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Featuring: New World and AvalonCon '94

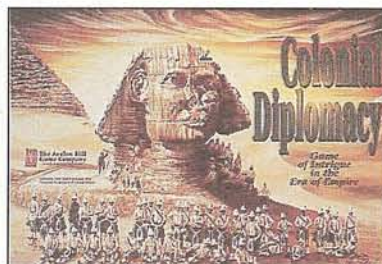
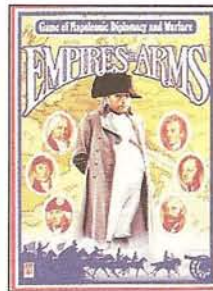
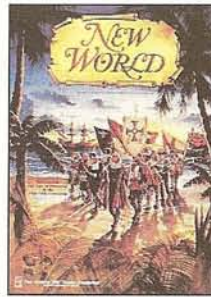
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Vol.29, No.5 - AVALON HILL GENERAL

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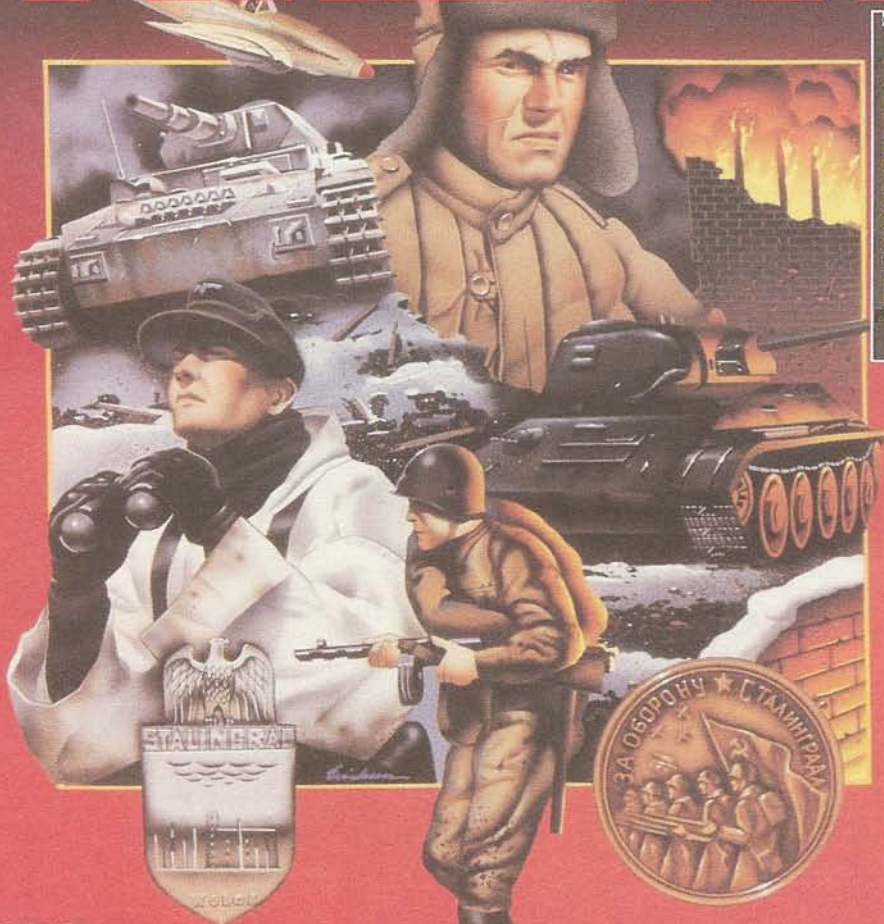
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Germans assault the outskirts of the Red Barricades factory.



The Soviets have captured Kalach and cut off the German 6th Army.



The Luftwaffe supports an attack on the Don.
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Who says a boardgame of ancient Rome cannot draw a parallel on a modern situation? Here, I offer proof that it can be done *and* provide you hours (perhaps years) of holiday cheer and laughter. Pull out that old *CIRCUS MAXIMUS* board and give it a 1994 twist:

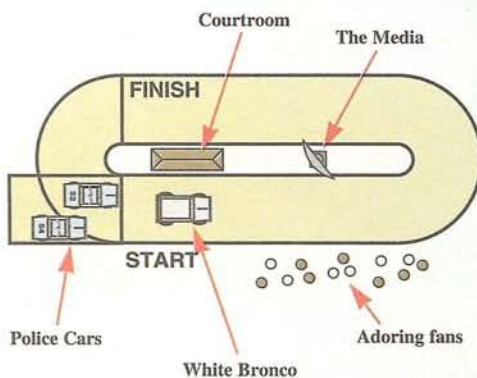
(Warning: You must have a copy of *CIRCUS MAXIMUS* and a television to use this variant.)

THE BASIC GAME

1. SET UP & PREPARE FOR PLAY

1.1 Between two and eight famous halfbacks accused of manslaughter can play; the more the better. If there is a ninth participant, he should assume the role of the friend with a white Bronco. A tenth participant could act as a live-in male house guest.

1.2 Place the participants in their starting locations as shown:



1.3 Play rotates around the board until the white Bronco runs out of gas, or Ojayus Simpsus decides to give up. In either case, play proceeds to the courtroom.

2. MOVEMENT

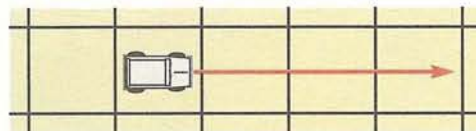
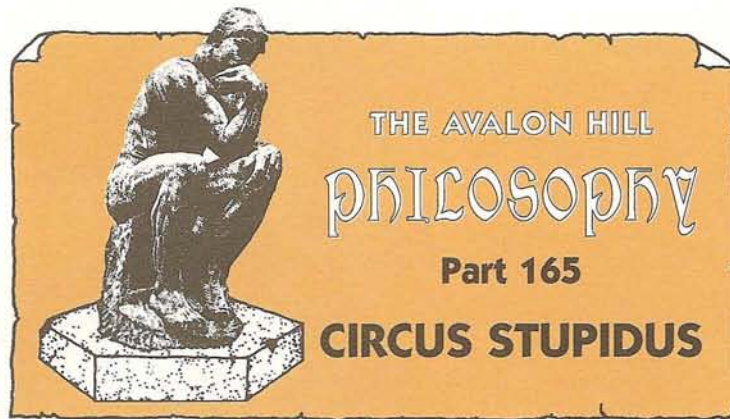
2.1 At the start of each turn, players secretly write down their verdict including any change for driver modifier that their police cars will use in the upcoming deliberations.

2.2 Movement factors (hereafter referred to as MF) can be used for one or more of the following:

- Setting up a 1-800 line to contribute money for the defense.
- Hiding one glove in the alley and make the other "disappear."
- Accidentally cutting your finger.
- Handing a closed envelope to the judge to keep the defense sweating.

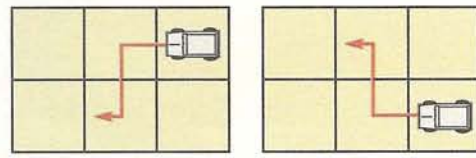
3. CHANGING YOUR PLEA FROM NOT GUILTY TO GUILTY

3.1 To change your plea from not guilty to guilty, you must spend millions of dollars and move in this direction:



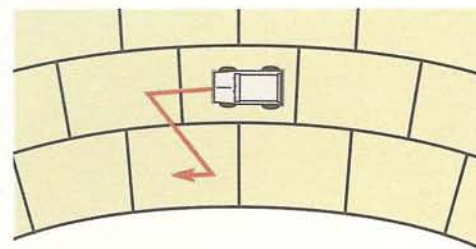
Example: The White Bronco moves for an acquittal using three million dollars.

Example: The White Bronco shifts from lane to lane, keeping the public guessing.



Lane change to the inside
(2 million)

Lane change to the outside
(1 million)



Corner lane change to the inside
(2 million)

4. ATTACK PROCEDURE

4.1 All police cars wanting to attack the white Bronco are not allowed; instead, they must follow in close pursuit and wait until a crowd of idiots form on either side of the street. Said idiots are then required to wave supportively at the suspected criminal on his flight from the authorities.

4.2 **EVASION:** At no time must the white Bronco try to evade the police. Instead, said Bronco must lead the police back to the scene of the crime and Ojayus Simpsus must give himself up immediately upon arrival.

ADVANCED RULES

After you've mastered the basic game, try your hand at some real fun:

1. **SELLING THE MOVIE RIGHTS TO HOLLYWOOD:** Be the first player over the finish line with a blockbuster (shelved at your local video store next to *Little Lolita*, starring Amy Fisher).

2. **EXPLOITING YOUR INNOCENT CHILDREN AND FAMILY:** Parade your loved ones in and out of the camera eye while making millions behind bars.

DESIGNER'S NOTES

CIRCUS STUPIDUS is by no means a difficult game to learn or play. There are, however, certain abstractions in the game that must be mentioned to allow the player to gain a better understanding of what is represented.

The movement system may seem a little peculiar in that movement is not "simultaneous." The cops move, then the Bronco moves. Simultaneous movement wouldn't have been practical in this game, because everyone profits off the suffering of others. For example, it isn't prudent for the defense to make a motion for a mistrial until the prosecution has a chance to move by smearing the innocent in your local tabloids. And of course, no one would consider moving until Jerry Rivers has a crack at the story.

A few words on combat are in order. Admittedly, the Roman (and modern American) races were very dangerous for the participants. . . hence, the added attraction of the idiot bystanders waving apologetically to the white Bronco. They seem to add an element of intrigue to an already overdramatized situation. Seeing their display, one contemplates asking Ojayus Simpsus to run for a national office, just like Ollie North. I'm sure he'd get the needed votes to win.

So, try your hand at *CIRCUS STUPIDUS*. Who knows, you might come up with a unique variant we can place in *The GENERAL*.

Now on to a more serious topic! Recently, we had the honor of winning the *PC Gamers Magazine* "1994 Editors' Choice Award" for *OPERATION CRUSADER*. This is quite an honor for us and we thank everyone for making *OC* so popular. Little did we know that such an obscure battle (if you look at WWII as a whole) would receive such praise. We're not complaining, mind you. We're delighted that we've gotten off to such a good start with our computer games. Some of the exact statements given to us by *PC Gamers* were as follows:

"Avalon Hill has pulled out all the stops in presenting this product. The manual should win some kind of design award; it's thorough, lucid, extremely well-organized and lavishly illustrated in full color."

"The bottom line: PC owners can now confirm what Mac owners have known for the past six months—that Operation Crusader is a thoroughbred and a champion. Welcome back, Avalon Hill!"



NEW
WORLD

Native Policy in NEW WORLD

By Michael Anchors



Some time ago I wrote an article entitled "Native Policy in *SOURCE OF THE NILE*" (Vol. 18 No. 6) because I was disturbed that players consistently favored attacking the natives over any reasonable policy of negotiation. *SON* is out of print now, but it's a treasured part of my collection. *NEW WORLD* (*NWD*) is, in some ways, a companion game to *SON*. It models European exploration of an unknown continent, although it differs in scope and mechanics. *SON* features individual explorers. *NWD* models the overall colonizing efforts of nations. Nevertheless, some things are similar in the two games, like the need for thoughtful policy toward the natives.

Before proceeding further, a quick note about terminology: in this article Indians are referred to as "natives." The term "natives" seemed natural enough in discussing Africa, but it might sound strange in the American context. Nevertheless, my daughters reminded me that the current politically-acceptable phrase for Indians is "Native Americans," and I was glad to see that Avalon Hill was already using the term, shortened to "natives," in their 1990 rules to *NWD*.

A LITTLE HISTORY

Historically, the nations of Europe colonizing America displayed a variety of policies toward Native Americans, similar to the range of possible policies in *SON*, and with a similar variety of good and bad results. To a large extent, the divergence in policy toward the natives was a result of differences in national motives for colonization.

The French, for example, were never enthusiastic about forming permanent settlements. Individual Frenchmen did not relish spending their lives away from the lugubrious climate and culture of la belle France. Unlike England, France had few oppressed minorities to resettle, having eliminated the Huguenots and Jews a century earlier. What France did have was a thirst for the raw materials of America, particularly furs for their rich court life and cool winters. The French realized that they could buy commodities more cheaply from the natives than they could obtain them by exploring and trapping for themselves. Hence, they took pains to stay on good terms with the natives. Moreover, the French realized that the French-aligned population of natives was a good defense against the encroachments of the more numerous English. Of all the colonists, the French were the most respectful of the natives. The natives, for their part, repaid kindness with kindness, and butchery with butchery. You can appreciate why shipwrecked Spanish and Portuguese sailors, meeting natives on the beach, pretended to speak French, hoping to survive.

England was always less homogeneous than France, being composed of culturally different regions and changing its religion several times during its turbulent history. England had more oppressed minorities, the major engine of English colonization in America. Since the colonists had no intention of returning to England, they planned permanent settlements, plans which did not include sharing land with the natives. The settlers could not count on British soldiery to protect them from the native reaction. The safest

course was to exterminate the natives, who might threaten their settlements. In the Twentieth Century, we may wonder why peaceful negotiations with the natives would not have succeeded just as well, but that option received little consideration in colonial America. Peaceful negotiations had a poor track record in Europe. Why, the colonists might have wondered, should peaceful negotiations be more successful on the Frontier? The rifle and saber seemed more reliable.

The Spanish and their shadows, the Portuguese, were more like the French. They came to the New World for raw materials also, but the conquistadors were not interested in furs. Furs were less useful back in sunny Spain. Gold was the most direct path to wealth, and the policy-makers in el Escorial were direct thinkers. Trading with the natives was too slow. The Aztecs were inefficient miners compared to the Europeans; and, being more advanced in civilization compared to their brethren in North America, they were less tempted by cheap trinkets in trade. The only European items they valued were rifles and horses and the Spanish could not trade those (their only advantage in battle). Thus, the brutal subjugation of the Aztecs and Incas was an essential consequence of Spanish mercantile philosophy.

The Spanish and Portuguese, like the English, (but unlike the French), were avid colonizers, building permanent settlements, cities and even universities in the New World. They had less reason to go home. Spain and Portugal were uninviting places for poor people to live. Unlike the English, the Spanish and Portuguese were prone to mingle their culture and their genes with the natives. Having annihilated the political structure of the natives, the Spanish and Portuguese had nothing to fear from native attack, so miscegenation was easy, even unavoidable.

I said above that the nations of Europe had different policies toward the natives with differing results. The result of the French policy of trade and peaceful coexistence with the natives was the acquisition of a huge empire with a minimal investment. In game terms, the French lost only because they received few colonists. Having fewer colonists, they lacked the financial resources, in the late stages of the game, to defend their empire. But their policy toward the natives did not contribute to the debacle. Indeed, it postponed it. And in the game, never fear, intrepid Frogs! the French have the same supply of colonists as everybody else.

In the "historical" game, the Spanish exhausted themselves fighting the Aztecs and Incas and, settling their colonists in poor climates, suffered rapid attrition. The colonists were poorly placed to shift to resource-doubled areas later. The Spanish might have made better use of California and the Rio de Plata. Only the Portuguese fared worse, having fewer colonists than the English, less gold than the Spanish and fewer areas of Political Control than the French.

The Dutch and the Swedes were never serious contenders historically. They were included in *NWD* only to provide places for a fifth and sixth player.

The English won the game of history, because they occupied fertile, resource-doubled areas of the board with plentiful colonists early on and were not challenged militarily by Spain. The English policy toward the natives was not helpful. They wasted soldiers fighting the natives unnecessarily, soldiers which would have been missed in wars against more aggressive European neighbors.

So what has all this to do with winning the game of *NWD*? Everything, as we shall see. But before we go on, let me outline some features of *NWD* that will be pertinent to the discussion.

THE GAME AT A GLANCE

Each turn, players receive a number of colonists in Europe ranging from three to six. In addition, players may purchase soldiers for \$10 each and ships for \$12 each. Existing ships may be maintained for \$4 each. Each ship can transport two units to America per turn. Ships, colonists and soldiers are subject to attrition from climate, loss at sea, and war. The average cost to transport a unit to America is about \$3.25, assuming ships survive an average of four turns.

Colonists generate income throughout the game, so they are very precious. A colonist which survives the entire game in a single-resource area brings in \$19, in a resource-doubled area \$38. Early in the game most players supplement their meager colonist-income with mining and looting treasure cities.

As the game goes on, income from colonists and Political Control grows.

Players achieve Political Control in an area if they have (1) the majority of colonists in the area, (2) at least four colonists, and (3) the majority of soldiers in the area. Political Control is desirable because it earns the home country \$20-\$40 per turn and because the first player to achieve Political Control of five areas wins outright.

The natives at the start of the game are in areas of the board according to their historical distribution. The treasure cities of the Mayans, Aztecs and Incas are protected by four, six and eight native units respectively. Areas on the eastern seaboard of North and South America and the Rio de Plata (Argentina) generally have two natives. Mississippi valley areas have three, and the remainder one.

Combat between natives and soldiers is optional. The attacking player must declare how many of his soldiers in the area are participating in the attack. He then rolls a die for each soldier. On ODD rolls, the attacking soldier is eliminated. On EVEN rolls, a defending native dies. In addition, on each roll of 6, a bonus die is rolled, eliminating a native on an even roll, without jeopardy to the soldier. It is an important point that all attacking soldiers must roll and chance elimination, even if the last native was eliminated by a preceding attack. Table 1 gives the average execution wrought by varying numbers of soldiers.

TABLE 1: Expected Natives Killed by Various Numbers of Soldiers

No. of natives	Number of Soldiers							
	1	2	3	4	5	6	7	8+
1	0.50	0.75	0.88	0.94	0.97	0.98	0.99	0.99
2	0.58	1.21	1.48	1.61	1.68	1.71	1.73	1.74
3	0.59	1.29	1.66	2.21	2.76	2.84	2.88	2.92
4	0.60	1.30	1.70	2.26	2.83	3.39	3.81	3.89
5+	0.60	1.30	1.71	2.27	2.85	3.42	3.87	4.43

The expected number of natives killed does not increase significantly when more than five natives are present. The number of expected soldier-casualties equals half the number engaged. Hence, when four soldiers attack three natives, the expected loss is two soldiers and 2.21 natives.

Earlier, I said that the average cost of a soldier is \$13.25, considering initial cost and transport to America. Using the data in Table 1, we can calculate the expected cost per native killed of various attack combinations. The results are shown in Table 2. For each number of defending natives, there is one most efficient method of attack. The least expensive way to attack one native, for example, is with one soldier: \$13.25 per native killed. When two natives are present, the cheapest attack is with two soldiers, \$10.95 per native dispatched. Adding more soldiers to the attack increases the expected kill (Table 1), but at much greater expected cost (Table 2). Attacking two natives with five soldiers doubles the expected cost, compared to a two-soldier attack, while increasing the expected kill only 33% (from 1.21 to 1.68).

TABLE 2: Expected Economic Cost per Native Killed

No. of natives	Number of Soldiers				
	1	2	3	4	5
1	13.25	17.67	22.59	28.20	34.15
2	11.42	10.95	13.43	16.46	19.72
3	11.42	10.27	11.97	11.99	12.00
4	11.42	10.19	11.69	11.73	11.73

THE RULE OF TWO

Our surprising conclusion is that the most efficient method of attacking more than one native is to attack with two soldiers each turn, regardless of the number of soldiers present.

Does this make historical sense? Yes, it does. A few brigades of experienced Indian-fighters (native-fighters?) will suffice. Sending more soldiers into the wilderness only exposes less experienced men to attrition, without enhancing the probability of success. [Amazing how the

intricacies of frontier life are modeled in NWD with such simple game rules! My compliments to Derek Carver and Don Greenwood.]

But here's the bad news: It can take a long time to wear down the Aztecs killing only 1.21 per turn! One must balance, against the inefficiency of excessive force and the cost of failing to eliminate natives in a timely manner, when the looting of treasure cities is at stake or colonists are imperiled. The nation making its initial landfall in Central America is especially

pressed to loot the treasure cities, before nations, (more favorably placed in mild climates and resource-doubled areas), can profit from colonists and Political Control.

A delicate balance exists where colonists, soldiers, and natives SHARE an area. Suppose four colonists, three soldiers and two natives share New England. What is the best option? Attack with one soldier? two? or don't attack at all? If one refrains from attacking, the natives will certainly live on, but a native uprising is discouraged by the presence of the soldiers. The mechanism of this, in the rules, is as follows: in each area, each nation has an *uprising number* which consists of the # colonists + # natives - # soldiers. Each turn there is a single *uprising die roll* for the entire board. If the uprising number for a nation in an area with natives equals or exceeds the uprising die roll, a native uprising occurs, affecting the colonists of that nation. Even when an uprising occurs, fewer colonists are lost on the native Uprising Table when more soldiers are present.

For example, with a "No Attack" option in New England, there is a 50% chance of an uprising (uprising number = 3) and the expected loss on the native Uprising Table with three soldiers present is 1.33. The expected loss is $0.5 \times 1.33 = 0.666$. With attacks of one, two or three soldiers, the calculations are more complex. Eliminating natives reduces the risk of an uprising, but does not exclude an uprising altogether unless all the natives are killed. On the other hand, loss of soldiers both increases the chance of an uprising and severely increases the loss of colonists when an uprising does occur. Thus, the choice which offers "least-loss-of-colonists" is different depending on the exact combination of colonists, soldiers and natives. Moreover, the choice which best spares the colonists may not be the least expensive. Table 3 shows that, in our New England example, No Attack was the least-expensive option, while an attack with one soldier was marginally safer for the colonists.

TABLE 3: No Attack Option the Least Expensive

Attack Option	Expected Loss of Colonists	Expected Cost
No attack	0.6666	\$ 2.17
1 soldier attack	0.6295	\$ 8.67
2 soldier attack	0.6666	\$15.42
3 soldier attack	0.8333	\$22.58

Generally speaking, No Attack *is* the least-expensive option. Soldiers lost in native fighting aren't cheap to replace. But, when the number of soldiers is insufficient to prevent an uprising in which the expected colonist-loss would reduce the colonists below four, *giving up Political Control*, a vigorous native-hunt may be the true least-expensive option. When one considers that nations can reap \$40 per turn from Political Control in an area, the \$15.42 price tag on a two soldier sweep is not such a bad deal.

It can be seen that military options are severely limited by the presence of colonists in the area occupied by soldiers and natives. It



Empire Building in New England—The combination of three Soldiers, two Natives, and four Colonists suggest that a "no attack" option is the least expensive.

would be infinitely better to settle colonists in a "safe" area, cleared of natives first, while the army performs ethnic cleansing in adjacent areas. When those areas become "safe," the colonists can move into them.

The trouble with this neat method is that other nations can move in too, after you did all the hard work! Moreover, if you took casualties in native-fighting, you may not have enough soldiers to eject the interlopers. So the option of sending soldiers ahead of the colonists is useful only when no other nation's colonists are adjacent *or* the neighbors agree to stay out.

Natives can also be an offensive asset. Suppose you send soldiers into an area where your enemy has both colonists and soldiers. Assume that he's already moved in the Movement Phase. Do you attack with your whole force of soldiers in a bid to destroy all of his soldiers and get to his colonists? Casualties could be nasty, but, if there are natives in the area, you have a more subtle option.

Commit only enough force to reduce his soldier garrison to a level at which a native uprising is likely. Let the natives polish off his colonists!

In many games, players agree to share areas peaceably. Even in this case the presence of natives affords room for chicanery. For instance, when your nation has the majority of soldiers but not the majority of colonists in an area, you might refrain from attacking the natives, since your area-mate is more likely to suffer a native uprising, reducing his colonists and giving you Political Control. Alternatively, in a space where you have the majority of colonists but not the majority of soldiers, you might suggest that your area-mate attack the natives since he has the larger force. If his casualties reduce his soldiers below yours, handing you Political Control, remember to say "thank you."

IN CONCLUSION

An effective policy toward the natives in NWD is not simple. Inexperienced players, unaware of their best advantage, routinely slaughter the natives in every area they enter. More knowledgeable players attack natives only when it is advantageous to do so, and then they attack in the most efficient manner. For them, the natives are, at worst, a snare easily avoided and, at best, a tool to discomfort their opponents. When experts play, natives survive to the end game even in populous areas. Don't you wish the historical policy makers of Europe and colonial America had been such experts? We might have had more Native American cultures surviving today, intact, for our enrichment and instruction!



SUGGESTED READING

Interested in America's beginnings? Here are some books you might find interesting:

The Age of Reconnaissance, by J. Parry (World Publishing Co., Cleveland, 1963)

The European Discovery of America—Northern and Southern Voyages, by Samuel Elliot Morrison (Oxford University Press, New York, 1971, 1974)

The World Atlas of Exploration, by Eric Newby (Rand McNally, New York, 1975)

Ancient America, M. Edey—editor (Time-Life Books, New York, 1967)

The Conquest of Mexico, by Will Prescott (Heritage Press, New York, 1949)

Imperial Spain, 1469-1716, by J.H. Elliot (Mentor Books, New York, 1963)

Conquistadors in North American History, by Paul Horgan (Farrar, Strauss & Co., New York, 1963)

The Sea Dogs, by Neville Williams (MacMillan and Co., New York, 1975)

NEW WORLD

Non-Player Nations for NEW WORLD

By Trevor Bender

Like many multi-player games, NEW WORLD (NWD) works best with 4+ players. But sometimes you can't get that many people together. What do you do then? Do you sit around wondering what you're going to play? Do you shuffle through your boxes, growing ever more disgusted as you drop them on the floor? In Volume 29, Number 3, Bruce Harper gave us the Independent Kingdoms Variant for ADVANCED CIVILIZATION, where players control one or more of the unchosen nations. With this article, Trevor Bender offers us the same principle for use with NWD. Now, you don't have to wonder what to play. Christen those boats and set sail for the Americas!

During the summer of 1992, I was preparing to compete in the NWD tournament at AVALONCON. I thought it rather inspiring to play the game during the year in which we celebrated the 500th anniversary of when this all began. It would be even more thrilling to emerge victorious. But alas, one major detail hindered my preparations; a lack of opponents forced the cancellation of the event.

My recruiting attempts were about as encouraging as beating against the trade winds. My friends would take one look at this colorful, oversized, monopoly-style box and quickly dismiss this nugget of a game. Consequently, the players I did manage to get together were all but commandeered.

Fortunately my wife was a willing opponent, but her strategy wasn't the most challenging. Sally would sail all her forces to California where they would lay out on the beach waiting for land prices to skyrocket in the 1980s. She claimed this technique would generate more revenue than all the gold sailed to Europe. Had the game extended that long, she certainly would have been proven right!

My last resort was to go it alone, but numerous attempts to wade solitaire through the Bronze Age in CIVILIZATION told me that I would soon be overcome by decisions and lose interest. Nevertheless, I wanted to test my theories in a six-player game even if my opponents were more random and haphazard than cool and calculating.

It was while mulling over this desire that I remembered the UMPs (Uncontrolled Major Powers) of EMPIRES IN ARMS. Why not take this a step further, I thought, and design a matrix which would govern the actions of these playerless nations in NWD? Non-player nations would require human caretakers to be sure, but the players wouldn't be burdened with making

strategic military or political decisions; the dice would do this for them.

The key to making the system work was to devise some way for the non-player nations to act as if they were being run by human players. In other words, I didn't want these non-player nations to be just another random calamity as they are often portrayed in other games. I wanted them to pursue national goals and balance dominant powers as real players do.

For this reason, I devised a table with six different "Attitudes." During every Planning Stage, two dice are rolled for each non-player nation. The resulting attitude, as defined by its parameters, would then govern the actions of that non-player nation. The attitudes of the non-player nations cover the spectrum of options from doing nothing to attacking the hemispheric hegemon (i.e., the nation with the most Political Control during any given turn).

OVERVIEW

The system works like this: Before the game begins, the human players (this system can be solitaire as well) choose one country each and bid for Exclusive Landfalls normally. Then the remaining countries, or as many as the players would like to add, are divided among the players as evenly as possible (some players may have more than others; that's okay).

The human players run their own countries according to their own desires and will administer their non-player nation(s) according to the parameters of that non-player nation's attitude. At the end of each turn, the players pass their non-player nation(s) to the player on their left who will then manage it during the upcoming turn.

In most cases, the general guidelines and attitude parameters will govern how the non-player nations are played, but in cases of ambiguity, the current administrator will have the sole responsibility of deciding how the non-player nation will act in that particular situation. As a general rule, the player should choose a course of action most beneficial to that non-player nation. When a number of options seem equally plausible, choose randomly.

RULES OF PLAY

All the standard rules for play are used with this variant, plus the Piracy Optional Rule. I also recommend playing with the Perils of the Deep Optional Rule as a way to cut down on the amount of dice rolls and to provide for a more balanced game. This variant works well with either the standard or exploration version of the game.

THE PLANNING STAGE

During each Planning Stage, all human players complete the planning and building for their own nations before dicing to determine the various attitudes of the non-player nations. After their attitudes have been determined, the player will plan for the non-player nations using separate logs for each country. Initiative will be determined for the non-player nations in the usual fashion with the administrator running that nation in its proper sequence.

From here, the game is played normally until a winner has been determined. Use the chart on the opposite page to roll each turn for the non-player nation's attitude. Follow the information on this chart to use this variant during play.

GUIDELINES FOR CONTROLLING NON-PLAYER NATIONS

A nation which has no holdings in the new world will automatically assume an attitude of **Exploration**. A nation which cannot fit the parameters of a specific attitude will implement the result right above it on the list. [EXCEPTION: An attitude of **Expansion** which does not have any non-European occupied land areas adjacent to it will become an attitude of **Opportunity**.] A nation ignores its own economic and political control position when determining targets for **Piracy** and **Balancing**.

When sufficient funds are not available to complete a purchase, the nation will build forces evenly in such a manner that there will be enough to transport all of the colonists, and then build and carry the soldiers with the remaining money. No one stays in the old world. For example, a nation with no European assets except \$80 receives an attitude of **Expansion**. It will purchase four ships and three soldiers for a total of \$78. This will allow it to transport its four colonists and three soldiers to the New World.

In all attitudes, a nation will redistribute its forces amongst its holdings and the area it's acting upon to maximize and secure Political Control. A holding force should consist of enough colonists/miners and soldiers/prospectors to maintain Political Control barring a catastrophic survival roll.

Native combat, prospecting, mining, and looting is encouraged in every attitude. Other forms of combat are only allowed when specified, and are initiated according to the best judgments of the player running that nation. Resolve attacks against multiple foes proportionally. Colonists usually should attempt to retreat before risking loss, and gold should be transported as average cargo as soon as possible.

IN CONCLUSION

It should be clarified that NWD is a balance of power game with shifting alliances. The non-player nations won't just attack human players, but will attack each other as well (especially if one of them is in the lead). Granted, the "live" players have more options and flexibility, but don't discount the challenge these non-player nations provide and certainly don't be shocked during the occasional game when one of these non-player nations finds its way into the winner's circle!

NON-PLAYER NATION ATTITUDE CHART FOR NEW WORLD

After planning for your real nation, roll on this table once for each non-player nation you control to determine its attitude and purchase restrictions. Modify the dice roll first.

2D6	ATTITUDE	COLONISTS	SOLDIERS	SHIPS
≤ 4	Status Quo	4	2	Maintain
5-7	Expansion	4	4	Enough
8	Exploration	4	6	5
9	Piracy	?	0	3 More
10	Opportunity	?	8	Enough
≥ 11	Balancing	?	Maximum	Enough

DIE ROLL MODIFIERS (add or subtract from dice roll each turn)

-3 Turn 2

-2 Turn 3

-1 Turn 4

-2 The non-player nation has forces in the New World but no areas under Political Control.

+1 The non-player nation has established Political Control over all the territory it occupies.

+1 All areas on the board are occupied by European nations.

+1 per area under Political Control of the hemispheric hegemon > the next power.

Example: Spain is the hemispheric hegemon with four areas under Political Control. The Dutch are next with three PC areas. Three is subtracted from four and the difference (+1) is added to the die roll for each non-player nation.

hemispheric hegemon



next strongest opponent



= 1

ATTITUDE PARAMETERS

Status Quo: The nation will take four colonists, maintain its current fleet size (no builds or burns), and purchase two soldiers if there are sufficient transport capability and funds. These forces will move to establish and secure as much Political Control as possible within their current empire. No offensive combat against other European nations is allowed.

Expansion: The nation will take four colonists, purchase four soldiers, and maintain/build just enough ships to transport this force. During its land movement, the nation will randomly choose one adjacent, non-European occupied land area, and attempt to add it to its empire through conquest and colonization. If no land area is available, the result instantly becomes an attitude of **Opportunity**.

Exploration: The nation will take four colonists, purchase six soldiers and maintain/build five ships. If no New World holdings are held by this nation, roll on the Landfall Table #1 below and sail there. If the nation holds New World territory, roll on Table #2. In all cases, if the result obtained is already occupied (or claimed as an Exclusive Landfall), roll again. If all the landfalls on Table #1 are occupied, roll on Table #2. If these are also occupied, treat this result as an attitude of **Balancing**.

Landfall Table #1

D6	Hex
1	H
2	J
3	N
4	O
5	R
6	U

Landfall Table #2

D6	Hex
1	C
2	M
3	X
4	Y
5	E
6	E

Piracy: The nation will maintain its current fleet, build three ships, and carry out a piracy campaign against the nation producing the most gold (ties are resolved randomly). Colonists, determined by die roll as per rule 5.1, may be transported. Naval and port combat is allowed.

Opportunity: The nation will purchase eight soldiers and will maintain/build enough ships to transport this force plus colonists, which are determined by a die roll (rule 5.1). During its land movement, the nation will target the weakest, adjacent European-occupied land area and attempt to add it to its empire through conquest and colonization. EXCEPTION: If there are forces of other power(s) in any area occupied by the non-player nation, it will attempt to eliminate them instead. Land combat against any nation is allowed.

Balancing: The nation will dice for its colonists and then maintain/build the maximum amount of ships and soldiers that its treasury and the normal restrictions will allow. During planning, the nation will target a randomly chosen coastal area of the hemispheric hegemon (nation with the most areas under Political Control) or in the case of a tie, the nation's chief rival. An amphibious assault will be launched in an attempt to add this land area to its empire through conquest and colonization. Land combat is allowed against the target only.

The Last Full Measure of Devotion

Effective Use of Cavalry in The Great Campaigns of the Civil War Series

By Scott E. Schul

Time and space restrictions often force me to wait to publish certain articles. This article and the one facing it were meant for Volume 29, Number 4. However, I couldn't get them finalized in time before that issue had to hit the presses. Knowing how popular this series of games is, I'll wait no longer to offer them to you. This article describes effective uses of cavalry, while the "flanking" article gives you hints on how to play this game via PBM/PBEM.

You might be inclined to downplay the role of cavalry after reviewing the Order of Battle of nearly any scenario in the three installments of the *Great Campaigns of the American Civil War Series*. For example, in the four non-solitaire scenarios of *ROADS TO GETTYSBURG (RTG)*, no cavalry unit has a Manpower Value of greater than three. Moreover, cavalry makes up a very small proportion of each side's forces, as shown in the table below.

Despite their low numbers, however, cavalry can play a decisive role in this game system, just as it did in the Civil War. This article will provide you with some insights that will help turn your cavalry from cannon fodder to game winner.

Scenario	Total Union Force	Union Cavalry	% Union Cavalry	Total CSA Force	CSA Cavalry	% CSA Cavalry
1	76	5	6.57	77	0	0
3	199	20	10.05	149	19	12.75
5	163	20	12.27	100	14	14
6	224	22	9.82	141	11	7.8

EVOLVING GAME SYSTEM

Although the rules in this game have (in large part) carried over from installment to installment, the cavalry rules have undergone some minor tweaks and improvements. Section 7.7 of *RTG* represents the latest development of those rules, and provides the basis for this article. Nevertheless, the concepts discussed in this article are equally applicable to *STONEWALL JACKSON'S WAY* and *HERE COME THE REBELS*.

CAVALRY RETREAT

Cavalry units can move and fight just like infantry units. Unfortunately, with such meager numbers, cavalry will almost always be out-matched against infantry. The great equalizer for cavalry though is its unique ability to perform "cavalry retreats." A cavalry retreat may be declared whenever:

1. An enemy infantry unit marches into the cavalry unit's zone of control (ZOC);
2. An enemy infantry unit begins a march in the cavalry unit's ZOC;
3. An enemy infantry unit advances after combat into the cavalry unit's ZOC; or
4. The enemy player declares a corps assault action against a hex containing the cavalry unit.

In the first three situations listed above, the retreating player makes a modified die roll to see how many movement points the enemy has lost as a result of the cavalry's delaying action. The enemy's advance can be slowed by as many as six movement points in this manner. In the fourth situation, no enemy movement points are

at stake, but the cavalry unit has a chance to escape a losing battle before it is fought. Of course, cavalry retreat does not come without its risks. The cavalry unit suffers disorganization and fatigue penalties, must retreat four hexes and generally runs a 16.5% risk of losing one Manpower point.

The Strategy of Cavalry Retreat

Cavalry retreat is most effectively employed in two ways:

1. *Restricting the Enemy's Movement.* As mentioned above, a successful cavalry retreat reduces the Movement Allowance of marching enemy infantry. Spread your cavalry units out in front and to the sides of your force to screen the enemy's movement. This is especially effective when on the defensive, as a means of buying time for your reinforcements to move into place, or as a way of "running out the clock" in a short scenario.

Scenario 1 of *SJW* provides a good example of the value of this tactic. A small force of Union cavalry must act promptly to get in front of Hill's and Ewell's 15,000 men, who will be moving north toward Culpeper. In a scenario of just three turns, delaying Hill and Ewell for just one turn can decide the game for the Union. The delay caused by the cavalry also gives Sigel's and Bank's corps, and Ricketts' division time to take up defensive positions.

2. *Countering Enemy Cavalry.* Your opponent will be trying to delay your infantry with his own cavalry. An important point to remember is that cavalry retreat may be declared only

against infantry, not cavalry. If you choose to fight your opponent's cavalry with your cavalry, he will be forced to fight. In this manner you can neutralize the enemy cavalry's ability to delay your infantry. The companion point, of course, is that you should avoid your opponent's cavalry if you want to use cavalry retreat against his infantry.

Infantry is not totally helpless in countering enemy cavalry. Use a spare infantry division or brigade to attack your opponent's cavalry. You will likely prompt a cavalry retreat which may take the enemy cavalry out of the path of your main infantry body or at the very least, reduce its effectiveness by causing it to be flipped to its disorganized side.

The Tactics of Cavalry Retreat

1. *Pick good terrain.* Favorable die roll modifiers are afforded to cavalry units which occupy mountain hexes and hexes which are separated from enemy infantry by a bridge or ford across a river. Remember though that ZOC, not adjacency, triggers the option to declare cavalry retreat. Place your cavalry in hexes in which ZOCs can be exerted in all directions. Unbridged/unforded major and minor river hex sides may protect you from attack, but will prevent you from exerting a ZOC (which in turn will keep you from using cavalry retreats).

2. *Try to combine your cavalry units into groups having a combined Combat Value of three, again to get a beneficial die roll modifier.* Combat Values in excess of three provide no additional modifiers, so don't waste your combat strength by massing large cavalry stacks unless engaging in counter-cavalry activity. Usually, you will need to spread your resources so widely that it will be a luxury to be able to keep cavalry with a Combat Value of three in the same hex.

3. *Don't worry about the condition of your cavalry units.* Cavalry retreat can be performed even if a cavalry unit is demoralized, disorganized and at Fatigue Level 4. A cavalry unit can even perform cavalry retreat more than once in the same Action Phase.

IN CONCLUSION

When playing a scenario in this game, it's easy to focus on the 9,000 man infantry divisions to the exclusion of the 700 man cavalry brigades. This article should help you understand why you should not underestimate the cavalry. Through the proper use of cavalry retreat, your cavalry can act as David to your opponent's infantry Goliath and buy your infantry the time they need to secure victory. It's one of the subtle nuances that make this the most played game system in my wargame library. ☆

Blind Man's Bluff... Stonewall Style

By Carlo J. Amato

Just as STONEWALL JACKSON'S WAY is perfect for FTF and solitaire play, many people have found it compatible with Play-By-Mail, and in the modern sense, Play-By-E-Mail. Carlo Amato has found a way to play SJW through the postal line. For him, the "Fog of War" comes through soundly.

Valon Hill's new Civil War series of games (SJW, HCR, and RTG) are very different from most Civil War games on the market today. Most Civil War games have a tactical perspective and focus on specific battles. The complicated maneuvering that led the armies to the battlefield is either not emphasized or not covered at all. However, battlefield tactics rarely won a battle. When the armies attacked frontally, it became a contest between which army had the most reserves and the best terrain. The bloody assaults at Fredericksburg, Antietam, and Longstreet's attack on the second day at Gettysburg (the Peach Orchard, Devil's Den, Little Round Top) provide ample proof of this.

Brilliant Civil War generalship occurred when the commander maneuvered his forces to crush a segment of the enemy army before it concentrated, or outflanked the enemy's position to sew enough confusion to break the army's fighting spirit. Jackson's march around the Union flank at Chancellorsville was brilliant Civil War generalship. The tactical handling of his forces once they were deployed however, was ordinary.

The enjoyment of SJW and her sisters is for the player who wants to take the place of Pope or Lee and maneuver his forces to achieve a decisive advantage. To gain a decisive advantage in combat, the player needs a significant numerical advantage, a significant positional advantage, or a lot of luck.

As a two-player game, SJW and her sisters works fine. Playing this game by mail or E-Mail is difficult, but not impossible. With an unbiased third party acting as GM, the play is considerably easier and provides the golden opportunity to introduce the one element the game lacks in its present form: The Fog of War. Instead of having full knowledge of the enemy's disposition, the GM informs players only of what they "see." The function of cavalry, to perform reconnaissance and screen the movements of the army, become much more important than their battlefield role (I never did know what to do with those cavalry brigades in GETTYSBURG). Brilliant Civil War generalship is appreciated much more when the Fog of War is introduced.

BLIND PBM PLAY

The "blind" PBM/PBEM system works like this:

First Mailing from GM to Players:

GM sends result of Random Events, PA Militia, and Harpers Ferry Phase and sets the deadline for the players' next mailing to GM.

First Mailing from Players to GM:

Players place reinforcements, attach separate brigades and transfer leaders.

Second Mailing from GM to Players:

GM resolves supply line repair, confirms supply status of units and sets deadline for next mailing.

Second Mailing from Players to GM:

Players define three actions which they would like to do if they won the action cycle. They are listed in order so that the GM will do the first action first, the second next, the third last as he resolves the initiative die rolls (the reason for three is so that the GM can get the most actions done with the fewest mailings). An "action" is defined as a Burn Railroad, Corps Assault, Unit Activation or Corps activation. For a march activation (Corps or individual), the player traces the route that the unit(s) are to follow and gives the GM direction as to what to do in the event of contact. For example, a player may want to move Ewell's Division from hex 1418. The directions to the GM could be something like this: [*"Ewell, 1418, march activation, route is 1417, 1416, 1515, 1514, 1513, 1512, 1611. Ewell will attack at any point of the route if he achieves a +4 modifier before die roll. Otherwise, stop."*] This tells the GM what route Ewell is ordered to follow and under what conditions Ewell will attack. If either side "sees" an enemy unit of which it was not previously aware, the GM stops carrying out the actions and mails the information to the players. They then send the GM new instructions.

This continues until both players pass or the Action Cycle ends as per rule 15.0. The GM then mails the players confirmation that the Action Cycle has ended. They respond with their actions during the Recovery Phase. The GM then resolves the Supply Effects Phase and sends the result to the players. The system repeats itself again as the GM resolves the Random Events or other phases (see "First Mailing From GM to Players" above) of the next turn.

BLIND MAN'S BLUFF

The crux of this variant is limited intelligence. In the Action Phase, the GM will confirm, in his mailings to the players, where each unit actually moved. In the above example with Ewell's Division, the GM will roll the "march" die roll and move Ewell as far as that roll allows, resorting to combat only under the conditions specified by the players.

The player then, like Pope and Lee, knows where he has ordered his units to go but has no guarantee (when deciding the second and third actions) that they got there. Coordinating the movements of your army become more difficult. In addition, the GM confirms the position of enemy units only when they can be "seen." Enemy units are "seen" as per the following rules:

1. Each friendly infantry unit is fully informed of all enemy units (name, strength, fatigue and disorganization status) within four

movement points of its location while it is unfatigued, three movement points at fatigue level one or two, and two movement points at fatigue level three or four. Units always are informed of adjacent enemy units regardless of movement point cost.

2. Each friendly cavalry unit is fully informed of all enemy units within eight movement points of its location while unfatigued, six points at fatigue level one or two, and four points at fatigue level three or four. Adjacent enemy units are "seen" regardless of movement point cost.

3. Rain and Zones of Control (ZOC) effect MP costs as per the terrain chart.

4. For the purpose of "seeing" enemy units only, the second and subsequent cavalry ZOCs cost double the usual MP penalty (this simulates the "screening" function of friendly cavalry). Units can see into enemy occupied hexes but not through them.

5. In addition to seeing enemy units using the above procedure, the first time any Confederate unit enters a hex with a railroad station, it is "seen." Once a station is entered it does not reveal subsequent Confederate entrances (the small garrison has run away). Also, if a Union unit enters or is in one of the following towns and there is a Confederate unit within ten hexes, the Union unit is seen. The towns for SJW are:

- N0214 (Front Royal)
- N2426 and S2403 (Warrenton)
- N3502 and W3533 (Leesburg)
- N5017 (Fairfax Court House)
- S0832 (Orange Court House)
- S1418 (Culpeper)
- S4328 (Fredericksburg)
- W0330 (Winchester)
- W1314 (Martinsburg)
- W1924 (Charlestown)
- W2115 (Shepherdstown)
- W2521 (Harpers Ferry/Bolivar).

This simulates the friendliness of the Virginia populace to the Confederates. To simulate the friendliness of the Maryland populace to the Union, a Confederate unit is "seen" when it enters or is in the following towns when there is a Union unit within ten hexes. These towns are:

- W2004 (Williamsport)
- W2502 (Hagerstown)
- W2413 (Sharpsburg)
- W4214 (Frederick)
- E0723 (Rockville)
- E2421 (Laurel)
- E2511 (Ellicott Mills)
- E2804 (Pikesville)
- E2030 (Blandensburg)
- E3503 (Towsontown)
- E3612 (Brooklyn)
- E809 (Canton)
- Any hex of Baltimore and any hex within the perimeter of the Washington defenses.

6. Both sides "see" enemy units that move next to a bridge counter belonging to that side.

SUMMARY

This PBM/PBEM system works rather quickly while the armies move towards contact. The early moves have the GM using up the three actions sent without having to inform the players with new information. However, as expected, the game moves very slow when the armies concentrate for a battle. ☆

Walk A Mile For A Camel

Turkish Options for

EMPIRES IN ARMS

By William J. Sariego

EMPIRES IN ARMS (EIA) is easily the finest simulation of Napoleonic warfare and diplomacy available in our great hobby. I can think of no other game that recreates this turbulent and passionate era with such historical accuracy and playability. The latter is important. I have been playing wargames for twenty-one of my thirty-one years and never have I met so many gamers who usually shy away from "monsters," willing to invest months of their lives to the playing of one game. Avalon Hill cannot be thanked enough for buying this fine game from its original designers and giving it the professional development it deserved.

All of us are familiar with household names such as Napoleon I, the Duke of Wellington, and others. We are knowledgeable about the clash of titans at Borodino and redrawing the map of Europe at the Congress of Vienna. But how many know the history of a great ruler named Selim III? Indeed, how many budding Tsars in EIA realize Russia fought a war with the Persian Empire over Georgia from 1807 until 1813? The Middle East is shrouded in mystery for most Napoleonic buffs. Even David Chandler's monumental work, *The Campaigns of Napoleon*, touches lightly where the Corsican's shadow only briefly fell.

THE SICK MAN OF EUROPE

The history of the Ottoman Empire during the Napoleonic era is largely the story of Selim III. Selim ascended to the Sultanate in the fateful year 1789, when the French Revolution forever changed the course of European history. Selim was a true reformer who hoped to spread the ideas of the enlightenment to his backward looking and basically feudal nation. Trying to emulate his hero, Peter the Great, Selim's reforms covered all aspects of military, civil, political and economic affairs. Selim's attempt at reform would eventually cost his throne and then his life. It is the military reforms that will interest EIA players the most.

Shortly after becoming Sultan he sent to France for military officers and technicians to help reorganize the Turkish army. One of the great ironies of history is that a young artillery officer named Napoleon Bonaparte applied for the French military mission but was turned down. With French aid, Selim was able to establish a modern military and naval academy.

Selim's chief military advisor, Omar Agha, set about the task of directly changing the makeup of the army. Omar Agha raised a body of troops armed and drilled in the European (not Oriental) fashion. This unit found favor with

Selim and was greatly expanded. It was known as the "New Order Army" (Nizami-Cedid).

This training and discipline was also extended to some provincial forces as well. Attempts to reform the Janissaries failed time and again. For 500 years the Janissary Corps had been the backbone of the Ottoman army. But by Selim's time they had imitated the Roman Praetorian Guard, with as much experience at overthrowing the Sultan as fighting the enemy. Eventually, in 1807 one last reform attempt would see the Janissaries revolt and execute Selim, who was eventually replaced by his brother Mahmud II.

THE OTTOMAN ARMY



The Ottoman army during this period used the Orta as its basic unit. An Orta was roughly the equivalent of a regiment and numbered about 2,000 to 3,000 thousand troops, although each individual Orta could vary greatly in strength. The army consisted of both paid troops (a standing army such as the Janissaries) and feudal troops. Each governor (Pasha) was expected to outfit and supply a given number of troops during time of war and place them at the disposal of the Sublime Porte.

Military doctrine stressed the tactical defensive on the battlefield. This held true even when the Turks were on the strategic offensive. Enemies were encouraged to attack and be pinned down by the infantry and artillery while cavalry units struck the foe's flanks and destroyed its communications. The acquisition of plunder held great import to the Ottomans. Even campaigns which saw the army go down to defeat would often be regarded as successful if enough booty were brought home.

The Janissary Corps numbered nearly 60,000 when Selim III inherited the Mantle of the Prophet, organized into 196 Ortas of varying strength. Differing Ortas had military, police, or civil service functions. Despite the long slide into decay, the Janissaries still constituted a worthy core around which the rest of the army could be measured. The leadership was set in its ways, however, and violently resisted any change. It was a palace revolt by these units (sparked by Selim's efforts to westernize an Anatolian militia unit) that overthrew Selim III in 1807.

The Nizami-Cedid acquitted itself well against Russia from 1787-1791 and in Napoleon's Egyptian Campaign from 1798-1801. As a result, the corps was expanded to 24,000 effectives in 1805. In addition to adopt-

ing western tactics and uniforms (the latter based on an Austrian pattern), some units were actually commanded by foreign officers. During the Janissary revolt of 1807, the Nizami-Cedid was officially disbanded and many of its officers killed. The "New Order Army" was officially restored by Mahmud II in 1808, but on a reduced scale.



The Ottoman regular cavalry was the true offensive arm of the army, and had more prestige than even the Janissaries. Despite this, Turkish cavalry usually could not match up with its foes during this time period. Known as the Suvarileri, total strength amounted to 28,000 divided into six formations.

The artillery was perhaps the finest branch of the Ottoman army when measured against western standards. Numbering about 5,000 troops, quality could only improve with the arrival of French advisors. Two uniquely Ottoman innovations were camel drawn artillery and gunwagons which could be used as mini-forts on the battlefield.

Assuming a total muster of the empire (possible on paper), nearly 400,000 feudal and other local troops could be raised. Quality and unit types varied throughout the empire. The Greek Martolos were good, the Egyptian Fellahin were terrible, for example. The most important were the feudal cavalry units, which were very similar in organization to European knights of the Middle Ages. The Sipahis held fiefs in trust from the central government. In return they were obliged to muster for war at their own expense when called to do so by the Sultan.



Selim III also did a great deal to revamp the obsolete Ottoman navy by building modern ships and establishing a naval academy. In 1805 the fleet contained 22 Ships-of-the-Line and 15 frigates. The elite 31st Orta of Janissaries was permanently detached to act as marines. With a far flung empire accessible by sea, only the British had more experience in amphibious warfare.

OTTOMANS AT WAR FROM 1792-1815

Before the Revolutionary Wars variant (see the *GENERAL*, Vol. 25, No. 4), Turkey had just concluded wars with Russia (1787-1791) and its Austrian ally. Austria withdrew from the war in 1790 when Leopold became the new Kaiser. In EIA terms this amounted to an "informal peace." The Turks also put down a Russian backed revolt in Greece.

From 1798-1801 the Ottomans were at war with France due to Napoleon's invasion of

Egypt. Turkey found itself allied actively with both Britain and Russia. Turkish naval units and marines operated with Russia to retake Mediterranean Islands held by France and to curb French inroads in Italy. The Sultan found himself strangely allied with the Pope during this time!

The British stayed on in Egypt after the surrender of the French forces to help install a Mameluke state which they could dominate. Selim restored relations with France and the British withdrew from Egypt in 1803 to repair diplomatic ties with the Sublime Porte. Ottoman forces, under the dynamic Muhammed Ali, waged a campaign against the Mameluke rebels in 1803 that would eventually end in victory with the return of Egypt to full Ottoman control in 1811.

Starting in 1804, Serbia would be in periodic revolt against Ottoman rule for the next ten years. Fueled by Janissary atrocities and Russian instigation, the revolt was not fully put down until 1813.

Russia invaded European Turkey in 1806 and the war would be pursued sporadically for the next six years. Peace came on the eve of Napoleon's invasion of Russia. The war cost the Turks nearly half their fleet and the province of Bessarabia.

Great Britain entered a state of war with Turkey in 1807. Here, the Ottoman forces acquitted themselves well and Turkish players in *EIA* should take heart. A British fleet attempted to force passage through the Dardanelles to destroy the Turkish navy and bombard Constantinople without success and with heavy losses. A British expeditionary force invaded Egypt (to aid the Mamelukes) and captured Alexandria. Muhammed Ali defeated the British corps in the field at Rosetta and besieged nearly 8,000 men in Alexandria, who surrendered in May, 1807. The conflict lapsed and the two signed a formal alliance in 1809 to counter-balance France and Russia's Tilsit Treaty.

TURKEY IN EMPIRES IN ARMS

It will be difficult for anyone to top Phillip Hanson's excellent strategic comments on Turkey (see *The GENERAL* Vol. 27, No. 4), but I would like to throw in my two cents, especially for the 1792 scenario. The Turkish player in *EIA* is a reactionary, not a revolutionary. You should play a more passive game than England and France, who are the movers and shakers of Europe. Tables 1 and 2 contain my suggested initial deployments. All Feudal Corps are placed in my initial set up, but most will stand down before the first Economic Phase to cut expenses.

At the beginning of the 1792 scenario, Turkey will be at its strongest potential for offensive action. If you absolutely have to be aggressive, get it out of your system now! Russia cannot declare war on you until July, 1793, which gives you a free hand to concentrate against Austria or North Africa. Since France and Austria begin at war and you can join the fun without losing Political Points, now is the time to declare war. Exploit your foraging advantage and Archduke Charles' absence for all they are worth.

TABLE 1: 1792

UNIT	INF	CAV	LOCATION
I Egyptian	12	8	"2" Area on Eg-Cyr border
II Egyptian	8	8	Cairo
Egypt garrison	2	-	Damietta
Egypt garrison	2	-	Alexandria
Syrian	3	5	Damascus
Syrian garrison	2	-	Tripoli
Bosnian	9	-	Sarajevo
Serbian	9	-	Belgrade
Albanian	9	-	Belgrade
Rumelian	-	8	Bucharest
Macedonian	9	-	Bucharest
I Janissary	15	-	Galatz*
Nizami-Cedid	10	1	Galatz*
Imperial Cav.	-	6	Galatz*
Bulgarian	9	-	Galatz*
Greek	9	-	Athens
I & II Anatolia	9	8	Constantinople
III Anatolia	-	8	Adrianople

Other deployments:
 I Fleet (15 ships) & II Fleet (12) Constantinople.
 GRAND VIZIER and one Depot in Galatz.
 AHCMED PASHA and one Depot in Bucharest.
 *Main field army with 34 I, 7 C and 2.8 Morale.

TABLE 2: 1805

UNIT	INF	CAV	LOCATION
I Janissary	15	-	Jerusalem*
Syrian	-	6	Jerusalem*
I Anatolian	9	-	Jerusalem*
Imperial Cav.	-	6	Jerusalem*
Nizami-Cedid	10	1	Constantinople
II Anatolian	-	8	Adrianople
III Anatolian	-	8	Smyrna
Other Feudals	(9)	(8)	Provincial Capitals
Syrian garrison	2	-	Tripoli
Syrian garrison	3	-	Damascus

Other deployments:
 I Fleet (22 ships) in Constantinople.
 1 I garrisons in each of the following: Rhodes, Candia, Famagusta, Jerusalem, Bucharest, Galatz, Ismail, Erzurum, Sinope, and Adafia.
 GRAND VIZIER, KUSHANZ ALI and one Depot in Jerusalem.
 PECHLIVAN KHAN and one Depot in Constantinople.
 *Main field army with 24 I, 12 C and 2.6 Morale.

Realize, however, that France is not capable of being a true ally unless in the Dominant Zone, so Austria may go informal with France and turn against you. If you attack Austria early, go all the way with everything you have, otherwise ask yourself why you are wasting the time.

A better way is to court Austria's friendship against Russia because eventually the big, bad Bear is going to turn south. Be diplomatic in all things. Try and get in on the Polish question, after all, you have Podolia at stake, and this will be the best chance to get it. The best strategy may simply be to recreate the Ottoman Empire. With Russia in an enforced peace and Austria at war with France, you have a free hand unless the English or Spanish object. If they do, negotiate and divide them. I can't emphasize enough that diplomacy is your first line of defense. With Egypt as a Minor Ally, the battle for the dunes is half won at the start.

In the standard 1805 opening, the strategic position is weaker. Pregame negotiations become even more important. Point out your importance in the greater balance of power. Metternich was a strong advocate of Turkish survival in real life to counter-balance Russia. If the Austrian player has half a brain he may see the wisdom of this in the game.

Since it's winter when the game begins, I don't recommend being at war anywhere but Africa at the start. Get Egypt as soon as possible before it is plucked by other greedy expansionists. Keep it as a Conquered State until your regular corps are flushed out and your border cities and fortresses are well garrisoned. Once made into a Free State, invest in Egyptian cavalry heavily; with a morale of three the Mamelukes equal your best.

Employ other Minor Free State forces with caution. The weak morale of most North African infantry makes any employment detrimental unless overwhelming mass can be achieved. Use the corps for cavalry and leave the pathetic infantry as home city garrisons. An alliance with either England or France is in your best interest. Both British trade sanctions and the threat of the French army can be used to give a potentially hostile Austria or Russia second thoughts. Don't fight another Major Power without an ally. If you find yourself in this situation and don't get lucky quickly, swallow your pride and sue for peace rather than lose your few quality troops and Political Points in hopeless field battles. A little economic manipulation during an enforced peace can put you back on track in no time at all.

Italy can be a trap in either scenario. Perhaps the big boys would rather see you with a key Italian holding than another player. If so, gladly become the buffer and milk your Italian holdings as long as they last.

TURKISH VARIANTS

The following variations are offered to players who wish to expand *EIA* treatment of the Ottoman Turks. The first two are historical and should be used, while the rest are purely optional. They do not adversely effect play balance and have been playtested in campaigns with my gaming group. Their use should be decided on among the players before the Major Powers are chosen. If used at all, Options Five and Six must be used together. Options Three and Four carry a victory point loss for play balance purposes which is added to the bid of the Turkish player.

GRAND VIZIER 1.2.4.A
1. The Grand Vizier: The Grand Vizier is simply the Sultan's chief advisor and commander-in-chief of the army. As such, he is "immortal." If the Grand Vizier is the victim of a leader casualty, a die roll of 6 does not eliminate the counter permanently. Treat the result as a six month wound instead. The Sultan will simply appoint a new Grand Vizier at that time.

EGYPT 3
2. EGYPT: The one glaring historical error in *EIA* is that Egypt is listed as a British conquered state in the 1812 and 1813 campaign games. This simply was not the case. Egypt was returned to full Ottoman control by Muhammed Ali by this time. Therefore, treat Egypt as a

Turkish Free State in these campaign games. The British infantry factors can be deployed by the British player as garrisons elsewhere at that player's whim. In 1812, deploy one Egyptian Corps with 5 I and 2 C. In 1813, deploy one corps with 8 I and 3 C. Muhammed Ali is placed with the Egyptian army if Option Eight is used.

3. THE SULTAN'S GUARD (1 vp): Each Janissary Corps can hold one factor of guard infantry in place of a regular infantry strength point. The corps capacity thus becomes 1 G, 14 I, in 1805. Historically, picked warriors from the 60th through 63rd Ortas, known as the Solaks, constituted the Sultan's finest troops. Turkey does not begin any scenario or campaign game with a guard factor. They must be built during the course of the game. Turkish Guards cannot be used per rule 12.3.4. The Nizami-Cedid cannot have any guards attached.

4. INCREASED CAVALRY CAPACITY (2 vp): Based purely on numbers, the Turkish regular cavalry is under-represented in the game. If using this option, each Janissary Corps can hold 2 C in addition to the infantry. If used along with the Sultan's Guard, each Janissary Corps has a capacity of 1 G, 14 I, 2 C in 1805 and 1 G, 11 I, 2 C in 1792. The capacity of the Nizami-Cedid is increased to 12 I, 4 C in 1805 and 8 I, 3 C, in 1792.

5. THE SERBIAN REVOLT: Russia can attempt to instigate the Serbian revolt. The procedure varies depending on whether Turkey and Russia are at war. If at war, Russia can pay \$2 in its Guerilla Step in the Land Phase. The Russian player can now deploy 5GR anywhere within Serbia. Serbian guerillas function as Spanish guerillas but are controlled by the Russian player and can never leave Serbia. Unlike Spain, Russia must maintain the revolt by paying \$1 during the Money and Manpower Expenditure Step. If Russia fails to maintain the revolt, Turkey adds +1 to any anti-guerilla operations until the next Economic Phase. Serbia has a guerilla value of five. If at peace with Turkey, the Russian player can cause the Serbian revolt by losing one Political Point during the Minor Country Control step of a Political Phase and deploying 5GR. Any Field Combat within the Serbian Province will create IGR (even if between Turkey and a power other than Russia). There is no restriction on the number of times Russia can instigate a rebellion, but a revolt cannot be instigated if Turkey and Russia are allied or when the two are under an enforced period of peace.

6. THE PERSIAN WAR. The Turkish player can attempt to instigate a war between Russia and Persia. If the two powers are at peace, Turkey must subtract one Political Point during the Declarations of War step and roll two dice. A roll of nine or more causes the Persian War to break out. The roll is modified by +1 if any Russian garrison or Corps is in Georgia. If Turkey and Russia are at war, Persia is automatically activated in any Declaration of War Step if the Turkish player is will-

ing to spend \$2. Turkey cannot start the war if allied with Russia or during an enforced peace.

During the following Army Reinforcement Phase Russia must dispatch troops to fight the Persians. 10 I and 2 C must be removed from anywhere in the Russian home nation. These forces remain off-map until the war is ended. Russia does not collect the tax value from Georgia while at war with Persia, and must support its Persian campaign by spending \$1 in each Money and Manpower Expenditure Step.

Peace between Russia and Persia can occur in several ways, diplomacy between the Tsar and Sultan being one. If Turkey fails to maintain the war by paying \$1 in the Money and Manpower Expenditure Step of any Economic Phase, peace breaks out in the following Peace Step. Otherwise, the Russian player must roll "12" with two dice during a Peace Step in order to end the war. When the war ends Russia can again collect taxes from Georgia and 5 I and 1 C are available in the next Army Reinforcement Phase (the balance is lost).

The historical war lasted from 1807 until 1813. There can only be one Russo-Persian war per game. Optional rules five and six are only usable during the 1805 campaign game.

7. NIZAMI-CEDID: Allow the use of the Nizami-Cedid Corps in the 1812 and 1813 scenarios/campaign games, but restrict its usage to within the Turkish home nation and controlled minors (only) and consider it to have a capacity of 8 I, 2 C. The rules are too harsh by not allowing its use. It was restored by Selim's brother in 1808 but did not reach its former glory until after the Napoleonic era, when it was used to crush the Janissaries in 1826.

8. LEADER OPTION: Create a leader counter to represent the "Napoleon of Cairo," Muhammed Ali. Ali is available during the 1805 scenario if the Turkish player controls Egypt as a Minor Free State. He is available in any Army Reinforcement Step. He is used in the same manner as the Bernadotte leader counter in the standard game. The Muhammed Ali leader counter is rated 3-2-2-C.

IN CONCLUSION

I hope this brief article has been informative to readers who may have been in the dark about Turkey's role during this historical epoch. Hopefully the "Sick Man of Europe" will have gained enough respect so that the next campaign game of *EIA* will not see one player bemoan "Oh no, I'm stuck with Turkey!" For budding scholars who would like to read more on this subject, the following books are definitive works.

Johnson, William. *The Ottoman Empire and The Napoleonic Wars*. Nelson Enterprises, 1988.

Kinross, Lord. *The Ottoman Centuries*. William Morrow and Company, 1977.

Nicoll, David. *Armies of the Ottoman Turks 1300-1774*. Osprey Publishing, 1983.

Shaw, Stanford. *History of the Ottoman Empire and Modern Turkey*. Cambridge Uni-

Mastery of the Board A New Approach to TITAN

By Brian Carpenter

When's the last time you saw a TITAN article in The GENERAL? Well, here's one for your gaming edification. Enjoy and may you lead your legions to victory!

For those of you who are unfamiliar with Avalon Hill's best game, *TITAN* (*TTN*) is a truly unique game which offers some of the most intriguing features to be seen in any strategic simulation. Its recruitment via movement guarantees that no player can win sitting still. Its interlocking system for that recruitment (based on various types of terrain) is a true stroke of design genius. I've played many wargames and none of them comes close to this one in flexibility of strategy and tactics. If you don't own a copy, get one now. You're missing out.

Having said that, I hope to convince those of you who do have a copy that good as this game is, it could be much better. A game as deep as this one simply is spoiled by the one obnoxious feature about it—the die roll to move legions. What a shame to have an unmatched system like this marred by pure luck. And yes, reader, if you play *TTN*, you know perfectly well how many games are decided by a few (or even one) lucky die rolls. How sad, because this detracts from the most intriguing part of *TTN*: play on the masterboard.

I offer in its place a simple system which gives each player a real chance to make long term plans without being a slave to a six-sided cube. This system has been playtested in dozens of games with several different people. *It works!*

Here's how it works:

At the beginning of the game, give a set of counters marked 1 to 6 to each player. Determine who has what tower and who moves first as normal. Now comes the crucial difference: Instead of rolling the die to move, the player selects one of his counters as his move and turns it over. Then the second player deploys his legions (which takes away the advantage of the first move) and selects which of his counters marked one to six he wishes to use to make his move. This continues until all players have run out of counters. Then the first player turns his over again, and starts the process afresh, with each player following in succession.

The upshot of this is that every six turns you can count on each number on the die coming up. Now take a look at the masterboard. You will see patterns of recruitment available to you that are quite advanced over the "roll your dice and move your mice" system. Combinations of moves will unfold to you, and many who use this system are seen looking over the board like a tournament chess game. The "top outs" of the recruiting scale are simpler to obtain. You can count on having the numbers you want—but there is a price. Your opponent has the same options, so the game will develop into one of maneuver rather than luck. In fact, most people who play this variant for the first time are convinced that there is some perfect plan. Serpents, hydras, colossi—these are all viable in this system, and those of you who try this method of play will find at least a dozen different plans in each tower that can work. It all depends on what you do, and what your opponent does. . . not on the die roll. ☆

1941 Myths of The Pearl Harbor Attack After 50 Years

by David W. Richman

History is like a sponge: We twist and twist it to extract every possible drop of truth from its fibrous pores. Sometimes however, the truth becomes hardened and difficult to draw, until finally someone comes along with the courage to question the very foundation of that truth. And the "twisting" begins again.

Below is a reprint of an article from The Valley Forge Journal. While it was written two years ago to commemorate the bombing of Pearl Harbor, its information is just as vital today. If you were in the dark about how and why the attack happened, perhaps this small, yet wonderfully informative, article will help clear your mind.

The surprise attack by Japan on Pearl Harbor 50 years ago has resulted in a whole shelf of books about it, giving reasons why it happened and assessing blame. The books are still coming and there probably will be more in this 50th year.

While some have added to our understanding of what happened, most of the authors have had an axe to grind—they set out to defend one or more of those involved, or they set out to fix the blame on some person, usually President Roosevelt. There is a recent book that even seeks to put the blame on Churchill.

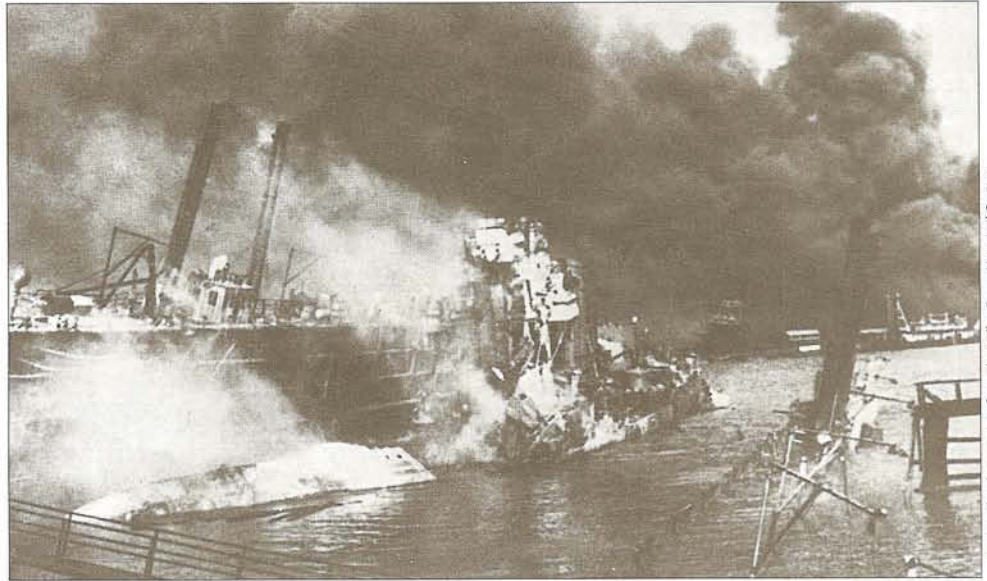
Because of the shock of the surprise attack, many people jumped to conclusions as to why we were caught by surprise, and as to who was to blame.

Some of these conclusions were myths, and a lot of what has been written about the attack in the last 50 years has helped strengthen and perpetuate those myths.

I want to highlight and hopefully dispose of several of them. First, let me remind you of the principal actors. President Roosevelt had Colonel Stimson as his Secretary of War and Colonel Knox as his Secretary of the Navy. Cordell Hull was Secretary of State. General Marshall was Chief of Staff of the Army; Admiral Stark was Chief of Naval Operations. These people were all in Washington.

Major General Short commanded the Hawaiian Department of the Army; Admiral Kimmel commanded the Pacific Fleet, based at Pearl Harbor. Admiral Hart commanded our Asiatic Fleet, based at Manila.

A word as to my involvement. In early 1942, Admiral Stark became Commander, United



The destroyer *Shaw* was hit by three bombs, at least one of which exploded her forward magazine. Her severed bow lies on its side in the foreground.

States Naval Forces in Europe, stationed in London; he was succeeded as CNO by Admiral King. During 1942 and 1943, the political pressure built up for an investigation of the Pearl Harbor attack which would fix the blame for the surprise. In response to this pressure, in July 1944, the Navy convened a Court of Inquiry. This is like a grand jury in civilian procedure. This was about the time the Navy's responsibilities in the Normandy Invasion were winding down, and Admiral Stark was called to Washington to testify before the Court of Inquiry. I was on his staff in London; when it was suggested that he have someone with a little legal background, I got the nod. When he got to Washington, he made Admiral Hart his counsel; I was Admiral Hart's assistant.

Admiral Hart didn't enjoy cross-examination, so he allowed me to do most of that. You might wonder how effective a young lieutenant could be in cross-examining Admirals and Generals. I wondered about it too! Admiral Hart reminded me that he had 4 stars, and that I was asking questions on his behalf. We proceeded on that basis and had no trouble.

The Court of Inquiry was a closed-door proceeding with elaborate provision for security. The Army had a similar investigation. Reports were issued by the Army Board and the Navy Court when their proceedings were ended. These reports didn't satisfy the public and in September 1945, Congress convened its own

investigation. By this time, Admiral Stark had retired, but I continued as his naval counsel during the Congressional investigation.

So much for the background. Now to some of the myths that still exist after 50 years.

The Destruction of the Pacific Fleet Myth

Even historians help make myths and keep them alive. Samuel Eliot Morrison was an eminent Harvard historian. Roosevelt brought him into the Navy and gave him a staff so that a contemporaneous history of naval actions during World War II would be recorded. They produced some 20 volumes of history. In his work on the Pearl Harbor attack, Morrison says:

Thus, in half an hour the Japanese bombers accomplished their most important objective, wrecking the battle force of the Pacific Fleet beyond the possibility of offensive action within a year.

This is not only a myth, but a big myth. Certainly one that a naval historian shouldn't have fostered.

True, the attack sank or put out of commission eight of the nine battleships in the Pacific Fleet. But it damaged none of the aircraft carriers, none of the 12 heavy cruisers, only 3 of the 10 light cruisers, and only 3 of the 54 destroyers.

The war plans called for attacks by our navy on the Marshall Islands within 60 days after the beginning of war with Japan. The Marshalls

were attacked by carrier task forces operating from Pearl Harbor on February 1, 1942. Thus, the Navy was right on schedule. When Roosevelt decided that an air raid on Tokyo would be a great psychological lift for the American people in April 1942, Colonel Doolittle's planes were put in position by Admiral Halsey's task force operating from Pearl Harbor.

The Japanese were understandably delighted that they so completely surprised our forces and that the battleships in the harbor offered such beautiful targets. The young pilots went for the battleships. But that was probably a strategic mistake.

In order for Pearl Harbor to support the fleet, it had to have enormous fuel supplies. The navy had only two ocean-going tankers which had been busy since mid-1940 bringing fuel from the West Coast to fill the storage facilities at Pearl Harbor. There were also drydocks, heavy cranes and other equipment essential to make Pearl Harbor an efficient operating base.

The Japanese didn't hit the fuel storage, they didn't hit the drydocks; they didn't hit the cranes and other heavy equipment. Had they done that, they would have forced the fleet to withdraw to San Diego. That would have been a setback! Instead, as soon as the damage was cleared away, Pearl Harbor was again ready to service the operations of the combat elements of the fleet.

So much for the myth that the attack destroyed the ability of the Pacific Fleet to take offensive action.

The Battleship Bait Myth

There are those who believe that Admiral Kimmel lined all his battleships in a row in Pearl Harbor to encourage the Japanese to attack and thus draw us into the war. They believe that he was directed to do this on instructions from Washington, or perhaps did it on his own initiative. Otherwise, they say why would all the battleships be so conveniently arranged for damage?

This is a myth which can't withstand the facts. The battleships were all old and badly in need of modernization. The newest, WEST VIRGINIA, was 18 years old. While they could exercise with other forces in Hawaiian waters, they were not fast enough to be a part of carrier task forces engaged in operations.

Admiral Kimmel had two aircraft carriers based at Pearl Harbor—LEXINGTON and ENTERPRISE. On the morning of December 7th, LEXINGTON, with an accompanying task force was en route to Midway to reinforce the defense of that island with additional Marine Corps aircraft. ENTERPRISE, with an accompanying task force, was returning from Wake Island, having carried out a similar mission. The battleships were in Pearl Harbor because they didn't have enough speed to be a part of these fast carrier task forces.

It was as simple as that. That disposes of another myth.

The Navy was Drunk or Asleep or Both Myth

There are those who say that the damage wouldn't have been as great had the crews of the

ships not been sleeping off the results of being ashore Saturday night. Regardless of hangovers, within 5 to 7 minutes after the first Japanese bomb fell, practically all the anti-aircraft batteries on the battleships were firing. Within 10 minutes, the other ships in harbor were firing. It was the barrage of anti-aircraft fire from the ships that minimized the effect of the second Japanese wave. The Japanese lost 28 planes to the Navy anti-aircraft fire.

The Navy's response to the attack was prompt and as effective as could be expected in view of the complete surprise. And surprise it was. The Japanese Navy's plan for the attack on Pearl Harbor and its execution was one of the best-kept secrets in military history. The Navy—and the Army—took a beating from the attack, but it wasn't because the Navy was drunk or asleep.

So much for that myth.

The Naval Disaster Myth

Everyone recalls the pictures of the damaged ships at Pearl Harbor, engulfed with great clouds of smoke. Damage to the Army installations was less spectacular. As a result, many people consider the attack a great naval disaster. They then jump to the conclusion that the Navy was to blame. Obviously, there is plenty of blame to go around, but the Army got off too easily.

The Navy was not responsible for defending Pearl Harbor. For a fleet to have freedom of action, good doctrine dictates that someone else has to defend its base. The only mission of the Army's Hawaiian Department was the defense of the base.

The Army had 32 anti-aircraft units, but only 3 fired on the enemy and one of these was confined to small arms fire. In fairness to General Short, I must add that one reason for this was that the Dole people would not let him put his units in the fields because they interfered with the pineapple harvest!

The Army also had six mobile radar units available. Only one was in operation on the morning of December 7 and it had received permission to shut down at 7 a.m. Two operators continued to practice after the plotters left at 7 a.m. They spotted the attacking wave at 7:02 at a distance of 132 miles from the base.

One of the operators called his information center at 7:20 a.m. to report what he had seen. The duty officer at the center, who was there that morning for training and observation, in effect said "to forget it." He assumed that the radar operators had picked up a flight of our B-17's which were due to arrive at Hickham Field that morning from the mainland. So no report of the sighting was made to the Army's interceptor command.

When you consider that the Army's sole mission was the defense of the base, it can hardly be said that the Navy bears the blame for the surprise and the damage.

So we dispose of another myth.

The Conspiracy Myth

There are a number of writers on the subject of Pearl Harbor who suggest and urge the view that President Roosevelt knew of the Japanese plans and deliberately kept this information

from the commanders at Pearl Harbor in order to draw the United States into war.

I think there is little doubt that Roosevelt wanted the United States in the war to support Britain and its allies against the Germans. Admiral Stark said that unless we could support Britain directly, Britain could not succeed. I think that view was shared by the White House, the State Department, and the Secretaries of War and Navy.

But that does not support the myth that Roosevelt conspired with General Marshall and Admiral Stark to encourage Japan to attack Pearl Harbor and to keep any indications of the attack from the commanders in Hawaii.

The Navy Court of Inquiry and the Army Pearl Harbor Board held their inquiries in mid-1944. This was an election year. The Republicans would have been delighted to pin the responsibility for Pearl Harbor on Roosevelt. So would Admiral Kimmel and General Short. You can be sure that there were a lot of people doing their best to find evidence to support the conspiracy theory.

When the Congressional Investigation came along in 1945, Roosevelt was dead, but the Republicans, among others, were still intent on finding him guilty. There were 6 Democrats and 4 Republicans on the Congressional Committee. They held hearings on 70 days, heard 43 witnesses, took 15,000 pages of testimony, supplemented with 183 exhibits. Senator Brewster and Ferguson were particularly vigorous in the pursuit of any evidence of a conspiracy. But the evidence just won't support the conspiracy theory.

The facts are these. During 1941, there were numerous messages sent from Washington to the Pacific commanders, indicating the continuing deterioration in the relations between Japan and the United States. Washington not only knew this from the conversations and exchanges of diplomatic notes at the State Department, but by this time, Washington was reading intercepted messages between Tokyo and its Washington embassy. The Japanese diplomatic code had been broken and information from these intercepts was available to the White House, and the State, War and Navy Departments. The fact that the code had been broken was a carefully guarded secret and distribution of the messages was kept to a bare minimum. But the information was available to advise the fleet commanders and the army commander in Hawaii.

By mid-November, it appeared that Japan was ready to move. There were indications of a move into Southeast Asia but no clear indications of the direction of other possible moves. Certainly there was nothing to indicate that Pearl Harbor was an immediate target.

On November 24, Admiral Stark sent a dispatch to Admiral Kimmel at Pearl Harbor and to Admiral Hart who was Commander of the Asiatic Fleet at Manila. The dispatch read in part—

Chances of favorable outcome of negotiations with Japan very doubtful. This situation coupled with statements of Japanese government and movements their naval and military forces indicate in our

*opinion that surprise aggressive movement in any direction including attack on Philippines or Guam is a possibility.****

The movement of naval forces referred to movements south toward the China Sea and the Kra Peninsula. It must be remembered that Japanese naval forces landed on the Kra Peninsula at about the same time Pearl Harbor was attacked.

Then on November 27th, Admiral Stark sent a second dispatch to Admiral Kimmel at Pearl Harbor and to Admiral Hart at Manila which began with these words—

This dispatch is to be considered a war warning.

It went on to say—

Negotiations with Japan looking toward stabilization of conditions in the Pacific have ceased and an aggressive move by Japan is expected within the next few days. I Execute an appropriate defensive deployment preparatory to carrying out the tasks assigned in WPL46.

A similar message was sent by the Army to General Short.

On December 3rd, Admiral Stark sent a message to Admirals Kimmel and Hart and other naval commands stating—

Highly reliable information has been received that categoric and urgent instructions were sent yesterday to Japanese diplomatic and consular posts at Hongkong, Singapore, Tabavia, Manila, Washington and London to destroy most of their codes and ciphers at once and to burn all other important confidential and secret documents.

The November 27th dispatch was the first dispatch in our naval history that had stated—“This dispatch is to be considered a war warning.” The burning of codes and secret papers is an action that usually indicates the start of hostilities.

These were three important indications of the knowledge Mr. Roosevelt and his senior advisors had and the deductions drawn from this knowledge. They were all sent to the Pacific commanders.

You will recall that Japan had sent a special envoy, Ambassador Kurusu, to Washington on November 15th to assist Ambassador Nomura in negotiations with the State Department. During the period November 17th through November 26th, the Ambassadors conferred with Secretary Hull and notes were exchanged. The notes indicated that the parties were about as far from agreement as they could be.

Although there was an apparent impasse in negotiations, on December 6th, the President sent an earnest appeal to the Emperor of Japan for the preservation of peace in the Pacific.

On the morning of December 6th, a message from Tokyo to Kurusu and Nomura was intercepted, telling them that an important memorandum would be sent in 14 parts. It was to be kept secret until a later message told them when to deliver it to the State Department. The first 13 parts were received and distributed to the Presi-

dent and to the military commanders the evening of December 6th.

The 14th part was received and distributed about 8 AM on December 7th. Nowhere in the memorandum was there any indication or intimation of an intention to attack the United States nor that formal diplomatic relations were to be broken. The memorandum indicated only that Japan considered it impossible to reach an agreement through further negotiations.

On Sunday morning, the President, the State Department, the Army and the Navy knew that the Japanese ambassadors had been instructed to deliver the 14-part memorandum to the Secretary of State at 1 PM Washington time.

Much has been made of the fact that the 14-point message was not sent to the field commanders. It was not sent because it was considered as adding nothing to the November 27 warning that “negotiations with Japan looking toward stabilization of conditions in the Pacific have ceased and an aggressive move by Japan is expected in the next few days.”

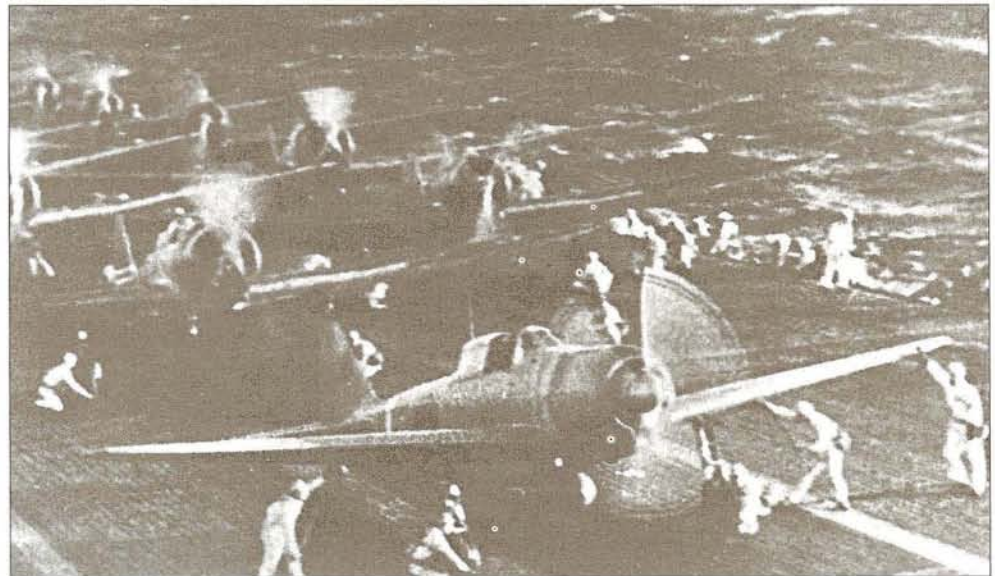
The one o'clock message was intriguing. But it is too easy to say that 1 PM in Washington is 7:30 AM at Pearl Harbor and this should have sounded an alarm. The officer who distributed the message also noted that it is two or three hours before dawn at Kota Bharu in Southeast Asia. This would be the normal time for beginning amphibious operations by the fleet moving south from Japan. Unfortunately, none of those who saw the message read into it the imminence of an attack on Pearl Harbor.

A number of people, including some determined Republicans, spent many hours trying to find support for the theory that President Roosevelt knew before December 7th that Japan was about to attack Pearl Harbor. The evidence indicates that he was as surprised as anyone else.

So much for the conspiracy myth.

There are many fascinating aspects of the Japanese attack on Pearl Harbor to be written about and to read about. But it is time to put the myths to rest.

☆



Japanese Mitsubishi divebombers prepare to takeoff for the attack on Pearl Harbor.

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And here, in this place of sacrifice, in this vale of humiliation, in this valley of the shadow of death, out of which the life of America rose, regenerate and free, let us believe with an abiding faith, that to them union will seem as dear and liberty as sweet and progress as glorious as they were to our fathers and are to you and me, and that the institutions which have made us happy, preserved by the virtue of our children, shall bless the remotest generations of the time to come.

—Henry Armitt Brown, at Valley Forge, June 19, 1978

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THE MARCH TO VALLEY FORGE (This print was featured on the cover of Volume 29, Number 2 of *The GENERAL*.)



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Area News

Quite a number of you have written to ask what direction the AREA Rating system will take in the future. These letters are usually accompanied by opinions of what that direction should be. As can be expected, there are extremists ranging from “dump the whole idea” to “make it mandatory for every game played.” Most of the comments I’ve received fall somewhere in between. To answer their questions, another question should be asked first: What direction will our hobby take in the future?

“Dumping the whole idea” will kill the hobby and Avalon Hill as viable institutions. It will be a long slow death. So long and slow that those of us now in it won’t realize that it has gone until long after the fact when some ex-comrade asks us “remember when?” At that point, Avalon Hill could still be around, but only as a shadow of its former self. Maybe it could be making it as a fast buck toy company. At that point, *ASL*, *DIP*, *VIP*, and your favorites will probably be only memories and collector’s items.

It’s a certain fact that without AREA, or some similar common rating system, the hobby we currently share will pass from the scene. The games already collected will become relegated to the same status as old *Clue*[™], *Battleship*[™], or *Stratego*[™], played occasionally to perk up interest in an evening with a friend or two—nothing more.

With AREA, we have the potential of becoming a second cousin to the International Chess Federation. That sounds like a lot, and it is. But I’m very serious. I doubt that we will achieve that status real soon, but we can go in that direction if enough of us so choose. “Enough” doesn’t have to be the majority, so long as it’s those who are actively involved in promoting our hobby. The majority of chess players don’t have ratings, don’t actively com-

What Direction?

By Glenn E. L. Petroski

pete in tournaments, and do not belong to the ICF. However, these more casual players do take at least a passive interest in these matters.

As you might guess, my view of the subject comes slightly close to “make it mandatory for every game played,” and my reasoning is because this is our real hope for the future. Reality makes this extremely impractical, if not impossible, but we should strive to get every game played rated. Every rating chit turned in is a vote for our hobby, an endorsement to those involved that there is something to work for, that there is a constituency which wants the hobby to go on, to grow, to become more than what it is.

We cannot “rudely” demand that every game with every opponent be rated, but we can ask. In so doing, we make it plain that this hobby does matter to us. The fact that it matters is what will make the hobby as a whole carry on.

Tournament directors can make AREA mandatory for their tournaments. This will have to come. The tournaments need a seeding base and AREA is it. Most tournaments are seeded without any rating system right now. It’s done randomly or at the tournament director’s best “guess”timate. In the case of some really sharp directors, it’s as good as a rating system.

On the other hand, AREA needs the credibility and encouragement that the tournaments provide. AREA has to mean something to someone or it becomes nothing. A number of active individuals within the hobby, most notably tournament directors, game masters, organizers and officials must endorse it strongly and use it. In so doing, they/we will be providing ourselves with a stronger base for the next tournament, the next competition, the next event, the next game.

AREA will grow stronger with acceptance. Acceptance comes from seeing that others accept it. Taking a wishy-washy approach to it at conventions or tournaments is akin to standing against it. The more often we endorse it, the sooner we will reap the rewards, and the greater those rewards will be.

Editorial response: As you can see, Glenn is very taken with AREA. And naturally so: being the columnist and tracker of the system, he’s well within his right to endorse what he loves. He’s a gamer too and one of the best. No doubt, his services to AVALONCON tournaments have been recognized again and again. For those of you involved in AREA, you understand what he’s talking about. It’s nice to see your name in the top ten of ASL or VICTORY IN THE PACIFIC. You know you’re one of the best and there’s a certain pride and respect that comes with the knowledge.

For the AREA system to survive, we need the kind of support Glenn is talking about. We need more contributors and many more members. Will the hobby we currently share “pass from the scene” if we don’t have a rating system? I don’t believe so. Will Avalon Hill fall into the obscurities of toy-store doldrum if it doesn’t endorse a nation-wide ranking? Nope. AH and boardgaming have been around since the fifties; AREA has been around for only a fraction of that time. If AREA falls, we will merely step over the body and go about our business. The question then comes down to this: Do we consider this hobby something more, or just a glorified session of widdlin’? You know what I mean—Two old guys sitting on the porch of a country store, laughing over “how it used to be” stories and covering their feet with fine wood shavings. I know what I’m talking about—we had a lot of those places in Tennessee. I surely consider this hobby more important than that. Do you?

What is AREA?

For those of you not familiar with our rating system, here’s a brief overview. “AREA” is short for the Avalon Reliability, Experience, and Ability player rating service. Founded in 1974, the service draws its name from the Avalon Hill Game Company which originated it, maintains it, and whose games form the medium for its competition. Games of other manufacturers are not subject to rating because they do not subsidize the maintenance of the service. Now that’s the heart of it, but let me define it for you in lay terms.

Basically, the AREA rating system is a way for your gaming skill to be measured against

the gaming skill of other players. You start with 1500 points. As you play games against other AREA members, your number goes up or down. Win a game and your number goes up; lose a game, and your number goes down.

Every AREA member gets a membership when he joins. Memberships cost \$10.00. This allows you to submit any Avalon Hill game played against another consenting AREA member for rating. However, if you want us to keep a separate record of your ability in an individual game, you can purchase a *Specific* membership for an additional \$10.00 per game. You can have a specific rating for every game we sell. I

don’t know why you’d want a specific rating for a Don Greenwood game, but you may. Just kidding! But seriously...

Michael McGrath is the current “Number 1” AREA player in *ASL* with 2,273 points. As far as we’re concerned, he’s the best *ASL* player in the world. Hundreds of *ASL*ers are trying to prove us wrong. I know there are more of you out there who play this game but aren’t AREA members. Michael is standing on top of the hill laughing at you. He’s basking in the glow of knowing he’s the best. I think he needs to be taken down a few points. Gary Fortenberry (2,159 points) is trying; Mark Zimmerman (2,110 points) is trying. Why aren’t you trying?

Letters

Fair Play

Though this second-hand story from AVALONCON '94 starts discouragingly for people interested in fair play, it ends well, showing that bad sportsmanship sometimes raises its head only to have it lopped off. In that spirit, I'm passing the story on to you.

My friend was walking past a tournament table when he overheard one of the players informing the others that, since advancing to the next round depended on points, theoretically everyone at their table could advance if each player agreed to play his cards in such a way as to allow everyone sitting there a chance to score higher than the winners at other tables.

My friend slowed his pace to hear how this "theory" was received. The table fell silent. Eyes on cards. No one moved for perhaps half a minute. Then the player next to the theoretician turned to him and gave what seems the best response: "That's enough of that stupid-ass talk; let's get on with playing the game." And apparently they did.

Kieran Bartley, New Jersey

ASL Rules Rigid?

I must take offense with a statement that Dennis Stamey made in a Letter to the Editor in Vol. 29, No. 3. As he is talking about the difference between complex games that strive for realism and simple games that aim at fun and playability he says, "While a scenario of ASL will usually have the same outcome because of the rigidity of the rules, a contest of VICTORY IN THE PACIFIC or AFRIKA KORPS will always be different, often radically different." He cannot be so absolutely wrong from the truth! Obviously, Mr. Stamey has never played ASL. Rigidity of the rules? What's that? ASL, in actuality, gives you more rules to open up more options to the players, not make the game more rigid.

No scenario of ASL could ever be the same after numerous playings, because of the diversity of actions that could happen during the course of a game. Believe me I know. Even though ASL offers over 400+ scenarios, there are a few scenarios I've played six or seven times and each playing of that single scenario has been entirely different.

ASL has taken a beating in this Letters page over the years. Those I can accept, because ASL does get a large number of pages in The GENERAL and those non-ASL players have a right to complain about what they want to read. I tend to disagree with them, but that is another matter. To print a statement such as Mr. Stamey's gives a terribly wrong misconception about ASL that readers of his letter might take as fact. ASL is one of Avalon Hill's best games and coupled with its numerous modules is probably Avalon Hill's best seller of all time. It did not get there because of rigidity. It got there because of its quality and its diversity.

Robert Wolkey, Washington

Robert,

You and others have "questioned" my printing of Mr. Stamey's letter; and more importantly, I've been criticized for not challenging his argument. To which I reply with this: It isn't my responsibility to question or refute everything printed in the "Letters" column. That defeats the purpose of customer letters. I was fully aware of Mr. Stamey's "generalization" before the letter was printed, but if I challenge every word or try to throw around my editorial weight, my readers might feel brow-beaten or worse, they may stop writing. For what it's worth, I highly respect all ASL players. They have a dedication to this hobby I personally cannot match. Mr. Stamey's opinions are his own, and you (and others) have a right to refute them. I don't always have that luxury. [RW]

"Theoretically" speaking!

Egged on by your accessible tone, I'd like to take issue with a few points made in your first The Rhetoric of Games column. In examining the terms "Conflict"/"Combat" in CIV and HWD, I would argue that they reflect the absence or presence of dice. In CIV, once moves are made, the outcome is known (i.e., "conflicts" are resolved). In HWD, moves are only preliminary to die-rolling (the emphasis is thus on "combat").

Incidentally, history provides examples of essentially non-military conflict involving the elimination of peoples. Expanding populations coupled with the unsustainable

harvest of resources has time and again led to a population crash (witness a severely eroded Libya following Roman occupation, Easter Island bereft of trees, likewise the Anasazi "disappearance," even the ancient Sumerians and their salinized croplands). So too, pathogens introduced by immigrant peoples can doom native populations.

As for the greater "cultural" feel of HWD and CIV, this is a function of how historically grounded the two games are. CIV is a game of overarching generalities (Democracy, Philosophy, Theology—was Egypt ever democratic, Assyria ever philosophic, and who were the great theologians of Thrace?), while HWD is a historically specific game of often overreaching generals.

Jared Scarborough, Illinois

Jared,

Thanks for your comments. You offer a look at these two games I hadn't thought of before. If you or anyone else would like to "tackle" a theoretical issue in one of our games, send in an article. I'd love to see it. [RW]

Another Classic!

My wife bought me HWD for Christmas. I looked it over briefly and decided it was a watered down edition of CIV. After viewing the Reader's Buying Guide in The GENERAL (Vol. 29, No. 1), I decided to give HWD a try over the weekend. After several games, one word comes to mind: Masterpiece. The best example I know that a great game doesn't need 36 pages of rules. I don't even think you know how good this game is.

My cellar bookshelves contain many of your products. Few games I know are so addictive and so well done as this. It's so good that I'm here subscribing to The GENERAL for the first time in years. I've been critical of some of your past products, but this is a classic. Congrats on this one.

Mark Paul, Massachusetts

RHETORIC OF GAMES

VIGNETTES OF ANCIENT LIFE

By Jared Scarborough

The one dimensionalism of our hobby can become quite frustrating. Those of us who have moved into miniatures have a better opportunity to see the action as it takes place and to act out that action. Personally, I'll take a one inch lead Sherman tank over a three-quarter inch cardboard one any day. But there are some games that cannot be easily transferred to miniature, like CIVILIZATION for example. What can you do to three-dimensionalize the playing of a Mysticism card or a Famine card?

Jared Scarborough had the opportunity a couple years ago to breathe life (and a little humor) into the paper. He and a few avid supporters of the hobby played a PBM game of CIV and captured the conversations of our ancestry in their most personal moments. Perhaps the one-dimensional can be three-dimensionalized after all.

MYSTICISM

"The priests of Sumer have been casting spells, I hear."

"Indeed, it is the lamb's eye rolling in the pot of ochre, and musical chairs in the harem."

CIVIL WAR

Edict from the ruler of Babylon: "All supplicants wishing an audience must learn to stand on their hands. They must wear feted footwear with many bright festoonery all about. They must enter the royal court en masse, so as to create visual delight."

Overheard in royal waiting room: "Criminey, Egbald, when is someone going to pinch that old geezer in the behind. These hands are killing me."

"Hey Ostar, quit complaining, or they'll throw us to the crocs. I've been working on this handstand for months now—don't rock the boat."

CIVIL DISORDER

"Aiyee, they are as thick as locusts, and they are sure to take our humble city. What should we do, oh diviner?"

"You expect advice without compensation? Where's my piglet stuffed with fresh mushrooms? And where are the dancers encircling me with their veils?"

(*whispered*) "This old windbag's just in it for the extras; let's dump him and bring in that honey who handles snakes."

MONOTHEISM

"Sire, your subjects are converting to the new Imattop religion. No longer will they heed

our tax collectors; some of our best milkers have been dismissed from our fattest cash cows!"

"Calm down Imhak. Surely we can outfox the foxes; call upon our most clever scribes, and have them [ahem] discover a sacred text that points to me as The Strider Into The Holy Antechamber. This will impress the peasants."

"Sire, perhaps [er] Humble Servant Standing Guard Over God's Antechamber?"

"Oh, all right; by thunder, the religion shall be called 'Ubelow'!"

FAMINE

"Bruzzon, what has become of your highly prized muscles? You are hardly fit for the Imperial Doorway with those bags of flab."

"Your Highness is so gracious and true. I will redouble my pumpitude. And could his Almighty Excellency perchance spare a tidbit of leftover grizzle for his most humble servant?"

"Grizzle? There is no grizzle on the Imperial Flock. There is but muscle and tail fat. And I see you have taken your Doodler from your head. What of those valuable tail feathers I sent to the servant's kitchen for you? Why don't you wear them as the Bonzers do?"

"I, I will redouble my stitchery, and a Bonzer-in-waiting I will be."

EARTHQUAKE/VOLCANO

"Surely, it was the black-hearted one. I know his deeds; the color of his cloak is violence itself."

"Friend, this is madness. One breath of sulfur from the moving rock below and you would seem thrown off your horse. Where is the strength of Pendar's mane that we sing of; and of the Holy Ones who follow our every move?"

PIRACY

"Congratulations, Faldua, you have been chosen as an honorary wearer of the tassel."

"Gentlemen, I am indeed honored; please pass the wine pitcher, that I may propose a toast. Thank-you (gulp, gulp). I propose we honor the lovely visage of our city's namesake (drone on, gulp, gulp, drone on). That (hic!) shed, yet us rift our rasses to a yovye yady (gulpity, gulp, gulp)."

"The fool is drunk like a pea-brained peasant; this meeting is turning into a monstrous farce! Why I attend these things. . . Hey, watch it, you barbarian!"

(*whispered*) "All the donkeys wearing tassels have drunken off the drugged wine; it's a good bet anyone wearing perfume also has gemstones somewhere."

"Okay, we'll strip 'em all, then meet you back at the boat when the Dog Star sets."

ICONOCLASM & HERESY

"Gofal, these ninnies are so set in their ways. Let us disrupt their predictable chanting and drumming with a little trick."

"But Nabool, that is iconoclasm; in fact, out and out heresy!"

"Yes, but my ears are drowning in this insipid whining. Look, we'll have the other boys from our clique come with hankies next week when these drooping palefaces are scheduled to play their next snorer. When I give the signal, we'll blow 'Um pa pa, um pa pa' into our hankies, each of us taking one of the six blows."

"But what if there are so few attending that we stick out?"

GEMS

"So, Ben-Abdallah, how do you come by these fine gems?"

"There came a bearded hermit down from the mountain who said he had talked to the All-Mighty Earth-Shaker himself. It seems The Mighty One was so taken by our hermit friend that he cut off two warts and handed them to our lucky traveler. The hermit was, in turn, quite impressed with my reasoning when I informed him that he must cast the warts into the Holy Lake of Vondala, or they would cause hugs bumps all over his person."

"But Vondala is your home; and how did you come by the gems?"

"Why, the hermit had been away so long, he had never seen a modern courtyard with its goldfish pond. When my servants chanted in deep voices, and when steam was blown in from the kitchen, and when my wife appeared in her finest robe, our hermit was quite convinced Vondala Lake was but God's urinal, as I explained to him."

CIVILIZATION?

"Sire, the work on your new gardens is progressing as it should."

(*looking out the window*) "That's funny, I could have sworn I requested a house of birds in that corner—the little chirpers one sees in a lady's garden; they fly about and make little messes."

"But, but, but . . . the peacock quarters are nearly finished. We've even laid the commemorative tiles with your likeness on them."

"Already! And I trusted you and your clan! Away, take them to the snake pit—all of them! And throw their tiles in the sewer! Ha, that's better. I feel as fit as a charging bull now!"

"But my uncle was the only one who could design such delicate tiles, and you just. . ."

(One Millennium later)

"Hey look at this! Wow, what a masterpiece! I can't believe our luck. This is truly remarkable work!"

"Looks like we'll have to take another look at Bogerskib's era."

"No doubt about it; humanism was definitely in the ascendancy!"

Can't find FTF opponents for ASL? Try our PBM club. Contact Raymond Mulholland, 411 Stoney Way, Alexandria, AL 36250. (205) 820-6405.

Looking for a PBM group wanting to add a novice player. Any clubs in the Shoals area? Contact Calvin Durham, 106 Crosslin Ln., Florence, AL 35633.

HSV gaming club seeks more FTF gamers for all AH games and more. Contact Barry Maynard, 212 Knox Creek Trail, Madison, AL 35758. (205) 895-9645.

Need players for umpired PBM FTP. Contact Glenn Voigt, 1416 W. Orchard Lane, Phoenix, AZ 85021. (602) 997-1436.

Wanted: FTF players for two player or multiplayer games. AFK, ATS, CMS, ACV, DIP, KGM, MOV, PAA, PGG, HOW. Contact John Baker, 4675 S. Harrison Road, Space #95, Tucson, AZ 85730. (602) 290-9177.

Small group of college/high school age gamers seeking FTF opponents. Two-player, multi-player games. Ladies Welcome! Contact Trevor Brown, 7916 Collette #51, Tucson, AZ 85710. (602) 290-6867.

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Opponent wanted for PBM WAT, WP. Contact John Phillips, 2780 Creston Drive, Los Angeles, CA 90068. (213) 463-8188.

Looking for PBM games for WSM and/or GSL—rated or not. Contact James Pratt, 939 Asbury St., San Jose, CA 95126. (408) 294-6446.

I want to try blind refereed PZB, PBM or FTF. Just got FTF and wish to learn. Contact W. John Reese, P.O. Box 2116, Simi Valley, CA 93062.

Wanted—opponents in Avalon Hill games to include ASL, UP, ACIV, DIP, VIP, and others. I'm suffering from game withdrawal. Contact Mark DeVries, 5100 W. Walnut, Apt. 220, Visalia, CA 93277. (209) 627-5615.

I'm very bored. Help! Will play by PBM/PMEM ASL, FSE, MBT, TCA. AREA rating or not. Contact Michael Handiboe, 3805 Radiant Dr. Apt. 638, Colorado Springs, CO 80917. (719) 637-3744. Internet Address: mhandiboe@mcimail.com AREA provisional to play rated PBM LFW, PZB, PZL, AIW. Any gamers in South East Colorado? Contact Clint Viergutz, 2114 Smithland, La Junta, CO 81050. (719) 384-4013.

Wanting players for FTF, CVW, SJW, HCR, BGB, ACV, HWD, WTP, 176, D91, GDC, WTP, WSM, CMS, BRI, VIP, CON, ROR, GLD. Contact Tim Hitchings, 330 Kemper Drive, Newark, DE 19702. (302) 836-3088.

I'm tired of games sitting on shelf collecting dust. Need FTF opponent for ASL and others. I'm willing to travel. Contact Dean Leferink, 13326 Lee St. #7, Dode City, FL 33525-5109. (904) 523-2817.

FTF opponents wanted in Tampa Bay area interested in TPS, PPW, IDF, and other AH/VG titles. Please call, leave a message or write: Kosta K., 5241 Merlin Ct., Land O' Lakes, FL 34639. (813) 996-2520.

Opponents Wanted

Retired war gamer has plenty of time to play FTF. Anyone in Palm Beach County interested? Contact Dave McFarland, (407) 622-3035.

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

Come learn from some of the best in the US. ASL, VIP, BKN, TPS, DIP, A3R, and more. Contact Louie Tokarz, 5724 W. 106 St., Chicago Ridge, IL 60415. (708) 857-7060.

New gamer seeks FTF in surrounding area and PBM for ASL, PZB, PZL, TPS. Contact Richard Filiczowski, 1673 W. Hopi Trail, Wheeling, IL 60090. (708) 255-6231.

Novice ASL player needs FTF to help learn system. Beginner to learn with or experienced to learn from. Contact Frank Hall, 2556 Patricia St., Portage, IN 46368. (219) 763-4576.

Experienced gamer seeks opponents in the Iowa City/Cedar Rapids area to play ASL, EIA, WSM, BRI, CIV, or others. Contact Randy Yates, 78 Amhurst, Iowa City, IA 52245. (319) 358-6681.

ASL Players Association of Kansas City—The Lead Hill Gang wants you. Contact Larry Maxwell, 1419E E, 125 Terrace, Olathe, KS 66061. (913) 829-8718.

Looking for FTF opponents in Louisville/Central KY/Southern IN. PZB, PZL, TCA, MBT. Willing to learn others. Contact James Yin, 1008B David Ct., Elizabethtown, KY 42701. (502) 737-6806.

Looking for players in Kentucky. SJW, HCR, RTG, BKN, BB91, and others. Will play mostly any AH/VG game. Contact John Clere, 1121 Crestwood Ct., Flatswood, KY 41139. (606) 836-2951.

Need opponent for ASL, PBM or FTF. Will also play GSL, TRC, TRI, UPF, and most others. Raymond Mulholland, 1451 W. Lincoln Tr. Blvd #129, Radcliff, KY 40160. (502) 352-1189.

Interested and ignorant. Have few games, no one to play. Can you answer the call for help? Then please do. Contact Philip Sokolowski, 1003 Vanderwood Rd., Baltimore, MD 21228. (410) 744-0067.

AREA rated want opponents for FTF ACV, CIV, 1830, 3R4, A3R, 1776, BB '81, TRC. Contact Howard Newbt 1724 Crimson Way, Edgewood, MD 21040. (410) 612-0186.

Adult gamer seeks opponents for WAT, 3R4, WTP, and others. Available to join local MP gaming group that wants to add players. Contact Joe Jaskiewicz, 10052 Waterford Dr., Ellicott City, MD 21052. (410) 461-3175.

Looking for PBM 3R4 players for multi-player game. No FTF. All inquiries welcome. Contact Jim Becker, 307 John Harrison Road, Harwood, MD 20776. (301) 261-9650.

Avalon Hill Club being formed in Laurel, MD. Tournament AH games each Sat. as well as other AH game play. Interested? Write to: AH Club, 878 Elmhurst Rd., Severn, MD 21144.

Attention! Avalon Hill gaming clubs in the VA, D.C. and the MD area. Possible tournament AH games between clubs. Interested? Contact: AH Club, 878 Elmhurst Road, Severn, MD 21144.

In search of opponents for ASL, BKN, SJW, and most others. In Frederick County area. Give me a call. Contact Chris Trout, 22 West Main St., Thurmont, MD 21788. (301) 271-2786.

Banzai! ASL time is here! We play most Saturdays. Call or write The Southern New England ASL Players Association now: Vic Provost, 1454 Northampton St., Holyoke, MA 01040. (413) 536-9661.

Wanted! Opponent(s) for FTF on WTP, ASL and UPF in the Grand Rapids area. Willing to travel in MI. Some experience please! Contact Anthony Sella, 4893 Champion, Grand Rapids, MI 49548. (616) 538-3007.

Thirteen year old looking for FTF ACV, ASA, SJW, HCR. Will learn any Civil War game. Contact John Hattrem, 1251 Kimberly Dr., Lansing, MI 48912. (517) 372-3154.

Seeking FTF or PBM opponents for ASL, SL, MBT, and IDF. Willing to learn other titles as well. Contact Mike Rickman, 308 D. Angie Dr., St. Peters, MO 73376. (314) 397-2030.

FTF only! ASUB, BB91, ACIV, DD92, 1830, FP, GE88, HOW, MD92, SOA, A3R, CAS, TPS, UF, and many many more. Contact Tim Watson, 119 Bellegrove Circle, Brandon, MS 39042. (601) 992-0157.

Wanted: FTF opponents for ASL. Will also play other games, all experience levels. Contact Steve Griffin, 4024 Palace Drive, Grand Island, NE 68803. (308) 382-9261.

PBM AREA Rated ASL only. I'm rated 1167. Contact Dan Zucker, 416 Pleasant Ave., Piscataway, NJ 08854. (908) 754-3358. New to Las Vegas area. I play ASL, ASA, SJW, WTP, and many more. FTF only. Contact William Sanders, Green Valley OKW, Henderson, NV 89014. (702) 263-1326.

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Opponent wanted! ASL player looking for opponent. Call Mark in the Buffalo, NY area, 883-6490.

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

Adult seeks PBM D91 opponent. Also, looking for FTF opponents in Central NY for WWII gaming. Many titles, AREA or not. Contact William C. Putman, 4375 Princess Path, Liverpool, NY 13090. (315) 622-2718.

I've just relocated to Santa Fe, New Mexico. Opponents wanted for PBM or FTF for CD, EIA, PB, PL, SST, SOA, TPS, WRAS. Contact Tom Hastings, 663 Washington, Ave. #48, Santa Fe, NM 87501. (505) 988-4056.

Looking for Triad area opponents for most WWII games, especially ASL. Contact Raymond Woloszyn, 7162 Mantlewood Lane, Kernersville, NC 27234. (910) 996-5677.

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Any gamers in the Steubenville Area? Play FTF B91, BKB, MBT, NPB, BKN, ROR, TPS, UPF, VIP, and others. Contact Mike Welker, 332 Reserve Ave., Steubenville, OH 43952. (413) 536-9661.

Seeking adult FTF 3R4 opponent. Contact John Michalski, 10705 Cecilia Drive, Oklahoma City, OK 73162. 772-5784.

PBM opponents wanted for B91, G88, D91. Very interested in PBM system for SQL. Call or write anytime: Ken Banyard, 4475 Daisy St. #70, Springfield, OR 97478. (503) 744-9047.

PBM opponents wanted for AREA rated games of G88, TC2, TPS. Contact Christopher H. Yayre, 1048 Dekalb Street, Bridgeport, PA 19405.

Philadelphia resident looking for FTF and PBM opponent(s) for TCA and the FLEET series games. Contact Stephen Warren, 2200 Ben Franklin Parkway #E702, Philadelphia, PA 19130.

FTF in Pittsburgh! Beginners welcome. KGM, FPR, BRI, MOV, G88, HOW, PZB, SST, MAHARAJA, TYX, SPW, etc., etc. Contact Judy Krauss, 7458 Schoyer Ave., Pittsburgh, PA 15218. (412) 243-4078.

Does anyone in Rhode Island play anything? Have SL, BKN, WP, RKL, PZL, G88, CMS, and more. Willing to learn your game. FTF preferred. Eric Redstone, 239 Reynolds Ave., Warwick, RI 02886. (401) 739-7814.

New house with huge basement only lacks FTF gamers. Own over 20 AH games. Contact Hank Burkhalter, 1314 Miriah Dr., McMinnville, TN 37110. (615) 668-8706.

ASL, UPF, BB 91, etc. Closet full of games; need FTF Austin opponent! Relaxed but competitive 35 year old, 24 year vetran. Contact Kirk Woller, 201 B.W. Live Oak, Austin, TX 78704. (512) 707-1220.

Hello Rio Grande Valley gamers! ASL and WSM FTF opponents wanted. Also play other games. Contact John Garlic, 4402 Glasscock #518, Harlingen, TX 78550. (210) 412-3288. Interested in multi-player PBM games? Pontevedria is a listing of 'zines and GMs in North America. Send SASE for a sample issue to: W. Andrew York, P.O. Box 2307, Universal City, TX 78148-1307.

ASL anyone? Experienced player seeks new challenges! Contact Chad Cummins, 1211 S. Eads #302, Arlington, VA 22202. (703) 685-8632.

Seeking FTF AREA rated play in CAE, SOJ, and CSL. Would like to learn NPB. Contact Martin Svensson, 103 Paddington Way NE, Leesburg, VA 22075. (703) 771-9761.

Virginia Beach area: I play WSM, GE, CAE, DEV. Also need additional players for weekly 1830 game. Contact Mark B., 521 Springlake Cr. #101, Virginia Beach, VA 23451. (804) 422-9115.

FTF ASL opponents wanted. AREA rated only. I'm a beginner willing to travel anywhere in Washington. Adults only, please. Contact Leonard Krause, P.O. Box 344, Napavine, WA 92308. (206) 262-3325.

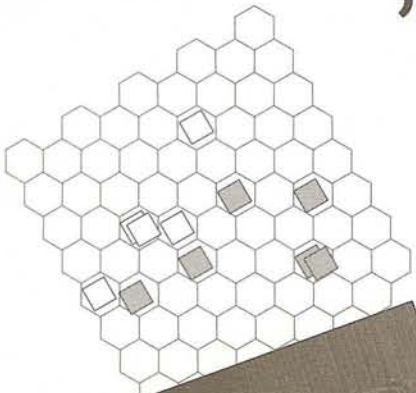
ASL opponents wanted FTF. I especially enjoy designing and playing DYO scenarios. Contact Harold Moye, P.O. Box 428, Pinedale, WY 82941. (307) 367-2732.

FOREIGN
Live in the Chatham Area. Looking for FTF opponents for SUB, GOA, AFD, and other Avalon Hill games. Willing to travel. Contact Tyrone Newby, RR3 Tupperville, Ontario, Canada N0P 2M0. (519) 683-2801.


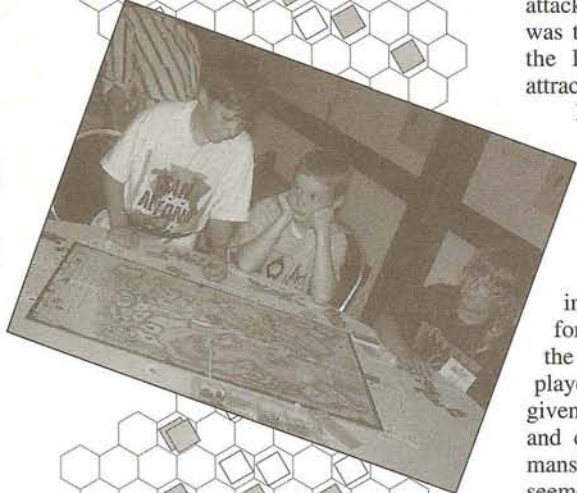
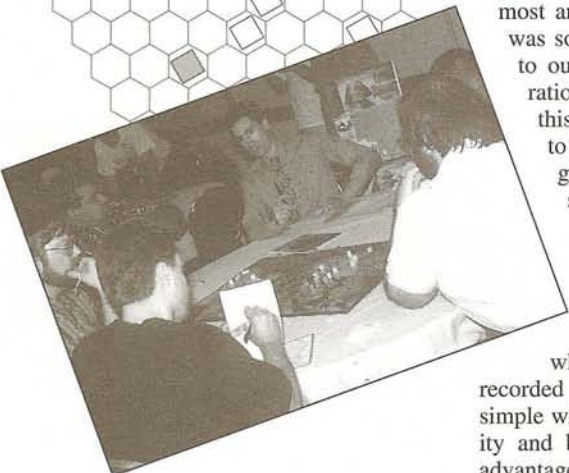
Reliable participants wanted for PBM umpired blind games of FLD, TCA, MBT, FPR. All letters answered. In addition, I'd like to have some info. about Pad-Con. Contact Pittacolo Eros, V. Rivarossa 63, Grande Difront, Italy 10070. 011/9251361.

'94 RETURN TO NEVER NEVER LAND AVALONCON

By Don Greenwood (and friends)



The fourth Annual Avalon Hill Championships was held August 3rd-7th, 1994, and besides being one heckuva good time, culminated my own personal hopes for what the hobby should be. My vision of boardgaming emphasized achievements of gamers—giving players something to aspire to. I still remember my first boardgaming convention held aboard the *USS Massachusetts* in Fall River, MA. There were only a handful of tournaments because then there were only a relative handful of games. But the players were as well known as the games. A George Phillies would command respect for having authored a dozen articles on *STALIN-GRAD*. But even he would pale in comparison to the reputation of a Dave Roberts who had gained legendary status by having, on occasion, attacked with the Russians to take Warsaw. It was this cult status of the hobby personalities, the Bobby Fischer's of their day, that so attracted me to wargaming. This was the appeal I tried to emphasize in the first two ORIGINS conventions and which was brought to its zenith by ORIGINS IV in Ann Arbor, MI—the best gaming convention ever by my standards.

However, as the number of games increased, the hobby changed. The heretofore faceless designers of the games became the media darlings of the hobby press and the players were relegated to the back pages, if given any notice at all. Simulation buzzwords and collecting mania slowly replaced gamesmanship in the lexicon of the hobby. No one seemed to mind as the proliferation of titles of every size and description satiated all but the most ardent collector. However, to me there was something missing. I kept coming back to our *FOOTBALL STRATEGY* League to rationalize my feelings. What was it about this simple little game that kept 28 (soon to be 30) adults coming back to play a 16-game schedule for 22 straight years? I soon realized it wasn't the game at all. Heck, after over 1,000 games I can't even bear the thought of playing the thing outside of league or tournament play. Rather, it was the league; i.e., playing in competition whereby the results of the day's play was recorded and meant something greater than a simple win or loss. It was recorded for prosperity and became a hurdle to overcome or an advantage to be savored in the championship quest that lay ahead. And even when the season

drew to a close, the game had not ended—there was still the competition to win it all again and become the greatest winner in the history of the league.

That is the kind of attraction I found wanting in gaming in the 90's and which I have tried to restore in AVALONCON—making it the league of the hobby where players of all types can aspire to something greater. Judging by the growing number of enthusiastic players who travel great distances to participate each year, I'd have to say it has been worth the trip. Dare I say that we now have a convention for the competitive-minded which mirrors, if not exceeds, that great ORIGINS IV?

WEDNESDAY

Wednesday was designated as arrival day since the convention really didn't officially open until Thursday morning. However, more and more people were showing up a day early so it behooved us to entertain them with more than just Open Gaming. Consequently, we allowed certain events with multiple Heats to begin Wednesday night for the early arrivals provided those arriving on Thursday could still enter the event in a later Heat. This attempt to cater to both those wanting a longer convention and those not wanting to be penalized for not arriving a day early seems to have worked like a charm and should be expanded in future years.



The first event to get underway was *CAESAR* which, as required by its marathon status, needed all the help it could get and then some. GM Brian Sutton seems to have a penchant for marathon ventures. His last offering was

the Team Edition of Third Reich. When two years failed to draw sufficient players, he moved on to a shorter game (by at least ten minutes). Apparently, it wasn't short enough, because Brian and his co-finalist Jeffrey Martin agreed to finish it at some future date. The first event out of the blocks at AVALONCON '94 never finished although it did provide some entertainment for its eight entrants.



D-DAY '92 was another reclamation project—a game which had failed to draw the requisite eight entrants previously and had been relegated to demonstration status. However, GM Frank Hamrick beat the bushes to secure 14 players

and twisted my arm to restore it to full tournament status. Twelve matches (and eleven German wins) later, Jack Morrell and North Carolinian Mark Holley squared off in the final with Mark's Germans holding on for the win as the Allies ran amuck on the final turn 120 miles from Berlin.



FOOTBALL STRATEGY used a double heat format for the first time and it worked well enough to draw 42 entrants—the most gridders seen at a boardgame tournament since the 64 of ORIGINS II. The Wednesday bracket

drew 24 players, and since I managed to miss the bye, I got the privilege of playing five games to try to take the bracket. The first two were laughers, won by a combined score of 74-20, while the third came down to a crucial fumble recovery late in the game to preserve a 14-10 win over Robert Purnell. Game 4 was a rare 33-0 shutout over the usually high-scoring Aerial game of fellow AHFSL League member Kevin Keller. That put me one step away from the finals and facing 1992 champion Mike Fitzgerald. Although I got out to a 10-0 lead, Mike managed to tie at the half 13-13 with a Long Gain kickoff return and maximum yardage field goal in the final 15 seconds. This coup deflated me and the second half was all his. The final score was in the 40's and I'm not sure whether that represented his points or my turnovers. They kind of blurred together after awhile.

Mike got his come-uppance though in the final against Thursday bracket winner Gordon Rodgers as the Philadelphian emerged triumphant for his fourth win of the tournament. Although the two-bracket format allowed more players to participate in the event, it created less than optimum scheduling as evidenced by the fact that I would have had to go 6-0 to win the event, while Gordon won it all in only four contests. Nevertheless, Gordon's route to the championship was not exactly easy, featuring close 20-14 wins over the always tough Steve Kershaw and 1993 champion Bill Cleary. Bill, my teammate on Team Doily, went down without a point scored in his Team Game so the Doily crew was off to its usual grim start.



KREMLIN also availed itself of the early Wednesday split start but for some inexplicable reason actually drew seven less players. Nevertheless, 42 would-be Communists battled it out under the Kremlin walls with Caleb

Cousins of Bangor, ME edging Jason O'Donnell, Marc Houde, Raymond Stakenas, Han Erstein, Heikki Thoen, Bruce Monnin, and Mike Foster in that order.



PANZER LEADER also used the split start format to swell its ranks as 20 players from 12 states and the U.K. used the free form qualifying round GM Bill Scott first popularized in the TITAN event. The change of pace to the more

cordial wargame was much to Bill's liking after three years of TITAN officiating where the battles were not always restricted to the game board! Bill's talents nevertheless remained among the most appreciated despite the change of venue as demonstrated by his election for the third straight year to a "Top Six" GM performance. A total of 34 games using 15 different scenarios were played with the Germans winning 24, but the Allies taking the final. The tournament format allowed players to participate in other events, but most of those who devoted more time to PANZER LEADER fared better than those who spread themselves too thin. Runner-up Danny Price won the most games as well as the GM's Sportsmanship nomination, thus disproving the theory that nice guys always finish last. Angelo Valeri, the winner, started by losing his first two games (he would eventually lose four of six games in the preliminaries), but qualified for the Single Elimination portion of the event and then won three in a row to take the championship—proving that it is best to win the last battle.



The two-hour **UNLIMITED CIVILIZATION** variant demonstration drew six tables of the curious and committed, all eager to be transported back to the golden age of ochre-stained urns and ceremonial fires to Baal. The second-round final saw Pete Busch, John Cherchia,

Mike Puffenberger, Jean Raymond and Larry York conduct a surprisingly civil game of negotiated borders, except in the wild western reaches of the known world, where debilitating conflict was the order of the day. Not surprisingly, those who co-existed peacefully experienced the overflowing granaries of victory. The final few turns saw Larry York (Asia) pull away using a judicious strategy of big card buying for a total of 1193. Mike Puffenberger (Assyria) was second with 950, and John Cherchia (North Africa) third with 890.



The first of five Heats of **BRI-TANNIA**, down from six last year, got underway Wednesday also. Although the total number of players was down 18 from the record 91 in '93, enjoyment seemed to be up as there was less

pressure to play in yet another Heat. Scott Pfeiffer of Simpsonville, SC took the plaque over Joe Bellas of Arkansas and Brett Mingo of Washington, DC.



MARCH MADNESS also started one of its four 16-player heats on Wednesday and had to turn players away. This event has grown steadily in popularity and now has GM John Ellmann talking of doubling the field to 128! Say it

isn't so, John—at least until you draw 64 players and thereby limit each player to one team. For the second year in a row John was voted one of the Con's top six GMs. And for the second year in a row I was unable to break away from other events to try my hand in this one. Hmm ...

if we added another day...naaah! My wife would kill me. Defending champ Terry Coleman of Yorba Linda, CA took the third-seeded Kansas '93 Jayhawks to the Final Four where he beat Joel Ferich's 7th-seeded Duke '86 squad 115-81 with 30 points off his explosive bench. Meanwhile, Ed Okimoto's 2nd-seeded Kentucky '93 edged Pete Stein's 3rd-seeded UNLV '90, 84-76. Terry's center then outscored Ed's 23-9 in the championship game as Kansas won 88-73.



The Wednesday start also enabled TITAN to set new attendance records with 67 people participating in 44 preliminary games. A number of young players moved up in class, led by 11-year-old Peter Guest who finished 18th. More importantly, Niki Rush finished higher than her father, Jim. '91 Champ Kevin Quirk was eliminated in the semi-finals—leaving defending champ Brian Sutton, perennial bridesmaid Steve Koleszar, Dave des

Jardins and a relative unknown, newcomer Chuck Kaplan. Both Steve and Chuck won the three preliminary games they played plus a semi-final game. Dave was first out in the finals, followed by Steve who moved down in class from his usual second place. That left the defending champ against the Arlington Heights, IL native in a final battle of titans. As Chuck had the higher seed, Brian couldn't afford to play for the tie and thus pressed the battle, coming out on the losing end. Chuck's unknown status is now a thing of the past. In the consolation game, Kurt Litscher defeated Paul Goliwas, Steve Rugh and Michael Reynolds to take fifth place.

THURSDAY



All players played the same side throughout the **ACROSS FIVE APRILS** tournament. The first round saw eight Rebel and six Union wins in Bentonville with one draw—making this the most balanced scenario again for the

second straight year. The Union gained ground by winning ten games out of 15 in Bull Run although the margin was slim since five of the Union victories were marginal wins. There was no appreciable change in balance from 1993 despite playing with the Rebel red chit in the cup on the first turn. Pea Ridge was the final game of the Preliminaries with the Rebels reclaiming the

(Continued on page 41)

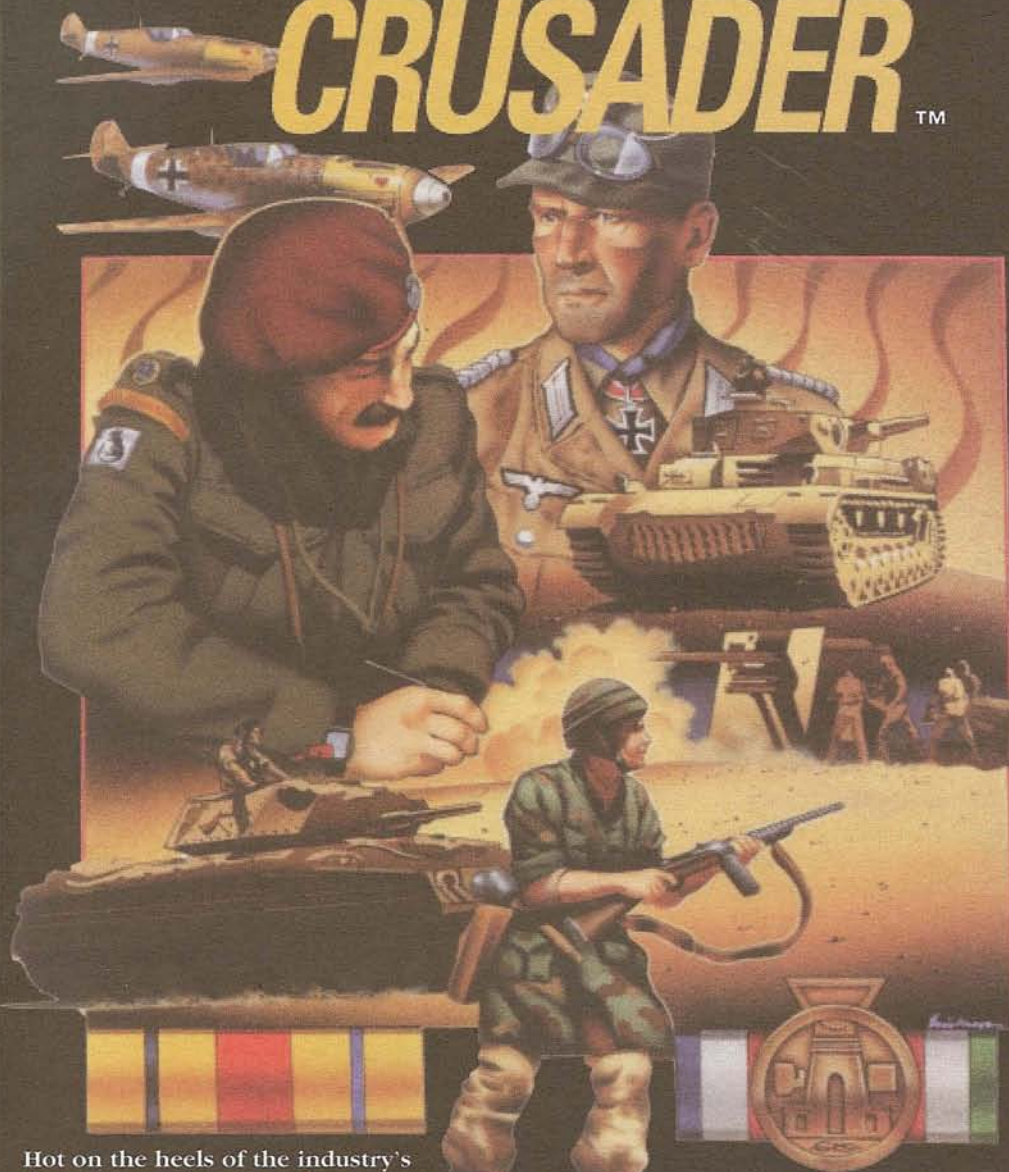


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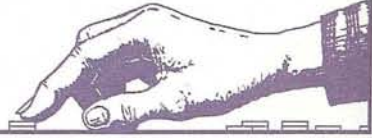
OPERATION CRUSADER

Scenario: Hell Fire Pass

Allies: Johan Kylander

Axis: Mark Kelm

Neutral Commentator: Eric Sposito



One of my first projects when I arrived on the Hill was to play OPERATION CRUSADER. Tough job, huh? I sat for two days in front of a computer monitor and watched my Allied forces take beating after beating by Rommel and his Axis sledgehammer. I found myself becoming very excited by the game and very impressed by how well an "electronic" opponent could handle a wargame of this magnitude. What a pleasure it was to not have to handle all those stacks of counters. This is not to say that I prefer a computer over a "live" body, but it was an experience that I will not soon forget. With this in mind, I decided to recruit a couple of the original playtesters of the game and put the computer to the test.

This replay was conducted by Eric Sposito and played by E-Mail. Hell Fire Pass is one of the smaller scenarios in the game, but it offers a wide variety of options for both sides. Understanding how to prepare your attacks and defenses for this scenario will help you greatly when playing other scenarios and the campaign game.

Allied Commander's Orders

As the Allied commander, you are ordered to proceed with the best possible speed to the area of Sidi Azeiz. While moving to the north, you are to engage as many enemy units as you can at Halfaya Pass. Proceed down the pass at your own discretion, if at all possible to assault Sollum. You are to invest the area south of Bardia as quickly as possible and then perform a holding action there. Outflank the overextended Italian units and attempt to smash them against the escarpment on the Halfaya/Sollum line. Prevent Axis forces from entering the fray from the pass south of the Via Balbia.

Axis Commander's Orders

You are to retreat to positions along the Sollum/Sidi Azeiz/escarpment line as soon as you detect any Allied movement. Hold Halfaya pass as long as possible, with an eye towards fortifying Sollum. Once you have retreated to the defensive line, you are to dig in wherever possible and await the enemy's next moves. Reinforcements will be arriving shortly.

Pre-Game Commentary

The initial setup of the game has the Italians out on a limb. Rommel was constantly having to order his troops to dig in to various frontal positions. This was necessitated by the Italian lack of motorization. A non-motorized force in the desert, when confronted by a motorized enemy, is in dire straits.

The Axis player must attempt to get his screening infantry back to a defendable line. In their present positions, the Italians are hopelessly overextended, and the Allied player knows it.

The Allied player must make his mobility work for him. He can get his motorized infantry to Bardia faster than the Axis player can retreat.

The big question mark is how is the Axis player going to use the strong German recon and motorized infantry battalions at his disposal at the beginning of the game. If he sends them to protect the game objectives, (the Sidi Azeiz/Fort Capuzzo/Sollum line), he must make some choices on their deployment. Does he send them to the objectives themselves or does he screen the important towns so the Italians can fall in and dig fortifications?

If the Allied player makes Halfaya Pass a main objective early in the game, he had better gain it quickly, because to delay in a battle for Halfaya pass, (in lieu of greater gains on the other side of the escarpment), would allow the Axis player to receive his reinforcements from the west in a timely manner.

TURN 1

Axis turn

I know without hesitation that my opponent will be moving in a strategic manner as far north as I allow him to go. In that sense I must also retreat to the escarpment gap/Sidi Azeiz/Fort Capuzzo/Sollum line before he gets there and hold him until nightfall to allow time for reinforcements arriving in the morning. It appears that his thrust will come on the line west of Fort Capuzzo, most likely west of Sidi Azeiz from the appearance of his movements in the 0600 Hour turn. In the 1000 Hour Turn, I will attempt to reinforce areas he appears to be coming to in force. I feel a little uneasy about the area directly east of the escarpment gap, since I don't know if he was successful getting units there. I will reinforce at 1400 Hours if it's still possible. If he gets there before me, I'm in trouble.

Allied turn

Situation

The Allied forces will embark on a great offensive designed to smash the Axis before Bardia. The weak 55th Savona Division is believed to occupy positions straddling our line of advance. This line will be bypassed by all units, wheeling northwest towards Trigh Capuzzo.

Orders

- The entire 2nd New Zealand Division with support elements will advance at top speed to

occupy Fort Capuzzo (4th Brigade) and Sidi Azeiz (6th Brigade).

- The "back door" (i.e., the escarpment pass to the west of Sidi Azeiz) will be held by the reconnaissance battalion, and 5th Brigade will straddle the Italian's rear southeast of Fort Capuzzo.

- 4th Indian Division will initially mop up the Italians and provide security for the 2nd New Zealand Division.

- 7th Brigade will advance tactically through Libyan Omar in a north-easterly direction.

- While 5th brigade follows in the wake of the 2nd New Zealand Division, the 1st Armored Brigade will swing west around Libyan Omar and disrupt the Italian's rear. Their positions will be held by XII Corps dummy units.

- 11th Indian Brigade will prepare an assault on Halfaya Pass, deploying with maximum air cover.

TURN 2

Axis Turn

He did as I expected and came with force to the line. He has made a determined effort at the gap in the escarpment, but I have held thus far. He has made a breakthrough in the area between Sidi Azeiz and Fort Capuzzo. I know that he's a smart tactician and will attempt to increase the breach with as much force as he can put through it.

Allied Turn

Situation

The Axis forces have retreated to Trigh Capuzzo. Our forces are in hot pursuit and ready for battle. A few ambushes were suffered and some were laid. Casualties, however, were light. Now is the moment to press home the attack. The areas of greatest opportunity lies on both sides of Fort Capuzzo, which is weakly held. The area most likely to give concern in the future is between the "back door" and Sidi Azeiz. Enemy thrusts in that area are, however, not to be taken seriously, as any penetration would have a local objective rather than strategic. Measures will be taken to protect lines of supply south of Sidi Azeiz. So far, our strategy must appear clear to the enemy. However, we do have several strong formations capable of upsetting his balance.

Orders

- 6th New Zealand will follow up 2nd Battalion.

- 4th New Zealand will assault into Sidi Azeiz and hook left to put pressure on that flank.

- The Recon Battalion will hold at the "back door" and prevent the enemy from digging in.

- 1st Tank is badly lagging wheel south of Sidi Azeiz but will advance with forward ele-

ments to the “back door,” with a secondary mission to protect the left flank of 6th New Zealand.

- 4th New Zealand will assault Fort Capuzzo and the enemy south of that location. Ground support will be provided.

- 5th New Zealand will take care of the enemy isolated in our rear and swing right between Sollum and Fort Capuzzo.

- 5th Indian will advance at top speed and engage the enemy’s center between Sidi Azeiz and Fort Capuzzo.

- 7th Indian will advance to Fort Capuzzo and be prepared to take over the assault from 4th New Zealand.

- 11th Indian will assault Halfaya Pass.
- Corps dummy units will advance towards Sollum.

TURN 3

Axis Turn

The Allies have moved to the north much faster than expected. The situation as it stands now is most distressing. If the Allied commander continues with his push north without stopping to catch his breath, my whole position is in jeopardy. My immobile Italian infantry is no match for the British motorized forces and in order to extricate them from the precarious positions, I need to put my armored infantry into great jeopardy. The only one who can save my position now along the Trigh Capuzzo is my opponent. From the looks of things, I can’t say that I’m expecting him to allow me a respite at this time.

Orders

- The Italian infantry battalions of the 55th Sovona are ordered to assemble in Fort Capuzzo.

- All remaining forces in Halfaya pass are ordered to retreat and attempt to assist their allies south of the Sollum/Fort Capuzzo/Sidi Azeiz line.

- An armored battalion assigned to the DAK will cover the escarpment pass to the west of Sidi Azeiz, (so as to cover the flank of the reinforcements being sent from the besieging forces at Tobruk). The German armored infantry assembled at Sidi Azeiz is granted freedom of movement. If it looks as if the Allies are going to breach the line between Fort Capuzzo and Sidi Azeiz, they will have to be moved back.

Allied turn

Situation

The Axis forces is being heavily pushed on the Trigh Capuzzo. Our forces are in some disarray but in sight of the first line objectives. The enemy will have no time to prepare entrenchments and chances are we’ll be able to “unhinge” him seriously on the Sidi Azeiz flank. Enemy stragglers are being rounded up south of Fort Capuzzo, an effort which is being pursued with a minimum of forces. The area southeast of Fort Capuzzo is very vulnerable, covered in depth by the units engaged in mopping up.

Orders

- 6th New Zealand will continue the assault into Sidi Azeiz and hold the left flank against strong enemy units. The “back door” will be cleared by the reconnaissance battalion and support units.

- 1st Tank will exploit the left flank and the breach created at the “back door,” with a secondary mission to support the southwest flank of 6th New Zealand.

- 4th New Zealand will assault enemy units covering Fort Capuzzo, holding the enemy south of that location.

- 5th New Zealand will continue to mop up the enemy isolated in our rear and threaten the enemy between Sollum and Fort Capuzzo.

- 5th Indian will break the enemy’s center between Sidi Azeiz and Fort Capuzzo and rush one Battalion northwest to cut the enemy line of retreat there.

- 7th Indian will mop up stragglers and advance one Battalion to occupy Fort Capuzzo.

- 11th Indian: 1st Battalion will assault Sollum; 3rd Battalion will follow up the assaults; 2nd Battalion will mop up enemy stragglers around the Halfaya Pass entrant.

- Corps dummy units will pin down stragglers until further notice.

TURN 4

Axis Turn

I have retreated units from west of Sidi Azeiz and have moved the reinforcements that just arrived to that area—but I may already be toast. If I can plug the breach and hold until morning, I may have a chance; if he breaks through any further and my strategic retreat doesn’t stop him, the game is over.

Allied turn

After Action

The assault at the “back door” failed again and my units are quite fatigued with morale at rock bottom. The Sollum assault failed, the enemy sending one Italian battalion in as reinforcement. The advance to Fort Capuzzo also failed and the enemy launched a night attack at one of my battalions north of that position. Sidi Azeiz has been firmly secured, the enemy withdrawing towards Bardia and the center. The stragglers in my rear withdrew north towards

the Fort Capuzzo/Sollum gap. The enemy tried to clear my 5th New Zealand Battalion covering the gap. He was, fortunately, unsuccessful.

TURN 5

Axis Turn

My opponent continues to push me back. Although my tactics of layered retreat have slowed him, he has breached the escarpment gap/Sidi Azeiz/Fort Capuzzo line. I’m attempting to move my mechanized German units to a line of defense between the escarpment, Fort Capuzzo, and Sollum. If only I can get there and hold until morning. . . .

Allied turn

Situation

The fatigued units by the “back door” will be withdrawn to recuperate, a fresh tank Battalion occupying their position. The enemy has two dummy Panzer Battalions on the other side of the escarpment, probably digging in. I don’t think that he will try to issue from there in strength.

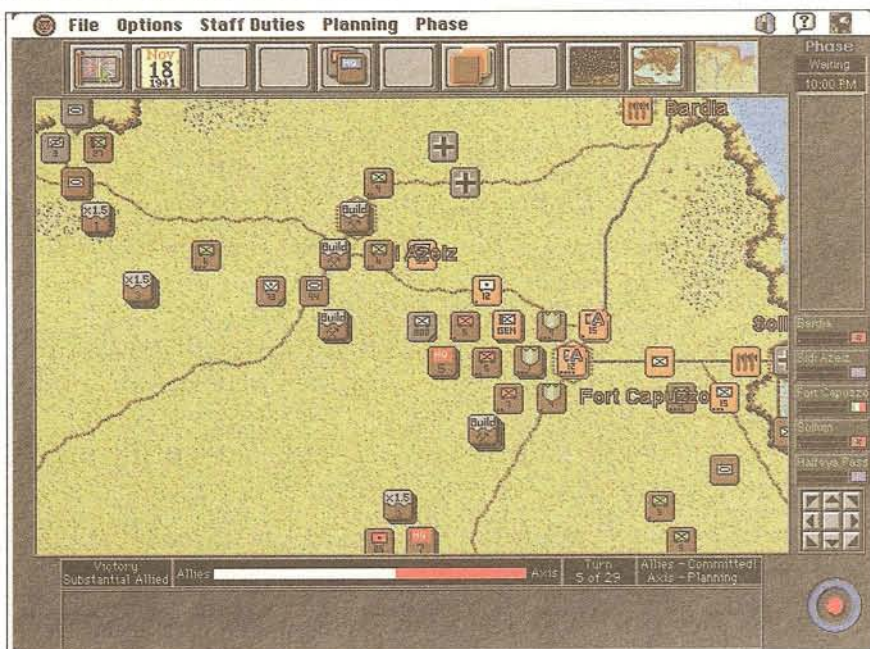
Orders

- One battalion of the 6th New Zealand and an AT company will advance and turn the Sidi Azeiz flank eastwards toward Bardia. Units in and around Sidi Azeiz are digging in.

- 1st Tank will stay in reserve around the “back door” and Sidi Azeiz and prepare to meet enemy thrusts in that area. Fort Capuzzo is protected by two weak Italian battalions and will be assaulted by the 4th New Zealand Battalion south of Fort Capuzzo. One AT company will follow up to Fort Capuzzo.

- The 11th Indian brigade will rest south of Sollum and advance one battalion to the Fort Capuzzo/Sollum gap. The 5th New Zealand Battalion there will finish off one of the stragglers. All effort will be expended to take Fort Capuzzo this and the subsequent turn. Sollum will be sealed off in due course.

- The 5th Indian does have a nice opportunity to counterattack the extremely fatigued



Turn 5 shows the German positions at 10:00 P.M. on Day 1.

enemy west of Fort Capuzzo. However, this is not critical and I do not wish to fatigue them at this juncture.

- The last remaining straggler in my rear will be assaulted by the 5th New Zealand Battalion.

One might say that I am acting conservatively around Sidi Azeiz and correctly so. I do not wish to attempt enveloping maneuvers before my heavy artillery is in position and ready to support operations. I calculate that the enemy will be feverishly digging in before Bardia, exhausting himself, whereas I will be relatively fresh for the coming day.

Commentator

As the sun goes down, we find the remnants of the Italian infantry in trouble. The Allied player has allowed them no respite, and his aggressive early movement has rendered the Axis effort at fortifying the Sollum/Fort Capuzzo/Sidi Azeiz/north to the escarpment line a failure.

German reinforcements will provide the Axis player limited possibilities. He must hold onto Fort Capuzzo, although it looks to be impossible from his present position. The infantry holding the town is much too weak to withstand the heavy armored Allied infantry surrounding it. Relief is too long in coming, as the main Axis reinforcements do not arrive until morning.

The Allied attack has been pressed home with great vigor. The move to split the Axis forces in half was prudent and will serve to weaken both areas of possible German counter attack.

Although the Allied commander has taken the initiative, the scenario is far from over.

TURN 6 Axis turn

My mechanized units got to the breach and plugged it for now. I am retreating some of the surviving forward units to the front of the units now digging in. I have set my artillery units to "counter battery," but don't want to waste any strength that I'll surely need in the very near future. He took the line, but if I can hold out for reinforcements, I'm going to take it back. I'm digging in now and preparing as best I can for morning.

Allied turn Situation

The enemy is everywhere fatigued and in weak positions. He will have to patch everywhere on his crumbling front. Sollum is holding out and probably digging in. If he has reinforced Sollum with his best units, it could prove a tough nut to crack.

Orders

Our units will hold for the night, except for the stragglers in our rear, which will have to be assaulted. One Battalion from 1st Tank will back up the fatigued 6th New Zealand Battalion north of Sidi Azeiz.

After Action

One enemy straggler went into an ambush south of Sidi Azeiz, and another was severely mauled in a night assault by the 5th New Zealand. No major moves.

Commentator

During the night, an Allied attack on the important city of Fort Capuzzo was successful. This was accomplished by an anti tank company and three strong infantry battalions. It is a very big blow to the Axis.

The digging in that occurred during the night by both sides was very prudent, as Field Marshall Irwin Rommel would say, "Sweat is cheaper than blood."

The Axis commander, although under much pressure to regain the Sidi Azeiz/Fort Capuzzo/Sollum line, is not beaten yet. Most of his strong German motorized infantry and heavy reconnaissance units are intact, if a little fatigued.

If the Allied commander continues to push the Axis line (especially the weak Italian units), then this could be a long game for the Axis; but if he gets conservative, things might change. The best defense is a strong and determined offense.

TURN 7 Axis turn

REINFORCEMENTS! Help has arrived. I'm going to assign two of the units to the escarpment gap to help resist any attempts he will make to breach it. The remainder I'm sending to the eastern front and will assign them to the Fort Capuzzo area in preparation for my attempt to push him back and retake the fort. I have reassigned several units to DAK to help with supply (I should have done it at 0200 hours but was so concerned with the night attacks that I missed the opportunity). This turn will get me in place for my push to Fort Capuzzo. I sent my air units (in addition to artillery) in for several attacks in the Fort Capuzzo area to weaken the enemy in preparation for attacks at 1000 hours.

Allied turn

All units are rested, refueled and ready to resume the offensive. The grand plan is to go straight at his jugular, smashing his center and bypassing Sollum, thereby isolating that place for later assaults. I will try to eliminate the "back door" while there's still time, and keep the 1st Tank in reserve. They are still weak after yesterday's efforts. I hope to employ them as soon as the "back door" is secure.

Orders

The enemy has entrenched in front of Bardia with his German reinforcements, leaving the Italians in the lurch.

- The Italians scattered in front of Fort Capuzzo will be smashed by 5th Indian and 7th Indian, who are well poised for the assault.

- 6th New Zealand will keep up the pressure and be sure to guard the area north of Sidi Azeiz.

- 4th New Zealand is quite fatigued, and will follow up toward this afternoon and, if possible, assault during the night.

- 5th New Zealand will seal off Sollum and finish off the last stragglers.

I have plenty of artillery up front and the situation looks very promising. It will be interesting to see how the enemy will handle multiple threats, especially to the "back door" and the southern

Bardia fortification. The enemy is critically short of artillery, and any counterattack from him will surely flounder against a wall of fire.

After Action

This morning's assaults resulted in clear-cut (although inconclusive) results at several points. The back door was again assaulted with great slaughter on the Jerry Recon battalion desperately holding the exit. Several stragglers to our rear were finally polished off by the 5th New Zealand Brigade. The central sector saw some action too, but there were no advances there.

TURN 8 Axis Turn

I have ordered two major attacks in the area north of Fort Capuzzo in hopes of killing off some of the Allied units and preparing my units for a swing towards Fort Capuzzo. Additionally, I am reinforcing the units in the Sollum area. I have ordered massive artillery support and air support in both of the attacks. I have high setup odds—I need success!

After Action

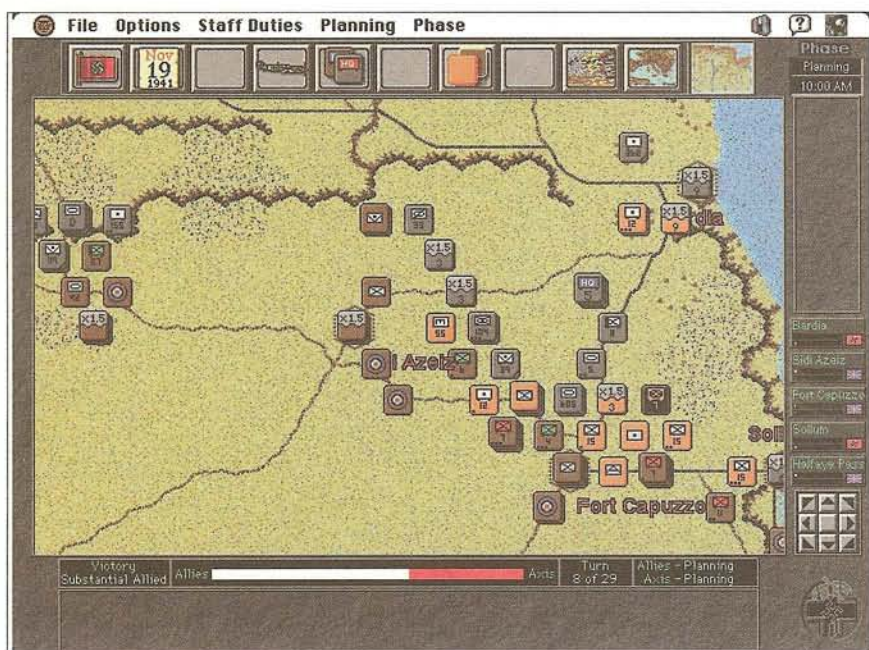
My ordered attacks in the Fort Capuzzo area were marginally successful and did nothing to stop his advance. My reinforcement of Sollum was not successful and opfors have gained a superior position in that area. I am afraid that I will not be able to hold Sollum.

Allied turn Situation

The advance in strength towards Bardia, so gloriously forecasted a couple of hours ago, will most certainly meet with fierce resistance as the German reinforcements have arrived. Fresh enemy units have appeared both by the "back door" and in the central sector. I think enemy aims are to cover the "back door" in strength but not to sally forth from there, and to deliver a counterstroke in the central sector. With any luck, the enemy will try to bash through to both Sidi Azeiz and Fort Capuzzo, a task for which his forces surely are inadequate. The enemy is very scattered, having been committed piecemeal to halt our offensive. His Sollum flank is extremely weak and we will attempt to smash through here forthwith. This will also produce a threat to his centrally committed armor.

Our own tactical consideration is to meet the German armor with strong infantry and AT units in the center, covered by heavy concentrations of artillery (I have allocated all the heavy batteries onto his panzers—60 strength points of barrage and 12 of supporting fire), while moving to take Sollum as soon as possible. It's imperative that our forces keep the initiative, always attacking at several places so as to keep the enemy constantly worried about his dispositions. I will accept partial retreats in the center as this will give me an opportunity to envelop his panzers.

I will move up my dummy units toward the back door to give an impression of strength there. I intend to free the 1st Tank as soon as possible and use them along the escarpment north of Sidi Azeiz toward Bardia. Alas, they are still recuperating and will travel in the afternoon at the earliest.



Turn 8 shows the German positions at 10:00 A.M. on Day 2.

After Action

The situation looks very promising indeed. The 6th New Zealand were involved in a very good defensive action east of Sidi Azeiz, doggedly holding on to their position threatening the Axis rear and inflicting punishing casualties on two German motorized battalions (twenty-three percent casualties to my own three percent). On the other hand, the German armor north of Fort Capuzzo inflicted the same measure of casualties on my 4th New Zealand battalion, which retreated in good order. I eliminated an Italian flak battalion east of Fort Capuzzo and advanced to the outskirts of Sollum, effectively sealing off the defenders there.

TURN 9

Axis turn

Wow, an overrun of my artillery unit north-west of Fort Capuzzo. This is not good. My armored units have pushed towards Fort Capuzzo and I have ordered further attacks in that area. However, fatigue levels are high and I don't hold much hope for success.

After Action

Sollum is lost and my artillery and anti-aircraft units there have been pushed behind the escarpment towards the sea. Opfors attached my units at the western gap in the escarpment; we held and were awarded a victory! I have reinforced them and will continue to hold in the morning. The situation in the area of Fort Capuzzo is confused and my units are fatigued. I must retreat and reform my defense further north. That's the plan. Fort Capuzzo is lost for now—maybe forever. I'm in trouble now and will be fighting a defensive war from now on.

Allied turn

Situation

I now have a good opportunity of launching a splitting thrust north of Fort Capuzzo from the west. The enemy is building up strength north of

the Sollum gap, possibly with a view to envelop Fort Capuzzo from the east, which effectively hinders any attempt to turn him there. The enemy armor is easily fatigued and will probably be more or less out of action tomorrow if they continue the assault now. I feel very secure and am not in a hurry, whereas the enemy must act while he still has a reasonable chance of success. I hope that he continues the assault this turn so as to dig himself deeper into the trap.

Orders

I will launch yet another assault on the "back door" in hopes to finally seal off that area and freeing the bulk of 1st Tank. One tank battalion will move posthaste to Fort Capuzzo to discourage the enemy there. Another tank battalion now north of Sidi Azeiz will attempt to overrun

the weak Italian artillery battalion in the center and assist in creating pressure on the enemy before Fort Capuzzo. Sollum will be assaulted by the 11th Indian and 6th New Zealand will keep the threat alive to the enemy's Line of Command north of Fort Capuzzo.

After Action

Last light saw a number of actions which for the greater part, contributed to our ultimate victory. Among the most gratifying result was the capture of Sollum by the 11th Indian Brigade. Remnants of the garrison were pushed north along the coast, unable to escape. On the other side of the escarpment, great slaughter was inflicted on 16/55 Savona in a successful frontal assault ending in a bayonet charge.

Another fortuitous battle raged around Fort Capuzzo, where the decimated 4th New Zealand battalion and AT units managed to lure the German Panzers into a death trap, to be sprung in the morning. The Germans lost heavily to our heavy artillery concentration and are in no position to further threaten Capuzzo.

Our own 44th battalion RTR successfully overran the last desperate defenders of an Italian field gun battalion and is well placed to exert pressure to the German salient, or to reinforce the northern thrust.

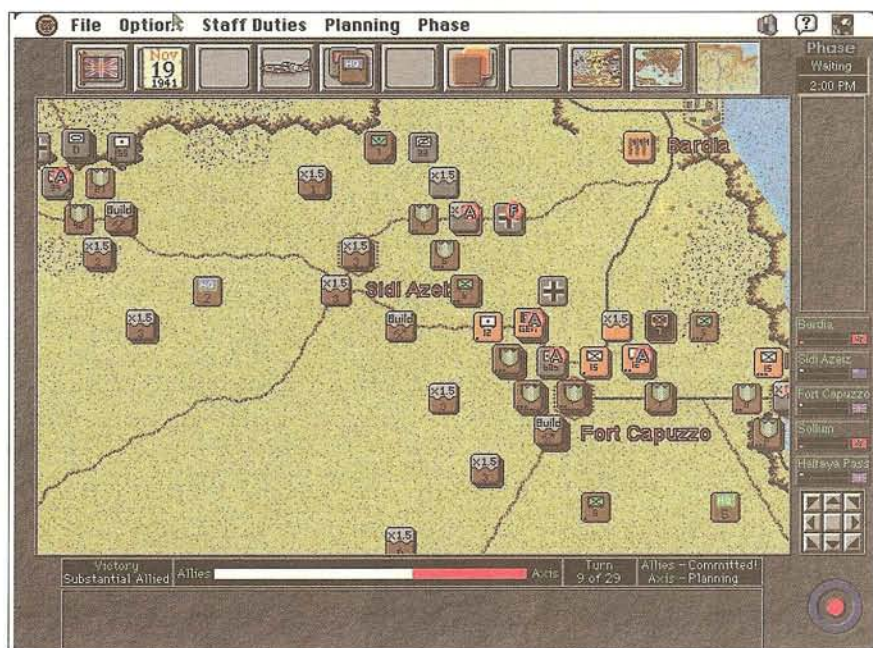
3rd battalion of the 5th Indian (attached to 6th New Zealand), executed a spirited assault on two weak battalions at the northern point of the salient, grinding one of them to pulp.

The final assault on the "back door" was unsuccessful and lost heavily as the Germans were able to insert a fresh battalion.

Commentator

The Axis player has committed too many forces at the escarpment pass west of Sidi Azeiz. He doesn't have enough units left to defend the important Sidi Azeiz/Fort Capuzzo/Sollum line.

The Allied player has breached the German defenses and is set to take Bardia in a coup de main. If he succeeds in splitting the Axis forces



Turn 9 shows the Allied positions at 1400 hours on Day 2.

in two (thereby cutting them off from their supply) they will be easy pickings.

TURN 10

Axis turn

I'm retreating all along my eastern front and will attempt to dig in those surviving units. If he chooses to attack at night. . .

After Action

Retreating continued all along my eastern front. He is attacking sporadically and is using his artillery, which should help me hold until morning. My retreat was slowed by his attacks and it will not help me get into position soon enough to rest the troops.

Allied turn

Situation

Night has fallen over the battlefield. Our forces have thrust well into the German center, threatening the enemy near Fort Capuzzo with encirclement and total annihilation. The Germans very obligingly settled their own fate by continuing the attack toward Fort Capuzzo. It might prove their undoing.

All major objectives save Bardia are in our hands and are highly unlikely to be lost. The overriding concern is how to isolate the enemy around Capuzzo so that the Bardia garrison will not be too strong later on. Our first measure is to continue the northeasterly advance to straddle the German rear. This will be done during the night. The only threat to such a development are the strong German battalions still present on the northern (left) flank of our thrust. These might well be able to "break the crust" and envelop our enveloping units. Therefore, the advance is to be carried out carefully and in strength. Both Axis groups should feel threatened by our thrust, and the first units to fall back must be the northern group. I do not yet have the resources to fully envelop both groups, not until the 11th Indian or 1st Tank are released.

I will hold the "back door" with minimum forces (i.e. the Recon battalion, the machine gun battalion and support units) and release 1st Tank. There will be no more assaults in this area.

The 3/16 Savona will be assaulted by New Zealand troops during the night to clear that area and lessen the risk of the Germans pulling out prematurely.

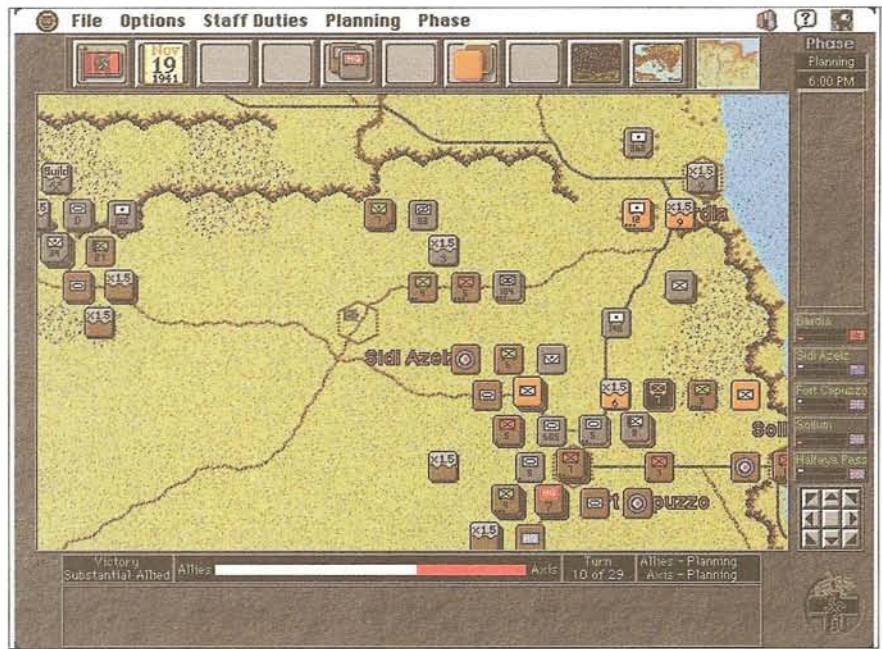
After Action

One insignificant assault on the Sollum flank saw some twenty-five percent casualties to the Italian defenders. They have now been pushed over the escarpment to the coastline. One Jerry AT company on the western side of the salient was eliminated to clear the way for 6th New Zealand advance into the German rear.

TURN 11

Axis turn

The retreat continues. It looks like he is going to dig in on the western front in anticipation of my morning air attacks. I'm retreating into a layered defense in the east. I will not



Night falls on Day 2. The Allies have severely crippled the Axis defense.

attack or use artillery, as they must be rested as much as possible. He continues to press his attacks, although not as forcefully as before. This is his mistake—but he has no choice it appears.

Allied turn

Situation

The Axis forces are in general retreat toward Bardia, having realized the danger to their rear. They have substantial units at the "back door" and seem determined to hold the exit to the desert. However, they will not have sufficient troops for any real threat to develop there. Therefore, I'm releasing the 1st Tank, who will disengage during the night. All other troops in the area will retire to defensive positions.

The reinforced 6th New Zealand Brigade is well positioned to threaten the Axis flank and rear. They will advance during the night so that the enemy will be given no time to entrench himself. In the morning, 1st Tank will be employed here to stiffen the line. There will be no night assaults in the enveloping sector, as they will need to be strong tomorrow.

The isolated German panzer battalion west of Capuzzo should not be able to extricate itself, and will be finished off in the morning. Even if it should succeed in pulling out, it will play no part whatsoever tomorrow.

4th New Zealand, and the entire 4th Indian Division are well rested and prepared to continue the offensive tomorrow. I have every reason to be content with the defensive battle around Capuzzo and look forward to finishing off the enemy at first light.

Several artillery barrages will be delivered during the night to deprive the enemy of rest.

After Action

Several artillery barrages were delivered, some causing casualties up to twenty-five percent. No assaults, but a lot of movement.

TURN 12

Axis turn

My retreat to a layered defense is going well (yeah, right) and some of the troops in the rear and along the front are resting. I was able to successfully reassign headquarter units so supply should not be a problem. I won't be able to dig all of the units in before morning but the layer should be at least three hexes deep from escarpment to escarpment. I am going to send one unit down the eastern shoreline to the embattlement to stop any advance that might occur when my units east of Sollum are overrun in the morning. I fear the battle is lost. Now my plan it just to hold on to Bardia.

After Action

Still retreating and digging in. Defense is the only option now.

Allied turn

Situation

The enemy is in headlong flight toward Bardia and the fortified belt. A few units have been cut off by our forces and several others are badly lagging, presenting us with a splendid opportunity.

Our forces are in pursuit and will deny the enemy his desperately needed rest. There will be no night assaults, as we will need quite a few strong formations in the morning. Units in and around Fort Capuzzo however, will advance before dawn, attempting to catch the rump of the withdrawing enemy.

The tactical situation may seem rosy. The strategic situation, however, is far from ideal. The enemy will have every opportunity to recuperate behind the Bardia fortifications, feeding fresh units into his bunkers for the remainder of the game. He will also have the possibility of achieving local superiority by the "back door" if he chooses to divert thither. It will take a lot of exertion to break through even one bunker and I balk at the prospect.

(Continued on page 35)

HABBANIYA HEIGHTS



ASL SCENARIO G23



VICTORY CONDITIONS: The British win if at game end they Control ≥ seven of the following hexes on board 25: B5, D4, I7, L7, N7, Q6, U4, W7, Y8, CC5 and FF5.

TURN RECORD CHART

△ IRAQI Sets Up First [123]	1	2	3 [△]	4	5	6	7	END
○ BRITISH Moves First [192]								

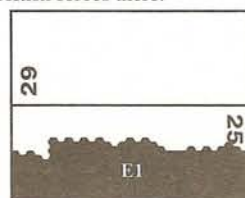
Near HABBANIYA, IRAQ, 5 May 1941: On 1 April 1941, the recently ousted pro-German Prime Minister, Rashid Ali el-Gailini, backed by four powerful Iraqi Army colonels, staged a *coup d'état* against the pro-British Emir Abd al-Ilah who was serving as regent for the four-year-old King Faisal. Rashid Ali, his coup completely successful despite the escape of the Emir to Transjordan, declared himself prime minister once more. Promising publicly to abide by the 1930 Anglo-Iraqi treaty, Rashid Ali opened secret negotiations with Nazi representatives. Churchill, though ignorant of these talks, feared the worst. An Iraqi alliance with the Axis would threaten Middle-East oilfields, the tenuous Soviet supply line across restless Persia, and British shipping to Egypt—as well as create an Axis link with Vichy-held Syria. The British responded by dispatching elements of the 10th Indian Division and the King's Own Royal Regiment to reinforce their garrisons at the Habbaniya and Basra RAF bases, which had been leased to them by the treaty. Rashid, pressured by the four colonels in command of his military, informed the British ambassador that no further Allied troops would be permitted into the country after 28 April. The British defied his ultimatum, and on 29 April Iraqi troops moved to surround the RAF airfields. Within two days, nearly 9000 Iraqi soldiers, supported by British-built armored cars, were firmly established on the 200-foot high Habbaniya Ridge which dominated the British airbase in the desert to the north. On 30 April, after placing the base under siege, the Iraqi government demanded the surrender of British forces there.

BOARD CONFIGURATION:

BALANCE:

△ Iraqi ELR is "2".

○ The initial Base NVR is "2".







Elements of the 2nd Iraqi Legion [ELR: 1] set up on board 25: {SAN: 3}



 1 3-4-7	 C 3-3-6	 2 2-2-7	 3 5-1	 4 8-1	 5 7-0	 HMG 3 6-14	 MMG 2 4-12	 LMG 1 2-7	 NTR 2 51 [2-11]	 ? 7 morale
--	--	--	--	--	--	--	--	--	---	---

10 15 3 2 2 2 12



 ART M7 1 84*	 ART M7 1 114*	 AA M3 2 76*	 Foxhole 5 1S OVR, OBA: +4 Other: +2
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6

Enter on Turn 3 along the east edge of board 29:



4

Elements of the 1st Battalion, King's Own Royal Regiment [ELR: 3] enter on Turn 1 along the north edge of board 29 (see also SSR 5): {SAN: 2}



 1 4 ² -5-7	 2 4-4-7	 3 9-2	 4 9-1	 5 8-0	 6 7-0	 dm HMG 1 3P	 dm MMG 1 2P	 LMG 1 2-7	 dm NTR 3 61 Stun	 ATR 1-12
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15 6 2 4 3 3

SPECIAL RULES:

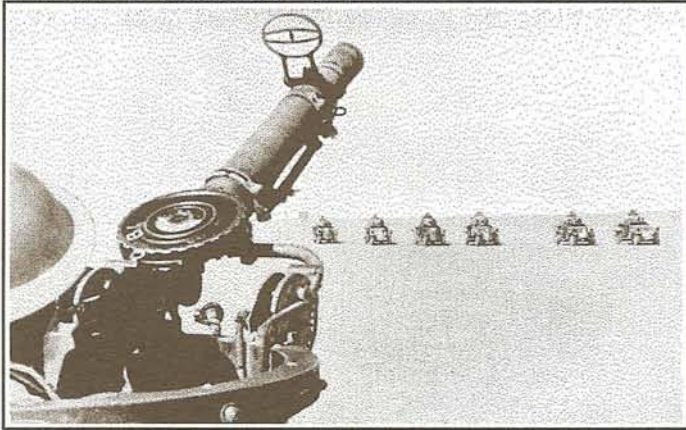
- EC are Dry, with a Mild Breeze blowing from the north.
- Night Rules (E1.) are in effect. The initial Base NVR is "3", with no Cloud Cover and no Moon. The British player is the Scenario Attacker and the Iraqi player is the Scenario Defender. Majority Squad Type for the British is Normal; that for the Iraqi is Lax. A -1 drm applies to each Iraqi Starshell-Usage dr.
- Place Overlay E1 normally on board 25. All buildings are stone.
- Use Axis Minor counters to represent Iraqi Personnel, and British counters to represent Iraqi SW, Guns and AFV. No captured-use penalties apply to either side. Iraqi use of WP is NA.
- Following Iraqi setup, but *prior to* British setup, the British player may make a Recon dr (E1.23).

AFTERMATH: The Habbaniya RAF base was eminently undefendable. Base commander Air Vice-Marshal H.G. Smart, ordered to hold his position, had at his disposal a pair of WW1 field guns, a number of planes but only a handful of pilots, a dozen aged armored cars, some Assyrian militia—and 400 men of the KORR. The Iraqis, far from rushing to overwhelm the two isolated bases, indulged in the age-old Middle Eastern formalities that preceded battle. Smart, however, responded to their offers by bombing and strafing the ridge on the 2nd, to which provocation the Iraqis replied by shelling the airfield. For the next three days the pattern of airstrikes and bombardment intensified. Finally, on the night of 5 May, the entire complement of the 1st KORR launched an attack on the Habbaniya heights following a raid by some Assyrians. The Iraqis, unprepared for such action, were shaken and the British gained a foothold in some abandoned foxholes just as Iraqi armored cars hurried to reinforce the now-fleeing infantry. This uncoordinated counterattack was short-lived, and the British began to move steadily up the steep hillside against sporadic resistance. By daybreak the besiegers were withdrawing from the plateau, leaving behind large quantities of equipment. Five miles to the east of Habbaniya, the retreating Iraqis encountered a column of reinforcements just as Smart launched every possible aircraft to bomb and strafe the highway. When the two-hour RAF attack was over, "the road was a solid sheet of flame for about 250 yards". The day's fighting had cost the Iraqis some 70 vehicles and over 500 casualties. A week later, on 13 May, two British columns invaded Iraq to restore Emir Abd al-Ilah to power.

MOUNTAIN COMES TO MOHAMMED



ASL SCENARIO G24



QASR SHAIKH, IRAN, 25 August 1941: As his role in the Anglo-Soviet invasion of neutral Iran (declared by Churchill to henceforth be called "Persia" in order to avoid confusion with neighboring Iraq), Brigadier Robert Mountain of the 25th Indian Brigade was given the objective of "destroying all enemy troops" in the Qasr Shaikh region, thus securing the flank of the main British column advancing on the refineries and port facilities at Abadan and Khorramshar. Qasr Shaikh itself was a rambling, ramshackle fort serving as a police station. British aerial reconnaissance showed that the Iranians had dug a line of trenches before the fort, but was unable to reveal the strength of the enemy in those positions. Mountain's plan was for a two-pronged assault to secure the strongpoint. Armored cars from the 13th Lancers were to make a diversionary attack from the west, while the 2nd Battalion of the 11th Sikhs would flank the trench line from the south. The distant trenches, unknown to Mountain, were held by a battalion from the elite Pahlavi Guards Regiment, devout Muslims pledged to defend the Shah, and armed with modern Czech weapons. Around 0930 on the morning of the invasion, even as Soviet and British aircraft bombed civilian centers, the turbaned Sikhs dismounted from their lorries and advanced in two columns across the open plain toward the fort.

VICTORY CONDITIONS: The British win if at game end they have amassed \geq four VP more than the Iranians. Casualty VP are awarded as per A26 [EXC: values for prisoners and captured vehicles are not doubled]. In addition, each Controlled Trench hex is worth two VP, and Control of Building 26G6 is worth four VP, at game end.

BOARD CONFIGURATION:

BALANCE:

Exchange the Iranian 9-1 for a 9-2.

Game length is 9 turns.



28	26
S5	X4
S8	
S3	D6
	H6

TURN RECORD CHART

IRANIAN Sets Up First [195]	1	2	3	4	5	6	7	8	END
BRITISH Moves First [318]									

Elements of the Pahlavi Guards Regiment, 1st Infantry Division [ELR: 2] set up as per SSR 4: {SAN: 3}



4 ¹ -4-7	2-2-7	9-1	8-1	8-0	7-0	MMG 3-6-12	MMG 4-10	LMG 2-7	7 morale	Trench DVR, OBA: +4 Other: +2
21	3			2		2	4	10	16	



Iranian Gendarmes set up in/adjacent-to hex 26G7 (see also SSR 3):

3-3-6	7-0
3	

Elements of the 2nd/11th Sikh Regiment [ELR: 4] enter on Turn 1 along the south edge of board 28: {SAN: 2}



4 ² -5-8	4 ² -5-7	10-2	9-1	8-1	8-0	dm MMG 3PP	dm MMG 2PP	LMG 2-7	dm MTR 25mm
6	24				3				



Elements of the 13th Lancers enter on Turn 2 along the west edge, on/north-of hex 28M10:

26-1-0
4

SPECIAL RULES:

- EC are Dry, with no wind at start. Light Dust (F11.71) is in effect.
- Place overlays as follows: S5 on 28E8-D8; S8 on 28K8-J7; S3 on 28P5-Q5; H6 on 26W8-W7; D6 on 26M5-M6; and X4 on 26G6. Hammada hexes represent sparse patches of salt-marsh grass; all Hammada hexes are in-season grain that is also Inherent Terrain (B.6).
- To re-create Fort Qasr Shaikh, place one Crest counter in each of the following board-26 hexes such that the center-rear arrow points to hex 26G7: F6, F7, G8, H7 and H6. The Crest-covered hexsides together represent a continuous wall (B.9). Overlay X4 represents the gatehouse and barracks, is stone, and may not be Bypassed.
- Use Axis Minor counters for the Iranians. Prior to setting up units, the Iranian player must place one Trench counter in each hex of the following two Hex Grains: 28O1-28H4 and 26O10-26O3. One Iranian 4-4-7 must be placed in each trench. Remaining units of the Pahlavi Guards must be placed in trenches in any manner desired. No Iranian unit in a trench may voluntarily exit from beneath that Trench counter until an unbroken Iranian SMC has a LOS to a Known enemy unit.

- No Quarter (A20.3) is in effect for both sides. British units may conduct Masacres (A20.4).

AFTERMATH: In the Sikh vanguard was Major Colin McVean and Company C, which soon ran into intense automatic-weapons fire from the trench line. The Iranians were not only protected by their earthworks, the Indian view was obscured by the thick stands of coarse marsh grass and scrub prevalent in the area, rendering the Indian counter-fire ineffective. These same grasses also forced the Iranians to fire blindly, however, and despite the heavy fire the Sikh losses were relatively light. Meanwhile, the armored cars of the Lancers had been stopped when they ran into soft sand which screened the Iranians' left flank. With one car bogged, and both the troop leader and his driver seriously wounded, B Squadron made a wide loop to drive to the support of the slowly advancing Indians, kicking up clouds of fine dust to further obscure the field. The Sikh companies cautiously leap-frogged forward as the enemy switched their fire from one column to the other. Finally, a Sikh platoon, somewhat ahead of the rest, reached the trench line and leaped into close combat—but the sergeant and his sepoy were overwhelmed, and their lifeless bodies were thrown back out of the trench. This enraged the rest of the Indians, who stormed the trench and engaged in no-quarter, hand-to-hand fighting. When the Iranians began to surrender, a full-scale massacre was averted only by the heroic actions of the wounded McVean and other British officers. Some 60 Iranians had been killed and another 300 captured (mostly wounded), for 25 Indian casualties. The now-unprotected fort surrendered formally at noon, after a few minutes of close-range fire from circling armored cars.

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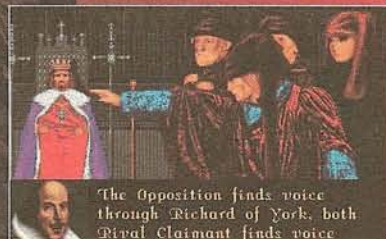
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1. "You white folk have got your last klick out of Junior!"

2. "No bastard ever won a war by dying for his country. He won it by making the other poor bastard die for his country."

3. "To be a good soldier, you must love the army; to be a good commander, you must be willing to order the death of the thing you love."

4. "I love the smell of napalm in the morning—it smells like victory."

5. "I learned after Stalingrad: natural body oils, combined with dirt, can make you waterproof."

6. "These are great days we're living bro's. We're jolly green giants walking the earth—with guns. These people we wasted here today are the finest human beings we will ever know. After we rotate back to the world we're gonna' miss not having anyone around worth shooting."

7. "You know our standing orders: out of commission—become a pillbox; out of ammo—become a bunker; out of time—become heroes."

8. "Come on, be a pal; be a father to your men. Come down off that cross of yours, close your eyes, think of England and pull the trigger. What do you say, sir?"

9. "I ain't a goin' to war. War is killin' and the book's agin' killin'. So, war's agin' the book."

10. "The Russians never take a *dump* without a plan, son."

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Comments _____

SERIES REPLAY...(continued from pg. 30)

After Action

A few stray shells came bowling over and were returned in due course, causing slight casualties and some overturned jerricans.

Commentator

The reassigning of units, especially artillery units, to HQs in a lower supply state can release supply for the forward fighting troops. Artillery requires a lot of supply, and by putting one HQ into minimal supply and attaching some artillery battalions and companies to that HQ will allow the player to up the supply level of the battalions at the front.

It seems that that is what the Axis commander is doing, and it is a sign of an experienced commander.

TURN 13

Axis turn

Time for the Fox to strike back with two major attacks planned with relatively high odds.

After Action

Only one of the attacks was successful, and so the continued war of attrition will continue with the eventual demise of the Africa Korps in the Bardia area. The body count will be high on both sides.

Allied turn

Situation

The enemy is continuing to fall back in disorder toward the safe haven of Bardia. He is extremely weak after the abortive assaults of yesterday, compounded by the need for withdrawal during the night. I seem to have caused some measure of obstruction to his movement by a solitary 4th New Zealand battalion, who occupies a forward position south of Bardia (this unit is out of supply and will have to retreat if attacked). This unit will be reinforced in full strength, moving the main battle north. All our might will be directed to destroying the enemy outside his fortifications and continuing the assault to the end.

Orders

The enemy isolated in our local pincer movement south of Bardia will be dealt with immediately. Five major assaults are planned for this turn, four of which have overrun attacks by the 1st Tank plotted through them.

The last survivors of the Sollum garrison will be finished off by the 11th Indian.

- 11th Indian will also send two strong battalions north toward the southernmost pillbox at Bardia.

- 5th New Zealand will travel to Sollum to accept the surrender of the enemy remnants, should there be any left following my assault there.

- 5th New Zealand will then be employed by the "back door."

- 6th New Zealand will hold the northern flank and assault isolated enemy posts. They are being reinforced by AT companies and the 1st Tank Brigade.

- 5th Indian will butcher the enemy caught in the open and then advance north. 7th Indian will mangle the isolated panzer battalion and then advance north.

- 4th New Zealand will hold the southern flank pending the arrival of the Indian brigades.

- 2nd New Zealand divisional troops will hold the area around the "back door" and see what happens. Medium bomber support has been called in on the enemy there, who seem to be lacking in supply.

The main plan for today's operations is to break the enemy plan south of Bardia and hopefully capture the southern pillbox. I will also try to move one brigade north between the escarpment and the western Bardia defenses if the situation looks promising. I will observe closely what happens by the "back door" and be prepared to launch a drive there too. I'm beginning to believe that two brigades and a lot of artillery could succeed in breaking through. I haven't had the troops to spare until now. Perhaps 11th Indian is better employed there than against the pillboxes?

After Action

The Sollum stragglers were finished off by 11th Indian, wiping out three enemy battalions in one savage assault. One of the enemy's best panzer battalions was seen abandoning its blazing tanks west of Capuzzo. The survivors would not surrender and were shot resisting our advance. Meanwhile, a major Stuka attack fell upon the unprepared 44th battalion RTR, causing thirty percent casualties. This foul attack could not, however, stop the combined 5th Indian Brigade and 6th New Zealand Brigade from dealing a proper blow at infantry stragglers south of Bardia: one assault caused fifty-nine percent casualties, the other wiped out an Italian engineer battalion. Following this bitter action, the German 33rd Recon battalion launched an assault at our northern flank. This assault met a fusillade of small-arms fire, causing the Germans some thirteen percent casualties.

Commentator

As the sun sets on the second day of OPERATION CRUSADER, the action around Bardia has forced the Axis forces into full retreat. If the

Allied commander stays aggressive he will win. The lack of an early cohesive defense, and the over-commitment of forces at the escarpment pass has spelled disaster for Rommel's Panzer armee. The Allied player has not missed many opportunities, and he should be commended for his aggressive command.

TURN 14

Axis turn

My opponent now commands the battlefield. I have planned one attack to attempt to relieve two units north of Fort Capuzzo, but the likelihood of that working is small. Additionally, I'm dispatching two infantry units to the embattlements south of Bardia along the sea. If I don't get there, the door to Bardia is open.

After Action

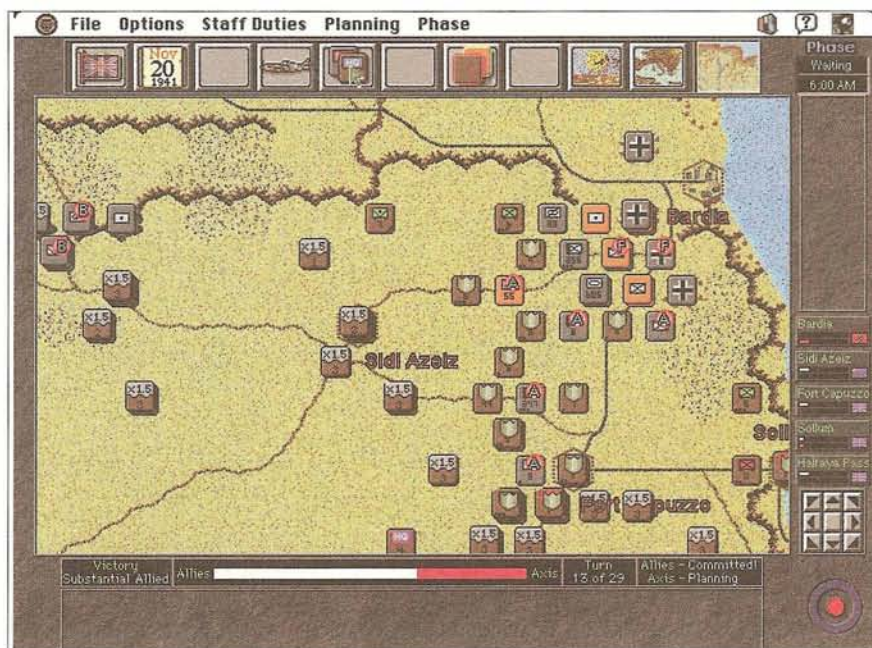
Hmmm, I was able to retreat the two units that were encircled north of Fort Capuzzo and get them back within the defensive line. My Italian infantry unit got to the embattlement south of Bardia before the Allies! That door is closed for now. He attacked with some fervor all along the front, but most of it went for body count.

Allied turn

Situation

The enemy is desperately trying to salvage his straggling units south of Bardia where a battle of annihilation is proceeding. He has several strong formations left, who will surely be found in the redoubts. The Axis commander is now fighting for his life, not for Reich or Victory. He can have no illusions about regaining Sidi Azeiz, Capuzzo or Sollum. His units by the "back door" are in full supply and quite impossible to shift. My only hope there is that he will sally forth, or strengthen his Bardia front with some of those units.

(Continued on page 60)



Turn 13 finds the Allies knocking at Bardia's door.



ARDENNES BREAKTHROUGH II

Suggested Opening Moves for the German Player

By Randy Heller and John B. Grant, Jr.

In Volume 7, Number 3, Randy Heller presented a German opening move for the original version of BATTLE OF THE BULGE that seriously challenged the "concept of the Bastogne myth." With the assistance of John B. Grant Jr., Randy returns with this article to present an opening move for the new Smithsonian version of the game. It was this opening move that helped him win 1st place in the BULGE '91 Tournament at AVALONCON '92 and '94.

INTRODUCTION

By the end of 1944, the Third Reich was apparently on its last leg. Although the Germans still had ten million men under arms, they had sustained devastating losses. In France alone, the summer and fall of 1944 had seen the loss of nearly one million German soldiers and by this time, Germany had also sustained a series of crippling economic blows. With the territorial losses went irreplaceable resources such as Rumanian oil and a reduction in the labor pool. Unknown to the Allies, the resilient German armaments and war production was able to reorganize, disperse, and increase the efficiency of German manufacturing. So successful had this program been that despite Allied air attacks, most aspects of German war manufacturing actually reached peak levels of production in the fall of 1944. In late Summer 1944, the Nazis "combed-out" all remaining able-bodied men from the Navy, Luftwaffe, and administrative staffs to raise a replacement army of approximately 25 Volksgrenadier Divisions.

With this new found army and weapons, Hitler decided to try one final gamble.

On December 16, 1944, Hitler launched a desperate all-out attack against the Western Allied front in the Ardennes. The Allied military leaders felt that this area was such an unlikely target, especially in mid-winter conditions, that they had placed only battle-weary and untried divisions to defend it. At the least, it was with great lack of foresight that the Allied generals should have been blind to the possibility that Hitler might try to repeat his 1940 success—in the same location. This conflict, better known as the Battle of the Bulge, is one of the most popular wargaming situations in the history of the hobby. It has all the key ingredients for success: an initial defense, accompanied by a husbanding of forces, followed by an aggressive counterattack.

Avalon Hill has taken a fresh approach with the release of the Smithsonian Institution version of BATTLE OF THE BULGE (B91). Designer S. Craig Taylor Jr. focused on two key themes in this design: (1) The destruction of enemy units is as important (if not more so) than the capture of territorial objectives, and (2) supply—without supply, a unit is virtually impotent, unable to move or attack. As the game progresses and the Allied player receives reinforcements, this will work against the Germans. The innovative "German Fuel Supplies" rule will make it more difficult to keep the German Army in supply, particularly when it enters the upper half of the game board. However, these per-

ceived handicaps of the German player can be turned around and used against the Allies during the first few critical game turns.

THE OPENING MOVE

Within a matter of days, the German Army was expected to reach and cross the Meuse River as the first phase in the drive to capture the port of Antwerp. The result would be to cut the Allied forces in two and isolate four armies in the North from their supply base: US 1st, US 9th, British 2nd, and Canadian 1st. The success of this plan required a quick breakout and distribution of enemy forces (i.e., a brilliantly executed attack that paralyzes the defense so effectively that the Allies would be unable to provide a coherent line of resistance).

The following suggested opening move should be used with all Optional Rules except 17d) **Alternate Setup**. In the majority of cases it will result in the destruction or unsupplied status of eight of the 14 "at start" Allied Units. The Allied player will need iron nerves, skill, and lucky weather die rolls to avoid a debacle and a decisive German victory.

Positions of the German Army After the Initial Move

6th Panzer Army	hex
Peiper (-)	W5
Kampfgruppe A (Peiper)	W4
Kampfgruppe B (Peiper)	X4
1SS	V5
12SS	V3
12th VG	Y5
3 Para	X6
326th VG	X2 (no fuel)
277th VG	W2
272nd VG	V1

5th Panzer Army	hex
2nd Panzer	V13
116th Panzer (-)	V9
Kampfgruppe C (116th)	V9
Kampfgruppe D (116th)	V8
Panzer Lehr (-)	V10
Kampfgruppe E (Lehr)	V10
Kampfgruppe F (Lehr)	U12
18th VG	Y8 (no fuel)
62nd VG	Y6
560th VG	W11 (no fuel)
26th VG	U11

7th Army	hex
5 Para	U13
352nd VG	V14
276 VG	X16
212th VG	X15

Miscellaneous Units	hex
Commando I	V6
Commando II	X7

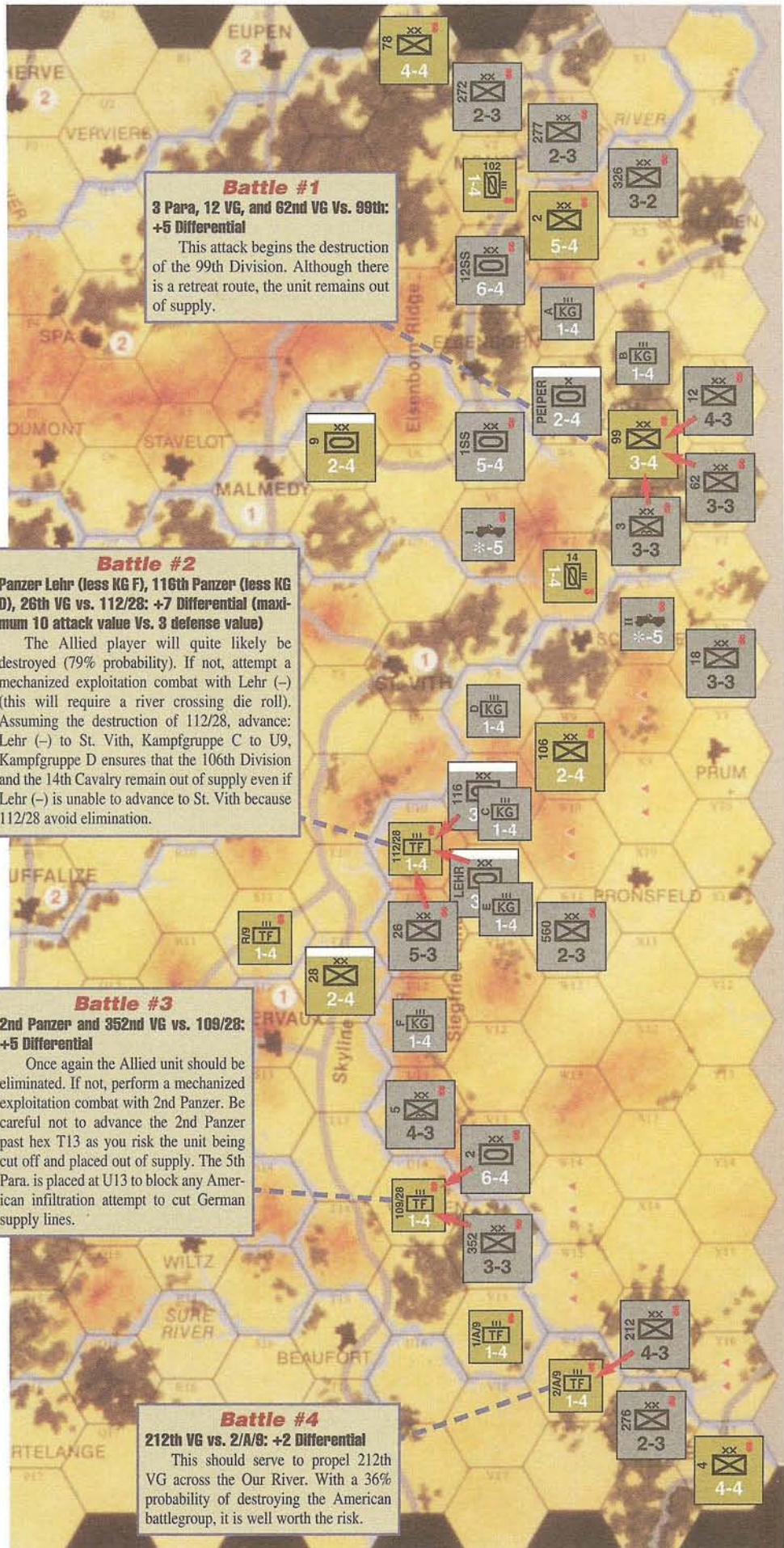
COMMENTARY

In the north, the result is that only the 78th Division and the 9th Armor (-) are able to move in the Allied turn. The 14th Cavalry, 102nd Cavalry, 2nd and 99th Divisions are all out of supply and unable to move or attack (unless the Allied player gets lucky on his air availability roll and has two air factors available to remove one unsupplied marker). The Allied choices are desperately limited. One response is to use a TF from the 78th in hex U2 or U3 to open a supply line to the 102nd Cavalry and the 2nd Division. However, the German armor and infiltrating infantry along the north edge can continue to keep these units out of supply.

The German player should eliminate the 99th Division over the next two turns, then turn his attention to eliminating the 2nd Division. These tasks will occupy several infantry divisions, but can be expedited by using arriving German reinforcements. Meanwhile, the Panzer spearheads should drive hard for Malmédy and Spa. Eupen should be taken by infantry infiltrating along the north edge. The Germans need to balance attacks with infiltration to ensure that forward momentum is maintained, American units are surrounded and left unsupplied, and German supply lines are protected.

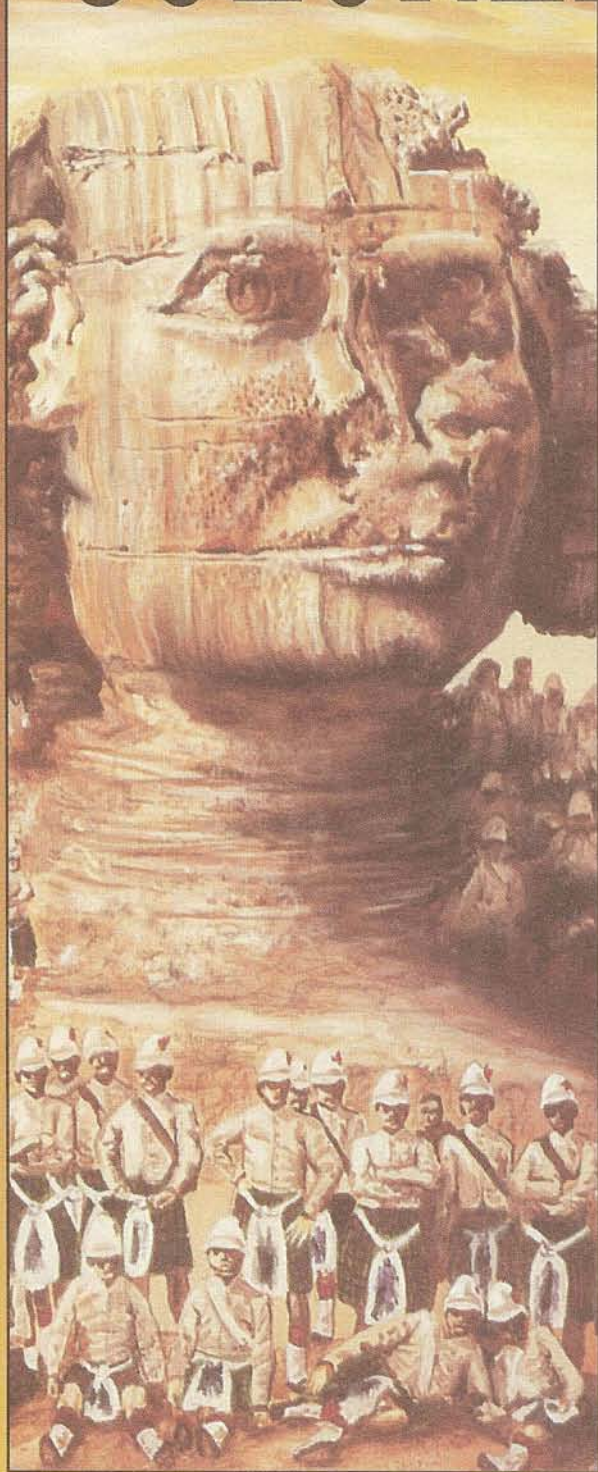
In the center and south, the Our River line will have been breached in three places and St. Vith captured all by the end of the first day. After assisting with the destruction of the 14th armored cavalry, 18th VG should join 560th VG against the 106th Division. The Allied player will be hard pressed to slow you down in the center. Kampfgruppe F (Lehr) will prevent the Allies from crossing the Our River and threatening your supply line. If he decides to remain on Skyline drive or defend Clervaux with the weakened 28th Division, amass the maximum attack using mechanized exploitation movement. Advance aggressively, but by all means assure a supply line to your spearheads so they are not placed out of supply by infiltrating American task forces.

The net result of this attack plan is to leave the Allies with inadequate troops to form a defense on December 16. The 4th Infantry can move along the southern edge, but will not reach any useful blocking position due to the zone of control costs imposed by the 276th VG (and possibly the 212th). Task forces from the 4th could cross the Our and reach hex Y14 (or the 4th itself could reach Y13), but these positions will achieve very little and result only in the loss of the 4th Division or its TF in short order. The Allied player will have to muster a defense from the reduced 28th Division, two or three units of the 9th Armored, and the 78th Division. Only the 78th has task forces available. Either a weak line will be created, (subject to heavy attack on December 17 with mechanized exploitation following), or large tracts of territory will be yielded while the Allies fall back to positions just outside of attack range of the Germans. Either way, the Germans will be poised to exploit significant advantages on the 17th before Allied reinforcements begin to arrive. Forward to the Meuse and hold the reins loose!



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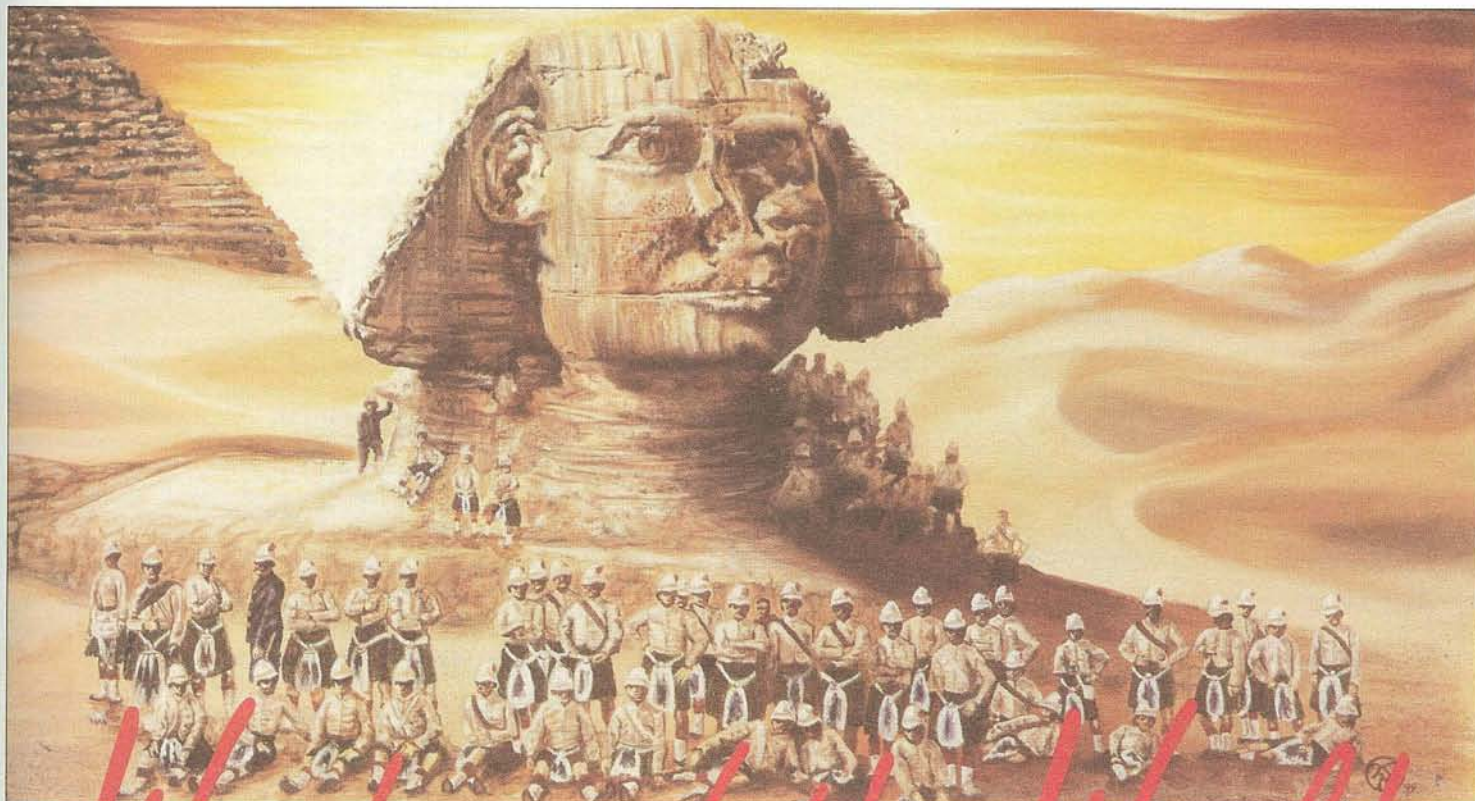
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Wonders of the World

A Colonial Diplomacy Preview

By Dr. Peter Hawes

For most game designers, the publication of their first game is a momentous occasion. But few are as dedicated as Peter Hawes, the designer of our newest multi-player boardgame COLONIAL DIPLOMACY. The good doctor flew all the way from Australia to witness its "pre" release at AVALONCON '94. The trip was well worth the taking, as Peter was smothered with positive comments such as "great game, just what DIPLOMACY fans needed" and "it should have been done years ago." Many of these DIP fans also wondered how we had kept the project a secret for so long. Some wonders of the world are best kept secret. In this article, Peter takes us from coast to coast with the colonial powers that fought back and forth across the world in the 19th Century. From the Middle East to Japan, the flag of colonialism rides high.

No DIPLOMACY (DIP) variant has been released since MACHIAVELLI, and many "purists" don't even consider it a true variant (with garrisons, plague, famine, rebellion, assassinations, and bribery being added for color). Many enthusiasts of the original DIP game were starting to feel like forgotten Arlo Guthrie, when WWII and ACW gamers were being served up a smorgasbord of new titles to satisfy their insatiable appetites. All this changes, I'm proud to say, with the release of

COLONIAL DIPLOMACY, a multi-player game of grand strategy set during the height of European colonialism (1850-1910). It is a beautifully presented game with the impressive box cover artwork immediately capturing the "feel" of the 19th Century. Indeed, the imposing spectre of the Sphinx representing the centuries old culture of Egypt, surrounded by the conquering British troops, is but a microcosm of the world at large during this period. Nearly half the world's population in Africa, Asia, Persia, the Indian subcontinent, Manchu China, and the East Indies were brought under European control.

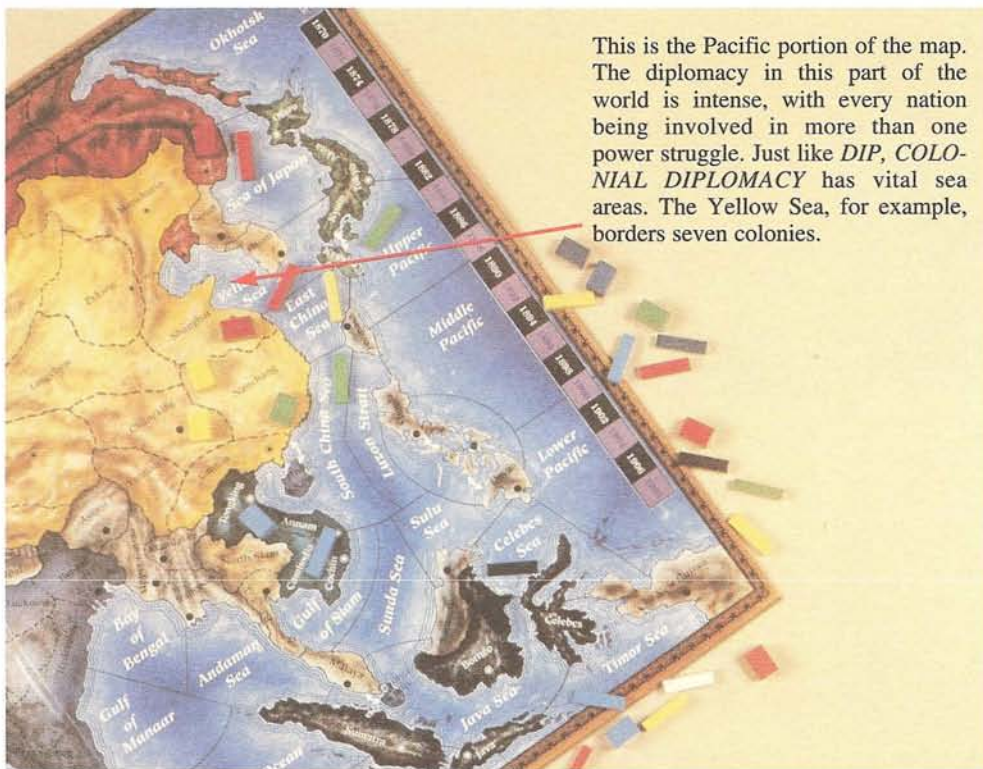
Before I move on to explaining why I chose the colonial period for my design, an overview of the game's components are in order. The mapboard is a real eye-catcher. It is both a gamer's and cartographer's delight that brings life to the playing surface. Unlike the topographical DIP map, the major powers are color-coded so national boundaries are easily distinguished. The much missed wooden blocks have returned and new conference maps have been added with province abbreviations written on them to simplify order writing. With new names such as Tabriz, Krasnoyarsk, Shiraz, Nanchang, Cebu, and Sunda Sea, a simplified order writing system was needed. All this not only makes play easier, but creates an aesthetic that I (and many others in the hobby) felt the original DIP components lacked.

THE HISTORICAL SETTING

I chose the colonial period for two reasons. First, the period is well suited to a game where expansion and empire building is achieved largely through diplomatic channels. For example, when the interests of the British and Dutch East India companies clashed, Britain kept India; in return, Dutch autonomy over the East Indies was recognized. Similarly, the Persian Gulf oil states were "diplomatically" carved up between Russia and Britain. Second, the Colonial Period had a monumental effect on world history. It reshaped both ancient cultures and national boundaries. It dragged Manchu China and feudal Japan out of their isolation and forced them to recognize western civilization. The Meiji Restoration resulted in a Japan that learned quickly from the westerners. By the end of the 19th Century, Japan had become a military and economic power to be reckoned with (as the Russians discovered at the battle of Tshushima in 1903).

TIME FOR A NEW CHALLENGE

Why did I design COLONIAL DIPLOMACY? Well, it all started in 1988 in Brisbane, Australia. By that time, I had been a gamer for nearly 15 years. Games like CIVILIZATION, BRITANNIA, and in particular DIPLOMACY, were among my favorites. After many years of negotiating backwards and forwards across the European board,



This is the Pacific portion of the map. The diplomacy in this part of the world is intense, with every nation being involved in more than one power struggle. Just like *DIP*, *COLONIAL DIPLOMACY* has vital sea areas. The Yellow Sea, for example, borders seven colonies.

and feeling that I had mastered the “Lepanto,” “Churchill,” and other openings, it was time for a new challenge—a challenge in which all the familiar elements of negotiation, grand strategy, alliances, simultaneous movement, and the inevitable backstab would be present.

A *DIP* variant was the obvious choice, and given that there are in existence around 900 “home-made” variants in the *DIP* variant bank, it was clear that thousands of other gamers felt the same need. No *DIP* variant had been officially published and shelved for the masses, and not everyone has access to the variant bank. Besides, playing a “home-made” variant on an amateurish mapboard just doesn’t feel the same. A published variant was definitely my goal.

Besides achieving a well-balanced game set in an interesting period of history, there were two further objectives: (1) design a more historical game than the original abstraction of seven generic powers starting with identical forces, and (2) design a game involving more units. More units, hopefully, would create an even more challenging game with a greater number of strategies and alliance options (to appeal to non-*DIP* players as well as the real die-hards).

THE MAJOR POWERS

There are seven major powers in *COLONIAL DIPLOMACY*: the British Empire, French Indo-China, the Russian Empire, the Dutch East Indies (Holland), the Ottoman Turkish Empire, Manchu China, and Imperial Japan. Although other European powers and the US had colonial possessions, these seven powers were by far the most important players of the period. The biggest challenge for me in choosing these powers was deciding how to balance their strength values. I wanted to avoid the Italy, Germany, Austria syndrome of *DIP*. These central powers have the worst defensive options because of their location. Statistics on *DIP* con-

firm the poor defensive record of these three with Austria being eliminated in almost half of all games played, closely followed by Italy (which is regarded as “the poor man of Europe”). Therefore, the central powers of *COLONIAL DIPLOMACY* (Britain, Manchu China, and French Indo-China) had to be strong, and the colonial era was well suited for this. Britain was the largest colonial power; thus, it starts with six units in play. Manchu China, being a true “home country” (not merely a group of colonies garrisoned by foreign troops) starts play with five units. France is well positioned among the Southeast Asian “knot” of colonies. It only starts with three units but has good potential to grow (being close to a number of supply centers). These central powers were designed to be strong, but not too strong as to devour the peripheral powers like Turkey and Holland (three units) or Japan (four units) without the need for negotiation or alliance. For example, initial playtesting saw Britain taking all its possible builds early, allowing it to “take out” Russia or Turkey right away. This, in turn, caused an immediate retaliatory alliance between Russia and Turkey which could then take the British out. Too many power plays too early. So, Britain was weakened slightly, a supply center was placed in Rumania, and both Russia and Turkey were given a Black Sea fleet. These changes encouraged Russia and Turkey to negotiate with Britain for support. The end result was a very balanced contest.

HOW DOES IT COMPARE WITH *DIP*?

The mechanics of order writing, movement, conflict resolution and the adjustment of the number of military units is identical. If you’re a seasoned *DIP* player, you can sit down and begin play immediately. The differences in *COLONIAL DIPLOMACY* are not in mechanics but in the initial set-up, the number of starting

units, and the number of available colonies (i.e., supply centers).

Set-Up

The initial set-up in *DIP* has the starting units all grouped together. In *COLONIAL DIPLOMACY*, Russia and Britain have units that aren’t grouped together. Russia has an east and west front (two armies and the Black Sea fleet in the west, one army in Vladivostok and one fleet in Port Arthur). Britain has three units in India and fleets in Aden, Singapore, and Hong Kong. Such an over-stretched empire will be quite unusual for seasoned *DIP* players.

Supply Centers

The number of “supply centers” on the board is 58 compared to 34 in *DIP*, but the ratio of colonies to total spaces is similar (48% to 46% respectively—the *COLONIAL DIPLOMACY* board has 125 spaces). As the game progresses and each player’s forces grow to eight or nine units, the potential number of strategies and moves each turn increases. Hence, there’s more to worry about as play goes on. This makes for a more complex and challenging game.

In *DIP*, there are 13 available supply centers, with each power having (more or less) uncontested claim to one each, leaving six centers to fight over. The strategy, of course, is to gain control of these easy builds by the first “counting” turn to increase the number of units under your control. This is not always the best policy however in *COLONIAL DIPLOMACY*. For some powers, it’s far more beneficial to forego the easy builds and try to take a more distant colony before another power does so. For example, Japan, French Indo-China, and the Dutch East Indies are equidistant from the Philippines. But, if colonies like Fusan, Seoul, and Sakhalin (for Japan), and Ceylon and New Guinea (for the Dutch), and Malaya and Hong Kong (for France) are taken on the first “counting” turn, opportunities are then lost in the Philippines which contains three supply centers.

INCREASED STRATEGY OPTIONS

COLONIAL DIPLOMACY has 29 available colonies at the start of play. This means that each power has a variety of different strategies available. Will you send your units in one direction, or two? You’ll have to weigh your decisions carefully. Each power has choices to make.



Britain has four different directions it could expand. It could:

1. Take an army and fleet from India across to Arabia and the Red Sea, combining with the fleet in Aden to attack Sudan, Egypt, and then Turkey.
2. Move northwest out of India into Kashmir, Punjab, and the Persian Gulf oil states. The fleets in Aden and Bombay can be used to “bottle up” the Turkish fleet coming down the Red Sea or the Persian Gulf. If Turkey is an ally, this option leads to an all out attack on Russia or, at the very least, the supply centers of Kashgar and Tashkent.

(Continued on pg. 56)

AVALONCON...(Continued from pg. 24)

advantage with ten wins out of 15. This was a marked change in fortune from the preceding year in which the Rebels managed to win only ten of 19 games.

The top five players from each side advanced to the semi-final round which was a round robin of the same scenarios played in the Preliminaries. The Rebels scored one win and four draws in Bentonville, but only two wins each in Bull Run and Pea Ridge while losing three in each. The final paired Mark Giddings' Rebels against the Union of Dennis Culhane in Gettysburg. Both players took risks which were penalized by demolished units that ventured out on a limb. Culhane's Yankees almost won the first day, but Giddings' Rebs staged a strong comeback, only to concede at the end of day 2 with most of his strength gone. Even so, the Gettysburg final had taken 13 hours and dragged on while most of the attendees were well on their way home. Lesson learned; don't expect to see Gettysburg among the scenario choices next year.



GM Charles Kibler explains TV WARS in one of the Juniors' Tournaments.



If nothing else, A5A provided more fuel for one of my pet peeves. Among the many subjects the various GMs debate in our Quarterly GM Newsletter is whether players should be allowed to participate in more

than one event at a time. The official answer is—and always has been—no. Yet, more than a few GMs take it upon themselves to ignore this convention rule and allow judicious scheduling to work things out to accommodate players' preferences. What harm can come from it? Well, in the case of *ACROSS FIVE APRILS* and *CIVIL WAR*, the same player qualified for the final game in both events and had to pick one to forfeit the championship round. Dennis Culhane, the defending champion of *CIVIL WAR*, opted to forfeit that game to do battle in the A5A final. Fortunately, Dennis won or he would have been left to contemplate how he blew two championships in a single game. My point, of course, is that winning a championship by forfeiture in the final round is not a very satisfying experience and would have been avoided had the respective GMs chosen to enforce the convention rules before the impasse arrived.



AFRIKA KORPS GM Joe Beard made his fourth and final stewardship of the venerable classic a productive one by successfully defending his championship with a win over Scott Goehring. Joe Johnson, Mark Gutfreund, and Phil Evans provided the earlier opposition and fell in succession to the Arizonian's experienced panzers. Phil Evans took third, and Ivan Lawson fourth. The final round was bizarre to say the least. On the July 1, '41 turn, Scott miscounted the range of the incoming Allied reconnaissance and ended up losing both German panzer regiments to a British soak-off/supply capture attack. At this point, thinking he had the game in the bag, Joe left the table to fetch a celebratory beer. When he returned, he was greeted by the sight of a successful 1-2 Axis attack on Tobruch. With Tobruch now in Axis hands and Scott very much back in the game, the match turned into an attrition race between both pygmy armies to see who would buckle before the November '41 reinforcements arrived. In the end, the game hung on the balance of an Axis 1-1 which, had Scott rolled a D-Elim or Exchange, would have given him the British Home Base and the game. He didn't, and Joe Beard got to retire gracefully from the desert sands having successfully defended his championship. Although Joe may give a pre-tournament clinic next year, he is now moving on to other challenges which is bad news for somebody.



The *B-17s* of the Eighth Air Force returned to the skies over AVALONCON for the third time with 32 bombers, including two piloted by returning champs Frank Alexander (1992) and Kevin Coombs (1993). The targets were the shipyards of Le Trait (8/24/42), the shipyards of Rotterdam (9/7/42), and the railroads of Rouen (9/15/42). Although the missions were shorter than in previous years, and air cover was provided to the target, losses were still heavy with 19% of the planes unreparable. Once the missions were completed and the pilots debriefed, it became clear that Kevin Coombs had managed to repeat as champion. His "Hit & Run" has been one lucky piece of hardware. He again dropped 60% of his bombs on all three targets. Alexander's plane "Top Cat" did not fare so well—being shot down during the mission to Rouen and placing 20th overall.

Veteran pilots Paul Risner and Sylvain Larose placed second and third, respectively, in their planes "Red, Red Robin" and "Lafayette." Newcomer Jonathon Squibb in "Have a Nice Day" broke a tie for 4th place with Tim Letzin in "Pony Express" by having a slightly better overall bombing accuracy. Rounding out the prize winners were Kim Bryant in "Rosebud," Ed Okimoto in "Linda Lou" and Barry Grabow in "Lay-Z-Day." Returning pilots can expect tougher sledding in '95 as rumors of a return to German air space are rife.

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Despite the lack of a presidential election year, *CANDIDATE* continued to grow—drawing 39 entrants to vie for the AVALONCON presidency. Bruce Reiff took his fifth plaque back to Ohio in four years by topping the field.

He must be trying for a complete set as his wins have come in five different games. Rounding out the finalists were Ed Schwarz, Marcus Foster, Steve Nicewarner, Mike Foster, Jeff Barnum, Debbie Foster, and defending champ Joe Bellas in that order.



NAVAL WAR rebounded with 30 entrants which ranged in age from 12 to the newly-grandfathered GM John Sharp. Reflective of present Navy conditions, gender barriers were broken with five female contestants gracing

the combat vessels. The preliminary round was played to a length of just 75 points but still resulted in games of five hands in the hotly contested opening round with the sound strategy of "bashing the leader" in evidence throughout. Jimmy Fleckenstein, James (his father), Greg Mayer, Neil Fedin, and Kevin Quirk advanced to the Final by winning their opening game. John Ellsworth, the highest scoring second-place finisher was added to round out the field.



The B-17 room is full of pilots.

Young Jimmy started out well, scoring 28 in the first hand but faded to third. Greg Mayer made his bid in the second hand, increasing his score to 59, but ended up second. In the end, though, James' total of 79 at the end of the third deck garnered top honors. Kevin Quirk took fourth. Like many of AVALONCON's top GMs, John Sharp is making an attempt to stay in touch with his players and will be contacting them before next year's tournament. He plans to design special naval epaulets and stars as prizes. Anyone wishing to be added to John's mailing list of *NAVAL WAR* aficionados should write him at his 4701 Hamlet Grove Dr., Sarasota, FL 34235 address.



Not to be overwhelmed by the 130-player *ASL* event taking place in the same room, 15 *SQUAD LEADERS* went at it in three preliminary rounds to select eight who would advance to Single Elimination. All three of

the first day's undefeated players were knocked out in the Quarter-Final round. In the Semi-

Finals, Peter Pollard's Germans narrowly defeated Muncy, PA's Chuck Leonard on the final dice roll of Guards Counterattack. In the other game, Allen Kaplan of Howell, NJ was decisively beating the Russians of Eric Stranger in Scenario 2, but ultimately lost when a fire in the Tractor Works spread sufficiently to deny the German's Victory Conditions.

Scenario 1 was again the choice in this most basic of *SQUAD LEADER* contests for the final round. The Guards of North Canton, OH's Eric Stranger won the day over Peter Pollard of St. Augustine, FL to take home his first AVALONCON plaque.



Having finished tied for second in Thursday's qualifying round, Ray Rooks of Baltimore went on to win *STONEWALL JACKSON'S WAY* by defeating Mike Arnold and Patrick Duffy in Saturday's elimination round. He then topped Bruno Passacantando in the final. Drawing nearly as much attention were the combined games of *SJW* and *HCR* which ran concurrently with the tournaments of the same name. The North and South split the first two contests. The tie-breaker game had to be called for lack of time without a clear cut winner.



SUPERSTAR BASEBALL used a double elimination format to crown Randy Cox's Braves the winner with a 6-1 record. Randy lost the championship game in the winner's bracket to Mike Garton's Reds and had to battle back through the loser's bracket for a rematch. In the process he dispatched Marcel Triunfol's Phillies and Rich Post's Cubs who finished fourth and third respectively. Randy was thus faced with the prospect of not only having to win a doubleheader from the Reds, but to do it with a depleted pitching staff since his team had played while the Reds rested. With only one of his top four pitchers available for the doubleheader, Randy went with his fifth starter, Johnny Sain. Sain won in a 9-1 blowout. That set up a winner-take-all game with Kid Nichols outpitching Bucky Walters 5-3. Kid Nichols pitched well enough to be named tournament MVP and beat Jim Maloney for the title. The Injury rule was invoked this year and resulted in Rabbit Maranville being lost for 20 games. I guess he can return to action at AVALONCON 1999. Randy's brother Roger was again rated one of the top six GMs for his job in this event.



THIRD REICH dodged a bullet when veteran GM Dave Bowman and his son were unable to attend. However, their loss worked to the event's advantage when a perfect field of 16 posted for the opening round under the direction of Assistant GM Michael Mitchell. The Roswell, GA native made a clean sweep of the field with four Axis wins by edging the Hoffman brothers of Carrollton, TX who took second and third, and Julian Giles of Great Britain who took fourth. The Axis won ten of 15 games.



TITAN players enjoyed a double dip this year as a separate two-player tournament was held to complement the multi-player version. The 26-player field for the Single Elimination event included two past AVALONCON multi-player champs. Paul Goliwas of Mt. Ranier, MD proved the top Titan in head-to-head competition, besting Michael Pustilnik (second) and past champ Kevin Quirk (fourth). Gerald Lientz finished third. The decisive battle in the final saw Michael Hydra's legion storm a tower containing Paul's Titan. When Michael's hydras failed in a direct attack on the enemy Titan, Paul was left in a dominant position.



Apparently the only thing Ron Fedin needed to get over the hump in *TPS* was the absence of comic relief in his annual win over yours truly. By not taking my usual bashing on the Volga this year, Ron was able to concentrate on more serious matters and finally went the route in *TURNING POINT: STALINGRAD*. The first round saw the Germans take four out of seven games as well as such unusual events as eight-out-of-eight rubble setups, three first-day passes by a German, one-turn Russian nights, and a German loss while holding 12 Victory Point areas. However, following the first round, the Germans were never beaten again.



Stonewall Jackson's Way meets *Here Come The Rebels* in a combined game orchestrated by Ken Lee.

The best first round game found Tom Oleson's Germans in control of 12 VPs against 1992 champ Byron Stingley only to have the Russians break through and isolate the entire German flank. Thought I taught you that lesson already, Tom. Stingley's reprieve went for naught however. After beating defending champ Tom Johnston in the second round, Stingley didn't answer the bell for the third round. He went AWOL to play *BREAKOUT NORMANDY* instead. Johnston advanced in his stead and met his demise again at the hands of Fedin in the Semi-Finals while Henry Jones was dispatching Sean Finnerty in the other Semi-Final. The final pitted perennial bridesmaid Fedin in a game rehearsed many times previously back in Moon Township, PA against his neighbor and frequent opponent Henry Jones. Both wanted the Germans and bid accordingly with Ron almost regretting his—taking the final necessary VP on a last turn attack in a marathon

nine-hour game. Ron made it a double win of sorts by breaking into the Top Six GM circle for his work in this event.



Bruce Young proved 1993 was no fluke when he successfully defended his *UP FRONT* championship by going undefeated through ten rounds of Double Elimination play. It continued an amazing string of victories for the South Carolinian who—over the course of two years—has won 24 straight games and four tournaments stretching from his 1993 victory in *ATTACK SUB* to his eventual loss in that same event this year. By winning back-to-back *UP FRONT* tournaments, Bruce has claimed the only repeat championship of a prestige event (50+ entrants) in AVALONCON history. The only blemish on his otherwise perfect record was a tie against Don Hawthorne which he grabbed from the jaws of victory when he failed a morale check with a Morale 5 rifleman while attempting to infiltrate as the deck ran out. Jeff Paull of York, PA finished second, Mike Mahady third, and Ray Stakenas Jr. fourth.



The *WAR AT SEA* tournament drew its smallest field ever, but there was no drop off in quality of play. Led by newcomer John Pack who rode herd with his Mediterranean strategy, the Allies reversed earlier trends by winning 56% of the games played. The Axis had won 61% of the games played in the event previously and were the overwhelming choice when bidding for sides. Although 60% of the games were played with no POC handicap, one third of the POC bids were for the Allied side including the final three games of the tournament. In two of those, the Allies overcame POC handicaps to justify their bids and advance to the final. Only one game was won directly by the POC bid. The old order gave way, as all three top seeds, including two-time champ Bruce Monnin, finished 3-2 and failed to qualify for the semi-finals. There, newcomer John Pack of Santa Clara, CA (who also had the dubious honor of facing the toughest schedule in the field), faced Michael Knautz of Brookfield, WI while PGG master Phil Rennert took on another Californian in noted *GENERAL* contributor Ray Freeman. In the end, Rennert proved he could skipper battleships as well as tanks by adding a fifth plaque to his quartet of PGG trophies as his Axis forces coasted to victory over Pack's Allies.



The *WRASSLIN'* field was also reduced (albeit to a convenient number of 16) by its early morning scheduling opposite so many prestige events. The field ranged from the uninitiated to the uncowed (designer Bruce Harper and the developer, yours truly). This year, each player selected his own team of three wrestlers ranking in value from 14 (Hot Cocoa) to 26 (the Whammer). No team could consist of more than 60 points.

The best Preliminary matchup featured Harper vs GM Charles Kibler. Proving that great minds think alike, both had selected identical teams and even arranged them to appear in the same order. Having dispatched the designer in the first round, Kibler then made short work of the developer in the second by ousting *moi* without breaking a sweat when The Champ succumbed to a Pin with a Reverse still in his hand. Another Greenwood, daughter Tara—the 1992 champion—also fell in this round to Jim Fuqua of Detroit, who was trolling for his fifth AVALONCON plaque. Our heroic GM then took the measure of Fuqua in the Semi-Finals. No-one can accuse this GM of taking the easy road to his first AVALONCON plaque...no sirree.

But what's this? Who else has made it to the finals? So far our hero has dispatched the designer, the developer, and the convention's leading event winner. Who can possibly stand before that kind of momentum? Just little Megan Brophy—who played in and failed to win—the Juniors version of this event. Chuckee must have been day dreaming about where he was going to hang that plaque because his first wrestler Sampson got his hair sheared by the youngster in record time. "Not to worry" thought Chuckee as he brought in Baby Face Harpo to face the Happy-Go-Lucky youngster. Alas, it wasn't Harpo's day either with scarcely a defensive or Recovery card in sight. At this point, our pre-teen had acquired Chuckee's attention. As his last resort, Manly Mike entered the ring against a still unbruised Kimono Lizard. The sound of his knees knocking could be heard throughout the room. Manly Mike recouped enough of the GM's honor to defeat the Lizard but was then done in by a fresh Big Daddy. Little Megan Brophy was the champ—with a wrestler still untried in reserve.



At 11 AM, the convention's biggest event got underway as ASL began the first of six Swiss rounds to determine the 1994 champion. The event set attendance records for the fourth straight year by drawing 130 players. The big names went down early with Bill Conner (11th), two-time champ Mike McGrath (3rd), and '92 champion Perry Coche (15th) all falling in the first day's action. Ultimately, 1993 bridesmaid Gary Fortenberry took that last step and celebrated his appointment as new ASL ANNUAL editor by winning the championship with the only 6-0 record. Omar Jeddaoui of France took second at 6-1 based on strength of schedule. Other 6-1 finishers included Dave Deresinski (Palo Alto, CA), Bob Bendis (Naperville, IL), Rob Wolkey (Spokane, WA), Rich Summers (Washoteh, WI), and Yues Tielemans of Belgium. A local, Steven Peterson of Glen Burnie, MD, took top honors in the Novice Division with a 5-2 record and finished 13th overall. Vic Provost of Holyoke, MA took second in the Novice division while placing 22nd overall with a 5-2 record also. Due to the length of the event, ties had to be broken by strength-of-schedule considerations which were

calculated by GM Russ Gifford upon his return to Nebraska. All 32 winners were mailed their prize certificates a week later.



Another event which keeps getting bigger and threatens to break the century mark is 1830. Three preliminary heats allowed it to draw 84 entrants. Whether the event will continue to prosper following the departure of retiring GM Ken Whitesell remains to be seen. Previous champions Mark Giddings and Dave Harshbarger each won their preliminary heats but could not make it past the second round. Defending champion Robin Barbehenn did advance to the finals and appeared poised to repeat but it wasn't to be. Todd Vander-Pluym of Redondo Beach, CA made his first AVALONCON a great one by managing the B&O and a strong minority interest in the Erie to a very impressive win. Stock values ended significantly lower than other games played over the weekend as the participants engaged in a round of institutionalized stock-trashing early in the mid-game. As a result, the B&M, controlled by John Checchia, topped the charts at \$300 per share. The second tier, composed of the B&O, Erie, NYNH&H, and the C&O all ranged between \$180 and \$240 per share. The PRR and NYC never really took off and ended at \$80 and \$70 respectively. The C&P meanwhile, was left to die and slowly sank to the very bottom to finish the game at \$10 per share. John Checchia took second and Barbehenn had to settle for third. Paul Haaken of Edison, NJ took fourth.



1992 ASL Champ Perry Coche (l) takes on Breakout Normandy designer Jim Stahler in ASL.



Fourteen ANZIO devotees kept this old favorite alive for another year. Invasions were conducted at Termoli, Pescara and Terracina during the 14-game event. In the semi-finals Tom Oleson's bold invasion of Terracina, into the teeth of the 16th Panzer, forced Paul Fletcher to attack in a tense effort to crush the beachhead. When the German offensive failed, it was only a matter of time before the Allied offensive ground out the necessary objectives. In the other semi-final game, John Alsen of St. Paul, MN held off defending champ Mike Sincavage's Termoli invasion by regaining and holding the Sangro River south of Ortona. However, a second invasion at Roma could not be contained

and the Allies blasted north all the way to the outskirts of Grosseto.

The much anticipated final, a rematch of '91 champion Tom Oleson, most recently of Italy, and twice-defending champ Sincavage, proved to be a first round KO as Mike's Allies swarmed north from their Termoli beachhead when a surprise high odds attack resulted in breakthrough movement which could not be contained.



The *ADVANCED THIRD REICH* field grew 60% to 32 players. In addition, past champion Conrad Struckman and other members of the design team dropped by to kibitz in a Global War demonstration game featuring the linkup to the much anticipated *RIISING SUN*. Newcomers Jason Moore and Brian Conway took top honors with a perfect score resulting from decisive victories in both rounds. This year's results refuted prior complaints that play balance is biased in favor of the Axis. The thirteen Barbarossa scenarios divided 7-6 in favor of the Russians. Four of the eight campaign games resulted in Allied decisive victories.



PAYDIRT attracted 16 coaches to its Double Elimination tournament. Players bid for teams to overcome the natural bias of the statistically-accurate team charts. The minimum bid for each team was its power rating. Shades of Las Vegas! It's not whether you win or lose, it's whether you beat the spread! Mark Potter's 49ers completed 27 of 33 passes for 329 yards and a 61-yard TD pass to overcome Mark Mitchell's 15 point spot with the Chargers for a 35-19 win. Thomas Campbell finished third and Jim Bell fourth.



With only 14 entrants, the *STORM OVER ARNHEM* tournament was not large but it made up in quality what it lacked in numbers. The top four AREA rated players reached the Semi-Finals. James Fuqua (the '92 champion) advanced with a decisive German victory over Chicago's James Doughan using a northern advance. Defending champion Steven Koleszar won a decisive British victory over Trevor Bender despite losing the east side of the bridge on turn 2.

This set up a rematch of the '93 finals. Thus far, the standings were even with six wins for each side and all VP bids were either 0 or 1. Steve's Germans did not gain their first VP until turn 4, but used the time wisely, building several northern kill groups. The VP marker climbed to 3 on turn 5 and 8 on turn 6 as the German onslaught gathered momentum and forced a concession on turn 7. Steve's successful defense of his championship denied Jim Fuqua his fifth plaque.



The *AUCTION* competition grew 400% from its inaugural running last year by attracting 32 players. Never underestimate the pulling power of a short game and a late starting time. The Final pitted Ken Gutermuth (Clinton, NJ),

Marcus Foster (Dallas, TX), Bruce Reiff (Powell, OH) and Cathy Kratz (Pocatello, ID). For Cathy, it was an exercise in frustration as fate stalked her every move. Jewelry sold for 100%, but the bank refused to pay. Cathy bought it back for \$660. She sold it again for 100%. Again, the bank refused to pay. It was bought for \$600. Cathy sold coins for 75%. For the third time the bank refused to pay. The fourth occurrence of the bank's cheapness soon followed. Meanwhile, Marcus declared for the win, but Ken had more money. Bruce finished third, denied a chance for his sixth plaque.



BULGE '91 was marked by improved play balance in the tournament scenario with the Germans winning but six of twelve contests. The final pitted past champs Kevin McCarthy's Germans against Randy Heller's

Americans in a seesaw contest that turned into a struggle of position with large isolated pockets. Timely counterattacks saved the day for Randy and allowed him to reclaim the championship.



The *FORTRESS EUROPA* tournament featured many tightly fought matches with nearly every game decided on the final German die roll. In the final, two-time defending champ Michael Newman of Colrain, MA needed

to safely drop his paratroopers on the Allied mulberry (a 50% likelihood) to win over John Grant. The Stamford, CT gamer had invaded along the beaches running from Le Havre to Dieppe which were defended by several infantry and coastal defense units and two panzer divisions. John was able to capture a strongly defended Le Havre with a 3:1 +2 attack, weather a third week of June storms, and capture Paris in early July. It was at this point that Michael's Germans attacked the mulberry to win the game and the championship. Not content to wait till next August for a rematch, the two are already engaged again via E-mail.



WATERLOO, on the other hand, drew 18 players while continuing to stave off the ravages of father time. Helping inflate the field were no less than three father-son duos as the next generation continues to make its presence felt.

The special tournament scenario that adds an extra 7 PM turn to each day again resulted in a balanced tournament with the French winning eight of 15 games. Defending champ Larry Lingle fell in the second round to Chuck Stapp. The

Semi-Finals were a bloodbath with 126 factors eliminated on turns 2, 3 and 4 near Ligny Creek in one contest. In contrast, the Final was a long drawn out affair between veteran players as past champions Rob Beyma (PAA) and Joe Beard squared off in a tense match that was finally conceded to the French as the convention drew to a close.



TV WARS grew a resounding 333% over 1993 in attracting 40 players. See what happens when I win a tournament? Everybody thinks its easy pickings and wants to horn in on the act. In truth, there were many beginning play-

ers present and one such saved my bacon. The preliminary round was the hardest of the three I was to play that evening and by all rights I should have been the first player eliminated. I had started the game with a terrible selection of shows. On the other hand, the other veteran player at the table, Michael Anchors, had great shows—including Shoegun—with which he proceeded to win one Ratings War after another. Meanwhile, little Donnie Poormouth was doing his best to convince the others that a three-vs-one campaign was needed if Michael was to be stopped. Gradually, the others saw the wisdom of my counsel and Michael's corner of the board became decidedly lonely. Nevertheless, he nearly pulled it off as we circled the board time and again without landing on any shows to put into production while Michael continued to reduce our numbers with one Ratings War after another. On three different occasions I faced eviction with but a single show. Once I was saved when my crummy 40 point show was spared by a Critics Choice which reduced a competitor to an even lower score. Twice, my temporary allies could have put me out by stealing my last program—but instead chose to continue our alliance by grinding down Michael. In a resounding about face, Michael was the first one out when a few well-placed Emmy Awards and our combined attentions finally did him in. At that point, we were all near elimination but I was able to secure the Super Bowl, the Olympics, and the Pre-Emption tile to again stave off defeat and win a game that I had virtually no chance to win.

The Semi-Finals were about as uneventful as the first game was memorable. This time it was I who had the great shows and a quick succes-



Joe Beard (R) en route to his Waterloo victory.

sion of Ratings Wars delivered me to the Final in near record time. The Final was a different story for there—eyeing me with blood in his eye—was Sean Vessey—father of little Lauren who I'd beaten in last year's finals—out to avenge his daughter, no doubt. And it looked like he would too because he started with great shows and proceeded to frequent the Sponsor space like he owned it. Again, fate took a hand in the form of an unusual game. Although Sean had the best shows and the most money, there were no bonuses of any kind appearing in this game. I controlled the only Stars and the Emmy and Critics Choice/Viewer's Views simply did not get into play much. As long as this condition persisted, it was a simple matter of using my Star bonuses to claim top status in each Ratings War. My only hard choice came when I dodged a bullet by bracketing an opposing Emmy on a 120 minute show by splitting my two Sit Coms in the first and last slots of the evening. This time it was I who refused to put shows up for bid—using Michael's tactics from the first game. Fate was kind to me this night. Poor Sean was put out of the game despite having more cash on hand and I had my third plaque—albeit not in a “manly” game.



TYRANNO EX used three qualifying heats to increase its field to 21 players and certainly got my vote for the best prepared GM. Will Wible provided typeset house rules, official scoring sheets, and framed finalist certificates

which featured full color player shields, animal cards and the AVALONCON logo. I suspect some players were more interested in these unique secondary prizes than they were in the plaque. The scoring system encouraged people to play multiple times with cumulative scores used to determine the four finalists. Carolyn and Tom DeMarco made it a family affair by both advancing to the Finals along with Kathy Hitchings and Nick Watkins. Tom won with 68 points, followed by Kathy with 66, Carolyn with 64, and Nick with 60.



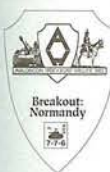
FACTS IN FIVE was the last event of the evening and got underway with five tables, each with a full complement of five players. The first few rounds were standard fare, but as dominant forces began to emerge at

the tables, the groups reacted differently. At one table, Luke Kratz made a dramatic comeback, defeating Chandler Braswell 172-90 in the final heat of the first round to take the match by a slim eight points. Conversely, Mark Hunter's table decided the evening needed livening a bit, so they submitted such categories as “Words, English” in the final heat. One table was so close that it took a full ten minutes to recompute the final scores, as the top three contestants were separated by only two dozen points.

When all was said and done, the final looked remarkably similar to last year's, with three returnees at the last leg again. But, none of those would take the crown, as Eric Olin of East

Haven, CT dominated from the second round of the final match. In fact, Eric displayed phenomenal abilities at this trivia game by averaging 167 points out of a maximum of 250. Defending champ Luke Kratz came in second, and the world's meanest school teacher, Stephanie Greenwood, took third. The most exciting race was between Steve Cameron and Mark Hunter to see which would be eliminated from the merchandise credits (and, in Steve's case, lose that last Team point). Steve pulled out fourth by a narrow ten points in the final heat to surge ahead by six as the gun sounded. The fateful answer was Steve's "Jeanne Dixon" as a Living American Writer, his only validated answer in that category. Mark could have matched him had he been able to conjure up even one American Civil War Military Figure, but alas he's not an ACW buff. How many could you have gotten beginning with the letters S, D, F, W and U? Michael Schloth, my second teammate on Team Doily failed to make the finals so Doily was now characteristically 0 for 2 and threatening to repeat its inaugural shutout performance.

FRIDAY



Friday morning dawned on what would turn out to be my last event of the weekend as no less than 50 entrants from seven countries toed the line for the start of *BREAKOUT: NORMANDY*. Such a large turnout for a new two-player wargame requiring five-hour rounds was unprecedented. It will be interesting to see if it draws as well next year, or whether its popularity can be attributed to the recent hoopla over the 50th anniversary of the D-Day landings. This game was my Team choice for the Doilyites—hey, someone has to play a manly game—so it was down to business for ol' DG. The first day's action was highlighted by my Gomer Pyle-style introduction to Michael Andriakos of Grapevine, TX. Michael's carefully sorted counter tray hit the floor courtesy of yours truly while setting up for the first round. I spent the next half hour scouring the floor for counters and apologizing. Shazam!

The first round eliminated 18 players by advancing the 16 best German and Allied scores regardless of whether they won the game. As the Allies tended to predominate in the early rounds, this meant that some narrow Allied victors didn't make it into the Single-Elimination field of 32. Taking no chances, I won by what for me was a rare breakout. Rounds 2 and 3 were uneventful for me except they set the pattern for my ultimate demise. Everyone soon discovered that I was bidding the standard ten VPs for the Allies each time so I soon found myself playing the Allies every game while my opponent bid nine. While the Allies predominated in the early rounds, the deeper into the tournament we got, the more the Germans won as the weaker players were weeded out. Between skilled players, *BKN* is a well balanced game—with maybe a slight edge to the Germans. Giving up a VP either way for choice of sides is an enormous concession. Thus, I was unwilling to bid anything other than ten but I became increasingly

agitated about giving my opponent the choice of sides in each scenario as it soon became common knowledge what I was bidding.

I was not seriously challenged until round 4 when Michael Lazar's Germans gave me a hard time—largely because I couldn't roll higher than a "5." That's when Donnie Poormouth went into his designated whining phase which is a sure sign that I'm in trouble. Inevitably, I've found that the more one complains about the dice—the worse his luck will get. Well, not on this day—suddenly the fickle cubes were on my side and I was in the final four. My Semi-Final opponent was Murray Cowles of Great Britain and he should be sportsman of the year for putting up with my incessant whining. My opening day invasion was a shambles as the dice were totally lop-sided. Even after spending the Advantage for a reroll, I still had two stalemates and a defeat staring at me on my five beaches. I was very close to throwing in the towel when my luck changed and the bones favored me the rest of the way. Murray took it all in stride with nary a word of complaint in stark contrast to my earlier cries of woe. Stiff upper lip and all that. Michael Andriakos, whom I had been eyeing nervously ever since the counter-spilling episode, finally lost and took third, thus ending his chance for the ultimate revenge.

So, after five rounds and 25 hours, I found myself in the finals against Jim Doughan of Chicago. I knew Jim to be a top flight player because he was a prior winner of the *TPS* tournament and a regular opponent of Tom Johnston who had humbled me in that event last year. Against such tough opposition, I decided I no longer wanted to concede the Germans to my opponent and bid nine for the Allies—matching Jim. He was somewhat dismayed by my bid as he had been told I always bid ten. The dice roll for choice of sides thus became very important—since it was for the Allies and a free VP. When he won the resulting die roll, I was psychologically beaten before I started as I doubted I could beat a top player while giving up a free VP.

The final was one of the most unusual games of *BKN* I've ever played—and I've played a lot. Of course, every game seems to take on its own character and I had never played it to a nine-point victory level. Ultimately, that did me in. True to his reputation, Jim played an excellent game. I thought he made only one mistake and that "mistake" won him the game.



Our hero vanquishes Mike Lazar in the 4th round of *Breakout Normandy*.

Once ashore, Jim played a very conservative game, as well he should have, while needing only nine VPs. We differed in our approach in only two ways. He seizes the Utah bridge and sends in only one regiment of the 4th Division in his initial wave, while I send two and hold a second parachute regiment in reserve to guard the St Mere Eglise bridges. His approach is far the more aggressive and when it works, the German defense falls like a house of cards. However, as I debated with him at length afterwards, such an opening can be easily foiled by Coastal Gun Interdiction and seizure of the St. Vaast bridge—both of which have a 33% chance of success and can then bottle up Utah Beach for a long time.

On this occasion though it worked like a charm. All my bridge seizure and coastal interdiction attempts failed and St. Mere Eglise fell in record time. It was a good thing because the rest of his invasion was a shambles—aside from his stunning success on each flank—even worse than my invasion in the Semi-Final—with both Sword and Gold defeated outright. As it was, he did not clear Sword until the 9th and I eventually retook Merville and even entertained making a desperate attempt on Sword.

None of which I would classify as a mistake. Our other difference was in use of the Advantage. Jim, true to his *TPS* background, refused to use it. This was the first game I've ever played where the Advantage was not employed. While other players shudder at the prospect of having an invasion disrupted on the beach, Jim took it in stride with nary a thought for a reroll. In this game it worked. If he had needed ten VPs it might not have.

The combination of the nine-VP level and the breakthrough at St Mere Eglise forced an early arrival attempt by Lehr under clear skies despite the lack of pressure from the British beaches. Lehr was butchered by RAF interdiction adding to my problems. I immediately went into my "woe is me" routine and things proceeded to get worse. Ultimately, the game came down to Carentan whose two VPs I still clung to on the 10th. If I could hold it, I might yet win. Substantial reinforcements, including four Fresh artillery units, moved into position to relieve Carentan on the next day when my opponent made what I regarded as his only mistake of the game. He attacked prematurely, needing to win the roll by three or more for an Overrun. He did just that and I conceded. I later argued that I could have reinforced the area to prevent the Overrun but did not because I hoped to entice him into making that very attack. Since if he did not gain the Overrun, I would have been able to replace the disrupted repeating defenders of Carentan with fresh units. I had hopes of holding onto those two VPs and the game.

Alas, it was not meant to be and I had to be satisfied with second and three points for Team Doily. The game was won and lost on the first and last dice rolls. In between, I can't claim any particular claim to misfortune, although veterans of the game will excuse me for whining about

the only two weather changes being the from-Overcast-to-Clear variety. All in all, losing on the Volga in the first round had its advantages.



The final round of *CIVIL WAR* was far less dramatic. Defending champion Dennis Culhane advanced to the finals via a Northern win over Jerry Black of W. Milton, OH by converting Louisiana in the '62 scenario.

However, when playing the South in the same scenario versus former two-time champion George Seary, his delaying tactics backfired when he had to concede to the Endwell, NY native in order to play in the A5A final. Scott Smith of Thomasville, GA took fourth.



The *EMPIRES IN ARMS* competition was decidedly smaller this year with but 19 entrants. Jim Anderson of Baltimore took top honors, followed by Jeff Crouch, Steve Corby, and Steve Morrow.



In spite of an extremely poor time slot opposite perennial favorite *RAIL BARON* and smash hit *HISTORY OF THE WORLD*, *KING-MAKER* still attracted 24 entrants. Anticipation was high going into the final round with all of the

favorites except '91 champ Heikki Thoen advancing. However, unlike the last two finals where the lead changed hands many times, this year it was newcomer Paul Toro of New Milford, DE who "white-knuckled" it all the way from start to finish with King Henry safely in tow. Five worthy challengers hounded him throughout. The closest call came from '92 champ George Sauer who attacked with a superior force only to have a vacillating noble evade battle and whisk Henry away to relative safety in Douglas. Last year's runner-up, Justin Thompson, looked as if he might repeat in the bridesmaid position until the names of both of his strongest nobles came up on the casualty list during a victorious battle in the last five minutes of the game. Louis Giannobile of Boston emerged in second and Mike Fisher of Philadelphia took third. The tough luck award again goes to the talented Bruce Maxwell who finished seventh last year and again missed the finals by one position. He had victory in his grasp in the qualifying round with less than a minute to go but the dreaded "Bad Weather Delays Attack" allowed Don Wilson of Quebec to advance instead. Wilson parlayed his good fortune into a fourth place finish.



RAIL BARON enjoyed its biggest field ever with 57 would-be magnates doing battle in three rounds. The final six-player game saw Bill Fellin from Bristol, CT defeat GM Chuck Foster on the strength of his NYC, NYNH,

L&N and SP stronghold. His lock on Boston became quite profitable. Foster had the PA, ATSF, and UP combination but appeared to have overbought the DRGW at 28K on auction



Speed Circuit in HO scale—GM Rob Cunningham points out a particularly bad curve.

and came up \$3500 short in LA with his home in San Francisco. Taking third for the second straight year was Doug Galullo. Dave Lionett was fourth, followed by Stanley Buck (who also won the Foreign Wheelage Award for most terrible destinations) and Greg Berry. The Highest Net Worth award went to Chuck Foster for a three game total of \$1,279,000. The Texas native also broke into the "Top Six" GM ratings for the first time.



ROADKILL did not have much of a letdown from its inaugural running with 50 bloodthirsty demolition racers answering the call. Ten winners advanced to a ten-car final round, six-section race lasting two and a half hours.

Caleb Cousins of Bangor, ME prevailed by having a Road Map to void the Box Canyon as he crossed the finish line for his second plaque of the weekend. Poised right behind and within a card/turn of winning themselves were Robert Voisin of Lockport, NY, Mark Hunter of Kirkwood, MO, and David Sidelinger of Bristol, CT. GM Mike Fitzgerald took the No Doze Award for playing ten cards in a single turn and finished seventh.



SPEED CIRCUIT enjoyed its biggest field in *AVALONCON* history with 29 drivers entering one or more of the qualifying heats and 16 on the starting grid for the final race. It was a closely contested event with a different

driver winning each of the four races. Andrew House of Silver Spring, MD won the championship by winning the third heat and finishing third in the final race. Jay Dragonetti of Reston, VA, Lane Hess of Mountville, PA, and Stewart Tucker of Derwood, MD finished second through fourth respectively. Each won one of the four races.

The first heat was run on Germany's high-speed Hockenheim circuit and saw Jay Dragonetti best 14 other drivers after qualifying in fifth position. Don Tatum of Bowie, MD finished second, Jeff Guggino of Tampa, FL third, and Mike Puffenberger of Fostoria, OH fourth.

The second heat was run on the very slow and cramped city streets circuit of Detroit. Stewart Tucker won this race from third on the grid over 16 other cars. Tatum again finished

second, GM Rob Cunningham took third, and Scott Cornett of Monroe, CT finished fourth.

Heat three was run on Belgium's famous Spa course. Andrew House bested 16 other drivers from the third spot on the grid. Dragonetti finished second ahead of John Charbonneau and Mike Puffenberger.

The finals were held on an ad hoc track designed Saturday night to put all drivers on an even footing. It used a combination of sections from the Detroit and Hockenheim circuits along with turns three and four and the front straight from Indianapolis. The final proved to be the most closely contested of all as Jason O'Donnell and Lane Hess ran together and pulled away from the rest of the field. Only Andrew House was able to catch up to them, resulting in a three-way duel on the last lap for victory, which went to Lane by a car length. Jason finished second, and Andrew third—winning the championship by placing ahead of the other winners since Lane did not score in any of the heats. Mike Pantaleano led the also-rans in the final to take fourth.



RUSSIAN CAMPAIGN, once among the most seriously contested wargames, has drawn less players every year. This year's field of 17 was reduced even further by the late withdrawal of GM Pat Flory. Replacement GM Rob

Beyma substituted a new 1941-'42 (ten-turn) scenario for the announced league format which appeared to be well received. Players bid for sides by bidding the number of VPs east of the Kursk line they would capture as the Germans. A cumulative weather DRM was used to mitigate the effects of extreme weather rolls while still permitting players to enjoy the variability of weather. The Russians won eight of 15 contests overall so balance seemed to have been admirably achieved. Gary Dickson, heretofore only a PBMer, made the trek from California and finished second, but not before relegating Robert Powers of Baltimore to fourth. Jeff Martin kept the Connecticut stranglehold on the *TRC* championship by beating Phil Evans in the semis and Dickson in the final. Jeff took the Germans in the final with a +5 bid and got off to a good start in 1941 with Clear and Mud weather rolls. Snow in Mar/Apr '42 enabled Gary to climb back into contention with a strengthened army. It appeared that the Russians were gaining the upperhand due to some poor combat rolls including a key 4-1 Contact result on Sevastopol in Jul/Aug '42. However, a Clear Weather roll in Nov/Dec resulted in the fall of Voronezh and Rostov. Despite determined Russian counterattacks, the Germans held eight VPs at game end and the win.



The *VICTORY IN THE PACIFIC* tournament held steady at 36 players. Its adherents are among the most ardent players at *AVALONCON*—led by GM Glenn Petroski—who makes a habit of keeping the players well informed of the statistics of the tournament year around and has been a member of the "Top Six"

GM club every year. This year those players rewarded Glenn by voting him our top GM award. This year, the Japanese enjoyed only a 51% success rate in the event; down from 60% in 1993. The bids for sides ranged from a high of four POC for the Japanese to a low of one-half POC for the Allies. Of the 78 games played, 37 bid 0 while 40 bid from one-half to four POC for the right to play the Japanese. Glenn's post-con report is chock full of stats and theories on play balance. Anyone wishing a copy can request one by sending a SASE to him at his 210 W. Hunt, Twin Lakes, WI 53181-9786 address.

Dave Targonski of Washington, DC reclaimed his 1992 title by being the only undefeated player at 6-0. Jim Kramer of Wicomico, PA took second with a 5-2 record while defending champion Alan Applebaum of Brookline, MA fell to third. Californian Ray Freeman took fourth despite a 5-1 record based on strength of schedule.



Twenty-eight captains set sail with 100 point DYO Napoleonic fleets in this year's *WS&IM* competition. A wide variety of nationalities were represented with preferences about evenly divided between three large

French or British *SOLs* and four Russian crack 74's. A smattering of mixed *SOL*-frigate squadrons kept things from becoming too uniform as each commander struggled for an edge. A change in the format from Swiss-Elimination to seven four-person round robin groups helped stress aggression. A rule change requiring a player to cause an opponent to strike or sink to earn a win heightened the drive towards aggressive play. This proved troublesome to methodical players who preferred long range gunnery duels. The seven groups each produced at least one undefeated player. The biggest shock came when John Boisvert, two-time defending champion, was upset in his group by George Young of Shelbourne, VT who battled him to a draw and did better against their common opponents.

French ships predominated in the final seven. Five finalists sailed Frenchmen with the most common choice being three crack French 80's. George Young met Tim Hitchings of Newark, DE in the best match of the Semis. The 90 minute time limit expired and they entered sudden death. The wind held and they pounded each other at range until finally George blew the hull out of a French 80. William Rohrbeck of Goffstown, NH beat Jim Miller of Collierville, TN and Sylvain LaRose of Montreal edged Richard Bliss in the other semis.

Where George Young's first match was a marathon, his second was a sprint. Sylvain charged, drew an advantageous wind change and then exploded one of Young's ships to become the first finalist. The other match ended in an insurmountable draw with everyone dismasted and out of hull-fire range. A one-on-one frigate duel was imposed as a tie-breaker. In an epic duel they fouled, grappled, and locked in melee. After four rounds each player killed their opponent's final crew square on the same roll. Double Overtime! Again a maneuvering duel

resulted in a grappling and melee fight, but this time Rohrbeck achieved the elusive 3:1 ratio on the third round of melee and sent topseed John Emery back to Greer, SC in third place.

Twelve hours after they started, Rohrbeck and LaRose met for the championship. LaRose commanded two French crack 110's and an average 80 while Rohrbeck opted for three crack 80's. LaRose was first to charge but Rohrbeck was able to turn and rake the oncoming squadron. A circling duel ensued with LaRose attempting to double the front of Rohrbeck's line. The attempt succeeded with LaRose causing one ship to strike her colors. However, in doing so, Rohrbeck was able to concentrate on the tail of LaRose's line and caused a 110 to strike. As time expired, these two surrendered vessels represented the total points awarded and Rohrbeck prevailed.



HISTORY OF THE WORLD became the second event to break the century mark at AVALONCON—drawing 102 entrants and requiring a three-round format. Gordon Bliss of Dedham, MA edged Greg List of Levittown, PA for the title. James Smith of Orange, NJ, Vincent Battestelli of Philadelphia, Rick Manns of New Albany, IN, and Jennifer Wible of Harrisonburg, VA were the other finalists.

PA for the title. James Smith of Orange, NJ, Vincent Battestelli of Philadelphia, Rick Manns of New Albany, IN, and Jennifer Wible of Harrisonburg, VA were the other finalists.



Birds-eye view of Colonial Diplomacy.



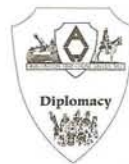
PACIFIC WAR again drew the minimum eight participants for tournament status. Gary Gonzales of Freeport, NY who finished second last year climbed that last rung this year by beating Roger Taylor as the Japanese in the

Eastern Solomons scenario. Gonzales' path to the final was earned over designer Mark Herman and Andre Uhr.



PELOPONNESIAN WAR was also contested by a near-minimum field which enabled Kevin McCarthy to take his fourth AVALONCON plaque in just three rounds. The Euclid, OH native bested Frank Hamrick's

Spartans in the opening round, and then repeated his success against Larry Brunner, before topping North Carolinian Mark Holley in the final.



The *DIPLOMACY* competition again held steady at 56 entrants, but big gains are expected next year when AVALONCON hosts DIPCON XXVIII. Repeat winners in this competition are rare since a winning reputation only

makes a target of a great diplomat. Nevertheless, past champion Tom Kobrin of Mebane, NC came close—finishing third despite the handicap of being the reigning champ. Topping him were Vince Galarneau of Tolland, CT in second and Will Wible of Harrisonburg, VA in first. Sean Smallman also of Harrisonburg, Dan Mathias, Web Agnew and Fred Hyatt of Montclair, NJ rounded out the top seven.



FIREPOWER grew 50% to include 18 entrants who battled through all three rounds under the watchful eye of GM Judy Krauss. Charlie Willmer of New Milford, CT had finished near the bottom of the standings last year but

came back with a vengeance to win by a wide margin with 48 points. The other finalists were very close. A tie-breaker was needed to decide second in favor of Chandler Braswell of Gulfport, MS over Kosta Kalogeropoulos of Tampa, FL—both had 38 points. John Alsen of St. Paul, MN took fourth with 37 points.



The *GETTYSBURG* contest held steady at 18 entrants with a new Swiss Elim format providing all players with four preliminary games before eight advanced to Single Elimination play. Sudden death came early for Jeff Cierniak

who lost to John Scivolette in a tie breaker game for the final playoff spot.



Andy Maly (R) fails for the 4th year to bring home an AVALONCON plaque. This time he's getting shellacked in Gettysburg.

The Single Elimination portion of the event yielded four Confederate and three Federal wins in an event which has been dominated by Confederate play in past years. Perennial finalist David Zimmerman vouched for the improved Union play as he surrendered the remnants of the Army of Virginia to Allen Kaplan's Federals. The Howell, NJ native again carried Old Glory to victory over Charles Hamm of Boulder, CO in the final. Vince Meconi of Wilmington,

DE took third and Ed Snarski of Wilkes Barre, PA claimed fourth.



David Metzger of Pittsburgh proved to be the best of 22 pilots in the *MUSTANGS* tournament by downing Ohio's Brad Andrews in the finals. Jeremiah Hansen and Winston Forrest were the other finalists. The P-47D fared best in the tournament with a 5-1 record, followed by the P-51D at 4-2 and the George at 6-3.



It took four years, but the players finally got the upper hand over the game in the *REPUBLIC OF ROME* tournament which has traditionally defeated its players time and again while allowing no one to advance. This year four of the five preliminary games advanced winners so a second round was necessitated. The Sudden Death Victory Conditions were employed on the fifth turn of overtime as the factions jockeyed for position while struggling to keep the republic intact. Finally, on a turn which saw four of the five players claim the lead, Chris Greenfield of Sparta, NJ played a Statesman from his hand to claim a two-Influence Point victory. The other finalists were Dave Foster (Bothell, WA), Charlie Krueger (Brookline, MA), and John Pack (Santa Clara, CA).



The '81 edition of *BATTLE OF THE BULGE* again drew enough players to require four rounds of Single Elimination play. Highly respected classics player Phil Evans of Arlington, VA, who had yet to win an AVALONCON

plaque, squared off against Randy Heller of Grotton, CT (who was going for his fourth plaque) in a repeat of last year's championship game. Phil's Germans enjoyed terrific opening move results, destroying six units and rolling a "DB4, AA4" through Clerf. With the destruction of a 7-4 and the south flank tied-up, Randy was hard pressed to create a continuous front. Bastogne fell on that 17 PM turn. By the 19 AM turn, the Germans were within striking distance of the remaining victory towns. A desperate American counterattack north of Malmedy failed to cut off the lead German units and Liege soon fell, giving Phil his first AVALONCON gold.



It was business as usual for Phil Rennert as he successfully defended his *PANZERGRUPPE GUDERIAN* championship for the third straight time against ten game, but outmatched, challengers. Michael Pustilnik of

Pasadena, CA was the last to fall and thereby finished second to AVALONCON's only four-time champ. The final game was fairly well decided in the early going. Michael had a stack of three untried units in open terrain north of Smolensk which he couldn't back up, so he added an expendable leader for a fourth step to lose. When two panzer divisions hit it, the stack suddenly showed its true colors as a "2," a "1,"

and another "1." Russian units usually average 4 apiece. The resulting 8-1 D Elim blew a hole wide enough for half the German army to exploit. Rumor has it that Mike is currently winning their postal rematch so maybe there is hope of someone stopping Phil next year.



Harrisburg, PA was well represented in the *PAX BRITANNICA* event as two native son's battled for top honors. Franklin Haskell's Belgians won with 630 points to beat Charles Hickok's Germans with 563. The Americans of Frank Cunliffe (Pittsburgh) took third with 535 points over Richmond's Mark van Roekel's Italians with 497.



CIRCUS MAXIMUS drew 47 charioteers out of 66 total entries in three qualifying heats to set up a ten-chariot final won by Mike Stanley of Columbus, OH. He was followed by Kass Kershaw (Somer's Point, NJ), Winston Forrest (Centreville, VA), and Dave Chilcote (Pasadena, MD). Typical of the stories this event always generates was the one told by Michael Anchors. Michael who claims he would have won the event last year if he had swung to the outside after the last turn to protect his injured horse, was back again this year older and wiser and determined to make good on prior lost opportunities. But fate is a fickle thing. In a skirmish totally unrelated to him, a charioteer slammed his heavy chariot into another heavy



BULGE '81 finals: Randy Heller (L) vs. Phil Evans (R).

chariot and flipped. His car hurtled four lanes out and six spaces forward to land on ... yes, you guessed it. Better luck next year, Michael.



After two preliminary rounds, the *DUNE* field of 22 had been pared to six finalists including defending champ Ray Carpenter. The game started at midnight in expectation of a two-hour finale.

Six hours later, the full 15-turn marathon was still in progress with each player having had at least one chance to win. On the last turn the BG and Harkonnen went for the win. The BG knocked out the Guild from one stronghold requiring the Harkonnen to win what appeared to be a hopeless battle. However, a traitor appeared to aid the Harkonnen in their critical battle—thus giving the win to Paul Weintraub's Guild and denying the victory to the defending champ's Fre-

men. The last second maneuvering left Matt Fagar (Wyckoff, NJ) in second, Dan Robinson (New Cumberland, PA) third and Stephen Koehler (Charlotte, NC) fourth.



Twelve players contested the 1776 championship despite its absence from the Pre-Reg form—a late addition made possible by GM Mark Miklos's efforts to personally notify all past entrants. As defending champ, the Ravanel, SC native was motivated by an opportunity to defend his championship and volunteered just in time to serve as GM and still notify the most likely participants. His efforts fell just short of perfection when Steve Packwood of Eagan, MN defeated him in a 14-hour final round.

The Saratoga scenario, arguably the best balanced, was played throughout the early rounds. The seven-turn scenario was comfortably played within the two-hour rounds. The first round saw the British and Americans split six games. Balance had been enhanced by denying the Americans the option of inverted units with decoy counters.

The Americans swept the second round in close games as Packwood, Miklos and Boisvert bested Newman, Giannobile and Hugto respectively. The final trio all sported AREA ratings from 1840 to 1880. As defending champ, Miklos drew the first Bye. Packwood's Americans won a climactic battle at Ticonderoga to eliminate Boisvert and advanced to the Short Campaign Scenario 3 Final.

Miklos' Redcoats began an early campaign to isolate New England. A secondary front in the deep south proved to be a feint. Both players engaged in a dance macabre across the Carolinas. It was the Middle States where Britain would make its bid for victory but time was beginning to weigh against the British. Washington had a large and well supplied army at Wyoming—the last Middle States objective remaining outside British control. Miklos could not move against it without endangering Philadelphia or New York. However, on turn 8 Washington marched into New Jersey, leaving Wyoming uncovered and within reach of converging British columns.

Miklos opted to pin Washington in New Jersey and prevent him from reaching Wyoming, Philadelphia, New York or Albany. The British swarmed in upon the Americans creating concentric circles through which the Americans would have to execute Overruns, consuming vital movement points in the process. The British gamble was flawed. Not enough strength points were committed to the encirclement, though more were available. Packwood seized upon the path of least resistance and had just enough movement left to reach Albany with decisive strength. Consequently, the Middle States did not fall and both sides went into winter quarters. The British were never able to regain momentum. The *Unsung Hero Award* must go to Asst. GM James Hugto who took his duties seriously and stayed throughout the 14

hour final to serve as judge for the finalists who included the GM and other Asst GM.



TITLE BOUT drew 20 late night boxing fans as Terry Coleman made good on a double dip in the sports events by adding another plaque to his **MARCH MADNESS** gold. The California native beat fellow Californian

Mark Yoshikawa in the final. Ben Goldstein of Clemson, SC took third over Derek Landel of New Jersey.



Robert Waters, Rex Martin, Bob McNamara and Vince Frattali get in a game of **MAHARAJAH**.



The **WRASSLIN' TAG TEAM** tournament again failed to draw eight teams although it did provide entertainment for 14 wrasslers. A scheduling conflict was the culprit for last year's champs, the Flying Stakenas's, as

well as yours truly who had to disappoint a daughter by wading ashore on yet another Normandy beachhead. The Double Elimination format worked well with only one team being eliminated without a win. The "Design Your Own" team also proved popular with not a single team opting to match a lightweight with a heavyweight. However, the talented duo of GM Chuc-kee Kibler and Robert Waters went undefeated with The Serpent and Ali Mohammed. The Dave Barber and Dave Thompson duo (otherwise known as Manly Mike Adams and Tricky Dicky) finished second. In true WWF style, however, the 1993 champs later challenged the pretenders to a grudge match and gave them a merciless beating...setting the stage for a rematch next year? When last seen, Kibler and Waters were figuring out how to divide their plaque in two—perhaps to make championship belt buckles. Now that's gonna take some serious body building work before anybody is going to believe that!

SATURDAY



Thirty-five entrants filled five seven-player boards for the **ADVANCED CIVILIZATION** preliminary round. Eight advanced to the Final where the Babylonians of New Yorker Ken Rothstein finally dethroned two-time defending

champ Dan Vice whose Cretans finished third. The New Jersey native's uncanny skills almost overcame the disadvantage of his reputation and Crete's geographic position, but ultimately he lost an **ACV** game for the first time in three years

as less than 2% separated the first three places. Mike Neal's Thracians again finished second as the Bangor, ME native was unable to improve his 1993 runnerup status. The rest of the pack consisted of Joe Lux's aggressive Illyrians (4th) and GM Charles Hickok's impetuous Iberians (5th), Steve Simmons' Africans (6th), Bob Rutherford's calamity prone Egyptians (7th) and Francis Spencer's Assyrians. The Final was marked by superb self-deprecation, spin-doctoring, finger-pointing, blame shifting, posturing, blustering, diplomacy, and wily trading. At this level of play, sandbagging your own progress to hinder the most feared opponent or promote someone else as front runner is expected. The only time one wants to be a front runner is when the final points are counted.



Thirty entrants vied in the first round of **ASSASSIN** with six advancing to the second and Final round. Bobby Laboon of Indianapolis managed to always draw the right destination when he needed it and that coupled

with fast modes of transportation kept him in the lead until the final Gun card was drawn halfway through the deck. His win put Team Dixie in the Win column of the Team tournament. Chris Villeneuve of Livonia, MI took second. Ken Good of Circleville, OH took third and Stephen Kershaw of Somers Point, NJ took the last prize certificate. Larry Lingle and Ben Goldstein finished just out of the money.



Joe Beard (L) en route to his **AFRIKA KORPS** win.



Two dozen Civil War generals vied for the South Mountain passes in **HERE COME THE REBELS** with three rounds of round robin play. Nearly half of these players were playing the game "in anger" (i.e., not solitaire) for the first time. The Union prevailed

57% of the time. The top four players advanced to the Harper's Ferry/Crampton's Gap scenario where the Confederates prevailed easily despite large VP bids. Time constraints forced the finalists to refight South Mountain rather than contest the planned and longer McClellan's Opportunity. GM Trevor Bender squared off against Pittsburgh's Mark Bailey in the final which was quickly decided when he won the first three initiatives. Joe Bellas of Fayetteville, AR and Robert Dwyer of Lake Hiawatha, NJ took the consolation prizes.



The number of **MBT** belligerents doubled to 18 as the forests of Germany used three preliminary rounds to narrow the contenders to four. The scene then shifted to the jungles of Vietnam where

Bruce Young's GIs wrested control of "the Village" from Tom Lee's Viet Cong—sending him back to Bloomfield, MN with only consolation money. Meanwhile, defending champ Rob Schoenen's Soviet Recon platoon held off Dale Davis' Americans in a tense match of "Unexpected Visitors." In the Final, Young proved that he could win with either side in "the Village" as his Viet Cong infantry soundly defeated the GM's attacking GIs. It was the fourth **AVALONCON** plaque for the Simpsonville, SC native in only two years.



MERCHANT OF VENUS drew 43 star traders from all over the country who ran some interstellar sales of the first magnitude for three rounds. When the cosmic dust settled, Dave Thompson of Omaha, NE had edged Chuck

Foster of Fort Worth, TX for the crown. Ed Wrobel of Springfield, VA took third over Sean Cousins of Bangor, ME and Luke Koleszar of Charlottesville, VA. 1992 champion Kathy Stroh of Lilburn, GA took sixth while GM Greg Mayer of St. Louis finished seventh. Mark McCandless of New Orleans finished the national roll-call of finalists with an eighth place finish for the last of the prize money.



NAPOLEON was the smallest tournament at **AVALONCON** with a minimum field of eight entrants. That didn't stop Indianapolis' Dave Durlacher from claiming his first plaque with five wins in the Double Elimination

format. GM Barry Smith's French took Ghent in the Final, but Dave's Anglo-Dutch forces consolidated outside Ghent and cut off all possible routes of retreat. The resulting battle of Ghent proved the undoing of the French Army.



PANZERBLITZ saw 1992 champion Johnny Hasay reclaim his title in Double Elimination competition over a field of 12 by defeating Chuck Leonard in a battle of Pennsylvanians.



PRO GOLF proved that any simple game with a quick format can draw large numbers at **AVALONCON** as 29 players vied for golfing honors. David Walrath of Stow, MA claimed his second sports plaque to go with his '93

TITLE BOUT honors by edging Keith Hunsinger of Delphos, OH. Robert Hahn and Winston Forster were the other finalists.



Only eight veteran Eastern Fronters competed in this year's *RUSSIAN FRONT* event. Dedicated GM Jim Falling has issued a call to all players of this game to rally to the colors for the '95 championships. A new Swiss

format of three rounds of four-turn games left only Marty Roecker of Tampa, FL undefeated before the SE Final. The average objective bid in the four-turn scenario was 23. John Grant, 1991-'92 champion Jim Falling, and John Roche were all tied at 2-1 after the Preliminary Round, but Grant advanced on the basis of a four-objective edge in the tie-breaker. Marty bid 33 objectives for the Axis in the six-turn Final but had to concede in September to the Stamford, CT native when snow arrived early.



Few tournaments have had as auspicious a start as *WE THE PEOPLE* which drew 60 wargamers in its inaugural championships. The quick and easy wargame used a Double Elimination format with ties counting as

losses for both sides. Even so, it took seven rounds to narrow the field to two as Scott Smith of Thomasville, GA defeated Roger Taylor of Reston, VA to advance to the final against undefeated Andy Lewis of Long Beach, CA. Andy won the bid for the Americans, the game, and the championship by avoiding a rematch when the Crown decided the war would not continue past 1779. While the prevailing attitude was that the Americans are the favored side, 60% of the games played resulted in British wins with fully 80% of those garnered by the elimination of Washington. Rounding out the prize winners were John Checchio, Steven Biemer, Marvin Birnbaum, Vincent Frattali and Jeff Cierniak.



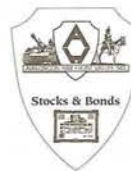
STATIS PRO BASKETBALL made its AVALONCON debut with the minimum eight players in a draft tournament of the NBA's finest teams. Steve Caler of Petersburg, PA defeated Dave Terry of Baltimore to win the tournament of champions.



WAR & PEACE attracted eleven Napoleonic generals to contest the 1805 Austerlitz scenario. The first round found the French a game up with three victories, but the second round was an Allied sweep as the Allies eventually

took six out of ten games. The most common Allied strategy was to concentrate an Austrian blocking force in the Danube Valley and reinforce them with Russians via Forced March. The decisive battles would usually occur outside Vienna. A notable exception was to concentrate the Austrians around Innsbruck and smash into the French supply line near Strasbourg or Munich. The French would then usually spend the next three turns restoring his position. The overall effect of this was to delay or diminish the assault on Vienna and produce an Allied victory. This strategy won the tournament for Rob

Beyma in the final round as he took his fourth AVALONCON plaque by besting Marvin Rabin's French. The Vermonter had taken Vienna on turn 3, but was forced to withdraw when assaulted by the Russians.



It was a bad year for Stryker Industries in our first *STOCKS & BONDS* tournament. Seventeen players invested in the first round but only six were left with money as Stryker's declining fortunes took their toll on unwary investors. The second round was no better as Stryker was down and out by turn 7 and took four players down with it. Ken Gutermuth completed his double win weekend by adding this plaque to his *AUCTION* winnings by edging Dr. William O'Neal of Caledonia, NY. Bill Place and Howard Newby completed the award winners.



Vince Frattali (l) on the way to an 8th place finish in *WTP*.



Forty pirates contested *BLACK-BEARD* in three rounds of buccaneering with plenty of Anne Bonny's in evidence as three ladies made their appearance in the top 11. The second round saw defending champion Chaka Benson lose his first pirate, Le Sieve Ravanau De Lusan, in a vicious and relentless series of duels. All the cunning in the world couldn't save Lusan from Charles Severance's expert marksmanship and fencing skills (i.e., high die rolls). Although Benson was able to continue with a second pirate, he was unable to catch up and lost his crown one round short of the finals.

The final saw the game exact revenge with extreme prejudice as three of the first four starting pirates fell victim to natives or nature in the first 45 minutes. Philadelphia's John Kilbride garnered the most booty to edge Pete Pollard of St. Augustine, FL. Rounding out the prize winners were Paul Colburn, Kevin Perry, Charles Severance, Linda Schiffer, Gordon Rodgers and Laurie Seeloff.



Scheduling caused a precipitate drop in participation in the *GANGSTERS* tournament which fell to a third of its former numbers with a minimum eight players—thus causing a change to a two-game preliminary round.

One was a lengthy game of Vamps seducing racketeers and cops shooting extorting Vamps. In another, organized crime was rampant throughout the game with Cops nowhere to be found. Isn't that always the case when you need one? One game was unbelievably close as Dan Lawall won when the random turn order enabled him to accumulate the necessary \$10,000 just before James Rockford would have won, while Dick Beeler was nearing a property win.

The championship game matched the four game winners from the first two rounds. Dick Beeler again attempted to win by buying properties quickly, using the movement advantages provided by his gang's wheels. After several bloody shootouts involving his racketeers, Kevin LeRow prevailed by getting exactly the \$10,000 needed for the win. Daniel Lawall took second-place money back to SC, based on total cash, after coming back from near elimination early in the game.



NEW WORLD returned to AVALONCON after a one-year hiatus to draw 14 explorers which was fine as far as Bob Purnell was concerned. Like many in the event, Bob was new to the game and got his training in the preliminary round. He took the plaque back to San Antonio by edging Steve Chilcote.



ENEMY IN SIGHT is usually favored by those who like their games quick and to the point. That course got altered when one of the six first round games extended the usual two-hour battle into a four-hour marathon taking five decks to complete. Six winners advanced to the Final where Mike Dwyer made the mistake of jumping out to a 48 point lead by turning in a major prize. That got him blasted out of the water for a 15 point loss. By the end of the first deck, the scores had leveled off to an average of 47 points with Larry York and Kathy Stroh tied at 54. The next deck saw Amber Martin capture two prizes worth 52 points for a total of 98. However, Larry York matched her prize total and then sank an additional 17 points of ships to win with 115 points. The plaque meant that Larry would be thumbing his way back to Pasadena, CA a little heavier than he came. His odyssey to his first AVALONCON involved hitchhiking cross country in four days requiring 22 separate rides. Now that's what I call an Adventure Gamer! Dwyer took third, followed by David Brooks, Kathy Stroh, and Timothy Evinger.



The *ACQUIRE* preliminaries required 36 four-player games in three rounds to select the four finalists. Competition was keen with only \$600 separating first and fourth place at one table. Bruce Norton, who authored the MIT variant rules recently published in this magazine, prevailed by building Festival in the

center of the board and getting a piece of Worldwide—its only competition. The Bedford, MA native won over Mark Frueh of Napierville, IL who claimed second. Justin Thompson, Brian Bouton, Larry Kratz, Paul Steen, Tom Johnson and Mark Derrick were the other prize winners.



ADEL VERPFLICHTET again drew well with 57 entrants taking part in the three game Preliminary round. 1992 champion Ray Pfeifer and the last hope of Team Doily made the final round. It is too little too late for

the Doilyites but with a win we could at least place among the Top Ten. He was opposed by Jim Vroom of Philadelphia, John Emery of Simpsonville, SC, Eric Olin and Ralph May of Inman, SC. This is also Ralph's Team game for Team Dixie which is firmly in contention for top honors with two wins already recorded.

Vroom took the early lead, but was soon caught by Ray who turned the midgame into a two-team race. By the second turn, the rest of the field had caught the leaders and it became anybody's game. Ray regained the lead, but paid a stiff price when he was hit by two thieves while winning a costly show and therein lost the game. Ralph and John pass Jim to close in on Ray. The final showing vaults Eric from last to third while John falls to fourth. Ralph overtook Ray to win the event and cement the Team Tournament for Team Dixie.



WIN, PLACE & SHOW doubled the number of bettors in a two-round tournament that completely changed complexion between rounds. Almost every bettor was hot in the opener and it took \$100,000 just to make the

final game. However, with the stronger field, the windows suddenly cooled down. Stuart Tucker of Derwood, MD was the only player to win consistently and took the event by a wide margin. Previous champs Steve Kershaw and Bruce Reiff finished second and third with Keith Hunsinger taking fourth.

SUNDAY



Forty guerillas contested the first **GUERRILLA** tournament with many first time players among the field. The opening round consisted of ten four-player games of one deck duration with the Government maintaining control six times. Four games were decided by 24 points or less while one had a victory margin of 101.

In the final round, the ten winners advanced to two five-player games with an entirely different venue. With five player games, the Mercenary role became a factor and the games were expanded to two decks. The Government won one game 188 to 137 while the Rebels won the second 148-105. Kevin LeRow took top honors by outscoring both tables with 106 points and added this plaque to his **GANGSTERS** honors for

a double win. Michael Mahady of Cicero, NY took second. Other prize winners were Greg May, Rob Kilroy, Michael Lemon, Randy MacInnis, Robert Rademaker and Eric Mitobe.



ATTACK SUB's quick venue, get-away day format proved anything but for some of its 47 players. After seven hours of sometimes grueling matches that whittled the field to two, the Final lasted all of five minutes. Playing

the Soviets in Search and Destroy, Dave Kuchta's *Molniya* hit John Reid's *Virginia* twice in three turns to sink it. On the very next turn, Kuchta's *Skvortsov* shot and sank the *Simpson* to send Reid back to Pittsburgh in second place. That ended an incredible run for the Brewer, ME native, who had learned the game just the day before from Kevin Coombs, a friend he made at the convention. In fact, Kuchta lost his opening round match in this Double Elimination tournament to Coombs, before winning seven straight to make it into the final.

Defending champ Bruce Young was relegated to fourth when he was sunk in the losers bracket semi-finals by Jim Johnson of Nicholasville, KY. Johnson actually had two shots at the final, losing to Reid in the winner's bracket finals and to Kuchta in the loser's bracket finals to take third. Rounding out the prize winners were Jim Matt, Jerry Smolens, Keith Hunsinger and Jim Fleckenstein.



SLAPSHOT drew 39 crazed hockey fans making their last grab for AVALONCON gold. The ten-player final featured one weak team which was abused by the rest of the field in order to advance their cause. The play-

offs were bruiser-free and decided in an exciting seven-game series as Luke Kratz's team, led by goalie Stu Late, turned in an impressive performance outmaneuvering the Superstar-led team of Luke Koleszar to take his second plaque back to Pocatello, ID. The other six prize winners were Douglas Galullo, Mark Yoshikawa, Robert Foster, Don Fryza, Peter Stein, and Joshua Gottesman.



As it has every year, the **WRASSLIN' BATTLE ROYAL** closed the convention with the last chance for a plaque. The field was small with only twelve wrestlers but full of credentials. Two past **WRASSLIN'** champs plus four Tag

Team champs were among the hopefuls. However, as often happens in this event, the most skilled are often at a disadvantage when their reputation precedes them and mob psychology works against them. Under these circumstances, the least imposing are the most dangerous since they tend to be ignored as a potential threat. Thus, when the smoke cleared, little Kaethe Kibler and Tara Greenwood (yes, THAT Kibler and THAT Greenwood) having dispensed with their fathers were the lone survivors. Tara, weakened from having just disposed with Bruce Harper again,

was soon removed from the ring leaving Charley as the only member of his household without a plaque to call his own.

Thus ended another AVALONCON. The faithful slowly dispersed to the four corners of the globe with "wait until next year" battle cries still echoing in the deserted gamerooms.

As is my practice, I cannot end this article without paying homage to the group which commands more respect than all the champions listed in this article. This year our GMs nominated 23 individuals for our Sportsmanship Award despite my error of leaving it off the Event Winner's Claims. By random drawing from the nominees we selected Rob Kilroy who was nominated in the Gettysburg tournament as recipient of our Sportsman of the Year Award. Rob will be invited back to AVALONCON '95 as our guest. We only wish we could bestow such a prize on all the nominees for those who leave with the friendship and respect of their peers are the biggest winners of all.

The other nominees were Larry Lingle (*WAT*), Tyson Arnold (*D91*), Tom Oleson (*ANZ*), Mark Frueh (*ACQ*), Jim Johnson (*ATS*), Stuart Smart (*B91*), Stuart Tucker (*DUN*), Bill Zeh (*F15*), Tim Letzin (*FPR*), Ed Beach (*HCR*), Don Wilson (*KRM*), Chandler Braswell (*MBT*), Carl Adamec (*NAP*), Kevin Keller (*SCT*), Steve Campbell (*SSB*), Steve Shambada (*TTN*), Roger Cox (*W&P*), Paul Toro (*WTP*), Ken Gutermuth (*WP&S*), and Timothy Sullivan (*KGM*).

The only folks I hold in higher esteem are our GMs who sacrifice some of the prime gaming time of the year to volunteer to staff the Junior events. These are truly the unsung heroes of AVALONCON—performing what all too often resembles a free baby sitting service so that our children can get a taste of what motivates their parents in this wonderful hobby. If you agree with me that these folks deserve more than a round of applause, try to find time to assist one or more of them next year rather than abandoning them to manage a few dozen youngsters on their own.

Space limitations preclude a more thorough accounting, but kudos are due nonetheless for the following Juniors Event GMs and their respective winners. We expect to see more of these winners moving on to the adult events to give the rest of us old timers some more competition.

Adel Verpflichtet	Steven Davis	Wendy DeMarco
Circus Maximus	Tim Hastings	Mike Pantaleano
Dinosaurs of Lost World	Ray Stakenas	Wendy DeMarco
History of the World	Chuck Foster	Brandon Foster
Legends of Robin Hood	David Zimmerman	Nicolas Raymond
Merchant of Venus	Edward Wrobel	Eric Wrobel
Speed Circuit	Rob Cunningham	Tina Smorski
Titan	Larry Lingle	Niki Rush
TV Wars	Charley Kibler	Eric Wrobel
Tyranno Ex	Kathy Stroh	Russell Chilcote
Wizard's Quest	William Navolis	John Ponskie
Wrasslin'	Scott Duncan	Joshua Garton

VIEW FROM THE GROUND

PREVIEW OF FLIGHT COMMANDER 2

Release #4 in the New Breed of Avalon Hill Computer Games

By Don Greenwood

I must admit that I expected the worst when they threw me into our revived computer games division with the glorified title of "producer." What would an old boardgaming grognard like me have to contribute to the computer age? Well, the jury is still out on that question, but at least my worst fears about the product itself have proven totally unfounded. *FLIGHT COMMANDER 2* stays the course blazed in such fine fashion by *KINGMAKER*, *OPERATION CRUSADER* and *FIFTH FLEET*. I suspect it will battle those worthies for its fair share of accolades from the computer gaming world.



Create Battle Screen—FC2 allows you to pick your own battles.

revisit your aircraft after checking the possibilities of the other aircraft in your squadron and revise your move. Unlike a flight simulator, you can study your predicament for hours on end before committing to an irrevocable course of action.

Not that the game takes that long to play. Far from it. The one-on-one duels could be over in seconds while a carefully played major scenario or campaign could take hours. One thing *FLIGHT COMMANDER 2* has in abundance is diversity. In addition to its five Campaign Games and dozen scenarios, a Design Your Own feature allows you to construct battle situations while choosing from 112 different aircraft of 37 different nations. Every jet combat aircraft from 1950 to those on the drawing boards for 2010 are included.



Startup Screen—Shows your initial options at game start.

And much to my delight, he was not above taking suggestions from a graybeard such as myself.

The most important thing you need to know about *FLIGHT COMMANDER 2* is that it is not a flight simulator. The popular pilot's-eye view of flying with arcade-like graphics and hand-eye co-ordination skills is not what we're talking about here. Rather, the game plays very much like a wargame with each player moving from one to thirty aircraft at a time in much the same way a boardgamer would. The only difference is that the computer does all



Strike Hanger—FC2 allows you to customize your flight wings.

My assignment to this game was probably a case of letting the new kid get his feet wet gradually. For an old boardgamer being weaned over to computer games, *FLIGHT COMMANDER 2* probably represents the best substitute for mother's milk this side of Gerbers. As the name suggests, the game is a sequel of a Macintosh-only release by Big Time Software which drew praise a year before I ever set eyes on it. The game has now been converted to the PC and both versions have benefited from considerable upgrades.

The game itself is not unlike the computer equivalent of such boardgame fare as *FLIGHT LEADER*—complete with all the prerequisite bells and whistles one expects from electronic media. However, in this case, the bells and whistles take the form of missile explosions, cannon fire, and intercom chatter. The only real hardship it presents boardgamers is eliminating the chance to do your own sound effects. My staccato cannon fire imitation was so good, too. Seriously, designer Charles Moylan is an experienced boardgamer who just happens to be a fantastic programmer as well.

Pilot Name	Skills (Air/Ground/Style/Toughness)	Combat Honors	Launch Status
Leader	7/7/6/6		GO
Ranger	6/7/6/6		READY
Eagle	7/5/6/5		READY
Joker	5/5/6/5		GO
Foxy	6/5/6/4		READY
Slim	6/6/6/5		GO
Bomber	5/7/6/6		READY
Plant	5/5/6/5		READY
Beaver	5/5/6/7		READY
Green	4/4/6/4		READY
Roady	5/6/6/7		READY
Hoggy	4/7/6/5		READY
Flyboy	7/4/6/5		GO
Cap	6/5/6/4		READY
Dunes	5/6/6/6		READY

Pilot's Lounge—In Campaign Games, your pilots' skills increase as they fly successful missions.

the calculations instantly so that you are free to make the basic decisions that will formulate your strategy. Each player is put in the pilot's seat of one of his aircraft, commanding each in turn, or giving orders that the entire squadron will execute at once if flying in formation. Although such maneuvers are executed by manipulating an on-screen Flight Stick with your mouse, real time reactions and hand-eye co-ordination play no role in the outcome. You can take as long as you wish to complete each 7.5 second turn—experimenting with different flight paths and maneuvers before committing to the one you'll use. Indeed, you can even

the game's diversity extends beyond mere subject matter. Besides being playable Human vs Human both in true "Hot-Seat" fashion and by E-Mail, the player has three levels of computer opposition from which to choose. Players can even choose to hand over any part of their own command to computer control and concentrate on commanding a smaller element of their forces without being deprived of the support of the former. If called away, you can save the game in progress or opt to have the computer take over your forces and perform a fighting withdrawal. You can either watch the fate of your force as it unfolds, or go away and come back and read the Mission Debriefing to determine the final tally. Try that with a boardgame. Just as important, the game has many levels of complexity and realism ranging from a bare-bones Basic Game in which planes easily perform right angle turns to the use of such options as G-induced loss of consciousness which has inexperienced pilots dropping like flies.



Weapons Room—Pick the types of bombs and rockets you want.

Scenarios can take many forms—from the more common Air Superiority dogfights to bombing missions to take out bridges, tanks, SCUD and SAM sites, naval vessels, etc. Just as important, the layering of skill levels available keeps the game fresh and challenging far longer than most computer games since you can increase the challenge as your skills increase without frustrating beginners. I've noticed that most Arcade-type players prefer the Basic Game since it rewards them with easy kills. Such fare rapidly bores more experienced players who will find the challenges of the Advanced options keep them coming back for more.



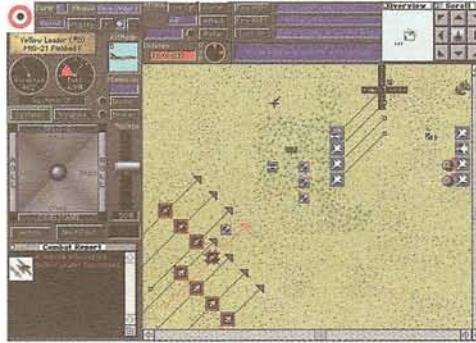
Naval Battle—Drop bombs on unsuspecting task forces.

One of the nicer features of *FLIGHT COMMANDER 2* is the availability of five Campaign Games of increasing difficulty that link six to ten scenarios together so that the outcome of one influences the resources available in the next. Even role-playing of a sort is included with pilots who score kills being rewarded by increased skills, while those who are forced to fly tired risk death from reduced reflexes. This has long been a favorite domain of boardgamers, but the computer does all the bookkeeping and the ability to save a scenario as part of an ongoing Campaign makes it playable at your convenience regardless of length. While it is relatively easy to guide your squadron through an entire campaign against the Iraqis, the British have a harder time of it against the Argentinians, and the USAF encounters increasing opposition in Vietnam and a hypothetical NATO PACT uprising set in the 70's. However, if you think you are really tough, try getting a Russian squadron

through the Red Storm Campaign against NATO airforces. I suspect that is a challenge that few will ever meet.

Technology freaks will love the completely illustrated Data Library which includes more hardware information on aircraft, missiles, and air forces than any boardgame manual—and most books—I've ever seen. And while no one buys a computer game for its manual, we continue to support ours with the most lavish full-color presentations in the industry.

FLIGHT COMMANDER 2 should be available for both PC and Macintosh in better computer game outlets even as you are reading this. The suggested retail price is \$69.95.



Desert Battle—Find those SCUDS and take them out.

HARDWARE REQUIREMENTS

Macintosh:

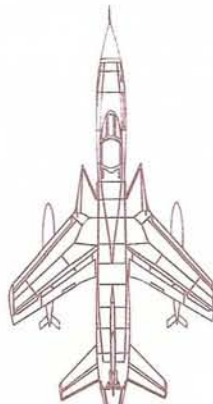
- System 7 or later
- 4 MB RAM for color, 2.5 MB for black-and-white
- Hard Drive with 9 MB free space
- 1.44 MB Floppy Disk Drive (for installation purposes)

PC:

- PC compatible 386SX or better
- 4MB RAM or better for best results
- Hard Drive space with 9+ MB free
- 3.5" HD Floppy Drive
- Microsoft Windows v3.1 or higher
- VGA Graphics Card
- Microsoft-compatible Mouse

Minimum System Requirements for Sound:

- 4MB Total RAM
- SoundBlaster or 100% SoundBlaster-compatible sound card



★ TECH TIPS ★

Our Technical Support Department is growing so fast, I can't keep up with changing responsibilities day to day. Last issue, Mark Cavey (then our Technical Support honcho) gave us some tips on how to create more memory for KINGMAKER. Here, our new support man, Mike Mead, offers some solutions to problems you may have encountered during a PBEM game of OPERATION CRUSADER.

Phone lines carry noise. They are not extremely reliable in transmitting digitized information. Until we are all connected to the "Information Superhighway" we will have to face the wrath of garbled data.

This "noise" becomes intertwined with our transmission and confuses our modems. Our modems try to fix the data, but either it cannot or garbles the data even more.

When our transmissions become garbled, we simply resend it until it's sent correctly. Of course, we don't want our data to get garbled, so we take precautions to halt any bad transmissions before they happen. Such precautions are:

1. **Compress the files.** This gives the phone lines less data to garble. Make sure that both players are using the same version of the compression program used. I personally suggest **PKZIP (version 2.04g)**.
2. **Make sure that the "version" of the game is the same for both players** (version 1.1 for MAC or version 1.1 for IBM).
3. **Make sure that all the separate games are in their own sub-directories**—if you are playing multiple PBEM games, you will want to keep each one separate. To do this, keep each game in its own sub-directory. This will help to keep you and the computer from getting confused.
4. **Keep all files (your moves and your opponent's) backed up.**
5. **Don't get the PBEMXREF file confused with another game's PBE-MXREF file.** Don't delete this file, and don't send it to your opponent.
6. **If you receive a bad file (i.e., one with a bug), delete it immediately.** Then, have your opponent resend the file.

Follow these guidelines carefully to ensure you have a back up of the most recent turn in the game, and to send files over the lines with as little "garble" as possible.

Thanks for your time. Talk to you next issue.

FIVE BIG ONES

OPERATION CRUSADER in Review

by Bill Hesson

This small review was printed in Wargamers Monthly, a publication for computer wargamers. WM gives OPERATION CRUSADER a five-star rating. We appreciate their kind praise.

How old am I? I'm so old that I bought my first wargame before hexagons were invented. I usually fought *TACTICS II* battles between Big Red and Great Blue solitaire, because few of my friends had any interest in such a "complicated" game. Somewhat later, a student teacher invited me to play a game called *AFRIKA KORPS* and taught me a lesson in supply by cutting off my powerful panzers from reinforcements with the supply units necessary to go on the offensive, starving me in the desert.

These fascinating details of my life have become relevant again, with the release by Avalon Hill of Atomic Games' *OPERATION CRUSADER*. For those of us introduced to the wargaming hobby in the 1960s, Avalon Hill was the patriarch of gaming companies. Because many of us faced the perpetual difficulty of finding opponents, we were early purchasers of home computers, and eagerly awaited Avalon Hill's entry into computer wargaming.

AH has re-entered the field, this time in partnership with Atomic Games, the creators of the V for Victory series of games. The new version, *World at War*, promises the same depth of play in an improved package. It is particularly appropriate that the first release in the new series deals with one of the major North African campaigns, because it, like *AFRIKA KORPS* before it, is capable of teaching many lessons in supply.

Superficially, *OPERATION CRUSADER* bears great similarity to the V4V games. Consisting of battalion-level units maneuvering on a map with 2 1/4 KM hexes, with each turn representing four hours of real-time, *OC* replicates the detailed gaming experience of its predecessors. It retains, and improves on, the unique double-odds calculation, in which attack and defense factors are modified by a calculation of the ratio of armored and antitank values. This system provides the most realistic representation of the role of armor available in computer wargaming.

Discussions on the Networks make it clear that success in playing *OC* requires the same attention to reconnaissance, correlation of forces, and maintenance of strong reserves as practiced by the original Desert Fox. As Rommel noted in his memoirs: "In a man to man fight, the winner is he who has one more round in his magazine." In *CRUSADER*, the allocation of supply and defense of or attack on supply lines will usually spell the difference between success and failure.

There are three areas in which *OC* differs from the V4V games. First, there are few, if any, bugs in the released version. There are idiosyncrasies

in the supply system, and the player must pay careful attention to both ways in which control of various functions may be assigned to the computer in order to avoid unanticipated and unwanted behavior by his units, but neither of these qualify as a bug.

Second, the package reeks of production values. The 70+ page full-color manual is well organized, and includes a large number of valuable charts, as well as concise notes on the forces involved in the fighting in North Africa in November-December 1941. The package also includes a single sheet with movement allowances and terrain effects and a full map. The latter is essential to avoid losing your bearings in the sand, as only a small portion of the battlefield may be seen on the screen at one time, even in the long view. The software itself improves on the original V4V engine in looks and player interface. A toolbar has been added to allow easy access to the calendar, victory conditions, air support, HQ operations (attachment and supply), and a new feature called the "frames option." Selecting this button allows the player to place a color frame around each unit, which will represent the HQ to which the unit is attached, its supply state, fatigue, disorganization, distance to HQ or type of unit. This convenient little feature provides a wealth of information at a glance, avoiding tedious unit clicking to ascertain the information necessary to plan a move.

Third, the opponent in *OC* is a major advance over the earlier V4V games. In part, this is because the artificial intelligence appears to be improved, but no AI is going to be capable of sustaining the interest of a serious human player for very long. The real advance is the inclusion of the PBEM functions that never quite made it to the V4V series. As a turn-based game, *OC* is well-positioned to support PBEM. There has been considerable discussion on the Networks, with a developing consensus that the use of file compression and compatible error-detection is necessary to assure the effective transfer of files electronically. A large number of PBEM games are being played, and some of the players on GENIE have created a "ladder" to track their rankings.

CRUSADER includes six scenarios. Two are introductory, each offering insights to new players on the subtleties of maneuver and combined arms. Two scenarios of moderate scope cover different portions of the opening five days of the operation, while another focuses on five days near the end of the battle. Finally, the campaign scenario covers the entire operation from November 18 to December 10, 1941. This monster (137 turns in length) is guaranteed to satisfy the most dedicated grognard.

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 using 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.

★★★★★

FEBRUARY 3-5, 1995 WINTER WAR XXII

The *University of Illinois Conflict Simulation Society* holds its 22nd Annual Winter Wargaming Convention at the Chancellor Hotel, 1501 S. Neil St. in Champaign, IL.

Featured games: *CIRCUS MAXIMUS*, *DIPLOMACY*, as well as a variety of board games, miniatures and role-playing events, open gaming, dealers, auctions and a miniatures painting contest.

Pre-registration is \$6.00 for the weekend, \$8.00 at the door for the weekend or \$4.00 per day, with a \$2.00 event fee.

If you are interested in judging an event or for pre-registration information, send a SASE to: Donald McKinney, 986 Pomona Drive, Champaign, IL 61821, (217) 351-9194.

FEBRUARY 16-19, 1995 PREZCON '95

Second-annual President's Day weekend gaming convention held at The Best Western Mount Vernon Inn (Charlottesville, Virginia). Featured games include *ACQUIRE*, *ACROSS 5 APRILS*, *ACIV*, *BLACKBEARD*, *DIPLOMACY*, *HWD*. Pre-registration \$17.00 before 1/15/95; \$20.00 at the door. For more info, write to Prezcon Inc., PO Box 4661, Charlottesville, VA 22905, or call (804) 823-7433.

FEBRUARY 17-19, 1995 GHENGIS CON XVI

The Denver Gamers Association will hold its annual President's Day gaming weekend at the Holiday Inn, Aurora, Colorado (Southeast at I-225 and Parker Rd). Largest gaming convention in the Rockies. Featured games include *KING-MAKER*. Miniatures painting contest, auctions, and dealers area. Pre-registration \$15 for the weekend. For more information, write to The Denver Gamers Association, P.O. Box 440058, Aurora, CO 80044. For hotel accommodations, contact The Holiday Inn, Denver Southeast (303) 695-1700.

FEBRUARY 17-19, 1995**Second Annual****"Saint Valentines Day Massacre."**

This is the south's premiere ASL event. Recognized for its performance in challenging the skill of novice and expert players alike. For more information, write to James T. McGraw, 3211 Center St., Thunderbolt, GA 31404, or call (912) 356-1441.

FEBRUARY 17-19, 1995**NAVCON II**

This is the second-annual tournament and convention devoted exclusively to naval wargames. Featured games include *WOODEN SHIPS & IRON MEN*, *ATTACK SUB*, and *VIP*. Many events played in miniature. Pre-registration \$10.00 by 1/10/95; \$12.00 afterwards. For more information, write to NAVCON II, c/o US Navy Memorial Foundation, 701 Pennsylvania Ave., N.W., Suite 123, Washington, DC 20004-2608.

FEBRUARY 17-19, 1995**ASL Winter Offensive****(Fri. 1800 Hours-Sun. 1800 Hours)**

The Fourth Annual "Oktoberfest"-esque ASL Tournament held in Bowie, MD (Comfort Inn-US Route 301 & US Route 50). Sponsored by *BackBlast* Magazine. Unstructured format, mutually agreeable scenarios, minimum of five scenarios needed to qualify. Cash Prizes based on attendance, plus first place trophy. \$15 for weekend registration (\$18.00 after 2/1/95); one-day registration \$8 (\$10 after 2/1/95). For more info., contact Brian Youse, 8191 Turn Loop Rd., Glen Burnie, MD 21061. (410) 969-2733.

FEBRUARY 17-20, 1995**ORCCON 18**

Held at the LA Airport Hyatt Hotel. All types of family, strategy, and adventure board, RPG, miniature, and computer gaming. Flea markets, auction, and exhibitor area; seminars, demonstrations, and special guests. For more information, write to STRATEGICON, PO Box 3849, Torrance, CA 90510-3849, or call (310) 326-9440.

MARCH 3-5, 1995**EGYPTIAN CAMPAIGN '95**

The Strategic Games Society presents a weekend of RPG, miniature, and historical wargaming at the Southern Illinois University Student Center. Featured AH games include *DIPLOMACY*. Pre-registration is \$10.00; \$12.00 at the door; single day and visitor passes are available. For more information, write to Strategic Games Society, c/o Office of Student Development, 3rd Floor Student Center, Carbondale, IL 62901-4425.

MARCH 16-19, 1995**LITTLE WARS '95**

The Midwest Chapter of HMGS proudly presents a weekend of "all" miniatures gaming. Held at the Ramada Hotel O'Hare (6600 N. Mannheim Road, Rosemont, Illinois), registration is \$10.00 for one day, \$15.00 for the whole weekend. For more information, write to 107 West Chicago, Algonquin, ILL 60102, or call (708) 658-4333.

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 "Opponents 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; *SNL-A*, Q; *SUB-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*, Sc20-1: *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*, S20-5: *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-Sc*; *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*; *3R3-A*; *RBN-S*; *CQD-V*; *CIV-S*; *SQL-A*21-6: *FPR-H*, V, SR; *AIW-S*, Sc; *BZK-V*; *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*, Q22-2: *UPF/BNZ-A*, SR, Q; *FTP-A*, S; *SUB-Sc*; *VIP-S*, Q22-3: *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*, Q23-1: *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*, Q23-5: *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*, Q26-6: *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*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/GUNG HOI-A*, Sc, H, DN; *ROR-A*; *FPG-A*, Sc; *B17-Sc*, -Q; *ACV-V*, Q; *SPF-V*; *AvalonCon II*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*, S28-6: *A3R-A*, S, V; *ASL-A*, Sc; *GOA-V*; *UPF-Sc*, Q; *3R4-V*, S; *CIV-A*; *RSN-R*; *BKN-R*29-1: *AVC '93-A*; *HOW-Vx3*, Preview, Q; *WTP-Preview*; *RKL-S*; *ASL-Sc*; *ASN-Preview*29-2: *WTP-A*, SR, DN; Q; *Marquis de Lafayette-H*; *ACQ-V*; *ASL-Sc*, DN; *BKN-Preview*; *KGM PC Preview*; *UPF*29-3: *BKN-A*, S, SR, Q; *GUR-Preview*; *ASN-V*; *HOW-V*; *CIV-V*; *OC PC-S*; *ASL-Sc*, A, DN29-4: *SJW-S*, V; *WaW ST-Preview*; *MAH-Preview*; *5h Fleet-Preview*; *GBG '88-V*, *BKN-SR*; *ASL-Sc*, A

COLONIAL DIPLOMACY...

(Continued from pg. 40)

3. Move east out of India into Bengal, Burma, and Siam with fleet support from the Bay of Bengal. The Singapore fleet can move north into Malaya and then Rangoon.

4. Move the Bombay fleet into the East Indian Ocean and the Hong Kong fleet south into the Sunda Sea, thus combining with the fleet in Singapore. This enables an attack on the Dutch East Indies (with or without French help).



China has a number of strategic options to choose from as well: Take out the Russian units in Port Arthur and Vladivostok, go into Burma via Assam, or make a play for the Central Asian centers of Kashgar, Kashmir, and Tashkent.



Japan

Attack Korea, Vladivostok, and Manchuria or head south for Formosa and the Philippines?



Dutch

Go for the Philippines or move up the Malayan Peninsula into Siam and Burma?



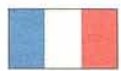
Russia

Ally with Japan or China in the east, Turkey or Britain in the west?



Turkey

Trust that the Russian fleet in the Black Sea won't make a move south while you move for Egypt, the Sudan, and Aden? Should Rumania be taken before Russia takes it, or should you ally with Russia to keep Rumania neutral?



France

Head for the Philippines and take it before the Dutch and the Japanese arrive, or attack the Dutch East Indies with help from the British fleets in Singapore and Hong Kong?

As you can see, each power will have some tough decisions to make. Your choice of strategy may or may not be successful depending on which strategic options the other powers choose, and what alliances are formed between these various powers.

VITAL SEA AREAS DICTATE STRATEGIES

DIP has vital sea spaces which are the key to several adjacent supply centers (i.e., North Sea, Ionian Sea), *COLONIAL DIPLOMACY* has its own array of sea spaces: the Black Sea, Andaman Sea, Java Sea, and the crucial Yellow Sea (which borders seven colonies). Once again, nations have to weigh their choices carefully when taking these spaces. It's important to control these spaces before going for the nearest supply centers. For example, the Dutch (unless it has a rock-solid alliance with Britain) should forego its easy builds until it controls the Java Sea, since a move of a British fleet into Java Sea on the first turn threatens all three starting centers as well as Sarawak and Malaya. So too,

Japan should control the Yellow Sea if it intends to attack the Korean Peninsula, the Russian territories in the east and Manchuria. The board was designed this way on purpose to challenge players and force them to find the best options for each power.

GETTING THE BALANCE RIGHT

Playtesting between 1989 and 1994 removed several supply centers (Arabia, Eritrea, Baku, Armenia, Afghanistan, Punjab, and Lucknow). Other changes included making Hong Kong a starting area for Britain. A neutral Hong Kong makes France too powerful in the area and very difficult to eliminate. By giving Hong Kong to the Brits, the French player has to negotiate to survive.

Some of the starting units were also changed. Initially, the Dutch had three fleets. With three fleets, they could overrun the Philippines and force Britain out of Singapore too easily. By changing their initial set up to one army/two fleets, the Dutch have to mobilize the army by convoying it to the Philippines or the Malayan Peninsula.

The Japanese, on the other hand, were weak with only two fleets and two armies. One army was changed to a fleet, which makes it very strong on the high seas. Even with the added fleet strength, however, the Japanese can find it difficult to gain a foothold on the mainland (especially if Russia and China form an alliance). If the British unit in Madras was a fleet instead of an army, it could combine with the fleets in Singapore and Hong Kong to make the situation impossible for the Dutch if the French don't come to their aid. Now, the British can't take Ceylon on the first "counting" turn, but the Dutch can if they choose to do so. Ceylon is very tempting for the Dutch, but the move risks all out war with the British—not a very desirable thing early in the game. The diplomatic status between the Dutch and British is strained enough at game start.

The Black Sea required both Turkey and Russia to have one fleet each; any other combination defused the volatility of the region. A "Crimean War" is now a constant threat.

THE OPTIONAL RULES

Another playtest development was the addition of two optional rules which enhance the historical flavor of the game:

The Trans-Siberian Railroad running from Moscow to Vladivostok, allows the Russian player to move his units quickly from east to west. *DIP* got around the problem of a large Russia by making Moscow a disproportionately large province with two coasts. To keep the land mass "historically" accurate, I added the railroad. It was built so Russia's eastern possessions in Manchuria could be maintained and its Pacific fleet quickly supplied. In addition, the forces dispatched to keep the railroad moving also helped to guard Russia's vast border with China. Ironically, this is what the railroad does in the game.

The Suez Canal was of tremendous importance to the world when it opened in 1869 for both economic and military reasons. Little wonder that the big power of the day, Britain, ended up controlling it. It is only fitting that the player

who controls Egypt and the Suez should be allowed to move fleet units through the canal while Egypt is occupied.

DOPPELGÄNGER

COLONIAL DIPLOMACY mimics history in a lot of ways. For example:

- Russian interests in the Black Sea and Turkey precipitated the Crimean War and this was a common occurrence during playtesting, along with Britain coming to Turkey's aid.
- Malaya was disputed by the British and the Dutch. A "Strait's settlement" is often the outcome with Britain getting Malaya and promising to recognize Dutch sovereignty over the East Indies and the Java Sea.
- China, and especially Manchuria, was constantly threatened and attacked by Japan and Russia. These three combatants continue to act out their own sino-Japanese and Russo-Japanese wars in the game with the same vigor as their historical counterparts.

The fact that some "home countries" contain provinces that are not owned at game start is in fact historically based. Mongolia was a Chinese protectorate, but was self-ruled. Kashgaria, although Chinese, became a Russian economic satellite. Tashkent had to be taken by the Russians during its expansion into central Asia. Bengal (site of the black hole of Calcutta) reflects the Indian mutiny which had to be put down.

NOW IT'S YOUR TURN

COLONIAL DIPLOMACY was a joy to design. Being a native Australian, the colonial period was vital in shaping my world, and the act of recreating it on paper helped me identify with my little "nook" of the globe. I tried to design a game that embraces all that is great about *DIP* and also offers something different for a new challenge.

So now it's your turn to test your diplomatic skills against other colonial powers. From what I've observed, players take great pains to build their colonies and take control of the board. Give it a try, and good luck. ☆

CHANGES!

Below is a list of updates for *COLONIAL DIPLOMACY*. If you have an AVALONCON '94 copy of the game, please note these changes in your copy:

Map Addition—Kyoto is a starting Colony for Japan. There should be a white circled dot in Kyoto.

Map Change—Constantinople is a province of Turkey. It should be printed in the same white color as the rest of Turkey.

Rule Changes

9.11—Delete "China may not enter Hong Kong until the turn after another power has occupied it at the end of a counting move (even-numbered turns)."

9.34—Delete "A EGY S SUD"

9.35—Change "Turkey A EGY S British F RS—MED" to "Turkey F EGY S British F RS—MED"

It's 1999, and the Russian Bear is Back!

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Facts in Five
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Bangor, ME

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William Rohrback
Goffstown, NH

Wrasslin'
Megan Brophy
New Rochelle, NY

SERIES REPLAY...(continued from pg. 35)

Our forces are mopping up the isolated and weak units south of Bardia, looking for a weak spot. The southern Bardia redoubt is heavily defended. An attack here is out of the question. Overall, the strategic scope has all but vanished, replaced by simple slogging at tactical objectives.

Orders

- 1st Tank Brigade (Army) will support the infantry assaults today and withdraw west by nightfall, out of sight from the enemy, later to be employed where surprise can be assured.
- 11th Indian Brigade will start their movement toward the "back door."

After Action

A very stiff defense was offered by the two enemy motorized infantry battalions south of Bardia. Both units retreated in disarray and were duly overrun by 1st Tank. A heavy artillery concentration fell on the vanguard 4th New Zealand battalion, causing twelve percent casualties. A wasteful assault by 11th Indian against two German battalions close to the southern redoubt pushed both these units west onto the advancing 2nd New Zealand Division.

TURN 15

Axis turn

He continues to attack all along the front, but my units are holding. I am striking back with both artillery and air units and have blunted his thrust. Perhaps he thought he would be able to take Bardia by nightfall, but he was wrong. Another of the Italian infantry units arrived at the embattlement south of Bardia to reinforce before nightfall. I have moved two German units (a mobile Recon unit and an artillery unit) from the escarpment gap to the Bardia defense area to bolster that area for the expected morning onslaught. My units have held this line for over 24 hours now and I intend to retreat the front lines into the dug-in positions and wait.

Allied turn

Situation

The Allied offensive toward Bardia is progressing most comfortably, dealing crushing blows to the enemy. I now have a decisive superiority and will be able to divert the equivalent of a full division to the "back door." The enemy before Bardia will be subjected to artillery bombardment during the afternoon and night in order to weaken the Bardia garrison further. The Allied forces before Bardia will content themselves with holding their positions unless favorable circumstances permit otherwise.

Orders

- 2nd New Zealand Division with 6th, 4th and 5th New Zealand Brigades will exert pressure toward Bardia and stay well clear of the redoubts, unless these are weakly held.
- 7th Indian Brigade will be assigned to the Bardia sector until further notice.
- 4th Indian Division minus the 7th Indian Brigade will recuperate and then deploy some miles south of the "back door."

- 1st (Army) Tank Brigade will withdraw and recuperate centrally, ready to exploit breakthroughs at either flank.

After Action

Several barrages were delivered across the front. The Axis barrages coincided with the general withdrawal of my reserve, which masked my intentions splendidly. Casualties were slight to both sides.

Axis turn

I am retreating the front line units into the next line of dug-in positions during this turn. After that, I intend to rest until morning unless he continues his strategy of attacking at night. I hope he does. The retreating units are well rested and have a very high defensive strength. The German units from the gap in the escarpment have arrived and I'm digging them in along the eastern gap in the escarpment/Bardia line. I ordered the front line units to retreat back to the next dug in hex.

I may lose this scenario, but my opponent is gonna pay big for it. Lots of dead bodies and burning tanks await him.

After Action

The retreat continues. No significant action. He is not going to attack at night this time.

Commentator

The game has reached its logical conclusion. Barring any blunders, the Axis player has retreated to strong fortifications and the Allies have taken enough objectives to win the scenario handedly.

Any further advance by the Allies, in the face of strongly defended bunkers, would be fool hardy and the escarpment pass on the Sidi Azeiz/Fort Capuzzo road has been heavily reinforced by the German forces.

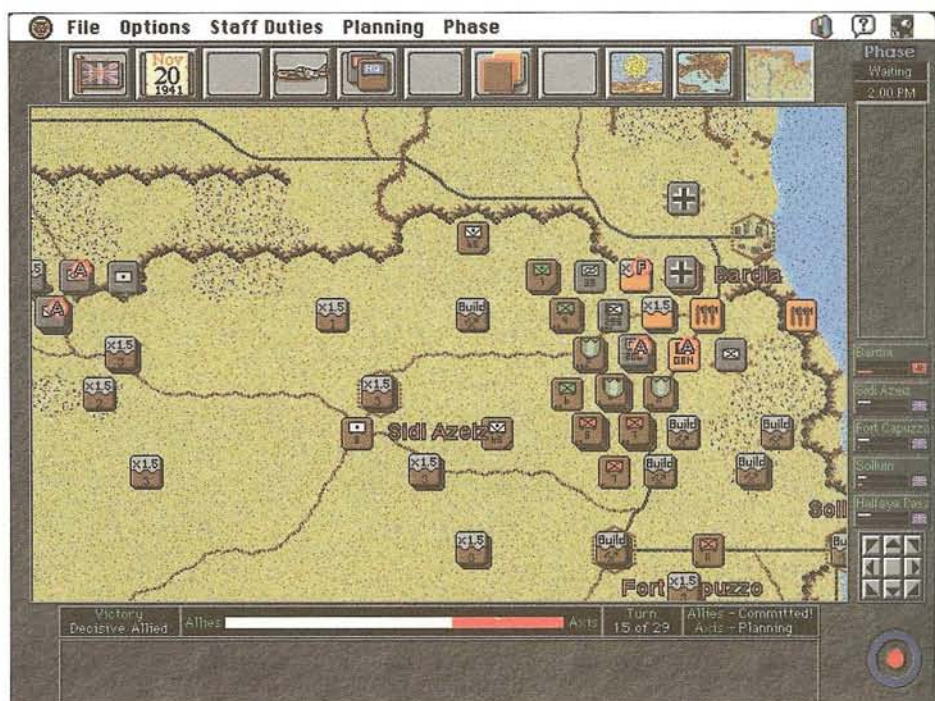
The superior Allied field artillery could, if necessary, help in the taking of a bunker, but the two bunkers that lie south of Bardia will most likely turn out to be too tough for a tired bunch of Commonwealth soldiers.

As we have seen, the Axis player had a very large disadvantage early on, and the Allied commander took complete advantage of the situation. The early strategic movement around the western fortifications at Libyan Omar was instrumental in the Allies splitting the Axis forces in half. Once the Axis forces were forced to give up the Sidi Azeiz/Fort Capuzzo/Sollum line, the battle was lost.

The Axis player erred in investing the escarpment pass west of Sidi Azeiz (the "back door") with so many units. The area to the north of the pass is only important until the arrival of the Axis forces early on the second day. From there, the area loses its importance and offers little in the way of tangible objectives for either player. The Axis forces draw their supply from Bardia so, unlike in the campaign game, cutting the Via Balbi between Tobruk and Bardia doesn't do the Allied player any good.

The German and Italians do have enough units to protect the Sidi Azeiz/Fort Capuzzo/Sollum line, they just have to commit totally to its defense early in the game.

The Allied player played this game almost flawlessly. His thrust up the coast at the Halfaya Pass was strong, but not too strong, as he committed just the right amount of infantry in the area. His encircling movement reached Sidi Azeiz before the Germans could construct any defenses. This enabled an early thrust towards Fort Capuzzo. This made the Axis position at Sollum extremely untenable. His war of movement kept the Axis Commander off balance for the entire game.



The battle is lost. The Allies have secured enough points to win.

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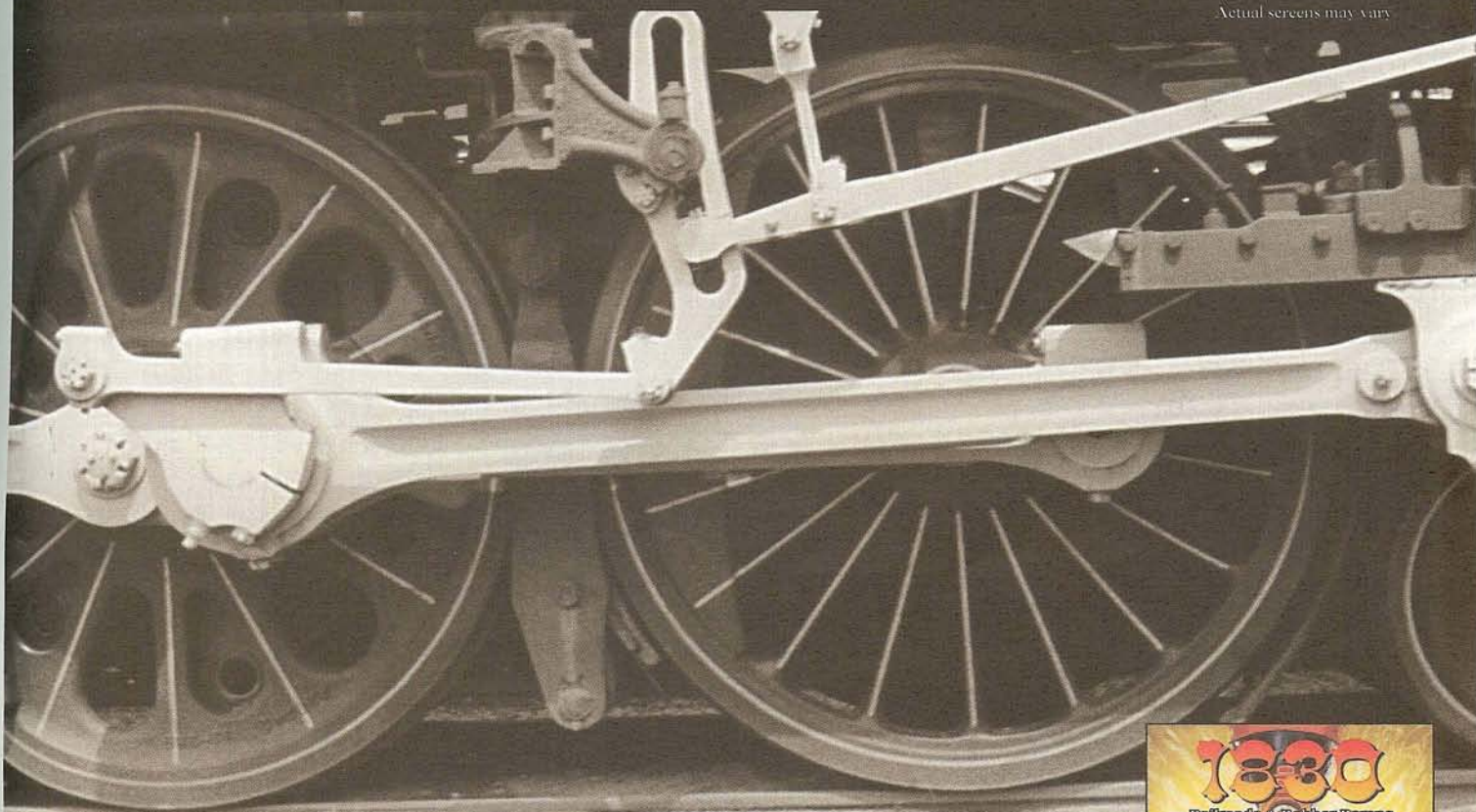


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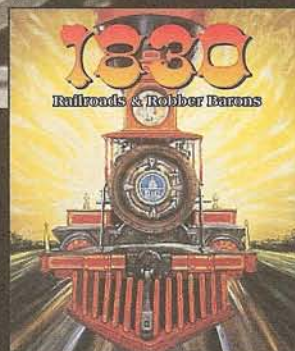
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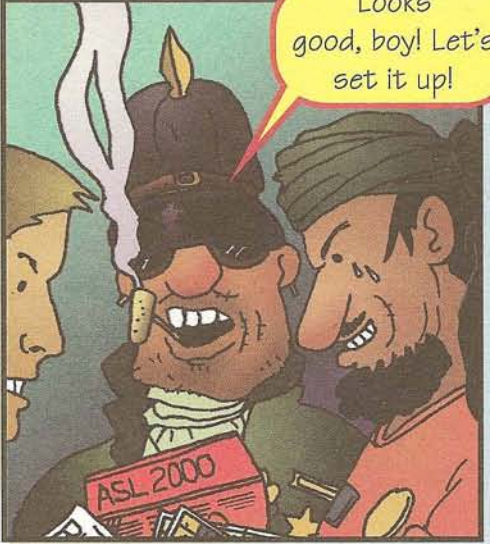


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Fire Team



Guys! Guys!
I have the new ASL
2000 Expansion Kit!



Looks
good, boy! Let's
set it up!



Wow! What a
collection!

He's hoping to
expand soon.



What's that man-to-
counter ratio, boy?

Corps level—
one man, one
counter!

Ooh! Here's a neat variant on
page 4,023: Each soldier may
have on top of his counter a number
of counters equal to the number
of weapons and bullets he's
carrying. Let's try it!

The ratings for Volume 29, Number 3 suggest that *THE GENERAL* is moving in the right direction. Overall, the issue had a 2.5 approval rating.

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Over 40 correct solutions were sent in for Contest #168. The competition was fierce; so fierce that I had to spend three days in the middle of my living room floor wading through little strips of paper, fax sheets, full page laser print-outs, and chicken scratch. Finally, as the guns of Grandcamp died down, ten Allied generals swept across the sand and claimed the Bogue. Congratulations Ronald Clawson, Matthew Ellison, Bryan Eshleman, William Glankler, John B. Grant, JR., Richard Lake, David Long, Sean Mitchell, Thomas Ruta, and Craig Tenhoff. You will each receive a \$10 credit voucher from AH, redeemable with any mail order purchase.



The solution for Contest #169 (printed in the last issue) is as follows:

To win a "Decisive Victory," the Confederate player must have a total of seven VPs. He already has two VPs, so he needs five more. To gain those extra VPs, A.P. Hill must move closer to Culpeper. It's impossible for him to occupy the city (he doesn't have enough Movement Points plus he can't get around the Union divisions waiting for him). Therefore, he only has one true option available:

Moves and attacks Schurz—Hill could move along the railroad three hexes and attack Schurz at 22-9 (2-1 odds with artillery) by declaring a Column of Route or Hasty Attack. However, such an attack will not allow Hill to advance into Hex 1519 because it is in Ricketts' Zone of Control. Moving to attack Schurz, therefore, is not the answer.

Moves and attacks Ricketts—On the surface, this may seem like the best thing to do. If you attacked Ricketts and forced him to retreat with Hill advancing into the vacated hex, you would be one hex away from Culpeper, thus giving you the needed five VPs to win. But, this is not a wise decision. If Hill attacks Ricketts, he will be doing so by declaring a Hasty Attack at negative odds (because of Ricketts' clear terrain bonus and artillery superiority). Try it if you want, but don't expect great success.

The Infiltrator's Report



Moves and attacks Williams—Here's the way to go. Hill has four MPs to spend moving and attacking. So, move him forward through Hex 1322 and into Hex 1221 (two MPs). Now, declare a Normal Attack on Williams-A (two MPs). Williams-A has four Manpower Points plus two Artillery Points (giving him a total of six). Hill has 18 Manpower Points plus two Artillery Points (giving him a total of 20). This factors into 3-1 odds (giving the Confederate player a +2 die roll modifier). In addition, Hill is a better commander so the Confederate player receives an additional +1 (for a +3 total die roll modifier). Now, in order to pull this attack off, the Confederate player has to roll two higher than the Union player to net himself a +5 difference. This result will rout Williams, who loses two Manpower Points to Hill's one Manpower Point (giving the Confederate player one VP). And, Hill will move into the vacated hex and be three hexes away from Culpeper to give the Confederate player another four VPs. Added to the two VPs he already has, the Confederate player wins a Decisive Victory.

The names of the winners (if any) will be published in Volume 29, Number 6.



Do you play *WAR AT SEA*? Do you play it a lot? If so, you may want to give Bruce Monnin a moment of your time. Bruce is a *WAS* enthusiast interested in publishing an "unofficial" game guide on the game. Currently, he's looking for others who may have ideas on variants, articles, new rules, etc. that could be added to the guide. If you have any ideas on *WAS*, contact Bruce at:

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ASLers brace yourself! A new 'zine for your combat edification has hit the scene: *Backblast*. This

40 page biannual publication features eight to twelve scenarios each issue, player aids, and articles. Its scheduled releases each year are October and April. The cost per issue is \$5.00 plus \$1.50 for postage charges (North America) or \$3.00 (overseas). No subscription or advance purchases are accepted. If you're interested, please write to *Backblast Magazine*, 8191 Turn Loop Road, Glen Burnie, Maryland 21061. You may also send inquiries through E-Mail: brian@tpocc.gsfc.gov. Please include a SASE with postal inquires to ensure a response.



Two new 8" X 22" ASL boards are available: Numbers 42 and 43. These boards feature typical farmland, with fields, patches of trees, roads, etc. The cost is \$5.00 per board.



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I must admit; even I make a mistake once in a while. In the last issue, I said under "Hardware Requirements" for both *5TH FLEET* and *STALINGRAD*, that you needed a 4 meg sound card to have sound/music in the games. Well, there's no such thing as a 4 meg sound card. Let me clarify: *5TH FLEET* and *STALINGRAD* will support SoundBlaster or compatible cards. That is what I meant to say.



The closing date for GMs to volunteer to run events at AVALONCON '95 is February 28. Anyone wanting to be a part of the hobby's revived league experience should contact us before that date to make sure their favorite game *will be included*.



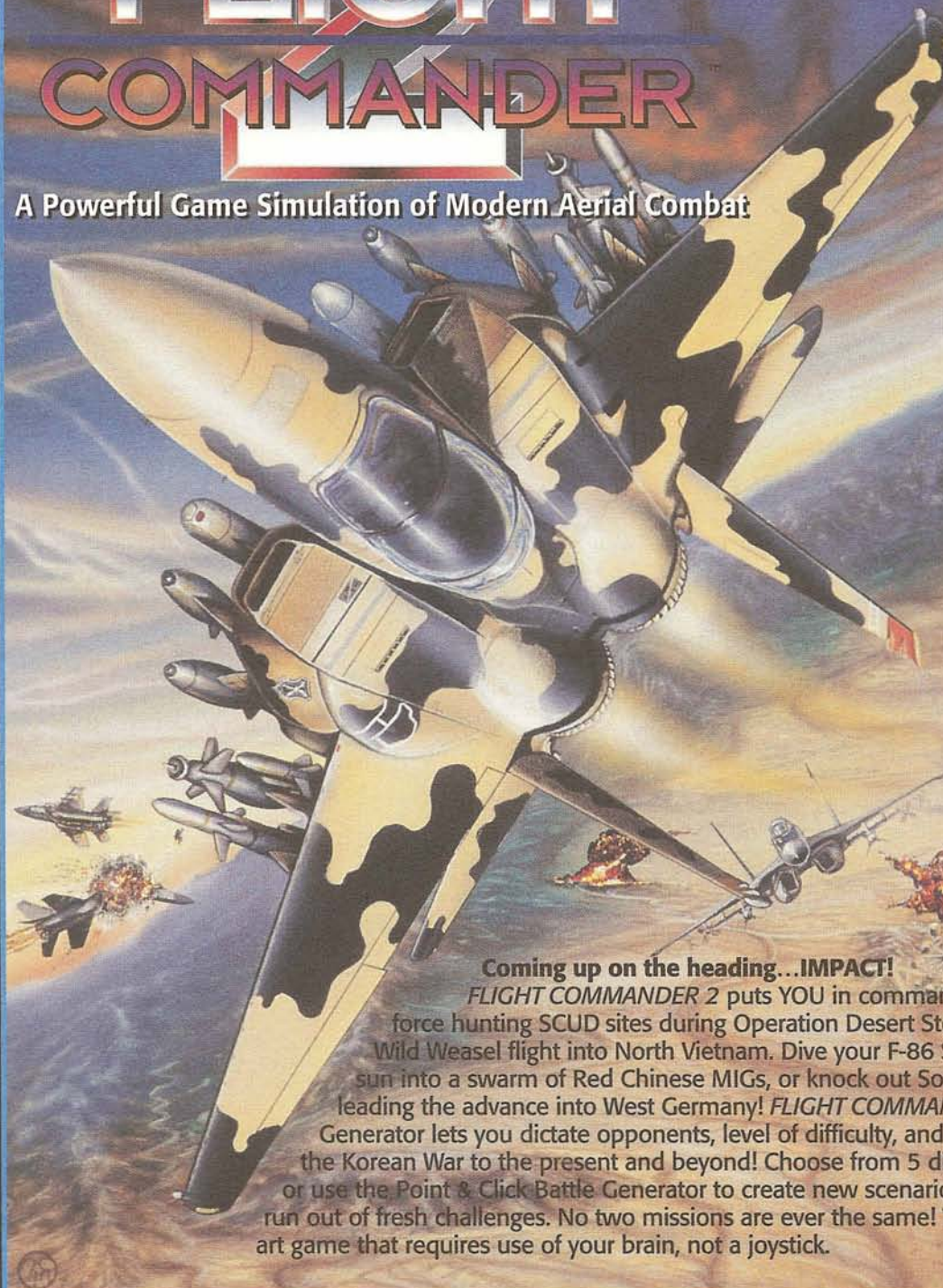
News flash! *FIFTH FLEET PC* has just won the Consumer Electronic Show (CES) Innovation Award. Only eight of these awards are handed out each year for computer games. This is one of the highest honors handed out by the peers in the software industry. We're honored to be among some of the best in the business. Thanks from everyone here on the Hill!

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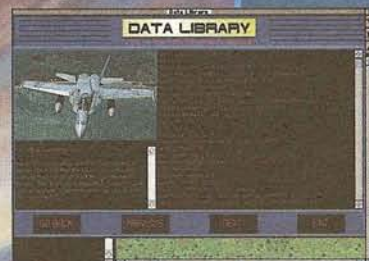
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2. **CCWGA:** Dave Targonski VIP 8, Jeff Martin TRC 7, Ron Fedin TPS 6, Greg Zepka CMS 0 = 21 [115]
3. **Reservoir Dogs:** Chuck Kaplan TTN 9, Jim Doughan BKN 8, Mark Frueh 183 1, J. R. Tracy ASL 0 = 18 [331]
4. **Doily Dogs:** Gary Fortenberry ASL 10, Phill Rennert PGG 6, Paul Toro WTP 0, Robert Rademaker MOV 0 = 16 [244]
5. **Bagmen:** George Seary CVW 7, John Checchia 183 4, Scott Smith WTP 3, Scott Sirianna BRI 1 = 15 [233]
6. **MA Strangers:** Bill Norton ACQ 8, Dave Lionett RBN 2, Bill Brunton 183 2, Alan Applebaum VIP 2 = 14 [226]
7. **Old Guard:** Joe Beard AFK 7, Randy Heller B91 6, Pat Flory TRC 0, John Grant B81 0 = 13 [59]
8. **Palmetto Sharpshooters:** Scott Pfeiffer BRI 9, Chuck Goodwin CMS 0, Dave Lowall UPF 0, Mike Brannaman WSM 0 = 9 [206]
9. **Rigid ZOC III:** Terry Coleman MMS 8, Dave Curry HWD 0, Chris Sasso WTP 0, Chris Bauch GBG 0 = 8 [217]
10. **Black Bear:** Andy Lewis WTP 8, Sean Cousins KRM 0, Caleb Cousins MOV 0, Dennis Mason A5A 0 = 8 [176]
11. **Team Delaware:** Bill Rohrbeck WSM 7, Vince Meconi GBG 1, Tim Hitchings WAS 0, Kathy Hitchings HWD 0 = 8 [166]
12. **Team Doily:** Ray Pfeiffer ADV 3, Don Greenwood BKN 3, B. Cleary FBS 0, Mike Schloth FI5 0 = 6 [174]
13. **Team With No Name:** Mike Sincavage ANZ 6, Mike Crowe A3R 0, Bill Douglas UPF 0, Paul Landry A5A 0 = 6 [166]
14. **EPGS:** Greg List HWD 4, James Noone DIP 0, Steve Kyle ASL 0, Mike Fischer CMS 0 = 4 [305]
15. **The Ninnies:** Perry Cocke ASL 2, Ivan Lawson AFK 1, Vince Frattali WTP 1, Christine Frattali ACQ 0 = 4 [256]
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18. **Ghosts:** Dennis Culhane CVW 2, Lane Hess SCT 1, Charley Hickok ACV 1, Larry Lingle WAT 0 = 4 [98]
19. **Foster Children:** Chuck Foster MOV 3, Bob Foster RBN 0, Dave Foster KGM 0, Cathy Kratz HWD 0 = 3 [227]
20. **Michicon:** Raymond Stakenas KRM 2, Ken Whitesell 183 1, Ray Stakenas UPF 0, Chris Villeneuve BKB 0 = 3 [224]
21. **Palmetto Irregulars:** Bruce Young ATS 2, David Gantt BRI 1, John Emery UPF 0, Earl Anderson WSM 0 = 3 [205]
22. **Manly Men II:** Robin Barbehenn 183 3, Kenneth Good WRS 0, Mike Puffenberger SCT 0, Ken Mathias DIP 0 = 3 [185]
23. **AHIKS Europe:** Murray Cowles BKN 2, Tom Oleson ANZ 1, Herbert Gratz UPF 0, Adolpho Coelho TPS 0 = 3 [137]
24. **Team Connecticut:** Dave Sidelinger RKL 2, Olin Hentz RBN 0, Tom Pasko DIP 0, Vince Galarneau HWD 0 = 2 [265]
25. **Kraska's Krusaders:** Brian Youse ASL 2, Ed Beach HCR 0, Ed Kraska WTP 0, Tim Autrey MOV 0 = 2 [257]



A record 66 teams took part in the Team Tournament. The scores for the remaining 41 teams not shown above ranged from 2 to 0 points. Ties were broken by total number of entrants which is listed in brackets. All team members are listed, including those who did not attend. Recruiting reliable teammates who will honor their obligation to pre-register is as important as their playing skills. On-site substitutions are not allowed. Group picture Team Plaques will be presented to all the winners of the winning contingent from South Carolina.

A.R.E.A TOP 25 ADVANCED SQUAD LEADER

Rank	Name	Rating
1.	McGrath, Michael	2273HI
2.	Fortenberry, Gary	2159ILE
3.	Zimmerman, Mark	2110AB
4.	Cocke, Perry	2006IJ
5.	Pleva, Steven	1993DGG
6.	Berger, Ronald	1971HKH
7.	Rinehart, Bruce	1960HG
8.	Petry, Phillip	1955OI
9.	Summers, Richard	1953BD
10.	Conner, Bill	1947GH
11.	Van Kan, Mark	1903BDE
12.	Hanna, Marc	1892DGH
13.	Drane, Scott	1883FIH
14.	Baker, Eric	1871EH
15.	Barnette, Robert	1869DH
16.	Woloszyn, Raymond	1855HMB
17.	McMain, Mike	1835HDJ
18.	Smith, Warren	1813BEG
19.	Mehr, Louis	1811MNT
20.	Wolkey, Robert	1781DC
21.	Goetz, Chuck	1778EH
22.	Robin, Andrew	1778CF
23.	Fago, Carl	1777HKK
24.	Youse, Carl	1729AHJ
25.	Hildebran, Bret	1716CD



1994 NATIONAL CHAMPIONS

EVENT	WINNER
Across Five Aprils 31	Dennis Culhane
Acquire 49	Bernard Norton
Adel Verpflichtet 57	Ralph May
Advanced Civilization 35	Ken Rothstein
Advanced Third Reich 32	Bryan Conway
Afrika Korps 17	Joe Beard *
Anzio 14	Mike Sincavage *
ASL 130	Gary Fortenberry
Assassin 30	Bobby Laboon
Attack Sub 46	Dave Kuchta
Auction 32	Ken Gutermuth
B-17 32	Kevin Combs *
Battle of the Bulge '81 12	Phil Evans
Battle of the Bulge '91 13	Randy Heller
Blackbeard 40	John Kilbride
Breakout: Normandy 50	James Doughan
Britannia 73	Scott Pfeiffer
Candidate 39	Bruce Reiff
Circus Maximus 47	Mike Stanley
Civil War 16	George Seary
D-Day '91 14	Mark Holley
Diplomacy 57	Will Wible
Dune 22	Paul Weintraub
1830 84	Todd Vander Pluym
Empires In Arms 19	Jim Anderson
Enemy In Sight 37	Larry York
Facts in Five 25	Eric Olin
Firepower 18	Charlie Wilmer
Football Strategy 42	Gordon Rogers
Fortress Europa 12	Mike Newman *
Gettysburg'88 18	Allen Kaplan
Guerilla 40	Kevin LeRow
Here Come the Rebels 24	Trevor Bender
History of the World 102	Gordon Bliss
Kingmaker 24	Paul Toro
Kremlin 42	Caleb Cousins
March Madness 37	Terry Coleman *
MBT 18	Bruce Young
Merchant of Venus 43	David Thompson
Mustangs 22	David Metzger
Naval War 30	James Fleckenstein
New World 14	Robert Purnell
Panzerblitz 12	Johnny Hasay
Panzer Leader 20	Angelo Valeri
Panzergruppe Guderian 11	Phil Rennert *
Pax Britannica 16	Franklin Haskell *
Paydirt 16	Mark Potter
Peloponnesian War 10	Kevin McCarthy
Pro Golf 29	David Walrath
Rail Baron 57	Bill Fellin
Republic of Rome 25	Chris Greenfield
Roadkill 50	Caleb Cousins
1776 12	Steve Packwood
Slapshot 39	Luke Kratz
Speed Circuit 29	Andrew House
Squad Leader 15	Eric Stranger
Stocks & Bonds 17	Ken Gutermuth
Stonewall Jackson's Way 22	Ray Rooks
Storm Over Arnhem 14	Steven Koleszar *
Superstar Baseball 16	Randy Cox
The Russian Campaign 17	Jeff Martin
Third Reich 4th Ed. 16	Michael Mitchell
Titan 67	Chuck Kaplan
Titan 2 26	Paul Goliwas
Title Bout 20	Terry Coleman
TP: Stalingrad 15	Ron Fedin
TV Wars 40	Don Greenwood *
Tyranno Ex 21	Tom DeMarco
Up Front 58	Bruce Young *
VITP 36	Dave Targonski
War At Sea 18	Phil Rennert
War & Peace 11	Robert Beyma
Waterloo 18	Joe Beard
We The People 60	Andy Lewis
Win, Place & Show 20	Stuart Tucker
WS&IM 28	William Rohrbeck
Wrasslin' 16	Megan Brophy
Wrasslin' Battle Royal 12	Kaethe Kibler
Team Tournament: Team Dixie - Robert May ADV 8, Randy Cox SSB 7, Bobby Laboon ASN 7, Roger Cox DUN 0: 22	

is number of entrants

* is defending champion