Cuts tend to be more effective against the government since a deployed Arms Cache will free an isolated rebel group. However, if you've been counting Arms Cache cards and control the Port to stop their re-occurrence, the rebels can be hit even harder since they have no Air Assaults or Armor Columns with which to come to the rescue.

There are six Arms Cache cards which serve as the rebel counter to the government Armor

Column and Air Assault advantages. This card is usable only by the rebels and has a variety of uses. It can be discarded at no additional cost to double the strength of one rebel attacking unit, or to allow a repeat attack against the same defending group. Alternatively, any Rebel group can discard an Arms Cache to make a Demolition Attack in an attempt to damage a Complex and thereby suspend use of its special ability until it is repaired. Lastly, an Arms Cache can be deployed to relieve any isolated Rebel group.

There are nine Ambush cards which do double duty as split cards also containing the Informant function. Ambush cards allow a player to double the strength of any one attacking unit for one attack or to single out one unit from a group as the sole defender in an attack. As such, these are the cards which give the attacker the courage to chance the unknowns of combat which can be meted out by the whims of a pair of ten-sided dice.

Unfortunately for the attacker, he must declare his attack first. The favorable odds he thought he had may well evaporate when the defender springs an Ambush or two of his own.

To this unexpected advantage can be added the possibility of playing an inherent defensive advantage without actually possessing the card. Players are allowed to purchase up to three Ambush markers. They each carry a 10% chance of any attack triggering a defensive advantage. The net result of this is to add

by canceling its effects. Alternatively, Rebels can use this card to cancel an opposing attack altogether as they meld back into the jungle.

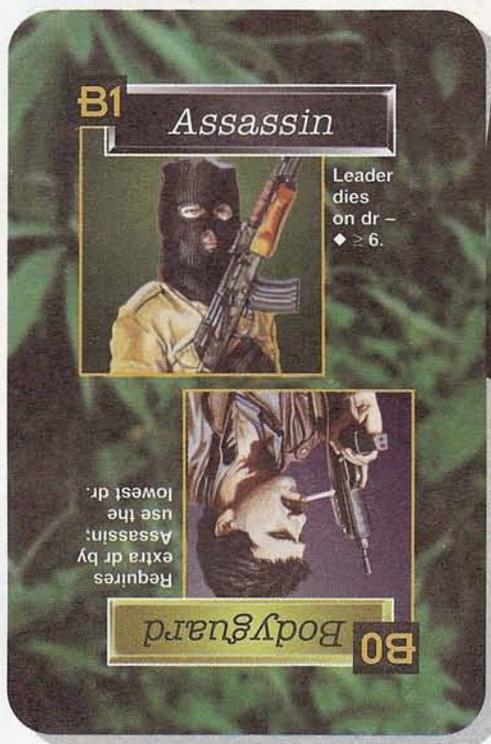
There are four Assassin cards which are the poor man's equivalent of the Policia. At the cost of one Action, you can single out a leader for liquidation with a 60% chance of success plus or minus modification for his leadership modifier. Assassins are actually more useful than a Policia attack since they can be directed at either faction. However, once they're used, they're gone.

Assassins are most useful for crippling the leadership of a killer group too impressive to otherwise dare attack. They can also be good purchases against a player who obviously has a shortage of leaders or if you control the Barracks and can recruit the downed officer for your own ranks.

The flip side of the Assassin is the Bodyguard which can be used during an oppo-

Every card has a counter. A Recon Patrol can be foiled by playing an Ambush AND a lone-Rebel unit out of the defender's hand. Unless the Ambushing unit is eliminated, the Recon Patrol is then unsuccessful.

Obviously a player with an Arms Cache or the Port would do well to keep an Ambush and



nent's turn to protect a leader by requiring another die roll. The Assassin must use the lower of the two rolls. Bodyguards provide you with a chance to not only save your own key leaders, but to offer a helping hand to a compatriot as well. Such selflessness is easier to understand if you control the Policia and have no immediate plans for use of the card yourself. Scoring brownie points with a colleague may actually just be a side benefit of getting the card out of your hand to increase your own potential draw.

The Recon Patrol is the government counter to the Arms Cache. Any single-unit government group can discard a Recon Patrol card for a free look at an opponent's hand. Not only is this reconnaissance useful in determining your opponent's capabilities, but it can yield a useful card out of his hand and thereby short circuit his immediate plans. You are free to take or discard any one Arms Cache, Ambush or Assassin card you find in his hand.

a Rebel unit in his hand to rebuff this kind of thievery. Otherwise, not only can you expect to lose the card, but it will probably be immediately used against you since a player doesn't want to advertise the presence of an Arms Cache in his hand with other Recon Patrols lurking about.

The six Atrocities/Press Split Action cards serve to double or halve the points scored in any battle. The card can be played at no Action cost and during any player's turn. Consequently, they tend to be used with very little restraint by players seemingly anxious to get them out of their hand. Patience has its virtues however. Those who fritter away their media coverage doubling the value of every little skirmish often regret it when a major victory is won and doubled without restraint because all of the Atrocities have already been played. It's usually a good idea to save one of these cards for a game-breaking situation.

As important as doubling or halving one's score can be, there's another consideration regarding these cards. Once an Atrocity has been played, the U.N. Intervention card is deployable. Having another Atrocity card on hand is the most efficient way of removing this hindrance.

The U.N. Intervention card is unique and like most cards in the game can be a game winner or a mere nuisance. Once deployed into play at the cost of an Action, it shields one player from most forms of attack (both incoming and



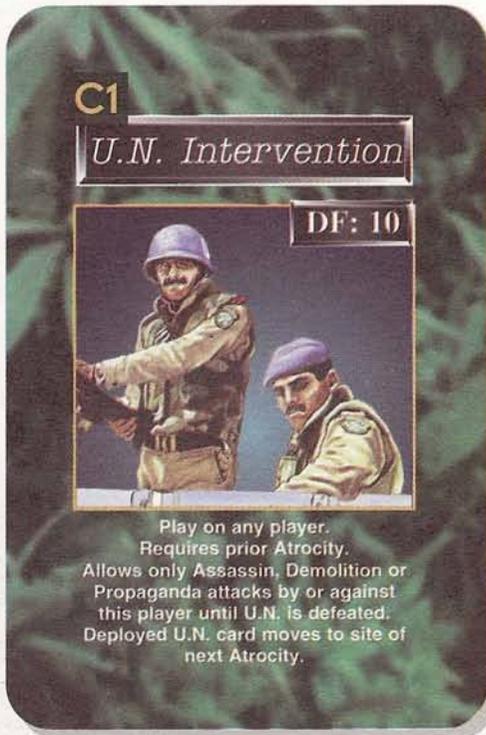
a degree of unpredictability to combat which will give any attacker with only a marginal advantage a certain degree of pause. A player who has invested in maximum Ambush potential has a deterrent value with which to fend off attacks which may exceed the value of the actual Ambushes.

The flip side of the Ambush card is the Informant which serves to neutralize an Ambush

outgoing) as long as it remains in place. Terrorist (Demolition) attacks, propaganda (TV Station), and Assassinations can continue to annoy the "protected" player, but major combat options are forbidden.

The U.N. can be moved to protect a different player every time an Atrocity is committed elsewhere. It can also be attacked and removed from play altogether. With a Defense Factor of 10, however, the U.N. is not to be tampered with lightly—especially since there are no points to be won by succeeding. The best an attacker can hope for is to remove the card at the cost of an Action by what probably amounts to his main battle group.

As a consequence, the U.N. tends to hang around awhile until its presence can no longer be tolerated. U.N. Intervention is usually welcomed in the early going since it allows the player it is screening to build up his forces relatively free of attack. His own absence of scoring opportunities can be overcome by having the Policia or TV Station which can continue to score behind the U.N.'s protective screen. In fact, one of the best tactics in the game is to play a Supply Cut followed by U.N. Intervention. The Supply Cut remains in effect and continues



to strangle the isolated group while the blocking force hides behind the mantle of protection offered by the U.N.

As the game approaches the end however, the U.N. becomes too much of an obstacle to scoring and usually outlasts its welcome. The most efficient way to rid oneself of unwanted U.N. protection is to drop an Atrocity on the victory won by the preceding player—thus halving his points and moving the U.N. shield to someone else who must now waste an Action attacking it to be rid of it. As I said before, it always pays to hold onto an Atrocity/Press card.

This completes our inspection of the battlefield environs of *GUERRILLA*. As players of the game will soon attest, this has not been an exhaustive study of the strategic and tactical options made available by the game system. Rather, we've just provided a taste of the possibilities awaiting you in this simple, but clever, treatment of a hypothetical, modern civil war.

☆

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/Victory games, is solicited and will be printed if made available. The Avalon Hill Game Company does not necessarily attend or endorse these gatherings, nor do we guarantee that events using our titles will be held. Readers are urged to contact the listed source for further information before making plans to attend any of these events.

SEPTEMBER 16-18, 1994

CALGARY GAMING CONVENTION, Calgary, CANADA. Events include *ASL*, *CIRCUS MAXIMUS*, and *HISTORY OF THE WORLD*. Contact: CWG, 207 Bernard Dr. NW, Calgary, Alberta T3K 2B6 CANADA (403-275-9811).

SEPTEMBER 16-18, 1994

TACTICON '94, The Denver Gamers Association, Lakewood, CO. Events include *CIVILIZATION*, *Golden Dagger Tournament for the DIPLOMACY-MINDED* gamer, specialized auctions, a media room, seminars, and demos. Many manufacturers will be attending the large dealers area. Pre-registration—\$15 for the weekend. For more information, contact the Denver Gamers Association, P.O. Box 440058, Aurora, CO 80044, or call (303) 665-7062. For special convention rates for rooms, call The Sheraton Hotel of Lakewood at (303) 987-2000.

OCTOBER 6-9, 1994

ASL OKTOBERFEST, Youngstown, OH. The second leg of the fabled *ASL Triple Crown*. Contact: Bill Conner, P.O. Box 4114, Youngstown, OH 44515-0114 (216-797-9009).

OCTOBER 21-23, 1994

THE FIRST ANNUAL GREATER SAVANNAH OCTOBER GAMING FEST, Armstrong State College, SAVANNAH, GA. All forms of Board Games, Miniatures, F.R.P. gaming starting on Friday at 5:00 pm. and ending on Sunday at 5:00 p.m. Admission includes Movie Room. Contact: James T. McGraw, (912) 356-1441 or write to S.A.G.A., 3211 Center St. Thunderbolt, GA 31404.

NOVEMBER 3-5, 1994

U CON, University of Michigan, Ann Arbor, MI. Events include *ASL*, *DIPLOMACY*, *UP FRONT*, and *NAPOLEON'S BATTLES*. Contact: P.O. Box 4491, Ann Arbor, MI 48106.

NOVEMBER 4-6, 1994

ADVENTURE GAME FEST '94, Oregon Convention Center, 777 MLK Jr. Blvd., Portland, OR. Tournament, Competition, and Open play of Board Games, Role Playing, and Miniatures of all genres, including Fantasy, Historic, and Science Fiction. Door and event prizes, game auction, miniature painting contest. Pre-registration: \$15/3 days, \$12/2 days, \$8/1 day. Contact: Adventure Games Northwest, 6517 NE, Alberta, Portland, OR 97218, (503) 282-6856 or (206) 887-4479.

NOVEMBER 5-6, 1994

NEW JERSEY ASL OPEN, Edison, NJ. Sponsored by the Central New Jersey *ASL* Club, this is a 5-round Swiss-Style tournament. AREA rated. All pre-registrants receive event patch and scenario list. For information, send SASE to Daniel Zucker, 416 Pleasant Avenue, Piscataway, NJ 08854, or call (908) 754-3358. Via E-mail, contact Darryl Lundy on GENie at D.Lundy 3; or on INTERNET, D.Lundy 3 @ GENIE.GEIS.COM.

NOVEMBER 10-13, 1994

TNT '94, Comfort Suites Hotel, 14402 Laurel Place, Laurel, Maryland (800) 628-7760. (Mention *TNT '94* to get the group rate.) *TNT* is the premier free-from *TITAN* tournament. Play as many games as you wish. Gaming starts at 9:00 a.m. Thursday and ends midnight Sunday. For more information, contact Brian Sutton, 9225 Fairlane Place, Laurel, MD 20708, or call (301) 604-0050.

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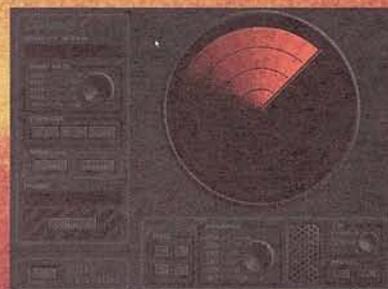


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THE QUESTION BOX

BREAKOUT: NORMANDY

6.2 If both players have a choice of placement for reinforcements, who has to commit himself first?

A. The German player.

6.3 Does the Daylight Phase end immediately after a failed Sunset DR, or may the Allied player finish that impulse first?

A. The latter. The Allied player could even declare a Double Impulse after seeing that the Sunset DR will end the day at the end of the current impulse.

6.4 Errata The last sentence should read: "Any isolated German unit at the end of the German Refit Phase must make a Surrender dr (12.8).

8.34 Errata The first sentence should read: "Non-Armor units starting their impulse in a Contested Area may only move into a Free Area and must end their movement there."

8.511 There aren't enough bridge markers! What are the bridgeless river markers used for?

A. There are if you remove Allied bridge markers between Allied controlled Areas where they become unnecessary as instructed by the rules. People who run out of bridge markers are usually ignoring either this rule or the restriction against blowing bridges with no enemy in an adjacent Area. The river markers without bridges are used to mark successful Allied river crossings of boundaries without a bridge so that if they cross that boundary again they need not make a Mandatory Assault.

8.54 Can units in an Active Contested Area exit that Area before any Assault in that Area is resolved so as to avoid the 1 or 2 MF penalty for leaving the Area after it has been assaulted?

A. Yes. However, in doing so, they forfeit any possibility of avoiding the "Exit of Enemy-Occupied Area" restrictions should the subsequent Assault eliminate all defenders in the active Area.

9.1/9.2 Should individual brigades like the British 56th Infantry or the Canadian 2nd Armored Brigade be considered part of a division for Divisional Integrity or the ability to call in Divisional Artillery Support? A. No.

9.41/9.61 Does retreat after an Optional Assault reduce attacker losses?

A. No. All assaulting units in a failed assault become D1.

9.66 Assume five units land, move through a Controlled Beach Area, and then lose a Mandatory Assault

into an enemy-controlled Area. If the Beach Area can accept only two more units before becoming fully stacked, what happens to the other three?

A. They would be eliminated, unless there is another Allied-controlled or contested Area which they can retreat directly into.

10.4 Does a Spent Coastal Artillery unit absorb one or two APs?

A. Two.

12.71 If the Germans regain control of a Beach which is subsequently Contested (but not yet Controlled) by the Allies, can the Allies use a Depot in that Beach to supply units in that Beach Area?

A. Yes

12.9 Can more than one Air Supply die roll be pre-designated to the same unit to increase the chance of a refit?

A. No.

13. Can US units regroup into British-controlled Areas and vice versa? Can units regroup from a Contested Area?

A. Yes. Yes.

15.2 If all Allied units on a beach become D1 after an unsuccessful amphibious assault, but any become Spent during the Refit Phase, is the beach fortification destroyed?

A. Yes.

21.5 If an amphibious assaulting unit becomes "D1" due to Coastal Artillery Interdiction, does it become "D2" if the Amphibious Assault fails?

A. No.

21.6 & Setup Card: Can Field Artillery units land in an Optional Assault on a contested beach once the fortification has been destroyed?

A. Yes

22.3 If the only Supply Source for a Victory Point Area is a contested beach, do the Allies get credit for that Victory Point Area?

A. No. Supply and supply lines can be traced through a contested Area to the source, but a Contested Beach cannot supply anything outside its own Area. Similarly, supply cannot be traced from a British-controlled Area to a U.S. beach for Victory Point purposes.

24.5 If the Storm has already occurred before June 19th, what is the scheduled weather on June 19th?

A. Overcast.

24.6 What does the "2" mean on the back of the Allied Supply markers?

A. The Storm value of Allied Beach depots as described in 24.6.



BACK ISSUES: Only the following back issues of The *GENERAL* remain in stock; price is \$5.00 per issue (plus the usual shipping and handling charges). Due to the low quantities of some back issues, if ordering, please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the "Opponent's Wanted" form on the insert of any issue). Article type is indicated by the following abbreviations: A-Analytical, DN-Designer's Notes, H-Historical, Q-Questions, P-PBM (postal), S-Strategy, Sc-Scenarios, SR-Series Replay, V-Variant. The featured game for each issue is always the first one listed.

14-5: *SQL-DN*, A, Q; *WSM-A*, V; *TRC-A*; *M64-S*; *SST-A*; *3R1-A*; *Games Guide*

16-1: *ANZ-S*, Sc, V, DN; *3R1-S*; *NAP-S*; *PZB-SR*; *176-S*, A; *DIP-S*, *SQL-Q*

16-4: *MRM-DN*, A, S, V, Q; *SQL-A*; *3R1-S*, A; *TRC-SR*

17-4: *FSE-S*, P, DN, V; *MD-V*, Q; *SQL-SR*; *VIP-S*; *176-Sc*; *WZQ-A*; *SST-V*; *NAP-S*

17-5: *CMS-S*, V, Q; *RFN-V*; *SQL-V*; *SGD-V*; *PZL-S*; *3R2-S*, SR; *CAE-V*; *KGM-S*; *MRM-S*

17-6: *SGD-S*; *WSM-V*, Sc; *WAS-V*; *3R2-SR*; *SQL-S*; *CSL-S*; *VIP-S*; *TRC-S*

18-1: *FIW-A*, Q; *BM7-S*; *SQL-S*; *DUN-V*; *DIP-S*; *AFK-A*; *PZB-SR*; *ALX-S*; *W&P-S*

18-2: *AFD-A*, Sc, Q; *AFK-V*; *3R3-DN*; *TOB-V*; *SQL-S*; *AIW-V*; *VIP-S*; *DIP-S*; *D77-S*

18-3: *GOA-S*, DN, V, Q; *AOC-V*, Sc; *AFK-S*; *VIP-V*; *SQL-S*; *WSM-SR*, P; *DIP-S*

18-4: *GLD-H*, V, A, Q; *SQL-A*; *LFW-V*; *W&P-SR*; *AOC-S*, P; *FSE-V*; *WAS-S*; *AFK-S*

18-5: *3R3-S*, A, V, DN, Q; *SQL-S*, A; *TRC-V*; *TOB-V*; *RFN-V*; *CSL-A*; *DUN-V*

18-6: *FTP-A*, Sc; V, DN; *VIP-V*, Q; *M64-S*; *Q*; *SUB-S*; *Sc*; *BZK-V*

19-2: *B81-H*, Sc, S, DN; *TLD-A*, Q; *SQL-V*; *3R3-S*; *SOA-SR*

19-3: *GSL-A*, Sc, V, SR, Q; *DIP-A*; *RFN-Sc*; *G77-V*; *176-Sc*; *LRT-V*, Q; *SQL-A*

19-5: *SON-A*, S, H, Q; *W&P-S*, Q; *DIP-A*; *WAT-V*; *WSM-Sc*; *SQL-A*

19-6: *VIP-P*, SR; *3R3-V*, Q; *DIP-A*; *FTP-V*; *BM7-V*; *NVW-A*; *SQL-A*, Sc; *SUB-V*, Sc

20-1: *SQL-S*, A, DN, V, Q; *VIP-SR*

20-2: *TTN-A*, DN, S, Q; *MRM-V*; *RHD-A*; *SQL-Sc*; *W&P-V*; *GOA-S*, Q; *DIP-A*; *PZL-V*

20-3: *FRG-S*, V, Sc, Q; *PZB-A*; *176-Sc*; *DWK-S*, V, Q; *DIP-A*; *CQD-V*, S

20-5: *BRN-SR*, S, H, Q; *LRT-S*; *DIP-A*; *GSL-Sc*; *G77-A*; *WSM-Sc*

20-6: *B17-A*, V, SR, Q; *AFD-V*; *LFW-S*; *AFD-S*; *FSE-S*; *DIP-A*; *M64-S*; *BRN-SR*; *GOA-S*; *SQL-A*; *PZL-Q*

21-1: *UPF-S*, A, SR, DN, Q; *SOA-S*; *SQL-H*, S; *TRC-S*; *D77-S*

21-2: *NAB-S*, DN; *W&P-S*, A, Q; *NAP-S*, Q; *DIP-A*; *FR4-S*; *FSE-S*; *3R3-S*; *BFI-S*; *176-S*; *SQL-A*

21-4: *PGG-S*, SR; *PZB-A*; *3R3-S*; *TRC-S*, V, Q; *DIP-A*; *SGD-V*, S; *SQL-Sc*

21-5: *HWR-S*, V, A; *MRM-S*, Q; *OW2-A*; *DIP-A*; *3R4-S*; *RBN-S*; *CQD-V*; *CIV-S*; *SQL-A*

21-6: *FPR-H*, V, SR; *AIW-S*, Sc; *BZK-V*, Sc; *TAC-V*, Q; *SQL-A*

22-1: *PAA-A*, S, Q; *TB-A*, V; *DWK-DN*; *TRI-V*; *GSL-P*; *DIP-A*; *AOC-S*; *WAS-S*, Q; *AFK-V*; *CIV-S*; *3R3-S*, Q

22-2: *UPF/BNZ-A*, SR, Q; *FTP-A*, S; *SUB-Sc*; *VIP-S*, Q

22-3: *PZB-SR*; *PZL-Sc*, V, Q; *SOA-S*; *3R3-V*; *DIP-A*; *CIV-A*; *UPF-Sc*, Q; *AIW-S*; *GOA-A*, Q; *TLD-A*

22-4: *RFT-A*, V, S; *TRC-V*; *PZK-S*, Q; *DIP-A*; *3R3-V*; *SUB-V*; *PGG-S*

22-5: *DEV-S*, A, Q; *GSL-Sc*; *BRN-S*; *DIP-P*, A; *SC-V*; *FIG-A*; *SQL-Sc*, Q

23-1: *FLD-A*, V; *AFD-V*, *B17-V*, DN; *HWR-S*, Q; *VIP-V*; *3R4-S*; *TTN-V*; *LFW-V*; *SST-V*; *RFN-V*

23-2: *ASL/BEYOND VALOR-A*, S, Sc, Q, SR; *UPF-S*; *DIP-A*; *PZL-A*

23-3: *SUB-V*, Sc; *ASL-S*, SR; *HWR-V*; *BZK-V*, Q; *B81-A*

23-4: *EIA-S*, DN; *W&P-V*, S; *WSM-Sc*; *SC-V*; *NAP-S*; *YLW-S*; *3R4-S*, Q

23-5: *KTA-DN*, Sc, Q; *WAT-V*, *B17-V*, Q; *3R4-S*; *RFN-V*; *ASL-S*; *VIP-S*

23-6: *183-DN*, S, V, Q; *FPR-Sc*; *RBN-S*; *TRC-S*; *DEV-P*; *PXB-S*; *CIV-S*; *MRM-S*

25-3: *PTB-S*, H, V, Sc; *TPS-DN*; *AFK-V*; *3R4-Sc*, Q; *ASL-S*; *PGG-P*; *PZB-A*; *UPF-V*; *SOA-V*; *PZL-S*; *B81-S*

25-4: *EIS-S*, H, V, Sc; *WSM-V*, P, Sc; *EIA-V*, Q; *VIP-S*; *NPB-DN*; *176-V*

25-5: *GBG-SR*, V, H, Q; *176-S*; *ASL-H*; *FPR-Sc*; *RBN-V*; *ODS-V*; *DEV-S*; *GOA-DN*, Q; *W&P-S*, Q; *BRN-DN*; *LVG-Sc*

25-6: *ASL/WEST OF ALAMEIN-H*, S, V, A, Sc, Q; *PAA-S*; *RSN-V*; *UPF-S*; *FPR-Sc*; *SPF-A*

26-1: *MOV-S*, DN, V, SR, Q; *DKE-V*; *DUN-V*; *DLW-S*; *KGM-S*; *STC-S*; *ASL-A*, Q; *KRM-V*, Q; *ROR-DN*; *CIV-V*

26-2: *TPS-S*, DN, SR, Q; *PZB-Sc*; *ASL-H*, A; *3R4-S*, Q; *HWR-S*, Q; *UPF-V*; *RFT-S*

26-3: *MBT-H*, S, SR, Q; *FLD-V*, Sc; *FPR-Sc*; *ACQ-S*; *TCA-S*

26-4: *SOJ-H*, DN, S, Sc, Q; *KGM-V*; *TTN-V*; *CIV-S*; *DIP-S*; *MRM-A*; *ASL-A*

26-5: *UPF-S*, V, SR; *AFD-V*; *FTP-Sc*; *B17-V*; *FPR-V*; *ASL-H*, Q

26-6: *NPB-DN*, S, H, Sc, Q; *EIA-Sc*, V; *183-S*; *WSM-Sc*; *DEV-S*; *W&P-Sc*

27-1: *TRC-S*, H, V; *ASL-H*, Q; *KRM-V*, Q; *RFT-S*; *TPS-S*

27-2: *3FT-V*, Sc, A; *6FT-S*; *2FT-V*; *EIA-S*, Q; *ASL-S*, D, Q; *WSM-V*; *FTP-V*; *VIP-S*

27-3: *3R4-S*, DN; *TLD-S*, V; *ASL-S*, DN, Q; *FSE-S*, *AvalonCon I* Re-Cap

27-4: *ROR-A*, SR, DN, Q; *CIV-DN*; *KRM-V*; *EIA-S*; *DIP-P*

27-5: *B91-A*, S, V; *B81-DN*; *ASL-H*; *DIP-P*; *TCA-A*; *ROR-SR*, Q; *D77-S*

27-6: *BKB-SR*, S, DN, A, *SCT-V*; *GSR-S*; *MOV-V*; *ATS-A*; *W&P-V*, *NWD-V*; *WRS-S*; *S&B-S*; *CRR-Sc*; *WSM-V*

28-1: *PPW-SR*, S, DN, H, Q; *ASL-Sc*; *FPG-DN*; *PCW-V*, Sc; *CIV-V*, S; *Game Rating System*

28-2: *ASL/JUNG HO-A*, Sc, H, DN; *ROR-A*; *FPG-A*, Sc; *B17-Sc*, -Q; *ACV-V*, Q; *SPF-V*; *AvalonCon II* Re-Cap

28-3: *RFT-A*, S; *PZB/PZL-V*; *PZB-Sc*; *ASL-A*, Sc; *TRC-A*, S; *UPF-Sc*, Q; *RBN-V*; *GOX-A*; *AFD-V*; *TPS-Q*; *SPF-V*

28-4: *B17-V*; *D91-A*, Q; *PZL-Sc*, P; *ACV-V*; *ASL-A*, Sc; *UPF-H*, Sc; *WAS-A*, S; *LRH-V*; *ACQ-A*, S

The rankings just kept coming in for Volume 29, No. 1. The overall approval rating for the issue was 5.0. While nothing to write home about, the ratings below do suggest that there is a strong interest in our Smithsonian Series; and of course, our ASL coverage is always received very strongly. Also, *HISTORY OF THE WORLD* has collected quite a following and continues to be one of our most popular "new" games.

<i>WE THE PEOPLE</i> (review)	340
Roasting Chestnuts	244
The Noble Art of Self-Defense	158
Back...In Style ('93 AVALONCON Report)	107
<i>HISTORY OF THE WORLD</i> (review)	75
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★★★★★

Avalon Hill was honored at this year's ORIGINS in San Jose, California. *HISTORY OF THE WORLD* won the GAMA Award as the best Pre-Twentieth Century boardgame. And *DIPLOMACY* finally made it to the "deity" ranks by being inducted into the Hall of Fame. Surely, these two games deserve this honor and we thank everyone who helped put them into the spotlight.

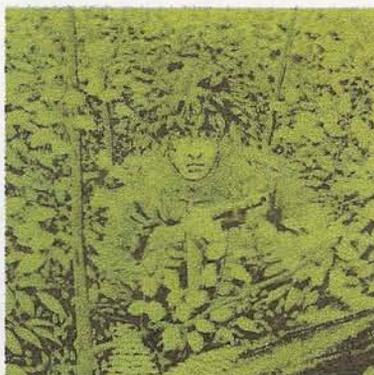
★★★★★

"Modern War," National Empowerment Television's (NET) newest program, premiered on Sunday, May 8. The program, hosted by William S. Lind, is the first devoted to the ideas that shape and govern war. It examines strategy, operational art and tactics through the lenses of military history and military theory. It will air each Sunday at 4:00 p.m. (EST) over NET. "Modern War's" first four programs set the stage for subsequent shows by taking the viewer through the four "generations" of modern war—war since the Peace of Westphalia in 1648.

Lind is the author of the *Maneuver Warfare Handbook*, co-author of *America Can Win: The Case for Military Reform*, and frequent contributor to professional military journals. He began the debate in the United States over "maneuver warfare" in the 1970s and was heavily involved in the writing of marine Corps' Field Manuals, *Warfighting*, *Campaigning*, and *Tactics*. "Modern War" is co-hosted by Bruce Gudmundsson, editor of *Tactical Notebook* and author of *Stormtroop Tactics* and *On Artillery*.

NET can be received anywhere in the United States via a satellite dish. "Modern War" host Lind noted, "Since virtually every military base has satellite dishes, this program will be readily available to most military personnel. All they will have to do is arrange to tape the show

The Infiltrator's Report



through the base satellite dish. They can then distribute the tape locally or, in some cases, rebroadcast it over the base's own television system. The fact that 'Modern War' repeats at 3:00 a.m. (EST) on Mondays will make it easy for them to tape the show."

NET's programs, including "Modern War," can be picked up from satellite Galaxy 7, Transponder 20V, and are also available on a growing number of cable systems.

★★★★★

The Jersey Assoc. of Gamers (JAG) is currently recruiting new members. They are looking for adventure gamers that have the right stuff. You must be willing to meet two days a month (one Saturday and one Sunday) and play games until you can't stand it any more.

Beginners, intermediates, and experienced players are welcome! They have members in every category just waiting to grapple with some new opponents. Their club publishes a modest newsletter once a month, is building a club game library for members, throws bi-annual tournaments, sponsors events in local conventions and will be looking forward to the challenge of starting their own convention. Their current membership is at 40 and growing (they have only been around for 18 months)! If you think you have what it takes to become a member and are willing to have a good time in a fun club, then send your name, address and telephone number to this address: Keith MacFarland, 80 E. Prospect St., Apt. #2, Waldwick, NJ 07463.

★★★★★

RELATIVE RANGE, a newsletter dedicated to Avalon Hill's *UP FRONT*, is being produced by Michael P. Nagel, one of the staunchest supporters of the game. If you

love *UP FRONT* and are interested in seeing a free copy of the newsletter, please write Mr. Nagel at 167 Samdin Blvd. #2, Trenton, NJ 08610. Please include a SASE and a 58¢ stamp for postage and handling.

★★★★★

We mentioned in Volume 29, Number 2 that we would continue the RBG and What Have You Been Playing sections in this issue. Well, we've decided to put those features on the back burner for awhile and try some other things. We also want to stay on schedule, so this issue had to hit the press before we could get an adequate number of responses from our readership. But, we'll keep the contests moving along. To that end, here is the solution for Contest #167:

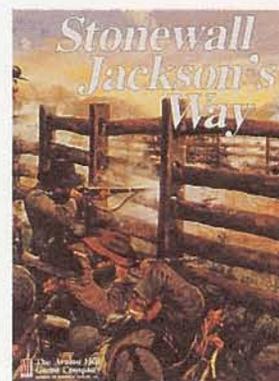
There were basically two flaws in the final British move. The first, the move of Burgoyne to Pittsburgh, was a no-brainer since even the participants acknowledged that a move to Harrisburg would have been sufficient to control Pennsylvania with four areas without the risk of an interception by Lafayette. Converting Pittsburgh to the British cause also forces the loss of Harrisburg by isolation, but that's overkill since only four areas are needed to control Pennsylvania. By trying for five areas, the British unnecessarily risked interception by Lafayette.

The real error, however, was in the move of Clinton to Morristown via Reading. Had he entered Morristown via New Brunswick, Washington would have been unable to retreat into the area from which the attacker entered. Entering battle from an enemy-controlled area is not normally a recommended game tactic since the attacker would be eliminated if forced to retreat. However, given this end-of-game situation wherein the British have nothing to lose by the loss of Clinton, the risk is a non-factor. By keeping Washington out of New Brunswick, New Jersey and the game falls to the British.

★★★★★

In the next issue, Volume 29 Number 4, we will introduce a group of wargamers called the FIRE TEAM. They're an interesting group of fellows, always getting into "unusual" gaming situations and scraps with role-players. I think you'll find their lifestyle quite fascinating. Be looking for them!

COMING
UP
NEXT
ISSUE



GUERRILLA

TM



Welcome to the Jungle ...we've got fun and games...

GUERRILLA is a multi-player simulation card game. Three to six players vie for control of the government as rebels wage a civil war against those in power. As in real guerilla warfare, the government forces are handicapped by their inability to separate friend from foe. This "fog of war" is accomplished by a clever dichotomy of goals wherein each player simultaneously commands both government and rebel forces. However, each player is secretly backing either the government or rebel cause and is severely penalized if "his side" doesn't win the hand.

Consequently, players are always torn between scoring for their "side", or for themselves, or even sacrificing their own resources for the sake of an opponent who appears to be on their side. But is he? Even when you think you've figured out who is who, the Revolution card can appear to change loyalties and totally cloud the issue again.

Players score by eliminating opposing forces, manipulating the media and world opinion, or controlling various installations such as the Port or Airfield which grant special abilities to those who hold them. Government airpower and armor columns struggle against ambushing Guerrilla bands which fade back into the jungle without a trace. If atrocities are committed, the U.N. may intervene and attempt to stop open warfare. Then the battle is fought by the secret police who ferret out traitors while propaganda battles are waged for the hearts and minds of the populace. Assassins abound as influential leaders are targetted in an attempt to paralyze opposing troops in preparation for the day when the U.N. withdraws.

Guerilla, #896 at \$25.00 is available at good game stores everywhere. If not available locally, please call toll-free 1-800-999-3222.



The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road Baltimore, Maryland 21214

