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GENERAL



VOL. 29, NO. 6 • AVALON HILL

Featuring: Card Based Games



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GENERAL

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"Mr. Speaker! The President of the United States."

★★★★★

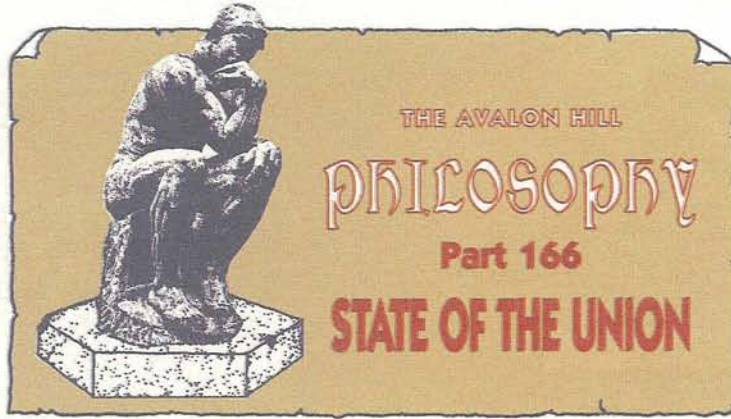
I'm certainly no president, but I have a better appreciation for what the man's been going through during this political transition period. The "vocal minority" succeeded in winning the House and Senate. Now, they have to put up or shut up. We'll see if they can do what forty years of Democrats could not: Please the masses. Somehow, I think they will fail.

This issue's philosophy will focus on the state of our hobby as I see it. And let me admit right off: compared to a large portion of you, my "experience" in historical simulations falls short. I'm only 27. The first few years are spent learning how to eat with a fork. Kindergarten comes around and you start learning how to socialize and finger paint. Then comes high school and women. It's a never ending battle of changes and shifting priorities. So, I suppose my time in the field is a little over twelve years. Do I know what I'm talking about? Well, I'll leave that up to you.

Whenever I'm introduced to someone and the subject of professions comes up, I immediately gain a new respect when the person discovers I write for a living. Why? Because many people believe that if you can write, you're intelligent. The notion isn't new; it's as old as the written word itself. During the Medieval period, the monks were the "learned" ones because they held the knowledge of the world in the point of their quills. They controlled the language. Thus, anyone who controls the WORD, is intellectual. Right? Well, yes. But does that mean that someone who can't write is stupid? Well, no. Engineers, for example, are smart people. Their profession demands that they be so. But I've seen the type of writing some engineers consider "good." It isn't pretty.

Everyone wants to be considered smart, intelligent, on the ball. When someone comes along and suggests that you aren't, you become defensive and feel threatened. So then, the notion of being "less than smart" begins to pervade other areas of your life. "Am I a smart listener? A smart father? Are my children stupid because I've raised them? Am I a smart eater?" The poison builds until you start questioning your whole life pattern. And this, my friends, is what's happening with our hobby.

Gaming (whether in the printed medium or electronic medium) is an intellectual endeavor. Anyone who can read and understand a sophisticated set of boardgame rules is intelligent. So too, anyone who can figure out how to beat a superior Artificial Intelligence is smart. But what's happening is that many of us are trying to prove that one form of gaming is more brainy than the other, that one form is a superior intellectual endeavor. "I'm smarter because I play boardgames." "No, I'm smarter because I play



computer games." That's the battle cry and that's what this is all about.

The world has become so picture oriented that the printed word carries very little meaning. This is counterproductive, because the crux of any game is its written rules. A game lives and dies by the rhetoric used to explain its play. I can understand where the boardgamers are coming from. "Gee, you mean to tell me that this hobby that I've supported for several decades is suddenly telling me that I've wasted my time? Do I no longer matter? Am I a smart listener? A smart father. . ."

The new kid on the block (the one built of megabytes and motherboards) is on cruise control and ain't looking in the rear view mirror. "This is my time, Bubba, and I'm going for broke!"

These two sons, born of the same father, sit across from each other and hurl gray matter nuggets to the detriment of both. It's a war that's been waged; but it's a war that can't be won. No matter what we try to do, the printed media and the electronic media are of the same stock. If one falls, they both fall.

I'm a boardgamer primarily. I do play computer games and I like them. But I keep letting my computer system fall behind the inevitable advancement of science. A few years ago, my system was top of the line. Now, it's old hat and I can't play any new games on it. I get frustrated because the world keeps telling me that I've got to change or be ignored. So, I've made the choice to let the world pass me by, and I don't demand from it something it can't do (i.e., stop changing). I'm a "gamer," and a damn smart one! I don't have to prove it to anyone. I play both computer and boardgames. I receive from them different levels of comfort and enjoyment, and I roll with the punches. I can always find someone to play *TITAN*, or *HISTORY OF THE WORLD*, or the brutal ones like *THIRD REICH* or *VGS' VIETNAM*. Because we are still here carrying the flag. Just look at this issue's Opponents Wanted page if you need proof. If that doesn't convince you, come to AVALONCON '95. There will be hundreds of gamers there ready to prove you wrong.

We all have a level of intelligence. Some of us are smarter than others in different things, and we all bring to the "gaming" experience different interests. If you like pushing around coun-

ters, keep pushing them around. No one is going to sneak into your home and steal those boxes that have given you so much joy for decades and have defined who you are. If they do, let me know; I'll smack 'em around for you.

You haven't wasted your time in the hobby, boardgamer, because the hobby is still here. Gaming is gaming, whether on-screen or on-table. If we prosecute this war between counters and computer chips, we lose the field, and we lose the hobby entirely. Don't let that happen.

Robert Waters

A FEW COMMENTS ABOUT LAST ISSUE

The On-Line and postal mail I received on 29-5 was quite interesting. There hasn't been an issue of *The GENERAL* that's seen so much controversy in years. Frankly, I'm surprised at all the commotion. I created that issue with the sole purpose of having a wide variety of articles to counter-balance the AVALONCON coverage, because we've been criticized in the past for devoting so much of the issue to the convention. Then, we received a huge cry at the convention to keep it in. And, in an attempt to cover both camps, I still received complaints about the article mix! A lot of the comments were based on the belief that the articles were small and lacked the "meat" that you've been accustomed to seeing for years. Some of you said that you didn't own any of the games covered. In contrast (which helped to compound my wonder), many of you praised the whole package (some being so bold as to rate the issue with a "1" which is the highest rating any issue has received in over two years).

So, what am I going to do with all these comments? Well, it's really hard to say for certain. But there are a few things I *can* say to help answer some of the "questions" the new look and article mix has generated.

Meat. The meat is still there, but it's focused meat. Michael Anchors' article "Native Policy in *NEW WORLD*" and Will Sariago's article "Walk a Mile for a Camel" were good articles, filled with a lot of good advice. They were also very well written. There's meat in their words, but they kept their rhetoric focused. It's always been my belief that a lot of articles in the past have talked about everything under the sun except the matter at hand. You don't need to use a lot of words to prove a point; you just need to stay focused and keep your meat on the plate.

Graphics. I've not received any bad press about this, save a couple comments that the pages look a little cluttered. Almost all of you love the new layout, and I'd have to agree with you. Finally, the magazine looks good! I'm glad to be a part of that.

Cartoons. I was born in that time between the decline of printed media and the rise of the visually graphic. Thus, I've always felt that *The GENERAL* needed a touch of humor. I've dropped FIRE TEAM for this issue because I needed the space for an article, but it's coming back. Whether it stays or not is up to you. I think it should stay (or something very close to it), because we need to laugh at ourselves once in awhile. We need to step back from time to time and point the finger and say, "man, we're a crazy bunch of people." We really are crazy, but we wouldn't want it any other way.

DRIVER PERSONALITIES, THE GREAT RUMBLE AND ADVANCED CAMPAIGN RULES FOR

ROAD KILL

BY ROBERT WATERS

ROADKILL (RKL) is one of Avalon Hill's little unsung gems. Don Greenwood did something here that deserves another look, and we as "wargamers" shouldn't brush it under the table because it doesn't offer the blood thirsty a way to satisfy his appetite. While the mechanics of the game offer the prospective Mad-Max a way to "hinder" an opponent, it doesn't usually lead to a mortality. Every driver is in it until the last, which (in my opinion) is the genius of its design. Why would anyone want to commit to a game and then find himself out of it before looking at his hand? The thought of being killed on the first turn makes me want to play something else. RKL, however, gives everyone a chance to win. The competition is brutal and furious. If you think you have no chance one minute, wait awhile and your luck will change.

While looking through its components, I noticed how much effort and time had been put into making the car counters unique and individual. Each car is different and each driver has his or her own look and style. I thought to myself (Oh, my God! There he goes thinking again!): "These people must really exist. These drivers must have personalities and stories of their own. Why not give them their due?"

Here is an overview of these RKL warriors (the Top 10 racers of the circuit)—their personalities, their own stories, their own dreams and goals. Use these citizens to play out the ultimate RKL road race—The Great Rumble from New York to California. And, if you're really in the mood for power driving, use the Advanced Campaign Rules to play a whole season.



"Who are these people?" The Top 10 ROADKILL Warriors Tell All!

CAR #1

Driver's Name: "Spike" Mulligan

Position on the Circuit: Third

Name of Car: Road Hugger

Starting Upgrades: Traction Tires, Power Brakes

Friend: Billie Bob Smith

Enemy: Mr. Clean, Battle-Ax Betty

My Story: "I was a ninety-pound weakling, a little runt of a guy from Topeka, Kansas who used to follow his daddy through the corn fields with my Ken and Barbie dolls. All the kids used to laugh at me, call me names. But all that changed when I won a local corn shucking contest and got enough money to buy my first car. An old '63 Bel Air, hard as a rock, big as a house. With a little help from my Uncle Jeb, I got that baby humming. One day, I went looking for those kids who used to laugh at me. They didn't take too kindly to my bumper. Now, no one laughs at me. No one, except maybe Battle-Ax Betty. But she ain't too smart nowadays. Don't worry, she won't laugh for long. My best friend is Billie Bob Smith. He understands me, treats me real nice. I'd never run him over. Honest."



CAR #2

Driver's Name: Billie Bob Smith

Position on the Circuit: Seventh

Name of Car: John Deere

Starting Upgrades: Repair Kit, 4-Wheel Drive

Friend: "Spike" Mulligan

Enemy: Mr. Clean

My Story: "In Appalachia, we didn't take too well to strangers. I didn't know anyone else existed in the world except my five sisters and four brothers—oh yeah, and my Ma and Pa. 'Course, they don't count too much since they was always in the garden. Sometimes, I didn't even know they was 'round [a huy, hehehehe!]. Anywho, I guess it all started around the time I was five. My daddy's John Deere broke down and he couldn't start it worth a lick. I climbed into that thar engine, gave it a few tweakers, and off she went, right through the chicken coop and into old man Ferguson's pond. I had to pray extra special that night, momma said so. Anywho, I knew I had the gift. So, when I got old enough, I joined a biker gang and roam'd the country. Saw a lot of neat things, and did a lot of things that weren't too kindly. My Christian ethics were mightily strained, but I survived and got a gig in this here circuit. Ain't looked back since."

"Spike and I get along real well. Helped each other out a few times, you know, with money and all. 'Course, no one likes Mister Clean. He's one mean dude, that Clean. Spike says he ain't afraid of him, but I know better. We all are."



CAR #3

Driver's Name: Cherokee Jones
(The Chief)

Position on the Circuit: Fifth

Name of Car: Four Wheels Rolling

Starting Upgrades: Cloaking
Device, Infra-Red Goggles

Friend: Battle Ax Betty
("she is beautiful woman")

Enemy: Mr. Clean

My Story: "Only the rocks live forever. My grandfather tells me this. Man is the most dangerous of all the creatures, because he knows what you know. Never forget, my friend, what the ancestors tell you. Look at everything—the streams, the sky, the birds. They will tell you things you must know. Watch your rear-view mirror, keep your grenades handy, keep your sights on the one in front of you, and never stop to siphon gas unless you're packing heat. Today is a good day to die."

**CAR #4**

Driver's Name: Battle-Ax Betty

Position on the Circuit: Second

Name of Car: Hell's Mistress

Starting Upgrades: Mortar,
Assistant Driver*

Friend: Cherokee Jones
("He's so cute!")

Enemy: Mr. Clean, Smoke-Stack Simone

My Story: "Don't mess with me 'cause I just as soon shoot ya' than look at ya'. Have you got a cigarette? Thanks. Well, what do you want to know? I grew up in the Bronx; the only girl in a family of five brothers. I learned long ago men aren't worth a flip, except maybe Cherokee. He understands my soft side. Why are you looking at me with that grin? Wipe it off man, I ain't playing with you! I don't have to sit here and take this crap. You gonna listen or what? Now, like I said, I grew up having to defend myself. And that early training makes me the person I am today. It's hard on this circuit for a sweet girl like me. You have to be doubly strong and quick. But that's the way we like it, Simone and me. But I don't want to talk about that old bitty. I'll get her back, you just wait."



* Ms. Battle-Ax has an identical cousin. During many races she hooks up with her to run double. No one can tell the difference, not even Cherokee.

CAR #5

Driver's Name: Heinrich von Hüssen
(The Bavarian)

Position on the Circuit: Tenth

Name of Car: Panzer

Starting Upgrades: Burglar Alarm,
Supercharger

Friend: Father Joe

Enemy: Mr. Clean, Fu-Man Gooley

My Story: "My father taught me tradition above all else. 'Work hard,' he said, 'and you will succeed.' I grew up in Germany and understood the Bavarian way: dedication, trust, work, work, work. So I bring to this silly American sport the true meaning of success. I am the best, and I will beat anyone who gets in my way. Mr. Clean is a silly girlie-man. I will crush him and that girlie-man Fu-Man Gooley. They dare to embarrass me at the Rothschild 400. They will pay in American blood!"

**ROADKILL Q&A**

2.1 & 6.7 If three cars are stopped at a Rest Stop, can the first one attack the third one and vice versa?

A. No - they are not adjacent. Cars are never side by side - even at Rest Stops. They are always one behind the other; therefore cars in 1st and 3rd can never be "adjacent".

5.4 & 10.R Does a Stabilizer allow a car to draw a maximum of three cards per turn at night? Can it draw a card even if four or more cards were played during a turn?

A. Yes. No. A Stabilizer just increases the maximum draw by one. A car equipped with one must still deduct one draw from its maximum for each card it plays.

6.1 Can one Red Line card be used to both start and modify Exit Draws?

A. Yes. However, a Landmark card cannot be used to both start and modify Exit draws.

6.21 May the holder of the Box Canyon card await the result of the Exit Draw before deciding to play the card to avoid wasting the card on an unsuccessful Exit attempt?

A. Yes.

6.23/6.71 When a car enters a Side Road is the "Times on Road" reset to the negative value of the card played to create the Side Road or the negative value of the section from which the Side Road is listed?

A. The former. Similarly, when a car successfully exits a Side Road, the "Time on Road" is reset to the negative value of the section just entered - not the one just left.

6.24 In situations where any card drawn will allow a car to exit the current section, is an Exit Draw still required?

A. Yes; strictly for purposes of deck rotation.

6.25 Does an Automatic Exit onto an existing Section count as a Move card played for the purpose of reducing the number of cards the player can draw?

A. No.

6.5 May the lead car throw a Hand Grenade at the active car behind it before the active car takes any action?

A. Only if the leader is "being passed or attacked".

6.6 If the check which must be made before the play of a Shortcut card results in the car having to stop, is the card still played anyway?

A. Yes. The car attempting the shortcut must stop without passing any cars.

6.61 Does an Automatic Pass count as a Move card played for the purpose of reducing the number of cards the player can draw?

A. No

6.71/7.2 When a car successfully exits a Side Road, does it expend one fuel for each value of the Side Road exited?

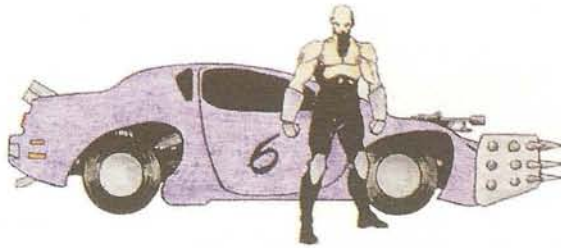
A. Yes

6.72 Can a car on a Side Road stop more than once at its Rest Stop, or is it limited to Rest Stop usage only on the first turn that it enters that Side Road?

A. A car on a Side Road may always stop at a Rest Stop.

CAR #6

Driver's Name: Mr. Clean
Position on the Circuit: First
Name of Car: White Tornado
Starting Upgrades: 20mm Turret, Nuclear Fuel Cell
Friend: "Smoke-Stack" Simone
Enemy: Everyone



My Story: "You aren't worthy of my story. The Battle-Ax said she'd rather kill you—I will. Come back here, you slimy good-for-nothing vulture! You media guys are all alike: all talk no action. Come back here! I'll tell you my story; at the point of a knife, you. . ."

CAR #7

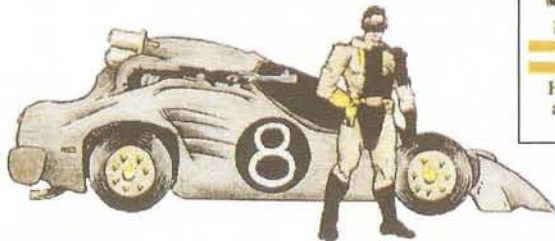
Driver's Name: Father Joe
Position on the Circuit: Fourth
Name of Car: St. Francis
Starting Upgrades: Power Arm, Homing Beacon
Friend: Everyone
Enemy: No one



My Story: "I'm on a mission from God. Sure, I could have stayed a priest, I could have followed the rules and made Cardinal. Who knows? But there is nothing more thrilling and more "spiritual" than to be hefting grenades at eighty miles per hour, watching the bursting tires and shattered glass in your rear-view mirror, whispering a small prayer as your opponent goes over a ridge. Ah, yes! Nothing like it."

CAR #8

Driver's Name: Robin
 (Boy Wonder)
Position on the Circuit: Eighth
Name of Car: The Bat Mobile
Starting Upgrades: Rotor, Amphibian
Friend: Fu-Man Gooley
Enemy: Mr. Clean



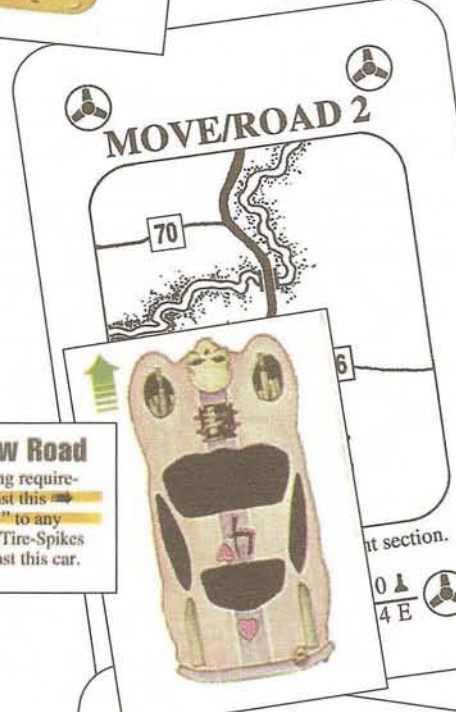
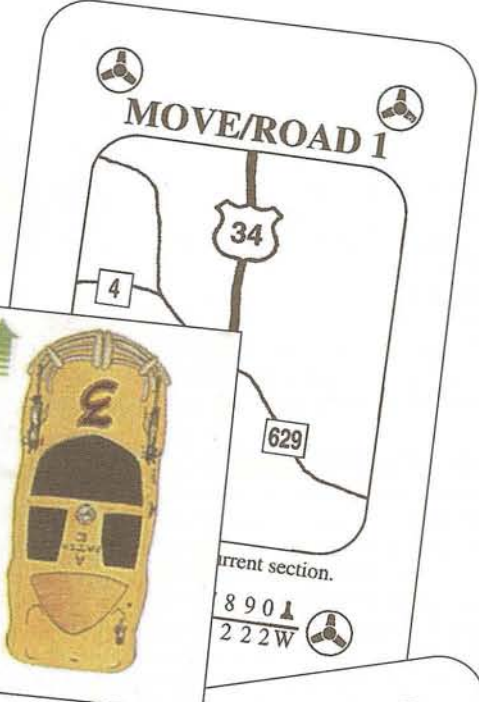
My Story: "Holy hand grenades, Batman! Oh, excuse me, I'm dreaming again. Well, what can I tell you? Didn't have a very good childhood. Ran away when I was thirteen. Hung around grease pits mostly; demolition derbys, NHRA championships. Read a lot of comics, though. Batman mostly. That Bruce Wayne, what a card! Fu-Man Gooley and I registered for the circuit at the same time. He's a good one, that Gooley. Watch out, Batman! The Joker's behind you; he's got a . . ."

CAR #9

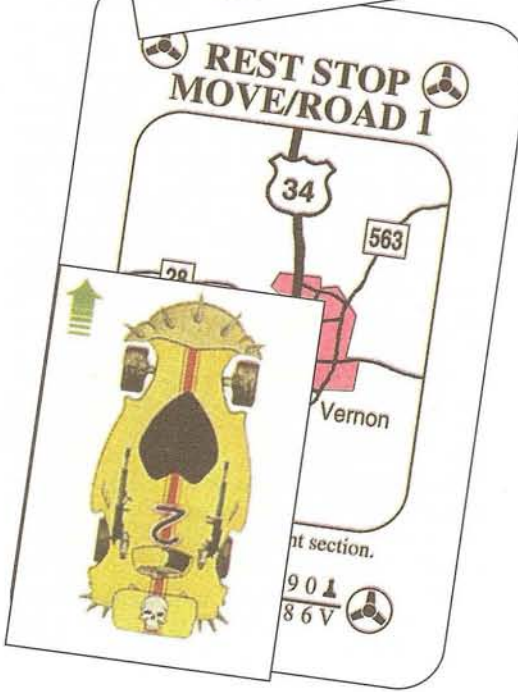
Driver's Name: "Smoke-Stack" Simone
Position on the Circuit: Sixth
Name of Car: Camel
Starting Upgrades: Reserve Tank, Armor
Friend: Mr. Clean
Enemy: Battle-Ax Betty



My Story: "Shh, be quiet! They're around here somewhere. Can't you smell them? Can't you feel their warmth? If we whisper, perhaps they won't find us. Do you like Camels? I love Camels. If you can get me a pack I'll tell anything you want to know. No Camels? Sorry, no story."



Narrow Road
 Doubles passing requirement by/against this car. Adds "1" to any Hubcap-Blades/Tire-Spikes attack by/against this car.



CAR #10

Driver's Name: Fu-Man Gooley
(The Manchurian)

Position on the Circuit: Ninth

Name of Car: Ghengis Khar

Starting Upgrades: Stabilizer, Auto Start

Friend: Robin

Enemy: Mr. Clean, Heinrich von Hüssen

My Story: "Like the great Khan himself, I sweep across the circuit subjecting everything to my whim! I am the great resurrection of The Golden Horde. A one man roller pin. In only three races, I've reached the top ten. Now that I'm here, no one will stop me."

**THE RELATIONSHIPS**

Every sport breeds its own friendships and rivalries. *RKL* is no different. These Top 10 drivers have raced against each other through the whole year. It's understandable that relationships (good or bad) will develop. Below is a detailed description of their relationships. Although it's optional, you may use these relationships while playing *The Great Rumble* (see **FRIENDS** and **ENEMIES**).

Friends

"Spike" Mulligan and Billie Bob Smith: These boys were made for each other. Conceived from the same stock. Country boys, simple, honest, hardworking. The minute they met, a friendship was forged to stand a lifetime. They have competed against one another in nearly every national race. While neither has won a national race, they work together to ensure neither comes in last. When these two get together, it's hard to keep them down. The Great Rumble is the biggest race of their lives, and one has to wonder if their friendship will withstand the pressure to win. Four million dollars is at stake. That factors out to a lot of John Deeres and a lot of corn shuckers. When push comes to shove, will this friendship hold firm? We'll see in Los Angeles.

Battle-Ax Betty and Cherokee Jones: A friendship built on lust more than love. Cherokee Jones is completely taken by Ms. Battle-Ax's beauty and strength. Betty, in kind, finds solace in Mr. Jones's calm demeanor and inner strength. Also, he's never without tobacco (a definite plus in Ms. Ax's eyes). While they do not show their affection for one another in public, the interest is definitely expressed in their teamwork in a race. Like Spike and Billie Bob, they too help each other in races (letting each other pass without any countermeasures). Once (although both deny it) Cherokee Jones was braced to win the Baltimore Beltway race, when suddenly his car inexplicably overheated, allowing Betty to cruise on by and take the race and second place overall. Nothing was proven, but the *RKL* Rules Commission is keeping a close eye on these two.

Heinrich von Hüssen and Father Joe: Heinrich doesn't care for anyone in particular, but has found a friend in Father Joe. Father Joe listens to Heinrich (albeit as he's cleaning his rifle). Nevertheless, the two have been known to pray together before races, and Heinrich often admits his sins to the Father. "Just place two frag grenades in my front seat and your sins are forgiven." Father Joe has gotten a lot of Grenades that way. For game purposes, these two can work together.

Mr. Clean and Smoke-Stack Simone: A match made in hell. Mr. Clean has never been known to have a friend, so when Simone came to town, everyone was taken by surprise. Perhaps it's because they share the same ideas of what wins races (each has Upgrades that allows the cars to go for long distances without fuel). Perhaps they know something the others don't. In any case, they have been known to work together, although haphazardly. If the "friends" rule is in play, they will work together when they want to, and suffer no ill-effect if they don't.

Robin and Fu-Man Gooley: No one understands this friendship and no one tries. The only explanation is that they both suffer from Delusions of Grandeur. A strange friendship and a stranger session of conversation you'll never find. Robin often thinks Fu-Man is Batman: "Watch out Batman! They're gaining on you!" Fu-Man Gooley often thinks Robin is a small Polish Peasant girl: "Sit still, little one. This won't hurt!" Together, they drive the circuit crazy. No one takes them seriously, but The Great Rumble is a different situation. They can finally prove something here, and they probably will.

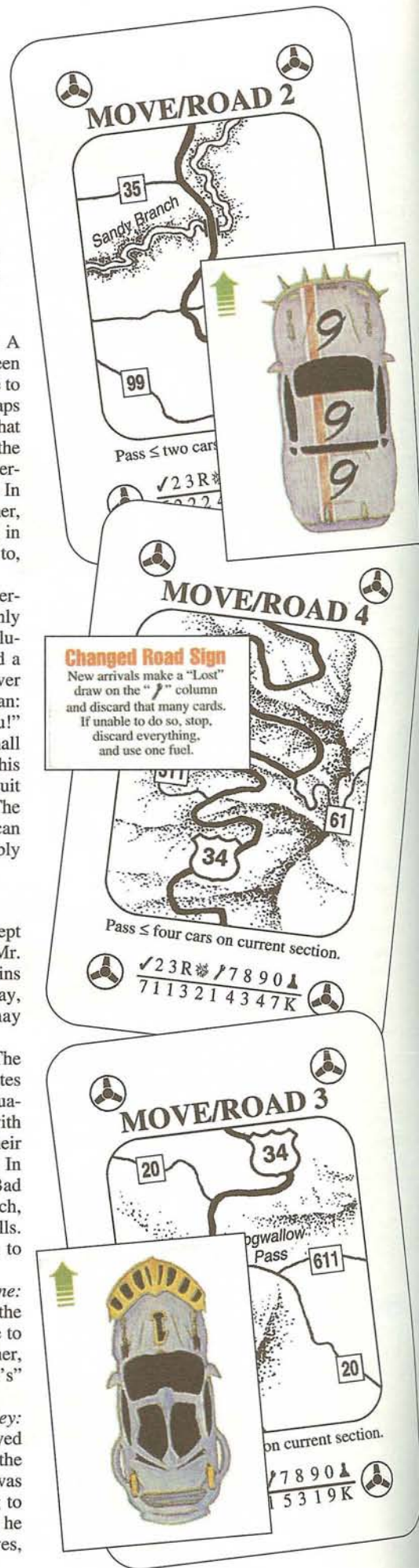
Enemies

Mr. Clean and everyone: No one (except Simone) likes him; everyone fears him. Mr. Clean does not care. He's out to win, and wins almost every race. If the "enemy" rule is in play, everyone (except the Simone player) may declare Mr. Clean an enemy.

"Spike" Mulligan and Battle-Ax Betty: The classic "boy meets girl and likes girl-girl hates boy-boy feels manhood is compromised" situation. Spike has tried for years to get a date with Betty, but Betty thinks he's a wimp. Their hate/hate relationship is well documented. In fact, the problem came to a head at the Bad Lands Classic when Betty ran Spike into a ditch, set his car on fire and threatened his barbie dolls. Spike, determined to redeem himself, vows to get back at her in The Great Rumble.

Battle-Ax Betty and Smoke-Stack Simone: They don't like each other because they are the only two women on the circuit with a chance to be number one. How can they help each other, when it's hard enough to win in this "man's" sport?

Heinrich von Hüssen and Fu-Man Gooley: This rivalry began when Fu-Man Gooley played a terrible prank on the good Bavarian at the Rothschild 400 in Massachusetts. Heinrich was talking to the press about how he was going to "lay waste to the competition." So, lay waste he did. Using Mr. Clean's extra strength laxatives,



Gooley mickeyed his pre-interview coffee. Heinrich didn't get the words "lay waste to the—" out before he broke loose and gave the "silly American" press a preview of how a Bavarian takes his daily constitution. Heinrich, somehow, found out who did it. Naturally, their relationship soured shortly afterwards.

Heinrich von Hüssen and Robin: von Hüssen doesn't like him because he's friends with Gooley. Robin doesn't like him because Gooley doesn't like him [*ad infinitum*].

PLAYING THE PERSONALITIES DURING THE GREAT RUMBLE

If you're playing a game based on the historical recreation of Gettysburg, your troops have to follow a certain code of conduct on the battlefield (i.e., they have to attack in a certain way, receive supply in a certain way, receive orders in a certain way); just like the real battle. The same is true while running The Great Rumble. You may (if everyone agrees before play begins) take on the personalities of these drivers and use their friendships and rivalries to win (or lose) the race. If everyone decides to do this, follow the rules below.

FRIENDS

Friends will help each other during the race. This means that if you need help during the game, you may call on your friend. Your friend responds by helping. Below is a list of the situations and how your friend can help:

- If you're trying to pass your friend, your friend must let you pass unhindered.
- If you're stopped to fix damage, your friend must stop for one turn only and help. Your friend may pass you on the road, but must then stop. This allows you to draw two cards every turn and check the "R" column while your friend helps you fix the damage. Your friend is only obligated to stop and help for one turn. He or she may then move on.
- If you're running low on fuel, you may ask your friend for some gas. Your friend can choose to do this or not. If he or she does accept, you must let your friend see your hand and draw one card for every point of fuel given to you (the amount of fuel is up to your friend after looking at your cards). Your friend passes an equal number of cards from his hand to yours to replace the ones he's taken. You must always receive at least one point of fuel if your friend looks at the hand (see Benefits From Helping).

Help From Friends: As noted above, friends are obligated to provide "minimum" assistance if called upon during a race. As you pass a friend, you may ask him or her to let you pass. Your friend must let you pass without harm. Or, if you want your friend to stop and help you, simply wait until he or she is about to pass your stopped car, then ask: "Please stop, I need your help." At that moment, your friend must stop and offer you the minimum assistance. If you don't want your friend to help, keep quiet and let him or her pass. Once passed, you can't call on that person for help until you pass him or her later.

To provide the minimum assistance, move your car around your "stopped" friend, stop your car, and follow the directions above. When it's your friend's turn again, he or she will take advantage of your services. At that moment, you may choose to continue to stay and help, or start your car and move on your next turn.

Benefits From Helping: You get no special benefit for letting a friend pass you on the road, save that when you're in the same situation, you'd expect the same treatment. If you stop to help repair a friend's car, you can randomly draw one card from his or her hand to replace a card you already hold. Then, choose one card from your hand and immediately discard it. If you stop and offer fuel, follow the instructions above to draw the number of cards you want from your friend's hand. You pass an equal amount of cards to him or her in return. Basically, you're switching cards, but *you* get to choose which cards to swap. You could draw all his or her good cards and hand over your bad ones. Hey, if they don't like it, tough. Remember, you're giving them fuel.

Choosing Not To Help (Optional): There's big money to be had at the finish line. (The Great Rumble is like no other race.) Even the best of friends might find their priorities blurred. If your friend calls on you for help, you can refuse the minimum assistance stated above. For every time you refuse to help, your friend records the insult on a sheet of paper. After the third time, you become enemies for the rest of the race. See the rules below for more details.

ENEMIES

Your enemies are those people you'd like to see crushed; or, at best, you'd like to see their roadster roll over a steep ridge. During play, if you pass someone who is your "enemy" or if your enemy tries to pass you, you *must* attack or try to prevent the pass. You have no choice; if you hold the card, you've got to use it. This kind of rule, however, is easily violated: You don't want to play the card so you may tell a little white lie to keep it (since you draw cards all the time—who can possibly tell?). The benefits from keeping an enemy at bay should be reason enough to stay honest. The only other alternative to the problem is to have a neutral person check each hand to make sure that cards are played.

If you pass a "stopped" enemy or an enemy passes you while you're "stopped," follow the normal rules to play cards.

Helping Your Enemies: You may have a reason to help your enemies. If so, follow the rules under "FRIENDS" and help him or her out. After helping an enemy three times, he or she becomes your friend. Your enemy, however, can refuse your help.

SPECIAL RULES FOR FRIENDS/ENEMIES

A few drivers have their own special rules when dealing with personalities. They are as follows:

Spike and Billie Bob Smith: If these drivers are stopped next to each other, you may trade cards freely.

Mr. Clean and Simone: Their relationship is very loose. You may call on each other for help,

but you don't have to, and you suffer no ill-effects if you don't.

Father Joe: Anyone can call on Father Joe for help; he's friends with everyone. But, to reap the benefit, you must allow him to look at your hand and trade two cards with you willingly.

Mr. Clean: No one likes him, except Simone. Everyone is out to get him. To reflect this aggression, everyone must try to attack him if he passes (as per the "ENEMIES" rule). However, Mr. Clean is so good at diverting danger, each player must roll one six-sided die immediately after playing a card on him. On a roll of 5 or 6, the damage is suffered by the attacker instead. If you played a "smoke screen" on him, he passes anyway.

THE GREAT RUMBLE

The Great Rumble is the final circuit race of every *RKL* season. Played in August, the drivers brave a 3,000+ road track stretching from New York to Los Angeles, with brief stops in Cleveland, Memphis, New Orleans, St. Louis, Denver, Seattle, and San Francisco. Only the Top 10 drivers of the season are allowed to compete for the biggest demolition road-race prizes: the Flat Skunk (Circuit Cup), 4 million dollars, and a one-way ticket to Rio (for the winner, if he or she is experiencing legal problems in the States). The action is hot and desperate; there can be only one winner. Who will it be? The Top 10 are assembled and ready; wave the green flag and let's go.

How Many Players?

At least five players should be in the race. That means five of the Top 10 drivers may not compete. That's okay; just put the extras aside.

Choosing Drivers

The drivers are chosen randomly. Any kind of random selection will do. Once you know what driver you will be, prepare mentally to use his or her personality during the race.

Pole-Positions

Place the drivers in order of their overall standing. For example, Mr. Clean is currently first on the circuit. Place him first in the line-up.

The Race

The race begins in New York City and ends in Los Angeles. The race is divided into eight individual legs. Each leg is eight sections long (except the eighth leg, which is six sections). Below is a listing of the legs in the order they occur:

First Leg	New York to Cleveland
Second Leg	Cleveland to Memphis
Third Leg	Memphis to New Orleans
Fourth Leg	New Orleans to St. Louis
Fifth Leg	St. Louis to Denver
Sixth Leg	Denver to Seattle
Seventh Leg	Seattle to San Francisco
Eighth Leg	San Francisco to Los Angeles (six sections only)

The first leg of the race ends in Cleveland. Play stops for a brief moment until all players get a handle on victory points and decides either

to fix damage or not (see Using VPs to Fix Damage). When everyone is ready to start, play begins again and continues until Memphis is reached, and so on and so on until the race is finished. Since the race is divided into eight sections, play can stop after any given leg and continue later. This is entirely up to the players. The driver with the most victory points at the end of the race wins.

Scoring Victory Points (VPs)

Each player scores Victory Points as per the normal *RKL* rules. But, unlike the rules, the players may not cash in their VPs for Upgrades. The Upgrades the car has at the beginning of the race are the only ones you can have for the whole race.

Using VPs To Fix Damage: Between each leg, Victory Points can be used to fix damage on your car. You spend one VP to fix one point of damage. Fuel is automatically replaced between legs. The Great Rumble is a very long and grueling race; there is little time between stops to fix damage. In fact, there is only twelve hours between each leg. If you want to spend the time to fix your car, you must spend VPs to do it. If you choose not to fix your car or fix only a portion of its damage, you begin the next leg with the unfixed damage recorded on your car.

Choosing to use VPs to fix damage is tricky. It's a Catch 22: Damned if you do—damned if you don't.

Winning the Race

As stated above, the driver with the most VPs at the end of the race wins The Great Rumble, and all that wonderful cash!

ADVANCED CAMPAIGN RULES

The *RKL* circuit is fast and brutal. Every driver knows that, at any moment, he or she could be pushing up daisies. With skill and a handsome helping of luck, you may be one of the elite Top 10 drivers of the circuit. . . if you live that long.

Below is a detailed description of the six runs in the *RKL* season (now in its eighth year). To be the best, you must drive your buggy through these runs and accumulate enough Victory Points (VPs) to win the whole season. Are you up to it? Do you have what it takes to be the best? Before we start, there's one thing I'd like to add: Any of these rules can be modified to fit within your gaming group's personal tastes. New runs can be added, new rules about VP accumulation, etc. Whatever you feel you need to add to give the circuit your personal touch, do it. And let me know what you discover. Perhaps we'll place it in *The GENERAL*.

THE RUNS

A typical *RKL* circuit has six runs. More can be added if players want to add their own personal races (i.e., your group is in Arizona, you may want to add a desert run on the circuit). The runs listed below are the set runs that must be completed (in order) during a campaign.

Baltimore Beltway

Location: Baltimore, Maryland

Road system: I-695 and I-95 (with brief connection to I-495—the Capital Beltway)

Run Length: Six Sections long

Scoring VPs: As per the normal rules

Special Rules: This is the first run on the circuit. The track is fairly smooth and limited to just the main highways. All the MOVE/ROAD cards can be used to pass cars or to move from section to section, but the MOVE/ROAD 4 card cannot be put into play as a road section and only two MOVE/ROAD 3 Cards can be put into play.

History of the Run: The Baltimore Beltway has been part of the circuit since the beginning. Although not considered a difficult race, its uniqueness came to the front during Season II when Mr. Clean managed to run everyone off the road, taking three cars out of commission and sending "Spike" Mulligan running home to his daddy.

The Rothschild 400

Location: Massachusetts

Road system: Various; length of the state

Run Length: Eight Sections long

Scoring VPs: As per the normal rules

Special Rules: The RCH 400 twists and turns across the whole state of Massachusetts. Any MOVE/ROAD cards can be put into play.

History of the Run: This second run of the season, often known as "Gentlemen's Jaunt," offers the well-to-do a way to relax in front of the tube, sip Martinis and watch heads roll. The most notable moment in its history was in Season IV when Smoke-Stack Simone took everyone by surprise by running Mr. Clean and Fu-Man Gooley into a gully and putting Robin's Bat Mobile out of commission for the whole season. Billy Dukakis, son of Michael and then Governor of the state, was reported to have said (in tears) at the awards ceremony, "I love that woman. God, I love that woman!"

The Badlands Classic

Location: North and South Dakota

Road system: Various; the length of both states (from the Canadian border to the very bottom of South Dakota)

Run Length: Eight Sections long

Scoring VPs: As per the normal rules

Special Rules: The Badlands Classic is the third run on the circuit and the most desolate. All rest stops on the MOVE/ROAD 1 cards do not exist. You may not stop and refuel on these cards. Otherwise, all other cards play normally.

History of the Run: This run has only been in existence for three years. It was added because many North-Westerners complained all the good races were along the East Coast. Mr. Clean and Simone love this race (for obvious reasons) and win it every year. Its most interesting moment came during Season II, when Billie Bob Smith was braced to fly over the finish line in first place. But, just as the moment came, he looked in his rear-view mirror and saw "Spike" Mulligan's car gaining on the left. Or was it Spike? The dust was too thick and in confusion, Bille Bob let the car pass. But it was Smoke-Stack's Car. Using a Cloaking Device—a device she had personally asked Billie Bob to adjust for her

the night before—she projected a holograph image of Spike's car on hers, fooled Billie, fooled everyone. Billie didn't know what hit him. When asked after the race why he had adjusted her Cloaking Device, his reply was "She asked me real nice. I thought I was putting in a cigarette lighter."

Allegheny 500

Location: Allegheny Mountains

Road system: Various; rocky, narrow, steep

Run Length: Five Sections long

Scoring VPs: As per the normal rules

Special Rules: The roads are very steep; the terrain very rocky. To reflect this, only the three MOVE/ROAD 1 "rest stop" cards can be put into play. The rest of the "1" cards can only be used to pass other cars.

History of the Run: With the exception of the Blue Ridge Bang-up, the Allegheny 500 is the most treacherous run on the circuit. Even the master, Mr. Clean, thinks it's dangerous. In fact, when the race was first placed on the regular circuit (Season V), he refused to drive in it, forfeiting his number one position and falling to fifth place overall at season end. It was the only year Mr. Clean didn't make the Top Three. The most memorable moment in its history came in Season V. Without the intimidating presence of the master, all the drivers were free to take a chance at winning. The competition was furious right up to the last section. Positions changed a documented twenty times on the last section before Father Joe finally broke clean and raced toward the finish line. Unfortunately, Battle-Ax Betty was stopped on the side of a curb, and when she saw them coming, she started waving her hands. Running low on grenades, the good father decided to stop. But, it wasn't Father Joe she was waving to, but Cherokee Jones who was right behind him. Ultimately, both drivers stopped, allowing Robin to roll across the finish line and win the race. Oh, the things men do for women!

"Winning a *RKL* season takes a great deal of effort. You have to weigh your decisions carefully. Do you horde VPs during the season, or do you buy Upgrades quickly to give you an edge? Do you befriend other racers, or do you stick to your own guns? The decision can be tough—but the rewards are immeasurable."

Blue Ridge Bang-up

Location: Blue Ridge Mountains

(and on down into Georgia and Alabama)

Road system: Various

Run Length: Eight Sections long

Scoring VPs: This is the primer for The Great Rumble. Therefore, the winner of this tournament gets a special Victory Point bonus for winning the race. The winner gets an additional 8 VPs. Otherwise, calculating VPs is the same as per the original rules.

Special Rules: The BRBU begins in the mountains and ends further south. The final destination varies from year to year. Sometimes, it ends in Atlanta, Georgia. Sometimes it ends in Birmingham, Alabama. This, however, doesn't affect the course. The only special rule is that the first two sections of the road must be a MOVE/ROAD 3 or 4 card. Afterwards, the rest of the road cards can be put into play.

History of the Run: The BRBU became a part of the circuit in Season III, and has been considered the companion run of The Great Rumble. While it does not have as many steep sections as the Allegheny 500, the first part of the run can be grueling . . . and very long. So long, in fact, that many drivers have quit right in the middle of the race. The problem with this, however, is obvious and has made many drivers rue the day they stopped racing. One instance in particular comes to mind during Season VII. Heinrich von Hüssen became so impatient during the run that he literally tried to jump from one ledge to another, hoping to make up ground in flight. Having a Rotor, and a lot of nerve, he swung his car over the ledge and, for a brief moment, floated ahead of everyone. But, as he was about to touch down, the rotor gave way under the weight of the car and dropped 50 feet. Poor Heinrich! Needless to say, he lost the race and dropped out of contention for the rest of the season.

The Great Rumble

Location: The United States (from New York to Los Angeles)

Road system: Various

Run Length: Eight individual legs. (see The Rumble Tournament for more details.)

Scoring VPs: See The Great Rumble Tournament for more details.

Special Rules: See The Great Rumble Tournament for more details.

History of the Run: See The Great Rumble Tournament for more details.

SEASON RULES

A whole season of *RKL* begins with the running of the Baltimore Beltway and ends with The Great Rumble. As players, you may choose either to use the personalities described in this article or you may create personalities of your own. The number of players needed to play a whole season should be no less than five, and no more than ten. If you are playing without a full ten players, consider the drivers in the race to be fighting for those top spots of the entire *RKL* circuit. So, if you have only seven drivers, assume that these seven players are the Top 7. All the drivers are fighting for top spots, although you can assume that there are other drivers running the races as "no-important" (i.e. they are there, but do not act as real drivers). The rationale behind this concept can be easily accepted: It's very rare in a race circuit like the Winston Cup that a "Cinderella" comes up and takes the lead in the points. Usually, only a few drivers contend for the title each year. The same is true in *RKL*, and like the Winston Cup, it's usually the same drivers every year.

Playing with the Personalities

The personalities that have been described represent the Top 10 drivers on the circuit to this date. Others have come and gone, but these have withstood the test of time. Most of them have been around since the beginning; those few who have come along in recent years (like Heinrich von Hüssen), have moved quickly up the rankings and are now braced to win it all. Mr. Clean can't stay on top forever. He can be beaten, and any one of these drivers is ready to take the lead. You've just got to set them in their cars and send them spinning. If you use these personalities to run the campaign, each driver starts with a "Bare" car (see Upgrades) and no accumulated VPs. Their positions should be considered the positions they hold at the beginning of the new season.

Playing your Own Personalities

If you're like me, you want to do your own racing with your own drivers. I know how it is: "If I'm going to run this race, I want to do it myself." Trust me, I understand. So here's the scoop: You may pick one of the cars and put your own driver behind the wheel. There's nothing to it. Give your driver a name, record this name so you can remember it, and you're finished. Since everyone starts each season with a clean slate, no one is at a disadvantage. The only problem is what position overall do you start? The simplest way to determine position is by following the original rules. Car #1 is in the first position when the season begins; Car #2 is in second, and so on. Since you do not start a season with VPs, these positions are not important. As the season progresses, however, drivers will move up and down the ranking and the number printed on the car will be unimportant. In addition, each driver starts with a "Bare" car. (See below for more details on using VPs to buy Upgrades during the season.)

Recording and Using Victory Points During the Season

VPs are recorded for each race as per the original rules and added together as the season progresses to give a driver a total VP value. The driver with the most combined VPs at the end of each race becomes the Number One ranked driver; the driver with the second highest VP total becomes the Second ranked driver and so on. Some races have special VP awards that are tacked on to the winner's points. In the original rules, VPs are used to buy Upgrades. In the campaign, you may purchase only two Upgrades during the whole season. The order of buys begins with the *winner* of each race. Once he or she has purchased ONE Upgrade, the second place driver in that race gets to buy ONE Upgrade and so on. Only one Upgrade can be purchased by each driver per race. The VPs spent are removed from the total VPs for the driver and it's from this remaining VP total that the poll position for the next race (and for the overall season ranking) for that driver is determined. For example, Father Joe comes in third during the Rothschild 400. After the race, he can purchase an Upgrade after the first and second place drivers. The VPs spent to purchase this Upgrade

is subtracted from his total VPs. From the total remaining, his poll position for the Badlands Classic and his position overall in the season is determined. [*The rationale behind the rules is that purchases you make now, may affect your overall position (and poll positions) later in the season. You must weigh your choices carefully. Do you purchase now, or hold your VPs in reserve to possibly gain position on your opponents in later races? Without Upgrades, your car is not as competitive in a race where all other cars have little goodies! The decision is tricky!*]

During a purchase, an item that has been selected is no longer available for the rest of the season. Once your car has two Upgrades, you can't purchase anymore. These Upgrades stay with your car for the remainder of the season.

Using VPs during The Great Rumble

VPs are used differently during the GR. Read The Great Rumble rules for more details.

Pole Positions During The Season

Positions before a race are determined very easily: the person in first place overall gets the Pole, the second player is right behind him, and so on.

Fixing Damage Between The Runs

There is a great amount of time between each run (except during The Great Rumble). All damage on a driver's car is completely fixed for the next run.

Playing Friends/Enemies (optional)

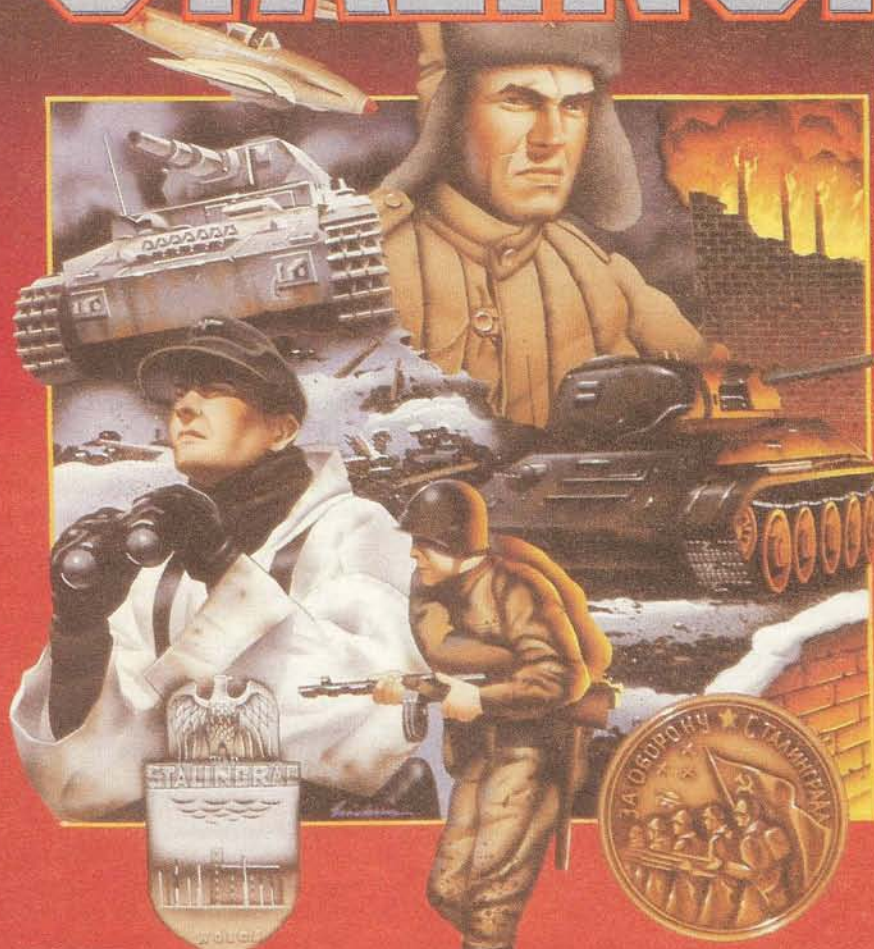
During the season, you can have the *Friends/Enemies* rule in play. In the first run (the Baltimore Beltway), no one has friends or enemies. These relationships begin to develop while that run is being played. The Friends/Enemies rule under the Driver Personalities section applies only to The Great Rumble (although you should read those rules because the basics are the same). The campaign rules for this option are as follows:

- Someone writes down every driver's name on a sheet of paper and writes "friends — enemies" under each name.
- During the season, when someone asks for help, write the name of the person who stopped to help in the "friends" column under the driver's name who received the help. When that driver receives ten checks from that player, they become friends.
- During the season, when someone asks for help and it's refused, write the name of the person who refused to help in the "enemies" column under the driver's name who received the brush off. When that driver receives ten checks from that player, they become enemies.

Winning a *RKL* season takes a great deal of effort. You have to weigh your decisions carefully. Do you hoard VPs during the season, or do you buy Upgrades quickly to give you an edge? Do you befriend other racers, or do you stick to your own guns? The decision can be tough—but the rewards are immeasurable. Good luck and happy motoring! ☆

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One & Two Player GUERRILLA

By Alan R. Arvold

The last time Alan appeared in *The GENERAL* was Volume 28, Number 4. Then, he was pushing tanks around the Battle of Arracourt. What he offers us here is a far cry from the vasty fields of France. If you're having trouble finding opponents for our newest card game, *GUERRILLA*, give Mr. Arvold's ideas a try.

★★★★★

GUERRILLA is a multi-player card game ideally suited for three to six players. But what do you do if you want to play the game and you can only find one other player, or in a worst case scenario—nobody? Well, before you go and dig out your copy of *UP FRONT* or one of Avalon Hill's other solitaire games, here is a set of rules to play *GUERRILLA* with one or two players.

TWO PLAYER GUERRILLA

GUERRILLA can be played by two players using the normal rules and sequence of play plus any optional rules if desired. However, the rules sections listed below are now changed as follows:

3.3 LOYALTY: Place all ten loyalty markers, including both Mercenary markers, into an opaque cup. Each player then draws one marker from the cup without showing it to the other player, looks at it, and places it face down beneath his Sequence of Play tile to secretly record his loyalty. Thus, in this game, both players may be loyal to the same or different factions and not know it.

13.1 REVOLUTION CARD: When this card is played, both players discard their hidden Loyalty markers without revealing them. Both players may then draw a new Loyalty marker from the remaining markers in the opaque cup. You may look at your new loyalty marker and then place it underneath your Sequence of Play tile without revealing it to the other player. The drawing player may then change the faction of any one deployed Government group from either his side or the other player's side. If one player has a functioning Presidential Palace Card, then the other player is the only one effected by the Revolution Card (i.e., only that player must discard his loyalty marker for a new one and change one of his government groups to a Rebel group).

End of Game: The game lasts one round (once through the deck). After Sudden Death, both players add up their points and determine the winner in the same manner as in the regular game.

SOLITAIRE GUERRILLA

Although *GUERRILLA* is designed to be a competitive game for multiple players, it can be modified to allow entertaining solitaire play with the following listed changes. When playing solitaire *GUERRILLA*, follow these guidelines:

All actions to be played in a given phase of a player turn must be predesignated before any are resolved. You are not allowed to see the outcome of one action before declaring any others you will make during that phase.

Both hands are placed face up on the table. However, all cards drawn to fill a depleted hand during the Draw Phase are placed face down and are not revealed until that side's turn or the opposing side either plays a Recon Patrol card or makes an attack against that side. This usually means that one or both sides may have (from time to time) a number of unknown cards which may be played at the last moment to either defend against an attack or influence the opposing side's decisions on what actions to take.

3.3 LOYALTY: As in the two-player version, all Loyalty markers are placed in the opaque cup. Then, draw two Loyalty markers at random and without looking at them place one face-down on each side of the table. Thus, the loyalties of both sides are initially unknown to you.

8.4 RECON PATROL CARD: When the Recon Patrol card is played against the opposing side, that side must turn over any face down cards it has in its hand. At this point, the opposing side may attempt to prevent successful play of the Recon Patrol card as described in the normal rules. If the attempt is successful, nothing more happens. If the attempt is unsuccessful, then the side playing the Recon Patrol card may take or discard one Ambush, Arms Cache, or Assassin card of choice from the opposing side's hand.

10.0 TRADE PHASE: In Solitaire *GUERRILLA*, either side may initiate a trade offer for the cost of one action. To determine whether the trade offer is accepted by the opposing side, roll one die for each side.

- If the die roll for the initiating side is greater than the die roll for the opposing side, the trade offer is accepted.
- If the die roll for the opposing side is equal to or greater than the die roll for the initiating side, the trade offer is not accepted and the action ends in the same manner as in the normal rules.

When the trade offer is accepted, you may choose any number of cards from the opposing hand providing it does not exceed the initiating side's hand capacity. You then choose an equal number of cards from the initiating side's hand and put those in the opposing side's hand, again not exceeding the hand capacity of that side. You may choose face-down cards in trade but may not look at them until after the trade is complete.

13.1 REVOLUTION CARD: When the Revolution Card is played, you look at the Loyalty markers of both sides. You then compute the number of points for each side based on the cur-

rent point values of the Government and Rebel factions. This includes the halving of a side's score if its faction is behind on points or more than 24 points difference between the two factions in the case of Mercenaries. Points for complexes are not included in any of these scores. The resulting point scores for each side become the permanent point scores and any points earned during the rest of the round are added to them. You then discard both Loyalty markers and draw two new ones from the opaque cup and without looking at them, place them face-down at each end of the table, one per side. You may then change the faction of any deployed Government group on the table.

If one side has a functioning Presidential Palace card, only the side without it suffers the effects of the Revolution card. (Only that side has its Loyalty marker changed and points computed; plus, it also has one of its deployed Government group's faction changed.)

End of Game: The game lasts one round (one time through the deck). After completing Sudden Death, compute the points earned by each side since the play of the Revolution card. This includes points for complexes. These points (which may be halved due to being the losing faction) are then added to the points before the play of the Revolution card. The side which has the most total points is the winning side.

Of course, it's possible that only one side will have two sets of points (due to the other side having a functioning Presidential Palace when the Revolution card was played). In this case, the other side uses its single point total versus the first side's sum of points to determine the winner.

CONCLUSION

With these rules, you now have the ability to play *GUERRILLA* with two players or solitaire. It's my hope that these play variants will increase this fine game's popularity. ☆

GUERRILLA Q&A

8.15 Are the effects of Ambush cards played by the attacker considered when making the determination of whether an attack has no chance of success?

A. Yes, an Ambush played by the attacker can be considered when determining whether an attack has any chance of success. However, an Ambush played by the defender does not enter into any such calculation since it cannot be played until the attack has already been declared.

8.71 May a Rebel Complex garrisoned only by a leader be eliminated by its owner since the leader cannot exist on its own as a separate group?

A. No, unless the leader withdraws into the player's hand first. Players may not eliminate their own forces and since leaders cannot exist as a separate group, and a return to the player's hand out of sequence would constitute a free action, the Complex may not be blown.

13.1 When the Revolution card is drawn, may the drawing player force the chosen players to exchange their Loyalty markers with the unused markers not drawn at the start of play or must they be exchanged with the Loyalty markers of other players?

A. The latter.

The American Military On The Eve Of War

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Historical Society.

By Paul L. Penrod

We return with another article from *The Valley Forge Journal* (Volume V, Number 2). This piece, written by Towson State University graduate Paul Penrod, details the state of the U.S. military before World War II.

Mr. Penrod's work has also appeared in *Military Digest*. We hope you enjoy his thoughts.

★★★★★

From 1938-1941 in the realm of World Affairs, little is said about the United States and even less is said about the American military of that period. However, by 1945 the U.S. war machine reigned supreme and certainly a great deal has been said about that. It is of interest here to discuss the placid backwater that was the American military that existed in the last years of peace, those last times of innocence and isolation. Even from these humble beginnings, some of the embryos of future greatness could be detected, and it could also be seen how easy it had been for America's adversaries to dismiss her as a great military power.

The Army

The United States Army had been in existence for 160 years, going into the pre-war period. In that time it had mobilized *en masse* only twice, once during the Civil War, and the other in World War I. After the Armistice demobilization was overly swift and efficient, as if the nation wanted to divest itself of a military presence as quickly as possible. Having no natural enemies on its borders and nestled between two great oceans there was no urgent need to maintain large standing forces. Much of this policy was also based on the country's inherent distaste for peacetime conscription and large standing armies. The budget-conscious government was also privy to this situation, reducing the federal overhead by reducing expenditures for the military.

As early as 1920 with demobilization still going on, Congress dropped the strength of the regular force to 200,000, and in the next two years, under President Harding's administration, the "return to normalcy" reduced the army to 175,000 to 150,000 and by 1923 to 137,000, including 7000 Philippine Scouts. This strength would remain constant until 1936, when defense appropriations were raised. In the 1920's, despite lack of government support, ROTC was established to supplement the U.S. Military Academy. The Command and Operations School at Fort Leavenworth, Kansas and the Army War College in Washington were also initiated to train regular command and staff officers, an area that was new to the American Army. New structures within staff/command units were also developed at this time: G-1 (Personnel), G-2 (Intelligence), G-3 (Operations and Planning) G-4 (Supply) and lastly Strategic

Planning. This latter bureau was a new animal to American military thinking, entrusted with the formulation of war plans for all potential belligerents the United States had, all color-coded. All of these new agencies provided vital administrative and staff services that were called upon during the U.S. Army's rapid expansion later on.

There were few opportunities between the wars for the American Army to hone battle skills or to develop doctrines. Aside from minor occupation duty in Russia and Europe, and active patrolling along the Mexican border during the insurrections there, the most significant action by the army was the march on the "Bonus Marchers" in Washington in 1932. This operation, devised by and executed by Patton, MacArthur and Eisenhower, did not endear the army to the American public. MacArthur, who was chief of staff at the time, stated that the army ranked seventeenth in power among the world's forces. The first large scale maneuvers were not held until 1927, when some were undertaken in Texas, and after that not until 1940.

A very ambitious plan had been devised, dividing the continental U.S. into 9 military districts, each having a corps assigned to it. A new three-tier of troop procurement was introduced, consisting of the Regular Army, the National Guard (comprising the reconstituted state militia formations), and the newly formed Army Reserve. The Regular force was raised to 280,000 and to have nine divisions at home. Each district corps was to provide three reserve and two National Guard divisions, for a total of 54.

As it stood the regular divisions were undermanned, the reserve formations under-equipped and the National Guard was both. The best-prepared troops were those of the "Hawaiian" and the "Philippine" Divisions, along with the Philippine Scouts. Until 1938 there were 1000 U.S. Army Troops stationed in Tientsin, China, but these were later moved to Shanghai. There were also small contingents in Guam, Panama, Alaska and Midway. The bulk of the Regular Army was scattered among 50 forts, posts and depots in the U.S., some dating from the Indian Wars. A regular cavalry division was assigned to patrol the Mexican borders.

As far as equipment was concerned, most of the few tanks were obsolescent, and the only large artillery in service was the 155mm, as the new 105mm gun would not be in service until 1941. The only other guns were the diminutive 37mm "field gun" and the 75mm pack and field howitzer. In the Army of 1938-1941, anti-tank, anti-aircraft, modern communications and transport were scarce. The principal weapons for anti-aircraft defense were .30 caliber machine guns or three-inch guns, the latter found mostly in fixed mountings. Small arms consisted of the .30 caliber water-cooled machine gun, Browning Automatic rifle, Thompson submachine gun, Springfield rifle and Colt automatic pistol and revolver. There were also mines and 81mm mortars.

For a country that had been the pioneer in automobile development and production, motorization and tanks were not the army's strong suit. Troops still travelled by train or on foot and the cavalry was still on horseback, although most of the artillery was motorized. There was little armor, and this was more a matter of economy and a lack of a regular enemy that caused this negligence, rather than resistance to change by the cavalry clique. Aside from a few World War I leftovers, the modern armor was organized into two regular regiments by 1939; the 7th Cavalry Brigade of the 1st and 13th Regiments (100 M-2 Combat Cars, forerunner of the M-3 Stuart) and the 66th and 67th armored regiments (equipped with the Christie-type tanks that were rejected by the Americans but readily adopted by the Soviet Union). In 1939 the only other U.S. Armored vehicle was the White Armored Car—the newer Stuarts and Grants of the expanded armored divisions would not be available until late 1940, and many of these would be sold or lend-leased to the British.

An exception to the general lack of preparedness was the Army coastal artillery. This force was one element of the U.S. defense of the 1930's, a "triad of the 1930's" as one could say, incorporating them with long-range bombers and battleships. These twelve and sixteen-inch guns were well-sited and accurate, thanks to good training and an excellent radio fire control system. They were located in batteries in Norfolk, Va., San Pedro, CA, Pensacola, FL, Puget Sound, San Francisco, New York, Cape Charles and Cape Henry, N.C. and at Fort Drum and Corregidor in the Philippines. These were quite accurate weapons for their day.

The position of the American Army at this time was not unlike that of the British, as both were in a supporting role to the navy, as amphibious troops, garrison forces and base protection. Both powers had their best troops concentrated overseas, and much of both regular armies of Britain and the U. S. were scattered throughout the world. As talented as the likes of Patton, MacArthur and Eisenhower were, they had little to work with at the time. It was not until the Fall of France that the U.S. put Operation *Rainbow* into effect, strengthening the Regular Army to 227,000 and the National Guard to 235,000. A greater presence was also made in the Caribbean and in Panama. Large-scale maneuvers were also held that year, involving 70,000 troops and that summer conscription was introduced, as the Army was to be further enlarged to 1,200,000 men, consisting of 28 infantry, five armored and two cavalry divisions. Up until Pearl Harbor, this massive expansion and the accompanying new weapons had not been filtered to the active forces, and the typical American infantryman still wore leggings and an English style helmet, and carried the Springfield rifle.

The Navy

The Navy was the senior service and was the key to the American defense, as the Army and the Air Corps functioned as auxiliaries to the Navy. This branch of service had been kept up

(Continued on page 27)

EVOLVING TACTICS IN

TYRANNO EX

By Michael Anchors



Once again, Mr. Anchors takes us down the road of game strategy and analysis. Here, he turns his attention to a time when men (and women) were mere rodents, a time when the bellow of the mighty T-Rex answered the steady charge of the Triceratops. If you could go back in time, would you go back to the muddy swamps and steamy jungles of prehistoric Earth? If so, you better pay close attention to what Michael has to say.

★★★★★

TYRANNO EX takes a look at evolution in action. It's a simple game, but there's ample space for strategic planning and clever tactics. The first opportunity for thoughtful play arises in the initial selection of animals. At the start of the game, there are four stacks of animal cards, seven cards in each. Any of the animals on top of the stacks may be selected for placement in the first column of the Primeval World (PW). After all players have chosen one animal, each player chooses a second animal for the next, more advanced column. In later turns, one or more of the stacks may be exhausted, and players may or may not have available space in their row of the PW to place new animals. When the first stack of animals is exhausted, the game accelerates; animals "evolve" two spaces to the left in the PW each turn. Players have 12 element disks in their possession when they make

their animal selection, and some element disks occupy each of the colored bars in the environment section of the board. Players must consider how these elements will influence the well-being of the animals they introduce into the PW.

CHOOSING ANIMALS

The most obvious method for choosing an animal is to choose one whose requirements most closely suit the existing environment. This makes sense if you are the "starter" for the round because you can thereby guarantee that your first-column animal will increase its strength. The trouble with this strategy, however, is that the first-column animal is altogether useless to players moving late in the round. The environment will have changed dramatically by the time their turn comes around.

Another method is to choose the available animal whose requirements most closely match the element disks in your possession. This makes sense for players moving late in the round, but it's still too simple as a "general" strategy. There is much more to think about:

1. What are the requirements of other animals already in play? If you choose another animal like the ones you already have, opportunities to increase its strength will be limited. Indeed, if your animals are the only ones that need cherries, you can bet your opponents will

bump cherries from the environment as fast as you can put them there.

2. What are the requirements of your opponents' animals? If most of them crave bones or fish, you can bet your opponents will play bones and fish disks. You don't even have to have these items in your hand to choose an animal that requires bone or fish, because you can count on your opponents to provide them.

3. What are the requirements of the game leader's animals? If his animals require water, the other players will keep the environment dry. You should not, therefore, choose an animal that needs water.

4. Animals which require two of one element, such as the Dodo Bird (i.e., two cherries), are a little tricky to play. They tend to have a higher frequency to compensate for fewer chances to increase in strength, but they are also more prone to extinction. It's a small point, and, if the two-element animal suits your game plan in other ways, by all means take it.

After you have spent time pondering all these factors, your opponents are likely to be shouting at you to get on with the game. Relax! With a little practice, the selection criteria becomes second nature and you can make a wise choice quickly.

THE ENVIRONMENTAL INFLUENCE PHASE

The next arena for chicanery is the Environmental Influence Phase. This is where most game-time is spent and the good gamesman must stay alert. It's essential to memorize the face-down disks in the evolution section as they are exposed during environmental changes before they are turned back face-down. When other players commit element disks to the section without causing a change, try to figure out which disks were played. Do the animals of the Green player require sun, and there is no sun in the environment? Then it's likely the face-down disks he played were sun disks.

The object of play in the first few rounds of the Environmental Influence Phase is to increase the strength of your animals by having all of their element requirements matched by element disks in three columns of the environment section. Later in the phase, when strength increases are prohibited, the goal shifts to increasing the number of disks of any element required by your animals to boost their frequency.

Turn in disks for exchange only as a last resort. It's usually better to play disks in the evolution section to reduce the number you hold so that you can draw more disks at the end of the phase. You're not likely to get what you hope

for in exchange anyway. And, the more mysterious face-down disks you plop down in the evolution section, the less likely your opponents can hatch their plans.

Occasionally, it's useful to cause an environmental change even if there is no dominant element in the evolution section. For instance, if

many of your opponents' animals require trees and none of your animals do, it's good to add a cherry to the bone and fish in the evolution section to oust the two trees on the environment bar (see below). The environment bar will stay empty until someone adds a cherry, bone or fish (or two of something else) to make one element

dominant. As long as the environment remains treeless, your tree craving opponents will suffer. This is an especially good dirty trick in the last round of the phase, triggering extinctions or forcing opponents to use their precious "5" marker to save an animal.

YOU

YOUR OPPONENT



Example of chip placement: If you place a cherry element disk in the section shown above, you will force the tree disks to disappear, leaving the section blank. Your opponent's T-Rex is now without trees and will suffer.



THE BATTLE PHASE

In the Battle Phase, each player may make a single attack. It's important, therefore, to make the best attack. How can the "best" attack be identified?

First, the "best" attack is an attack your animal is likely to win—there is no profit in losing. Each animal rolls a number of dice equal to its frequency and scores hits for each die rolled less than or equal to its strength. Hence, an animal with a strength of 1 and a frequency of 6 is an even match for an animal with a strength of 2 and a frequency of 3; both score an average of one hit per throw. An animal with a frequency of 6 and a strength of 4 (expected damage = four hits) is twice as likely to win as an animal with a frequency of 4 and a strength of 3 (expected damage = two hits). The easiest way to figure this out is to look at the product of the frequency and the strength. The more your animal's product exceeds the product of its opponent, the more likely your animal is to win.

It follows, then, that your best "killer"-creature is the one with the highest frequency and strength. If you have two creatures that are approximately equal, you should attack with the one less advanced in the PW, since its loss would be less damaging.

Which of the opponents' animals is the best target? The best target has the following characteristics:



1. It belongs to the game leader or, if you are the game leader, to your most threatening competitor.
2. It is an easy kill.
3. It is in the most advanced and occupied column of the PW (i.e., it's worth more points to its owner).

If one target fulfills all three criteria, the choice is easy, but more often, no target matches



exactly. For instance, the target might fulfill criteria 1 and 3, but have a "Frequency \times Strength" product that equals that of your "killer." Do you chance the attack? It depends on how late it is in the game and how far you're behind.

If none of your opponents' animals come close to the above criteria, forget attacking for points. But, before passing, take a look at your *weakest* animals. Remember: If an animal beats another of the same strength or greater, the strength of the winner is increased. Your animals with average frequency and low strength are prey for your opponents. They are especially likely to be hit if (1) they have advanced in the PW, and (2) you have a snowball's chance of winning the game. You can buy life insurance for Bambi by using him to assault another creature of a lower frequency and same strength (or a much lower frequency and higher strength). If things go well, Bambi will put on some muscle and opponents will look elsewhere.

PLAYING THE MARKER

The last area of strategy in the game is straightforward. Each player is provided with a triangular marker of his color, marked with a "5". The marker may be used for a last chance play in the Environmental Influence Phase to save an animal threatened with extinction or to make a second attack in the Battle Phase. In either case, the marker is discarded after use. If the marker is not used, it's worth five points at the end of the game. Five points is *a lot* of points, so the marker should only be used if the animal faced with extinction is an animal that might survive otherwise. Nothing is more disheartening than to rescue an animal with the  marker in the Environment Phase, only to have it rubbed out by an attack in the ensuing Battle Phase. Nevertheless, if the animal is likely to survive, spending the  marker is usually

worthwhile, since the animal's continued existence usually garners five points and more in a turn or two.

The  marker should not be used for an extra attack early in the game. Wait until a game leader is established and then make a second attack only if you are in second place (or first place threatened by a close competitor). Another neat use of the second attack is to kill off the last animal of one opponent, when all stacks of creatures waiting to enter the PW are exhausted, terminating the game while you are still in the lead. Don't forget to take account of the  markers held by opponents if the score is close.

This concludes my look at strategy for *TYRANNO EX*. It's a fun game of the beer-and-pretzels genre, but even so don't pass up the chance to learn sound gaming techniques and use them. The more you learn, the more second nature good gaming becomes and the more your envious buddies will remark on how "lucky" you are. Don't succumb to the temptation to concentrate on beer and pretzels. Gaming is a social event, to be sure, but you can play well without giving up the social aspects. And the more you practice, the easier this becomes.



TYRANNO EX Q&A

6.3 /6.5 After placing two disks in one Evolution row, there are still three other Environmental rows that were unaltered but disks in those Evolution rows still outnumbered those in their corresponding Environment rows which were empty. Does this constitute an Environmental change?

A. An Environmental Change occurs only in the row where the new disks were placed. Anytime the disks in the Current Environment row are changed, an Environmental change has occurred, even if the type and number of disks in the Current Environment row remain the same.

6.5/6.7 Does extra placement result in an increased strength bonus?

A. Only on turn 1. Thereafter, the turns last longer than three rounds and Strength gains are not possible after three rounds.

7.1 Does "opposing" animal refer to opponent's animals only? Or can you attack your own animals?

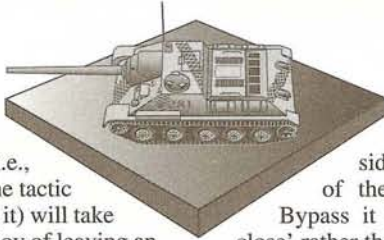
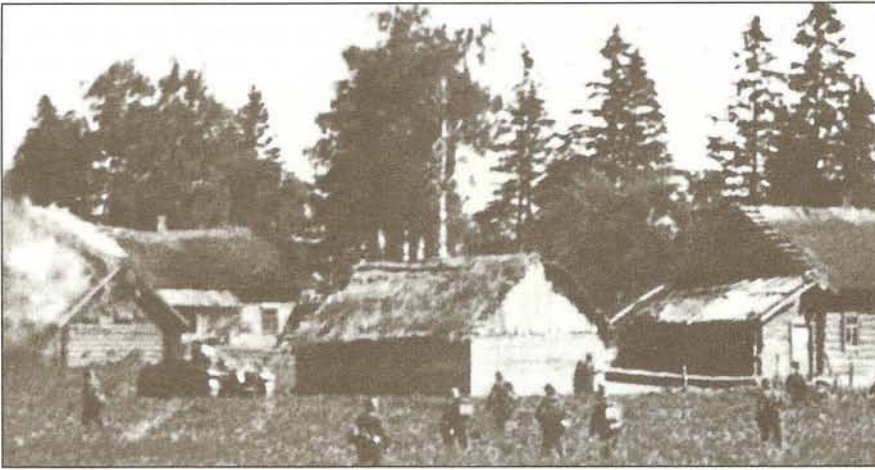
A. You may not attack your own animals.

7.6/13 Do suppressed animals suffer ill effects in combat when using the optional battle rules?

A. Only to the extent that its strength has already been reduced. Note that it could be suppressed again and lose yet another strength level if it has one to lose. An animal which is suppressed twice and has no additional strength levels to lose, suffers no additional penalties. If a suppressed animal wins a subsequent battle it could gain back the strength level it had lost. However, winning a battle does not remove "suppressed" status and thereby enable the animal to score.

Taking a Bite Out of a Hunk of Cheese or How to Counter An AFV in Motion Bypass

By Don Clouse



This article is intended in the spirit of friendly competition. As such, I trust that no one (i.e., whoever first came up with the tactic nor those who later embraced it) will take umbrage. I first ran into the ploy of leaving an AFV in Motion VBM in an enemy-occupied hex at the ASL Oktoberfest in 1993. I don't know who first came up with the idea, but it's a rather inspired application of the rules. I was, indeed, rather stunned (but not Recalled) the first time it was pulled on me. However, not being one to sulk and whine (well, not for more than three or four days), I decided to discover what could be done to at least ameliorate its effects. I owe thanks to long time *SL/ASL* comrade, Jim Collier, for valuable insights on Delay MP and the requirements for ending a MPh in Motion status, and to Bob MacNamara for several helpful suggestions.

Pulling an AFV into a Location containing enemy Infantry in order to prevent them from firing out of that Location (A7.212 Target Selection Limits) is a time-honored tactic. The practice of doing this by putting the AFV in Bypass is more recent, and isn't specifically prohibited by the rules. Indeed, it has been codified by a question and answer published in the 1992 *ASL* Annual. The reference is quoted below for those who may not have access to that Annual.

- A7.212 If a Bypassing friendly AFV occupies a hex that contains an enemy unit at a higher level, do the firing restrictions of this rule apply to that enemy unit? Do they apply if a BU friendly AFV, regardless of whether or not it is in Bypass or is OT, occupies a Location that contains an enemy unit?
- A. Only if the AFV is CE/OT. Yes.

Incurring Target Selection Limits due to an AFV's being in Bypass of an enemy-occupied hex seems to me to be less realistic than incurring the same restrictions for being in the hex in

non-Bypass mode. When the AFV is in the hex in non-Bypass fashion, it can be considered to be actually in the midst of the enemy. However, when in Bypass it would seem to be just 'very close' rather than actually in the 'midst' of the enemy. Keep in mind that a hex is over 130 feet (40 meters) in width. However, I guess I can buy it. But leaving an AFV in Motion in Bypass and incurring Target Selection Limits? This seems to me to be just a big cheese ball gamesmanship tactic (hence the rather metaphorical title of this article). I was somewhat incredulous the first time this was pulled on me. It left a sour taste. (Well, yes, I suppose it could be called sour grapes.) However, it seems to be perfectly legal and within the rules as written. Therefore, it must be lived with (and yes, I've even used it myself, I'm ashamed to say). So, the question becomes "What can be done to combat this rather odiferous ploy?" The answer is "Quite a lot, actually." Specifics follow.

This article doesn't deal with obvious "realistic" defenses involving directly combating the vehicle, such as the various forms of Defensive Fire. If the vehicle has been able to close with your troops, you probably don't have any effective ranged antitank defense, while Reaction Fire versus a Motion AFV (especially if CT and BU) has only a moderate chance of success at best. Appropriately, the best "defense" against this tactic can often be a counter-application of rules. As a first step, someone employing this tactic must be held to the letter of the rules. The two main defenses, then, are D2.3 and D2.4.

D2.3 says that a vehicle may use VBM only if the clearance between the hexside and the obstacle being bypassed is at least equal to the thickness of the counter. The rule is very specific as to how the measurement is to be made. The vehicle counter should be placed on-edge parallel to the hexside such that the entire thickness of

the hexside is visible, with walls and hedges being considered extensions of the hexside (i.e., as part of the hexside). If the counter touches any part of the obstacle being Bypassed, then the hexside cannot be Bypassed. If it looks even close, make your opponent do the measurement. (This comes under the heading of fighting cheese with cheese, or limburger with cheddar. The former really smells, but the latter can taste so good.) Pick any board (well, not a desert board) and take a minute to do a few of these measurements yourself. You may be surprised at how much space is actually required to accommodate D2.3. If there is insufficient clearance, the vehicle must be returned to the hex from which it attempted to enter the obstacle hex and (drum roll please) expend a Stop MP! Furthermore, the MPs spent attempting VBM are considered spent in the hex the vehicle was attempting to exit and must be announced. All these MPs spent, along with its now being a Stopped target, may allow a nice Defensive First Fire shot that perhaps wasn't available previously. (If, for example, late war Germans are the Defender, then this could be a propitious opportunity to have the troops rummage about for a PF, a convenient means of conjuring a toasty bonfire on a cold winter day on the Russian Front, and just the thing for cooking, wait for it, grilled cheese.) The vehicle may, of course, expend a Start MP and begin moving again, assuming it has any MP remaining by this time. Also keep in mind that, in addition to the doubled COT in the hex for VBM, other MP costs (e.g., SMOKE or a move to a higher elevation) are doubled as well.

D2.31 provides a list of specific situations in which VBM is not allowed. VBM is prohibited along any hexside directly attached to a roadblock hexside or along any hexside already containing another Bypass vehicle or wreck. VBM is also prohibited in any hex containing a terrain blaze or rubble.

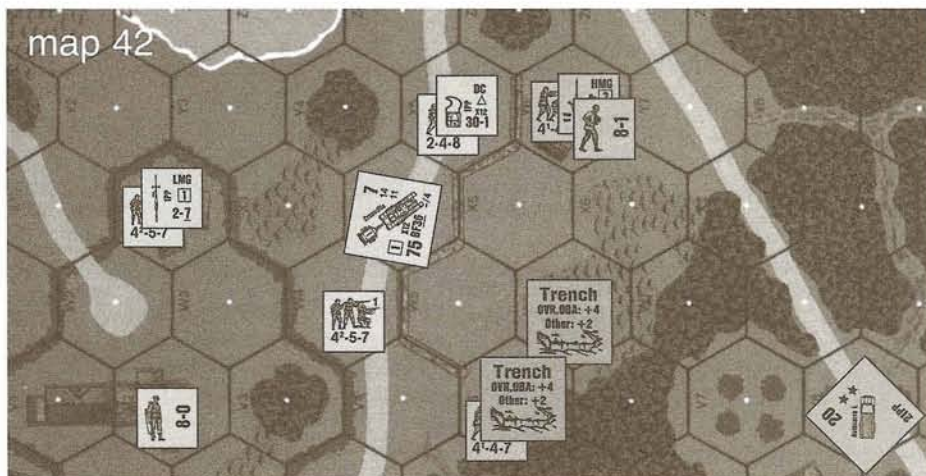
Assume that you've dutifully required the enemy player to make the hexside-to-obstacle distance measurement (with him no doubt muttering unkindly about rules lawyers during the entire procedure, at which point you may wish to interject your own comment, something involving pots and kettles perhaps) and have, albeit reluctantly, conceded that sufficient clearance exists to allow VBM. Is your .50-cal HMG team now doomed to sit helplessly as hordes of enemy Infantry march relentlessly across the wide open spaces of board 19 thumbing their noses as they stroll by? Hardly. Read on.

Three specific rules citations are necessary to set up the 'defense' used during any Movement Phase in which an enemy AFV begins the turn in Motion and Bypass of a hex occupied by your Infantry. D2.4 states in the next-to-last sentence that a vehicle which begins its Movement Phase in Motion must expend at least one MP, even if just to Stop. The second sentence of D2.4 says that the only way a vehicle can end its MPh in

Motion without expending all its MP is if the next hex to be entered requires more MP than are available. Further, D2.17 states that Delay MP can be expended only if the vehicle is Stopped or using Platoon Movement. (Also keep in mind D2.1, which says “A vehicle which ends its MP with MP remaining is assumed to use all MP in that hex.”) The point of all this is, of course, don’t let an enemy vehicle just sit in Motion status, especially in Bypass in a hex with friendly units. Make them either Stop or move. If it Stops, then it is, of course, an easier target for both Defensive (First) Fire and Close Combat. It could, of course, Stop, spend a number of Delay MP, then restart with its final MP and remain in Motion along the same hexside without having moved at all. It will, obviously, be an easier target during the portion of the MP in which it is Stopped. If the enemy vehicle does not elect to Stop, then it must move. The vehicle may merely drive to a different hexside of the same hex. (One cannot help but summon a mental image of, say, a BU SU-85 careening madly in a tight circle around about a small clump of trees as a group of stunned Volksgrenadiers look on. Circled wagons and a war party come to mind also, but I digress.) Even driving around the same hex the AFV will still, in many circumstances, have to spend a Stop MP followed by sufficient Delay MP such that after restarting it has insufficient MP remaining to enter a new hex or hexside. Remember D2.4? It can remain in Motion only if it has insufficient MP to enter another hex (or presumably hexside), so in many cases (i.e., when the next hexside is not traversable, or a high probability of bog would be incurred) it will have to expend excess MP to remain in the hex, and it cannot spend Delay MP while in Motion (D2.17). These are the only ways under these circumstances (i.e., beginning the MP in VBM Motion) in which it could remain in the same hex and regain Motion status in that hex at the end of the MP. True, the vehicle could just exit the hex, turn around, and re-enter the same hex and remain in Motion. However, during all this maneuvering the vehicle may become more vulnerable to Defensive First Fire from other units, may be required to take Bog checks, or may not even have enough MP to complete the maneuver.

Before ending this article, I should note the effects of rule F11.74, which in some instances will increase the options available to a Bypassing AFV. Rule F11.74 (the part with a gray bar in the margin) states that “a vehicle is not prohibited from expending more MP to enter a hex than the minimum required...” This, by extension, applies to hexsides as well. Therefore, the Bypassing AFV will in many cases have the additional option of expending excess MP’s simply by “moving slowly.”

These, then, are two main defenses against an enemy AFV remaining in Motion and Bypass of a friendly occupied hex: **hexside-to-obstacle distance**, and **the requirements for gaining Motion status**. You have all the necessary ammunition (the cited rules) to carry it off. Just remember this as the M&M defense (measurement and motion). The opponent’s entire game plan, not your key defensive positions, will melt away (well, sometimes). Too bad I couldn’t come up with a closing cheese metaphor—or perhaps not, the whole situation being cheesy enough as is. ☆



New ASL Mapboards!

Charlie Kibler has done it again—two new ASL mapboards...and these are beauts!

ASL aficionados have been eager to get their hands on new boards for years—the wait is finally over.

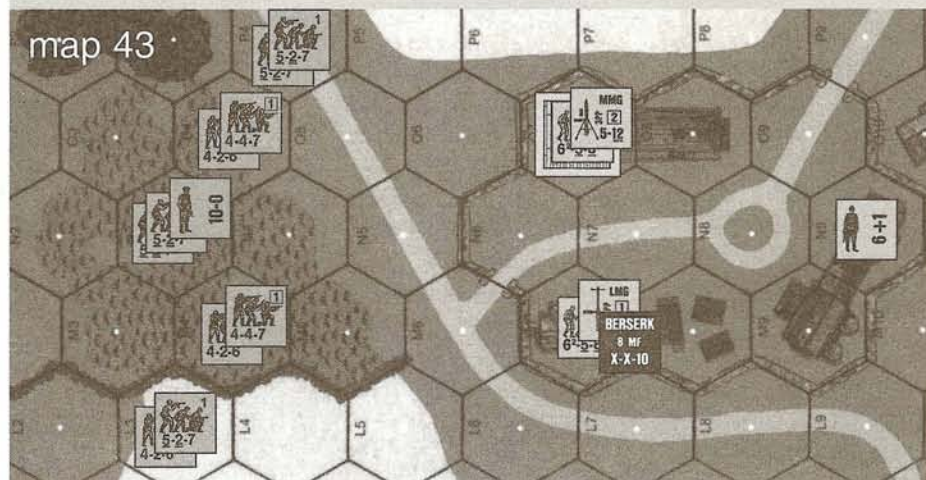
Board 42 (above) depicts a small Western Front village crossroads. Stone buildings, walls, hedges, and plentiful orchards are complemented by ponds, grainfields and a central wooded area paralleled by an unpaved road running the length of the map.

Board 43 (below) has the feel of a rural French farm, with its walled-in compound surrounded by large grainfields. This terrain is sure to provide great “fields of fire” to your cardboard Shermans (or Panthers), especially in those Battle of the Bulge or Wacht am Rhein scenarios.

Both maps are available now for \$5.00 each! Scenario packs containing eight new scenarios and maps 42/43 are planned for the future (possibly as soon as April, 1995).

Other Plans

Plans are currently in the works to release new board/scenario packs at least once per year. If you have a suggestion for a board you would like to see or a scenario design that just doesn’t fit on any board available today, send them in. We are eager to hear from you.



Area News

By Glenn E. L. Petroski

Those Few Individuals

The subject which I get the most letters about is "conduct unbecoming an adult," particularly concerning play-by-mail games.

It's unfortunate that there are a few individuals who have physically grown to be adults, but have not yet achieved that status emotionally. I want to assure those of you who have written, and all of you who have had poor experiences, that these emotionally challenged individuals are the exception, not the rule.

While not trying to count the complaints, it is noteworthy that the vast majority of complaints I've heard are about the same few individuals. There are players in isolated situations whose names come up only once and are then never heard of again. Yet there are names which dominate the complaint file to what should be their owner's embarrassment.

Like the majority of you who have written on this matter, I too wish that the AREA system had some means of disciplinary action. Avalon Hill has chosen to remain neutral in all disputes of this nature, and it won't take any intelligent person more than a few minutes to figure out why. To adjudicate any such disputes fairly would take more time and effort than AH can spare. Not to mention the fact that, right or wrong, every such decision will offend someone who is a gamer and a customer.

AREA was never intended to be regulatory in nature. It is a rating system, and a very good

rating system. We still need AREA specifically for that purpose. It serves that function well. Individually and collectively we need AREA ratings, particularly specific ratings for the games that we are most proficient at, but we cannot ask more of the system. At least not at this time. This pretty well leaves those of us who have run into problems without recourse. Or does it?

Not completely. It does pay to let your voice be heard. Write to AH when you have a serious complaint against an opponent. Write to a GM who regularly runs a tournament or PBM competition of that game. Write to me. Don't expect immediate action, and don't write in hopes of correcting the immediate wrong, or exacting vengeance. None of this is likely to happen. Quiet, courteous, reprimands are made through these channels, and hopefully the individual will take the hint.

Firmer action is also taken with discretion by some GMs. I know of a case where a known chronic offender is allowed participation in a certain competition only with the clear understanding that all disputes regarding him will automatically be ruled against him. This is strictly between the particular player and particular GM. To the best of my understanding, I'm the only third party aware of this. I mention it only to point out that things are being done, quietly, courteously, and carefully. Even if the effects are not immediate and obvious, a courteous, well placed letter does have merit.

What I'm trying to say is this: real problems are few and far between in our hobby. But if you've caused one real problem, you've probably used up your quota. I have been gaming for 30 years now (FTF, PBM, even by phone—no E-Mail yet), and still have not faced a truly serious dispute. I've witnessed my fair share of misunderstandings and poor behavior, but after the heat of the moment (and apologies) things have always come out well.

When you have a real problem, politely let your opponent know the error of his (or her) ways, first. If that is unsatisfactory, inform a very few, very select, individuals. Resolve not to play that opponent again, and drop the issue. Show yourself to be a person of better character and leave it at that. Then find yourself a few more opponents and plan on giving, and getting, the best our hobby has to offer.

REPORTING IN

GETTYSBURG '88: Chuck Synold wishes to GM a PBM competition. If you're interested, contact him at 408 Anniegold Blvd., Apt #4, Dekalb, Illinois 60115. (815) 756-7314.

And as always, I'm at your service:
210 W. Hunt
Twin Lakes, WI 53181-9786
(414) 877-4178

☆

WELCOME ABOARD!

Former Maryland Congresswoman Helen Delich Bentley and best-selling author Tom Clancy have joined the Board of Directors of Monarch Avalon, Incorporated.



Helen Delich Bentley is a former five-term Republican Congresswoman from Maryland's 2nd Congressional District, which represents approximately 600,000 citizens. Long noted for her emphasis on providing jobs for Marylanders, she was a formidable mediator between labor and manage-

ment. An expert on maritime issues, she was a Congressional advocate of fair trade practices and a strong national defense. Mrs. Bentley currently lives in Lutherville, Maryland.



Tom Clancy is best known for his runaway techno-thriller, *The Hunt for Red October*. Other works include *Red Storm Rising* and *Patriot Games*. His extensive research into Soviet-American military strategies and advanced technologies, coupled with his talent to lure the reader into the exciting world of danger and espionage, has given him the chance to speak privately with the President of the United States, confer with the White

House staff, and lecture at the Central Intelligence Agency. And he's not even a former intelligence expert or navy man. Mr. Clancy currently lives in southern Maryland.

Letters



Subtle Conversion

I'm another cardboard veteran with over 20 years in the hobby, who—despite some text processing in the office—has consistently kept the electronic revolution out of the house, four “modern” kids notwithstanding (who think dad is a relic in this respect). Accordingly, I looked somewhat wearily at the new direction the magazine was taking.

However, the conversion has been so gradual, the presentation so skillful and attractive, and the balance between the old and the new so nicely struck in the last few *GENERALs*, that I actually have begun to develop some interest in the computer stuff.

In short—given enough impetus, the new direction my hobby is taking might just be the last nudge necessary to propel me into the electronic age and let me buy the “bloody” thing (a computer, that is). This, however, is where I feel that *The GENERAL* is lacking a bit in understanding and support. I'm (as probably most people are) conversant with most general computer terms. Still, how many of the “old cardboard pushers” will be left swimming when confronted with terminology like: “Supports Adlib, Roland & SoundBlaster sound cards.” According to *The GENERAL*, we're supposed to know these terms. So, why not devote one or two articles to novice computer people like me and explain some of these terms?

P. Henderyckx, Belgium

Mr. Henderyckx: Your request has been answered. This issue's TECH TIPS column gives an overview of some of the most commonly used terms in the computer world. I hope these definitions are helpful. [RW]

★★★★★

The right amount of coverage

Some readers will surely voice dismay at the corporate decision to emphasize computer gaming, but not me. As many of the hard core gamers grow older, not only is it more difficult to get the group together, but sadly, some of our buddies are starting to die off. Therefore, I look forward to being able to play many of my favorite boardgames whenever I want by turning on the computer. (Are you taking pre-release orders for computer *HISTORY OF THE WORLD?*) Just keep the artificial intelligence challenging. Besides, successfully producing computer games will hopefully enable AH to continue producing and supporting the best board games.

I am not as enthusiastic, however, about seeing *The GENERAL* reprint articles/reviews from other computer magazines, most of which I already read. I would like to see more in-depth coverage of the computer games, in this publication's boardgaming tradition. Most of the strategy articles in the computer rags are rather shallow due to the numerous new games they try to

review. I do, however, applaud the plan to cover a wider variety of titles in each issue. The practice of emphasizing one game in an issue has its merits, but it also has the unfortunate side effect of either reading the issue from cover to cover or throwing it in the closet, depending upon one's interest in the featured game.

However, what really prompted me to write was the announcement of reduced AVALONCON coverage in *The GENERAL*. This seems to be a move in the wrong direction. I enjoy reading about the people I have met at AVALONCON and their achievements. I may not read an article on ASL but I will read an article about the AVALONCON ASL tournament to find out who did what. If there ever is to be a return to the “golden days” of boardgaming, AVALONCON is the catalyst to do it. The Junior Tournaments are a significant factor in growing a new generation of boardgamers (and future AH customers). Reading about the convention reinforces the idea that we were part of a meaningful event. I'm sure if those opposed to the current level of coverage would attend one AVALONCON, they would feel differently.

Bruce W. Bernard, Pennsylvania

★★★★★

Down the rathole!

Being a one time subscriber to *The GENERAL*, I happened upon Volume 29, No. 2 and it didn't look quite right. Things seemed askew—table of contents on the inside cover, typesetting, extensive coverage of a particular title, and (correct me if I'm mistaken) two ASL scenarios each issue guaranteed. All changes for the better, in my not-so-humble opinion, and requiring a quiet renewal order on my part.

The one thing that disturbed me was a comment I read in the “Letters” section which referred to the “continued wasting of valuable AH time and resources on lavishly produced current history projects, which...is akin to throwing money down a rathole.” Indeed! I and quite a few others like me have thrown money down that particular “rathole” and have no regrets. Current history games offer more than just the hypothetical (and still possible, Mr. Brickell) situations. These games (*MBT* and *FLASHPOINT: GOLAN*, for example) are not only enjoyable simulations but, because the equipment depicted is in use by many countries around the world, offer a host of scenario possibilities. How many countries can you think of (just off the top of your head, mind you) that own Soviet or American-made *MBTs*, aircraft, mortars, artillery, small arms, etc.? Say at least 40 to 50? And how many are involved in conflicts or potential conflicts right now? Get the point?

A big part of any strategy game (whether using tanks or dinosaurs) is a thing called imagination. I can easily generate an *MBT* scenario involving any number of countries in the Middle

East, the Russian Republics, several Asian nations, etc. by seeing what is possible (and what has occurred already)...not limiting myself to the fact that WWII didn't happen the way we thought it would (this, too, is still possible). And gosh! I guess all that money I spent on every ASL module was wasted because it has too many rules for anyone to be able to play the darn thing.

In conclusion, there are still a great many gamers who enjoy these types of military simulations because of the situational variety they offer. If you don't care for that type of contest, fine—but don't deny it to me because you would rather be playing something else.

Karl Johnson, California

Karl: I tend to agree with you. Often times people get into this “holier than thou” attitude about their hobby and believe they speak for us all. Mr. Brickell, I don't believe, meant to violate anyone's sensibilities. I could be wrong. But I applaud your convictions to defend what you believe is right. [RW]

★★★★★

Game Theory

My copy of *The GENERAL* arrived in my mailbox yesterday. Enclosed was a letter noting that my subscription had expired and an appeal to me to subscribe. Well, have no fear. My renewal is in the mail. I have been playing Avalon Hill games for an embarrassingly long time and *The GENERAL* is an integral part of my gaming fun.

Visually, the magazine keeps getting better. I like the mail cover which protects the magazine and keeps it from getting marked up with mailing labels. The new table of contents is useful. The graphics in Series Replay diagrams and elsewhere are terrific.

I would like to see the Philosophy column used to keep the readership informed of new game projects and proposals as well as the overall plans for AH. This used to be a regular part of this column. Even if the proposals never get to the door it's interesting to know how you're spending your time. Also, I definitely look forward to seeing articles on game theory in the pages of *The GENERAL*. How about an article comparing the combat results tables used in *GETTYSBURG '88*, *ACROSS 5 APRILS*, and *ROADS TO GETTYSBURG*? Why was each CRT chosen? I would like to see a design clinic with an article each issue teaching how to actually design a game.

Don Menig, South Carolina

Don: I'd love a regular feature on how to design a game. How about the rest of you? [RW]

THE RHETORIC OF GAMES

As An Example to Future Generations

By Lt. David Ray Bowman

Why study history? What Does it matter? These two questions are asked and answered by David Ray Bowman, a fellow wargamer who graduated high school in 1981 and joined the US Navy on the same day. David left the Navy in 1991 to become a minister, and in 1993 was commissioned by The Salvation Army as an Officer (Minister) of the Peachcrest Boys and Girls Club. The first wargame he ever played was TACTICS II. His mother bought it because the advertisement on the side said "a military Chess game." He's come a long way from those meager beginnings, and now wants to share some of his insights with us.

If you read anything in this issue, read this article. It asks us questions that we must answer for ourselves and for the future generation of gamers. Our past is inextricably woven into the squares we push around each day, in the cards we draw to break through the enemy line, the escarpment we cross to free Tobruk, or the dice we roll against overwhelming odds. Do you realize how wargames (in many ways) trivialize momentous historical moments? With one millisecond roll of the dice, we down thousands of men in the Argonne Forest. So, as you fling your cubes into the battle box, make a small salute to fallen friends.

★★★★★

After years of enjoying history and reading everything I could get my hands on, I eagerly tried to share my love for the past with the youth of today. But instead of anxious, curious faces, I was hit with these questions: Why do I need to know this? What difference does it make? It happened (fill in the blank) years ago, who cares?

Of course, the traditional response for why one should study the past, is the age old cliché, "Those who do not learn from history are doomed to repeat its mistakes." I have come to wonder, however, since a quiet visit to the fields of Gettysburg, if that is truly the reason for immersing oneself in history.

Wargamers have a unique perspective of history. When we find a new game, covering a period of which we have limited or even no knowledge, as a natural part of learning the game we find ourselves researching the period in question. Soon, we have expanded the bounds of our knowledge and improved ourselves.

As our knowledge of a particular period or battle increases, we begin to tinker. I recall attempting to convince my gaming group that the CIVIL WAR's Three Star General counter for General Joe Hooker (he takes his whiskey strong!) should be changed to show a "0" for his Army command rating rather than a "-1." After all, I reasoned, Hooker's plan was brilliant, it was his subordinates' (including a Colonel named Samuel Bowman) poor execution of the plan which caused the debacle, right?

But wait! Didn't Joe Hooker himself state after the battle that he alone was to blame, because for once in his life, "[he] just lost confidence in Joe Hooker." Thus, if he really did fold

under the pressure, perhaps the rating is justified. Then again, maybe that mortar that landed on his head when the cannonball hit Chancellorsville House, messed him up worse than we thought, but only temporarily; just one of those "battlefield luck" rolls that always seem to go your opponents' way. It is true that later in the war, Hooker proved himself in Tennessee and then resigned when he was passed over for another Army command. With his confidence restored and no bricks around his head, he certainly believed himself qualified for command of an Army. To complete the argument, aren't U.S. Grant and William T. Sherman the ultimate examples that confidence in a commanding general is everything? What wargamer hasn't tinkered with games based on perceptions of history?

Consider also the knowledge gained by the study of history. How many of us really understood anything about linear tactics or the Continental System before *WAR AND PEACE* or *NAPOLEON'S BATTLES*. How many of us would have consumed "Company Commander" if we weren't trying to improve our *SQUAD LEADER* or *ASL* performance? What about George Patton's book, "War As I Knew It"? Trying to improve your Allied game plan in *BATTLE OF THE BULGE*?

Naturally, the learning spills over into other areas as well. My own decision to volunteer for service in the US Navy's Submarine force was based not on *SUBMARINE!*, but on the thrilling account of WWII Submarines in Clay Blair, Jr.'s "Silent Victory"—a book I would probably never have read if not for the boardgame.

The bottom line is that as a group, we wargamers have discovered new people and thoughts in our quest to improve ourselves. And it is that quest for knowledge which makes us aware of the historical parallels in today's world. Didn't we already invade Haiti to establish a democracy? What about the economic tensions between Japan and the United States? Or the confusion over just which country is which in pre-WWI/Post-Cold-War Europe? Can all of this really be *Deja'vu*? And with all of the history books and all of the people who repeat that axiom about being doomed to repeat history, how can all of this be happening again? Most importantly, when those of the younger generations look at us disconcertingly and say, "Who cares, it happened a long time ago"—not understanding that there is nothing new under the sun—what should our answer be?

On a warm late summer day in 1991, I at long last visited the battlefield at Gettysburg, Pennsylvania. Such questions were on my mind as I traced out the battle, exploring every square inch of the park, climbing the tower on the eastern side overlooking all of the site. But while stumbling through the Devil's Den, and finally understanding why my troops always got bogged down here on the gameboard, a violent thunderstorm hit. Lightning struck all around and the thunder roared, actually hurting my ears. I served for four years on a submarine. During

that time I was in many storms at sea, but no storm ever scared me like this one. I crouched under a boulder and as the overpressure from the bolts of electricity and the booming of the thunder shook the ground, the rain pelted on the rock with a bullet-like sound. The mist from the rain and dust swirled around, and I could not see my Jeep, only a few yards away. My body kept trying to dig further under the rock and hide, but my mind, terrified as it was, began to relax as I remembered what had happened here. The Union lines, so close to where I now lay trembling, had held the day. And, with their victory, a new birth of freedom, which I today enjoy, was brought into the world.

When the storm ended, I made my way back to my car and eventually found myself near Ziegler's Grove. The question returned to me, "Why do I need to care about this? Are the children of today right, who cares about what happened all those years ago?" The truth is, my Gettysburg game would not improve even one little bit from this trip. I was wet, cold, and even a little depressed. After all, it was a hundred and twenty-eight years ago. And how could the mistakes of that age ever be repeated again? It seemed that I found not a memorial to a great victory, but the antithesis for the age-old adage, "Doomed to repeat history's mistakes."

Near Ziegler's Grove (just to the south, by the white building next to the fence) sits a small marble monument to one of the many units which fought here. In a park filled with large, olympian monuments to the victors, this simple stone is engraved with the answer to the question.

In the answer, I discovered that like many of my preconceptions of history, my understanding of the adage "Those who do not learn from history are doomed to repeat it" was backwards. The adage is not meant as a warning to us to learn from history, but rather to remind us to teach our descendants the mistakes of our days. Engraved upon that simple stone are these words:

THIS MONUMENT ERECTED AS AN EXAMPLE TO FUTURE GENERATIONS

It lists the names of the men who fell there, and significantly, those who did not. It is as if to say, these are the people who can tell you what happened here, and why it happened.

Our own forefathers have gone to great lengths to insure our understanding of large events like the Civil War, WW's I and II. Even the Napoleonic and Revolutionary Wars are fresh in our collective memories. My concern is the history which has not reached us, (those events and reasonings which our parents and grandparents deemed unimportant or minor). Because as we have not been taught those lessons, now we find ourselves repeating those mistakes. Our parents didn't trust or talk to Castro. Why? The United States did invade Haiti. Why? What about trade deficits and free trade agreements? And if we use economic pressure to get what we see as "fair" what could be the end result?

Most of all, what about our children? When we solve the crises in the great "wargame" of today, will we shelve those solutions away as footnotes to history, or will we teach our young people to learn from our mistakes, so that when we have become history, they will not repeat them?

The onus is not on them to learn; it is on us to teach!

Avalon Hill's Top 10 Strategy Games



1. HISTORY OF THE WORLD #893
Combines an elegant game with a panoramic view of the history of man in less than 3 hours of playing time. Gather the family around for an entertaining evening of fun boardgaming. \$35.00.



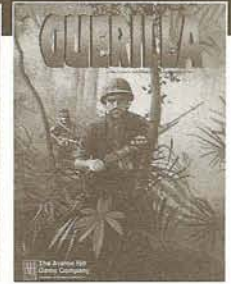
2. COLONIAL DIPLOMACY #8192
A stand-alone game using the highly-popular Diplomacy system, covering territorial expansion and colonialism from 1855 to 1905. Re-create the Opium Wars, Crimean War, and other conflicts, right up to the Russo-Japanese war of 1905. \$55.00.



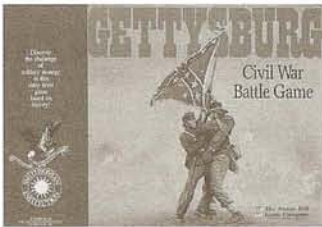
3. MAHARAJA #897
Using the award-winning Britannia system, Maharaja depicts the war and migrations that shaped modern India. Encompassing an entire subcontinent, Maharaja spans the centuries from 1500 BC to 1850 AD, from initial Aryan invasions to the British conquest. \$30.00.



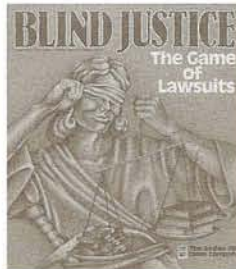
4. CIVILIZATION #837
A 2-to-7 player game requiring skillful political, economic, and military maneuvering. \$38.00.



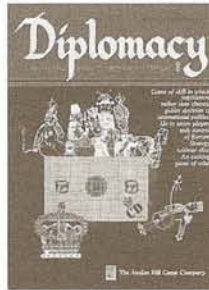
5. GUERRILLA #896
Set in Central and South America, this is a game where political intrigue, media manipulation, and military action all play parts in whether your faction wins or loses. Each player simultaneously backs opposing factions. Sides can change at the draw of a card, so watch your back (today's ally may be tomorrow's enemy!) \$25.00.



6. GETTYSBURG #731
This great battle is brought to life in game format and puts you squarely in the shoes of Generals Lee and Meade to make all the battlefield moves necessary to win. \$20.00.



7. BLIND JUSTICE #6385
This game of lawsuits pokes fun at lawyers the world over, while citing actual cases of litigation for players to resolve as both plaintiff and jury. \$25.00.



8. DIPLOMACY #819
International intrigue in this realistic game of strategy without dice as up to 7 players guide the destinies of European powers circa 1901 on. \$30.00.



9. ADVANCED THIRD REICH #888
Refight WW II in Europe in grand strategic scale. \$49.95.



10. ASL #870
The complete set of rules for wargaming's most successful game system. Required for all ASL game modules. \$49.95.

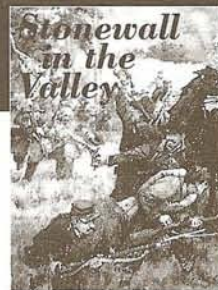
New from the Hill!



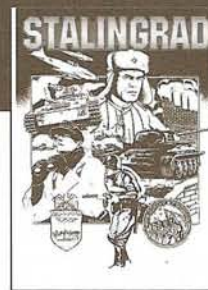
GLOBAL SURVIVAL #6448
Inspired by historic events and a radically-changing world in which all rules of economic survival are being rewritten, the game challenges players to achieve global survival and ultimate world dominance. Up to 8 players or teams control the length of the game, which can be accomplished in 2 hours or 2 weeks! \$35.00.



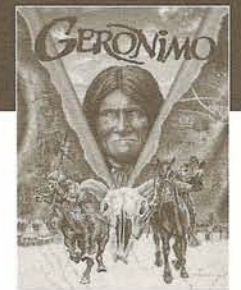
The New ACQUIRE #GA-140
It's ACQUIRE, Avalon Hill's best-selling game of hotel acquisition and merger (enshrined in *Games Magazine's* Hall of Fame)! This new edition features a full range of cardboard playing pieces, instead of the old (environmentally-questionable) plastic pieces. \$30.00.



STONEWALL IN THE VALLEY #8922
The fourth volume in Avalon Hill's series on the great campaigns of the American Civil War. Most other Civil War simulations portray specific battles, but Stonewall in the Valley concentrates on the full campaign in the Shenandoah from March to June 1862. \$35.00.



STALINGRAD (IBM-4088154; MAC-4088156; CD-4088160)
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Playing the Weak Empires

Strategy for HISTORY OF THE WORLD

By Wesley Kawato

Every "good" multi-player game has a balancing element that keeps the leader from getting too far ahead. HISTORY OF THE WORLD is no exception. Imagine your delight when you draw the Romans in Epoch III. If you're a half-way decent player, you'll likely pull into the lead. Now, imagine your despair when the Khmer are passed to you in Epoch IV (which is what ultimately will happen if you do pull into the lead). For the rest of the game, you suffer for being lucky enough to have drawn the Romans. Well, despair no longer. In this article, Wesley offers us some insight on how to play these "weaker" nations to their best potential. While many of his suggestions rely on having the right combination of Event cards, I don't consider this to be a flaw in his arguments. As you know, luck is the nature of the beast in our hobby. It never hurts to be reminded how to play effectively.

★★★★★

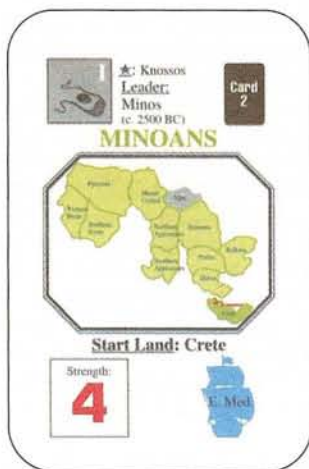
HISTORY OF THE WORLD (HWD) is, in my opinion, one of Avalon Hill's most unique titles. Players play a different empire in each of seven historical epochs and no two games are alike, because the players have only limited control of which empires they will play. They draw empire cards at the start of each epoch (the player having the lowest previous empire strength total drawing first). Once drawn, he must decide whether to keep the empire or pass it to a player who has yet to draw. If passed an empire, he has no choice but to play it.

Empire strengths range from four to twenty-five armies. Playing large empires, such as the Epoch III Romans with a strength of 25 or the Epoch VII British with a strength of 20, is easy. But to win consistently, a player must know how to play the weak empires, because the vagaries of the empire card draw system will force you to play one sooner or later. Often, the key to playing a weak empire is making good use of the event cards you were dealt before the start of the game.

Below is an epoch by epoch discussion of how to make the most of the game's weakest empires.

EPOCH I

What makes the **Minoans** a weak empire is that they start in an area that scores no points in Epoch I. They only have a strength of four and one of those points has to be spent on a fleet for the Eastern Mediterranean. That means a maximum purchase of only three armies, there's no way the player can reach a point scoring area using the overload route up the Greek Peninsula. The player will get no further than Morea and Pindus. Worse still, an Egyptian fleet might be in control of the Eastern Mediterranean, making



Minoans—The key to play is to control the Eastern Med.

Minoan control of that sea area an uncertain prospect.

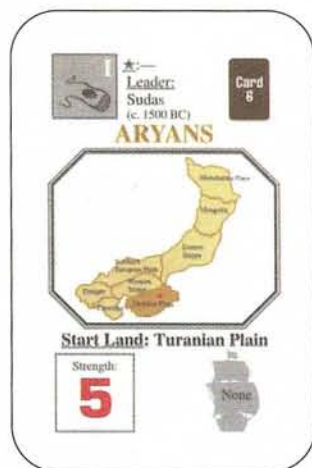
If you have the *Disaster* card that destroys all fleets in one sea area, now is the time to use it. If not, use the *Naval Supremacy* card to give you an advantage in the sea battle. Even if you have neither card, all isn't lost. You will be rolling two dice, to the Egyptian's one, giving you a two-thirds chance of gaining control of the sea area on your first try.

To increase your chances even further, play a green *Population Explosion* card before the start of your turn. The play of the *Population Explosion* card or the *Civil Service* card will boost your strength to six. Playing the *Allies* card will have the same effect.

The key to playing the Minoans is control of the Eastern Mediterranean. If your first naval attack fails, your second attack will probably succeed, assuming average die rolls. Once you control that sea area, place an army in North Africa. In most games, you'll find either Libya and/or the Shatts Plateau vacant. Your next move should be into the Middle East. Palestine will probably be occupied by the Egyptians, the Levant by either the Egyptians or the Sumerians. Unless the Egyptians played the *Hittite Minor Empire* card, you'll probably find Western Anatolia vacant.

Whatever armies you have left should be used to gain additional lands in the Middle East or attack the Egyptian Capitol/Monument combination in the Nile Delta. If the Hittites haven't been brought into play, there's a chance you could gain Dominance of the Middle East, depending on how the Sumerians were initially deployed and whether the Egyptians concentrated on the Middle East or North Africa. If you've lost a battle or two, domination in the Middle East might be out of the question and attacking into the Nile Delta might be your best

move. With average die rolls, the strategy leaves you with the following: one Capital, control of the Eastern Mediterranean, and a Presence in the Middle East and North Africa (for a total of six Victory Points).

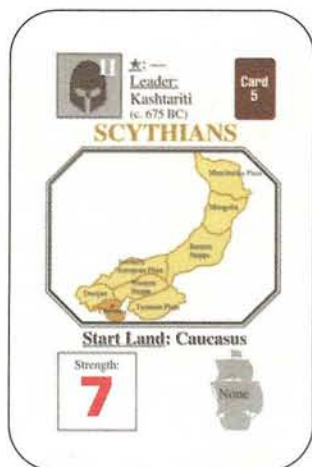


Aryans—Expand across the mountains to capture Zagros, Upper Indus, and the Tarim Basin.

The **Aryans** may have one of the highest starting strengths in Epoch I, but are weak because they have no Capital and start in Eurasia, which doesn't begin scoring VPs until Epoch V. Furthermore, to get to a point scoring land, they have to attack across difficult terrain, meaning the defender also rolls two dice. Each such battle has only a 50% chance of success.

The first thing you need to do is use a population increasing card (i.e., dark green card). Without a Capital, you can't use a *Civil Service* card. Use an *Allies* card only if there's open land to place the extra two armies. Your second move should be the use of a *Barbarians* card, to knock out any units in the Hindu Kush, or a *Treachery* card, to gain an automatic victory in the Hindu Kush or the Persian Plateau. Once across the mountains, three resource areas are in easy reach: Zagros, Upper Indus, and the Tarim Basin. The first two will probably have to be attacked, but the last might be vacant. Unless the Shang Dynasty had a population increasing event card, they will not have the armies to occupy both the Tarim Basin and the Chekiang resource areas. In that case, the Shang Dynasty player will often choose to avoid the Tarim Basin.

With average die rolls, the strategy leaves you with the following: one Monument, a Presence in the Middle East, India and China, for a total of five VPs. Better than average die rolls might also give you Dominance of the Middle East or India.

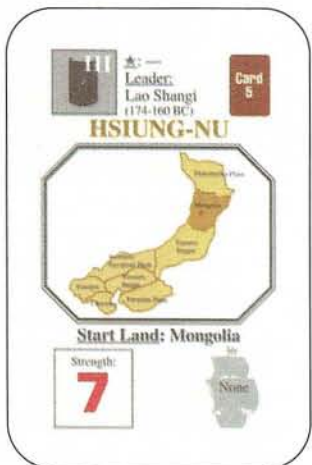


Scythians—Expand into the Middle East.

EPOCH II

The **Scythians** may not be the weakest Epoch II empire, but are difficult to play for basically the same reason as the Aryans in Epoch I. They have no Capitol and start in Caucasus (a Eurasian area). First, you'll have to decide whether to move towards the Middle East, or Southern Europe. Both are within striking range of your start land. My preference is the Middle East, because I'll be scoring points with my second army. That's important, because you have only seven armies. The disadvantage of going for Southern Europe is that you'll need to place armies in the Dnieper and Danubia before reaching a land that's worth points. Getting there, you might find that the Greeks have made it impossible to get into Southern Europe, without attacking across difficult terrain. Consider also that the Middle East is worth more points than Southern Europe.

When playing the Scythians, think of the Middle East as a bottle, with Eastern Anatolia as the bottle cap. The key is to blow off the bottle cap.



Hsiung-Nu—Move across the Great Wall and take the Tarim Basin and Chekiang.

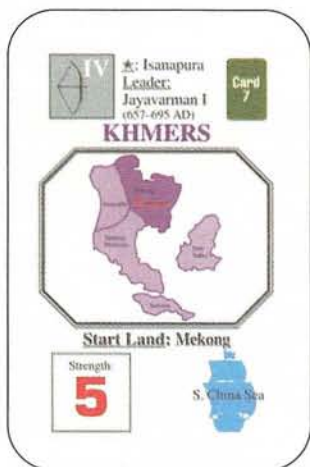
EPOCH III

Playing the **Hsiung-Nu** is difficult for the same reason as playing the Aryans and Scythians. They start in Mongolia (Eurasia again) and have to fight across difficult terrain to

move into areas worth VPs. Your strategy should be similar to playing the above mentioned empires. Use a *Civil War*, *Rebellion*, or *Treachery* card to open a hole in either the Wei River, Yellow River, or the Tarim Basin in China. Playing the *Pestilence* card is another option because it gives you three die rolls in one land area, and two die rolls in all adjacent land areas. All rolls of "1" destroy one army, so you should play this card in Yangtse Kian for best results. Another option might be playing a *Barbarians* card in the Plateau of Tibet (with their first attack into the Wei River land). Still another might be using a *Surprise Attack* card to get across the Great Wall.

Once across the Great Wall, take the Tarim Basin and Chekiang resource areas (for your monument) as soon as possible. You have only seven armies, so take the most direct route, while still avoiding difficult terrain. If only one player controls lands in China when your turn starts, you'll need to capture five lands to gain Dominance. If two or more players control lands in China when your turn starts, capturing four lands should do it.

With average die rolls and a little luck, the Hsiung-Nu should come out with a Dominance in China, one Monument (which you'd have to build), plus an additional one City/Monument combination. The additional City/Monument combo is based on the assumption that the Shang, Chou, and Han Dynasties would have all had Capitol/Monument combinations within easy reach of the Hsiung-Nu. All this should amount to nine VPs.



Khmer—Take Si-Kyang, Chekiang, and the Malay Peninsula.

EPOCH IV

The **Khmer** are a weak empire for two reasons: A five point strength rating and the fact they play last in the epoch (which allows everyone to attack your past empires). And, by Epoch IV, you've probably played a large number of your event cards.

One of your five strength points will have to be used for a fleet in the South China Sea. There's a good chance the Han Dynasty will already have a fleet there, making control of it uncertain.

For starters, if you have a *Minor Kingdom* card, play it in the Malay Peninsula. That will

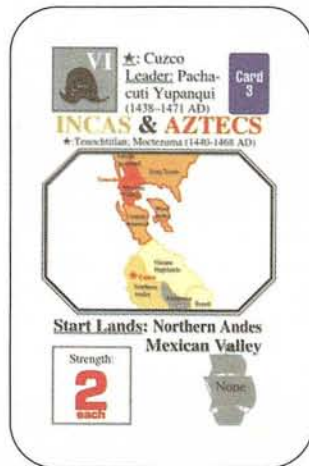
give you a city, but more importantly, a free entry into a resource site.

The Khmer's main advantage is that they can attack into any adjacent land without having to cross difficult terrain. Your best strategy is to take Si-Kyang, Chekiang, and the Malay Peninsula with your armies. That will give you three points for a Presence in China, plus a point for a Monument and two more for a Capital. Add two more points for the Presence of Southeast Asia for a grand total of eight VPs.

The above strategy assumes the fleet attack in the South China Sea will fail. If it succeeds, skip Si-Kyang and make a sea invasion of Chekiang. Use the army that would've taken Si-Kyang to take the East Indies (if vacant), or attack into the Irrawaddy (if the East Indies is occupied). This route of attack will result in 11 VPs.

EPOCH V

Epoch V is probably the most balanced epoch in the game. Every empire has an equal number of strengths (either in their starting position or their number of armies). Therefore, let's proceed with Epoch VI.



Incas/Aztecs—Play Population Explosion card to try to dominate the Western Hemisphere.

EPOCH VI

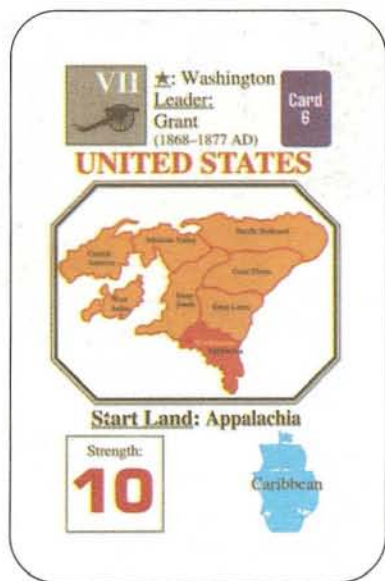
What makes the **Incas/Aztecs** weak (besides having a combined strength of four) is the fact that they are confined to the Western Hemisphere. Therefore, they are held to spreading through North and South America only. There are five lands in South America and eight in North America. Now might be the time to use your *Trade Bonus* card. This card allows you to purchase an extra army for each player that trades with you. Your trade partners gain an army for a past empire. Because you start in the Western Hemisphere and all previous empires have started in the Eastern Hemisphere, players will be more likely to trade with you since they may not consider you a threat. In a six-player game, that could mean as many as five extra armies for your expansion. If you don't have a *Trade Bonus* card, play a *Civil Service*, *Allies*, or *Population Explosion* card. *North American Migrants* might also be a good one to play.

One advantage the Incas/Aztecs have is that they'll be doing little or no fighting. If the Mayans Minor Empire card was played in

Epoch III, you may find Central America occupied and/or the Guiana Highlands. Also, the Vikings may be occupying one land in North America; and, if someone else had played the *North American Migrants* card, two more lands will be occupied. With all this working against them, the Incas/Aztecs can only hope to gain a Dominance in only one continent if you don't play an event card that increases your population. With a population increase, however, these two empires have a good chance of dominating both Western Hemisphere areas.

The only way you'll get armies onto the Eastern Hemisphere is by playing the *Pirates* card, which allows you to place a fleet in any sea area, regardless of navigation restrictions. If you manage to increase your strength to at least six and North America hasn't seen too many visitors, you should end up with domination of both Western Hemisphere continents, two Capitals, and a Monument for a total of 11 points.

[Editor's Response: While Wesley's strategies for the Incas/Aztecs aren't wrong, I disagree with his notion that these empires are weak. On the contrary, some of the characteristics he considers weaknesses are their strengths. This is one of the best empire cards you can have passed to you and if you draw it, you might consider keeping it. Like Wesley says, a few carefully played population increase event cards can yield a ton of points. If you're in first, second, or third place going into Epoch VI, this card can set you up for the win. Of course, you have to play it right, but with the Western Hemisphere being so wide open, your chances of maximizing VPs with this card is very high, perhaps the highest in the game.]



United States—First goal, Dominance in North America. Second goal, Presence in South America.

epoch VII

The **United States** suffers from some of the same problems as the Incas/Aztecs: They start in the Western Hemisphere and can't

navigate the Atlantic or Pacific Ocean, limiting them to, at most, 16 points. The ten point starting strength may not seem too bad until you take into account the fact that the Western Hemisphere will probably be full of foreign armies by the time you get to play. What the Incas/Aztecs don't take will (more than likely) be taken by Spain, Portugal, Netherlands, France, or Britain. If this is the case, you'll do plenty of fighting.

Your first goal would be to gain Dominance of North America. That will require control of at least four lands, the actual number dependent on how much North America is divided among your competitors. If you're lucky, you might be able to gain Dominance with only three lands. Because of difficult terrain, the Pacific Seaboard and Mexican Valley may be out of reach. You can gain Dominance without those lands.

After achieving your first goal (Dominance), your second should be to establish a Presence in South America. Gain control of the Caribbean, even if it takes more than one fleet battle to do so. After that, invade the Guiana Highlands. If you have any armies left over, attack into the Northern Andes or the Mexican Valley (whichever land the Incas/Aztecs built their monument). You will need above average luck to pull this off, because either way, the attack is across difficult terrain.

With average die rolls, this strategy should get you Domination of North America, a Presence in South America, plus a sea area. Add in your Capital and that's 11 VPs. Capturing the Inca/Aztec Monument or Capital combo means two more VPs (but don't count on it).

If you play a *Pirates* card, you might be able to grab a land or two in the Eastern Hemisphere. By Epoch VII, few, if any, lands will be vacant. That means risking two dice to two dice invasions. Don't try such attacks, unless you've already got Domination of North America and a Presence in South America.

CLOSING REMARKS

With the exception of the United States, never use a *Leader*, *Weapon*, *Fanaticism* or *Jihad* event card for a weak empire. These cards are very powerful. It's a waste to use them on an empire with less than a strength of 14, because once used, it's gone. Some players fear losing a leader, so they are tempted to play it with a weak empire, figuring the leader will die about the time the weak empire is through expanding. Resist the temptation because only rolling triples kills a leader and the chances of rolling one is 1 in 216. *Weapons* and *Fanaticism* are never lost. *Jihad* can be quickly lost, but there are better uses for that card than playing it to benefit a weak empire. Sometimes, a *Jihad* has as much staying power as a *Leader*.

The strategies I've suggested in this article aren't fail-safes. When dice rolling is your lot, strange things can happen. But a careful look at the play options available for the weak empires can make drawing one during a game an opportunity, not a setback. ☆

THE AMERICAN MILITARY... (Continued from pg. 14)

and it is surprising to know that the U.S. Navy possessed more major warships than anyone else on September 1, 1939.

As a signatory of the Washington Naval Agreement, the U.S. Navy unlike the Army, had a potential enemy in Japan and the bulk of the American fleet was already committed to do battle in the Pacific, to protect Hawaii and the Philippines. America also had a numerous merchant fleet to safeguard, along with the Panama Canal and the Chinese and European trade routes. As the dominant power in the hemisphere, the U.S. built warships for Mexico, Cuba and Argentina and also trained various Latin American navies.

In the late 1930's the navy had gotten more appropriations, especially since FDR favored the Navy. From 1937-1939 six new battleships were started. These formidable warships were over 40,000 tons, with nine 16 inch, and sixteen 5 inch guns and numerous anti-aircraft weapons. Well armored and with good speed they would be formidable vessels. Even the existing battleships were superior in firepower to most of their contemporaries, armed with 14 or 16 inch guns. These included the older *Texas*, *New York*, *Arkansas* and *Wyoming* as well as the newer *Arizona*, *Pennsylvania*, *Nevada*, *Oklahoma*, *Idaho*, *Mississippi*, *New Mexico*, *California*, *West Virginia*, *Colorado*, *Maryland* and *Tennessee*. There was also a powerful carrier group comprising *Enterprise*, *Saratoga*, *Yorktown*, *Lexington* and *Ranger*, with over 400 aircraft. The carrier *Wasp* was under construction at the outbreak of war in Europe and the *Hornet* would not be ready until early 1942.

Then came a formidable number of cruisers; the "treaty" type 8-inch gun cruisers—*Wichita*, *New Orleans*, *Astoria*, *Minneapolis*, *Tuscaloosa*, *San Francisco*, *Quincy*, *Vincennes*, *Portland*, *Indianapolis*, *Northampton*, *Chester*, *Louisville*, *Chicago*, *Houston*, *Augusta*, *Pensacola*, and *Salt Lake City*. Then there were the new 6-inch-gun cruisers, well-armed with 15 main guns; *Brooklyn*, *Boise*, *Philadelphia*, *Savannah*, *Nashville*, *Phoenix*, *Honolulu*, *St. Louis*, *Helena*, and the ten older light cruisers; *Omaha*, *Milwaukee*, *Cincinnati*, *Raleigh*, *Detroit*, *Richmond*, *Trenton*, *Concord*, *Marblehead* and *Memphis*. By 1940 there would be four more cruisers under construction. Also in service were two large seaplane carriers, with airgroups. There were two more being built, with 15 smaller converted ones in service.

Backing up the major ships were 89 new and 169 World War I destroyers (most of the later type in reserve). There were six new submarines under construction with 38 newer types and 65 older ones in service. There were 49 mine craft, 24 patrol craft, 9 river gunboats, the heavy gunboats *Charleston* and *Erie*, as well as auxiliaries. To this could be added the resources of the U.S. Coast Guard, with 40 cutters and air units.

The carrier air groups were reasonably well-equipped for their day, and mustered four types of planes; light scout bombers, torpedo bombers, dive bombers and fighters. On the eve of war in

(Continued on pg. 54)

In The Mountains

By Alan R. Arvold

The *UP FRONT* series of games has offered over the years many varied terrain in which to fight. In the original game we were introduced to the normal terrain in Europe and Russia. In *BANZAI* we were introduced to the jungle terrain in the Pacific theatre of operations, and in *DESERT WAR* we were introduced to the desert terrain of North Africa. In addition, Jim Burnett in his various articles in *The GENERAL* (Vol 21-1 & 22-3) has introduced us to fighting in the Arctic regions, on the invasion beaches, on the Pacific Islands, and in cities with multi-story buildings and sewers such as Stalingrad and Arnhem. But there is one type of terrain that has been neglected in the game system which played an important part in several campaigns during World War II. Of course, I'm talking about mountainous terrain. When I say that there were several campaigns where the mountains were a factor, the first one that comes to mind is the Italian Campaign from 1943 to 1945. And there were others, such as the campaign in northern Burma from 1944 to 1945, the various campaigns in the Balkans from 1940 to 1945, the campaign on the island of Luzon in the Philippines in 1945, and the fighting in the Caucasus Mountains from 1942 to early 1943. In this article, I will introduce mountain terrain as it would appear in the *UP FRONT* game system.

1. THE MOUNTAIN WAR—

The following rules for mountain warfare are presented as modifications to the rules in the *UP FRONT* game system. In the regular game, the terrain is presumed to be flat with a few prominent hills. In this version, elevation is introduced into the game system. The scenarios can occur in hilly terrain, on the side of a mountain, or even on top of a mountain. This means that the squads will be changing their relative positions to each other in terms of elevation as well as in terms of range.

2. ELEVATION—

Elevation will be represented by five levels (Levels 0, 1, 2, 3, and 4). Level 0 is the lowest elevation and Level 4 is the highest. These Elevation Levels are represented by the other terrain cards in the game and are used to show at what Level a group of personality cards is on in relation to all the other groups in the scenario. A group's Elevation Level is signified by placing the Elevation card under the identification counter for that group. This is done to keep it separate from the other Terrain card that group may have in play as the terrain that group is occupying at that Elevation Level. The Eleva-

tion card remains with the group until that group changes its Elevation Level. Level 0 has no Elevation card so any group that has no Elevation card under its identification counter is presumed to be at Level 0. It should be noted that being at certain Elevation Levels can give modifiers to incoming and outgoing fire to and from the group occupying those Levels, in addition to other modifiers that may be in effect.

3. TERRAIN—

The Terrain cards listed below have been modified to reflect elevation and certain terrain features characteristic of high elevations.

#149 **HILL** +1*



Level 1

*Only if target/firing group INF from Hill.
AFV/IG Hill Down unless a

1	2b	3	4c	5o
11	21	4		

#140 **MARSH** +1 0




Level 1

EXIT: 1 sideways Move plus any other Move
No AFV/IG entry; No mortar, MMG may fire
[all other non-moving, fully crewed weapons]

1	2b	3	4c	5o	6	7w	8	9	0r
12	24	5	27	450					

3.1 Hills and Marshes: These cards are used to represent Level 1 elevation and serve no other function.

#11 **BUILDINGS** -2 1



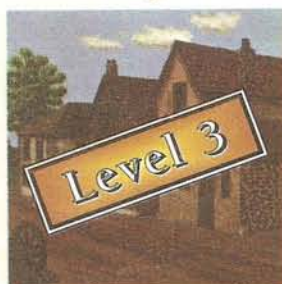
Level 2

No outgoing mortar fire
DVR: OT AFV: 4 IM, 5 EL; Others: 4 IM

1	2b	3	4c	5o	6	7w	8	9	0r
11	31	3	35	163					

3.2 -2 Buildings: These cards are used to represent Level 2 elevation and serve no other function.

#15 **BUILDINGS** 0 -3



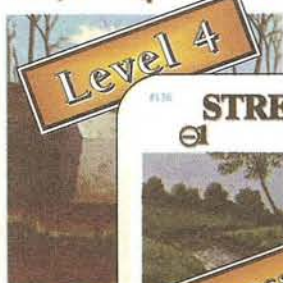
Level 3

No outgoing mortar fire
DVR: OT AFV: 4 IM, 5 EL; Others: 4 IM

1	2b	3	4c	5o	6	7w	8	9	0r
11	23	5	54	755					

3.3 -3 Buildings: These cards are used to represent Level 3 elevation and serve no other function.

#16 **PILLBOX** 0 -4

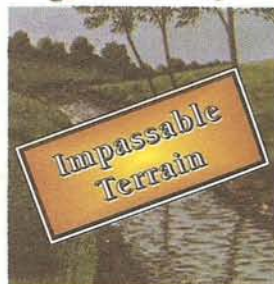


Level 4

3 max maxims
NA vs: Tank & FV
NA from: mortar, LA

1	2b	3	4c
12	14		

#130 **STREAM** 0 0



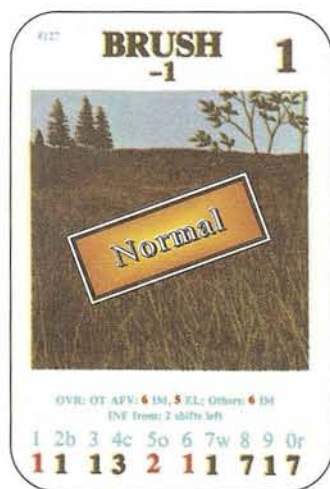
Impassable Terrain

Rejection NA; AFV Entry: DVR: BOG check: (BPC)
No mortar, IG, MMG fire; PF To Hill: -1
[all other non-moving, fully crewed weapons]

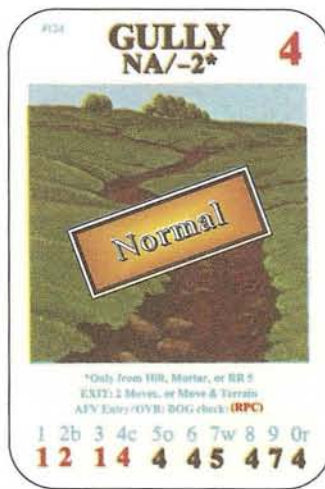
1	2b	3	4c	5o	6	7w	8	9	0r
12	14	1	43	816					

3.4 Pillbox: This card is used to represent Level 4 elevation in most scenarios. In a scenario where the defender gets the Pillbox, this card will be used as such and there will be no Level 4 elevation in that scenario.

3.5 Stream: This card is treated as impassable terrain. Any Stream card discarded on a group will remove the Movement card in place. The Stream card itself is then discarded. Streams represent deep ravines and crevasses which cannot be crossed (at least within the time scope of the scenario).



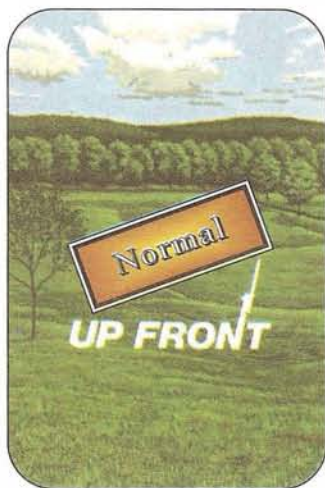
3.6 Brush: These cards function normally and can be thought of as either brush in hilly terrain or rocks in the high mountains.



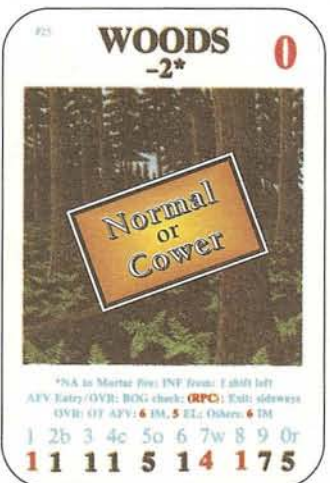
3.9 Gully: These cards function normally in the game.



3.7 Wall: These cards function normally and can be thought of as a ridgeline in hills and mountains.



3.10 Open Ground: These cards function normally in the game.



3.8 Woods: These cards will either function normally or will be counted as Cover cards depending on the instructions for the scenario.

4. PREPARE FOR PLAY—

During the phase where initial terrain is placed on one's own groups or the opposing player's groups, a player may also place initial Elevation cards on his own or the opposing player's groups providing the player has such cards in his hand at the time. Note that this rule may be changed by some Special Rules as described in Section 11.0 of this article.

5. ACTIONS—

While most of the normal actions are the same as in the regular game, there are a few differences summarized below.

5.1 Changing Elevation: To change a group's elevation, the player must play two Movement cards. The first Movement card is played in a sideways mode and does not qualify for any Flanking Fire bonus. The second Movement card may be played in any mode (forward, backwards, or lateral) and determines the change in Range Chit for the group. Once the second Movement card is in place, an Elevation card may be played on any future turn thus replacing the old one. The group may only move

to the next higher or lower Elevation card when changing elevation. When a player plays an Elevation card he must also play a Terrain card on that group on the same turn, even if it is an Open Ground card. Once placed, an Elevation card remains with the group until replaced by a new Elevation card. If a player is changing elevation to Level 0, he need not play an Elevation card as there is none for that level but he would still have to play a Terrain card. A player may combine other actions such as doing a Lateral Group Transfer and creating a Flanking Fire Situation when changing elevation. If a group (while changing elevation) has a Minefield card played on it, that group is presumed to be at the new Elevation Level to which it was going provided that the defending player plays the Elevation card on his group when it hits the Minefield.

5.2 Regular Movement: A player may still make regular moves which only require one Movement Card. These moves can change the Range Chit for the group and the terrain which the group is occupying but will not change the current Elevation Level. A group can still block its like-named opposite group even if the two opposing groups are at different Elevation Levels.

5.3 Infiltration: A man may attempt infiltration if the enemy group he is trying to infiltrate is at the same Elevation Level as the group he is infiltrating. A man may also attempt infiltration if the group he is infiltrating is at the next higher or lower Elevation Level and the group he is infiltrating from has two Movement cards in play (the first one being in a sideways mode).

5.4 Level 4 Elevation: Level 4 elevation represents the highest point in the combat area, usually the top of the hill or mountain on which the scenario is occurring. Such high points have a very small area which a group can occupy and such a group would be limited in its movements. Thus, when a group occupies Level 4 elevation, the only future movement that group may do is to change its elevation to Level 3. It cannot perform regular movement to change the Range Chit or the terrain while at Level 4 elevation. It could, however, play Movement cards to remove Wire and Minefield cards.

5.5 Individual Transfers: Two adjacent groups conducting an Individual Transfer must be at the same Elevation Level as well as the same Range Chit.

5.6 Reinforcements: Reinforcements may enter at any Elevation Level up to and including the highest one which another friendly group is currently occupying. However, the player must play the Elevation card at the same time he plays the Movement card which brings in the reinforcement group. The Movement card is then discarded and the Elevation card remains. A group may also play a Concealed and Terrain card if they want to enter another terrain and/or Elevation Level. In this case, the Concealed card is discarded along with the Movement card.

6. FIRE ATTACKS—

The following changes are applied to the rules for fire attacks and relative range determination.

6.1 Relative Elevation: The actual height difference between opposing groups is determined by subtracting the Elevation Level of the lower group from the Elevation Level of the higher group. (For example, a group is at Elevation Level 3 and its opposing enemy group is at Elevation Level 1, thus the Relative Elevation between the two groups is two Levels.) If the Relative Elevation between two groups is two or more Levels, the Relative Range between those two groups is further decreased by one (to a minimum of 0) regardless of the lateral distance between the two opposing groups. (For example, Group B which is at Elevation Level 3 is at Relative Range 5 to opposing Group C which is at Elevation Level 1, thus the Relative Range is reduced to 4.) This reduction of Relative Range due to Relative Elevation is in addition to the reduction of Relative Range due to lateral distance between opposing groups (rule 5.61—in the normal rules).

6.2 Defense from Fire Attacks: A group receiving fire from an opposing group at a lower Elevation Level is entitled to a negative modifier to the fire attack. This negative modifier is equal to the Relative Elevation between the two groups. (For example, a group at Elevation Level 3 would receive a -3 modifier for a fire attack from an opposing group at Elevation Level 0, a -2 modifier for a fire attack from an opposing group at Elevation Level 1, and a -1 modifier for a fire attack from an opposing group at Elevation Level 2.) This modifier is in addition to all other applicable modifiers in the attack. A group does not receive this modifier for fire attacks from opposing groups at the same or a higher Elevation Level although other applicable modifiers would still apply.

6.3 Elevated Fire: A group making a fire attack at an opposing group at a lower Elevation Level may add +1 to its Fire Strength. This does not apply to attacks against a Pillbox.

6.4 Defense from Ordnance Attacks: If a group receiving a fire attack from an Ordnance Weapon is at a higher Elevation Level than the group from where the Ordnance Weapon is located, the defending group receives the following benefit: any red RNC picked during the To Hit resolution phase is considered a Miss. The defending group does not receive any modifier to the Hit Strength of a successful hit from an Ordnance Weapon because it's at a higher Elevation Level than the group containing the Ordnance Weapon, although other applicable modifiers (Terrain, Entrenchments, etc.) would still count.

6.5 Artillery Attacks: All artillery attacks have their frequency of effective placement reduced by one to an RNC of Black 1-6. These may be further reduced by the playing of Concealment cards. The Attack Strength is not reduced because of the defending group's Elevation Level although other modifiers (Terrain, Entrenchments, etc.) would still apply.

6.6 Gullies: A group in a Gully may fire at and be fired at by enemy groups who are at higher Elevation Levels than the Level at which the Gully is at. A group in a Gully may not fire at nor be fired at by enemy groups who are at the same or lower Elevation Levels than the Level the Gully is at except at Relative Range 5 or with a Mortar. All other rules for Gullies still apply.

6.7 Minefield Attacks: A group which suffers a Minefield attack does not receive any modifier to the Attack Strength because of the Elevation Level it's occupying.

7. AFVs—

AFVs follow all their normal rules with the following exceptions:

7.1 AFVs may only move around at Elevation Level 0. They may not change their Elevation Level in the game. (*The Elevation Level 0 is presumed to be a mountain road which the vehicle could travel on or the bottom of the hill depending on the scenario. The slope of the hill or mountain is presumed to be too great for the vehicle to operate.*)

7.2 When fired at by an Ordnance Weapon from an Elevation Level of 2 or higher and defending with the vehicle's Armor defense value, the vehicle must defend with the Flank defense value. (*Firing down from above has a chance of hitting the top armor of the target vehicle which is thinner than the frontal or side armor.*)

7.3 When an Assault Gun is Bogged or immobilized, it may only fire its Ordnance Weapon with a Fire card with a black RNC in addition to deducting two from its To-Hit frequency. (*An immobilized Assault Gun in the hills or mountains would have greater difficulty hitting targets to its front because differences of elevation may put some targets out of the range of the limited traversing and elevating capabilities of its main gun, whereas these targets could probably be engaged in flatter terrain.*)

8. INFANTRY GUNS—

Infantry Guns may start a scenario at any Elevation Level providing the player has the Elevation card to play on it during the initial placement of terrain. However, once placed, the Infantry Gun cannot move for the whole game. (*While Infantry Guns were manhandled up and down hillsides and mountainsides, the time it took to move them was longer than the average UP FRONT scenario. Besides, they were moved before or after a battle, almost never during one, thus they must remain in place during the game.*)

9. TOPOGRAPHY—

The title of this section may seem strange considering that Terrain was described back in Section 3. But while Terrain refers to the Terrain cards themselves, "Topography" refers to the general physical layout of a region and how the Terrain cards work in each region. After all, the mountains of Italy are very different from the mountains of northern Burma. When picking a scenario to play using Mountain terrain, one of these type of regions listed below would be applied to the Special Rules of the scenario.

9.1 Bare Mountains: These types of mountains and tall hills can be found almost anywhere in campaigns during World War II. (Such examples are Italy, Greece, Tunisia, the Caucasus in Russia, or even Mount Suribachi on Iwo Jima in the Pacific.) In this type of region, all Woods Terrain cards would be considered to be Cover cards by both sides. Entrenching is only successful on a RNC draw of 1. (*You may choose this type of mountain for any scenario.*)

9.2 Forested Mountains: These types of mountains and tall hills can be found almost anywhere in campaigns in Europe during the

war. (Examples are the mountains in Yugoslavia and the Ardennes Forest in Belgium.) In this type of region, there are no Terrain cards that are considered to be Cover cards. Entrenching is successful on a RNC draw of 0. (*You can choose this type of mountain only in scenarios occurring in the European theatre of war.*)

9.3 Jungle Covered Mountains: These types of mountains and tall hills can be found in many campaigns in the Pacific during the war. (Examples are northern Burma, the island of Luzon in the Philippines, New Guinea, and the Solomon Islands.) In this type of region, there are no Terrain cards that are considered to be Cover cards and Jungle rules (47) are in effect. Entrenching is successful on a RNC draw of 0. (*You can choose this type of mountain only in scenarios occurring in the Pacific theatre of war.*)

10. ENVIRONMENTAL CONDITIONS—

The following environmental conditions come from Jim Burnett's article ("On All Fronts" in *The GENERAL* Vol. 22-3*) and have been modified for mountain conditions.

10.1 Dry: Normal conditions in the game.

10.2 Frozen: Extreme cold conditions. Entrenchment attempts are successful on a RNC draw of 5 or 6. All weapons are subject to malfunction on a number one less than that listed on their card. Repair is successful on a draw one greater than that listed on their card.

10.3 Mud: A sideways Movement card must be placed before any Movement card may be played to change range. When changing Elevation Levels, the second Movement card placed down must be a black RNC. Entrenchment attempts are successful on a RNC draw of 1 except on bare mountains where they are successful on a RNC draw of 2. Subtract one from the Fire Strength of "unboxed" Ordnance. AFVs must check for bog on each Movement card played as well as each Terrain card placed.

10.4 Deep Snow: Same as mud except that entrenchment attempts are successful on a RNC draw of 0 or 1. Players must check to see if a snow avalanche has occurred at the end of each deck by drawing a RNC. If the RNC is a red 6, the scenario ends at that point and everybody loses.

10.5 Light: Light conditions include light rain, snow, and fog. Each Fire Strength and To Hit number is modified by -1.

10.6 Heavy: Heavy conditions include heavy downpours, blizzards, and dense fog. Each Fire Strength and To Hit number is modified by -2.

11. SCENARIOS—

Not all scenarios can be adapted to mountain warfare. Scenarios B and G which have to do with fighting in the cities are among these. Scenario R, which has to do with a paratroop drop, is also not adaptable, because most paratroop drops in the war occurred over level ground. (*The only paratroop drop on hilly terrain I can recall is the paratroop drop on Corregidor Island in the Philippines by a regiment of the US*

(Continued on page 35)

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PAVLOV'S HOUSE



ASL SCENARIO T



STALINGRAD, RUSSIA, 20 October 1942: At the end of September, small detachments of Rodimtsev's 13th Guards Division were ordered to seize and fortify buildings around Lenin Square. A damaged apartment complex facing Solechnaya Street and overlooking the square was attacked and occupied by Sergeant Jakob Pavlov and his men. With some meager reinforcements that reached him, Pavlov organized a defensive perimeter. Since it sat astride one of the primary German lines of advance to the Volga (only 250 yards away), his strongpoint came under frequent attack and bombardment. On 20 October, as part of the general German push to complete the capture of Stalingrad, one of the strongest assaults to date was launched at the apartment block.

BOARD CONFIGURATION:

BALANCE:

- ⚡ The Russian AT cannot use HIP.
- ★ German AFV reinforcements enter on Turn 2.



1
OG5 OG1 OG4

VICTORY CONDITIONS: The Germans win if there is no Good Order Russian MMC in building 1Z7 at game end.

TURN RECORD CHART

★ RUSSIAN Sets Up First	⚡	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First									

Elements of the 42nd Guards Rifle Regiment, 13th Guards Rifle Division [ELR: 3] set up within three hexes of hex 1X7: {SAN: 5}

6-2-8	4-4-7	2-3-7	2-2-8	8-1	8-1	2-8 4-10	1-6 2-6	3-20 50*	1-12	7 morale	3-45LL
2	3					2				11	

6. Armee Sturmgruppe [ELR: 4] sets up on/north-of hexrow Q (see SSR 3): {SAN: 2}

5-4-8	8-2	8-1	2-5 5-12	1-3 3-8
9				4

Enter along the west edge on/north-of hexrow Q on Turn 1:

14-6 3-5 75L	8-1 1st Sgt
2	

SPECIAL RULES:

1. EC are Moist, with no wind at start. Kindling attempts are NA.
2. Place Overlay OG1 on X7, OG4 on X2-Y3, and OG5 on W5-W4. Hex 1AA7 contains a 3rd-Level building Location. Hex 1Z6 is rubble; place a Stone Rubble counter at ground level therein.
3. Prior to setup, the German player must resolve two 200+mm OBA HE Concentrations, the first centered on hex U2, the second on 1Q4. Accuracy and Battery Access are automatic. However, after resolving each FFE:1, remove the FFE counter and begin setup. Rubble, falling rubble and Flame can occur normally.
4. All Russian units are Fanatic (A10.8).

AFTERMATH: From the first, the German attack was ill-fated. An artillery barrage laid on to suppress the Russian defenders went astray. As the German assault troops approached the building, Pavlov's men opened fire on them with massed MGs. When four Panzers moved forward to silence that threat, the concealed Soviet AT gun opened fire, destroying one and forcing the others to retire. Without armor support, the German infantry was unable to make any headway and soon gave up the futile fight. Failure to coordinate air and artillery support with such local attacks led to repeated costly defeats, allowing many isolated Russian strongpoints—such as the rubble apartment complex that would eventually become known as "Pavlov's House"—to hold until the siege was lifted. Pavlov was made a "Hero of the Soviet Union" for his 58-day defense at Solechnaya Street, and would survive to eventually take part in the Russian drive into Berlin.

THE KIWIS ATTACK



DELUXE ASL Scenario B



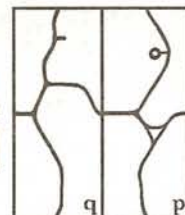
CASSINO, ITALY, 15 March 1944: Following a series of relatively unsuccessful and extremely bloody by the New Zealand Corps assaults during the period 15-18 February, heralded by the destruction of the famous Monte Cassino monastery above the town, a month-long lull set in as both sides regrouped. After the disastrous American attempt to crack the Gustav Line, General Sir Bernard Freyberg, commander of the New Zealanders, was ordered to clear Cassino—long since evacuated of civilians—of the stubborn German paratroopers. At Freyberg's insistence, an effort to obliterate the extensive German static defenses was to precede the ground assault. On the morning of 15 March, for three-and-a-half hours, 500 heavy bombers dropped more than 1000 tons of explosives into an area less than half a mile square. When the bombing stopped, over six hundred Allied artillery pieces opened fire, churning the ruins for yet another hour. The net result was to turn the town into a mini-Stalingrad, full of rubble, craters and shellholes. The New Zealand troops advancing on Castle Hill and the town jail reached the outskirts with little difficulty and without meeting the enemy. But as the Kiwis turned toward their next objectives, the Nunnery and the Hotel des Roses, German opposition appeared.

BOARD CONFIGURATION:

BALANCE:

☒ In the Victory Conditions, change "≥ 20 VP" to "≥ 25 VP".

⊙ Increase Game Length to 7.5 Turns.



VICTORY CONDITIONS: The New Zealanders win immediately when they have Exited ≥ 20 VP (excluding prisoners) off the south edge.

TURN RECORD CHART

☒ GERMAN Sets Up First [164]	⊙	1	2	3	4	5	6	7	END
⊙ NEW ZEALANDER Moves First [312]									

Elements of Bataillon II, Fallschirmjäger Regiment 3 [ELR: 4] set up on/south-of hexrow J: {SAN: 5}

	5 ² -4-8	2-2-8	9-2	8-1	8-0	HMG 3 7-18	MMG 2 5-12	LMG 1 3-8	PSK 1 12-4
	12		2			2	4	2	
	13 75L -1/-2*	AT M8 75L	1+5+7	Trench DVR, OBA: +4 Other: +2					
			2						

Elements of the 25th New Zealand Infantry Battalion, and of B Squadron, 19th New Zealand Armoured Regiment [ELR: 5] enter on Turn 1 along the north edge: {SAN: 3}

	4 ² -5-8	10-2	9-1	8-1	8-0	dm HMG 1 3-7	dm MMG 2 5-12	LMG 1 2-7	dm MTR 2 3-7	PIAT 1 8-3	FT 1 24-1	DC 1 30-1	13 75 2/4
	24			2		2	4		2		2		4

SPECIAL RULES:

- EC are Overcast, with no wind at start.
- The cliff hexsides in dF1 and dG1 do not exist, but treat the gully therein normally. All buildings are stone and Single Story [EXC: each building hex that contains a stairwell symbol has a first-level building Location as well].
- Prior to setup, the German and the British player each must place five Stone Rubble counters on ground level in separate building hexes; alternate the placement of these counters, one at a time, commencing with the German player. If placed in a multi-level building hex, Falling Rubble (B24.12) is automatic, with direction resolved normally. Following the placement of the eighth Stone Rubble counter, each player next places four Shellhole counters, again in alternating order commencing with the German player, in any allowed hexes (B2.1, including paved roads). Due to the severity of the cratering, movement costs for entrance of these shellhole hexes are doubled, even for AFV.
- During his setup, the German player may designate two Fortified Building Locations (B23.9) and one Tunnel (B8.6).
- Up to two German squad-equivalents (and all SMC/SW stacked with them) may use HIP. The German AFV may use HIP if set up in a building.

6. To reflect the dust cloud raised by the bombardment, for the first two Game Turns a +1 LV Hindrance DRM is applied to all non-CC, non-DC attacks regardless of range.

AFTERMATH: Although the paratroopers had taken some casualties during the rain of destruction, a surprising number survived in good order in fortified buildings, dugouts, bunkers and tunnels. As they emerged, the German officers and non-coms reconformed the lesson that had been taught at Stalingrad two years earlier—extensive rubble of a town aids the defenders, not the attackers. The battle became confused and extremely frustrating for the Kiwis, pressed forward under increasingly difficult conditions. They had to scramble over the rubble that filled the streets, through mud and deep craters half-filled with water—all the while exposed to incessant rifle and machinegun fire. The utter destruction created even worse obstacles for the New Zealanders' Sherman's: to make any progress at all, it was necessary to seek a passable route by foot; on several occasions their crews had to clear a path with pick and shovel. Several tanks fell victim to hidden German guns before the futile effort at armor support was suspended and the tankers recalled. By early afternoon, all communication between the forward companies and the battalion HQs had been broken, and the Kiwi companies had lost touch with each other in the jumble of ruins. The battle had become one of house-to-house fighting. Although by nightfall Freyberg could claim to have captured most of the shattered town, the Germans remained emplaced upon the heights surrounding it. Two months would pass before another major offensive, this time by the Polish Corps, would bring victory at Cassino.

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[NOTE: Some of these titles might be in the Victory Games line.]

1. **14.4.3.2.5 Transported Units:** When GP point effect fire is used against a vehicle unit that is transporting a leg and/or towed unit, *both* the vehicle and the leg and/or towed unit(s) being transported may *all* be fired at with the one GP shot.

2. **9.4** Once the defender declines the option to flee and cannot conclude an agreement, either player has the option at any time of *conceding* the Engagement. Only one player can concede, thereby ending the Engagement.

3. **Gunboat Activation and Movement:** The *Lexington* and *Tyler* are Activated by their own movement Phase Marker which is placed in the Phase Marker Cup with all the rest.

4. **10.1 VICTORY:** The player who scores the most Victory Points wins. If the score is tied, the tied player with the highest Card Number in the last Epoch wins.

5. **17.1 LATERAL FLANKING FIRE:** Flanking Fire can originate at any Relative Range from a group whose last placed "Flank" Movement card was played sideways and remains in play at the end of the turn in which it was played (including play in a Marsh, Gully, or successful fording of a Stream).

6. **Individual Encounter.** An attacking player may attack any noble in the battle line opposite a noble in his battle line. He is under no obligation to attack and can choose which noble(s) he does wish to battle.

7. **9.68 MINOR MOTIONS:** A player may make gratuitous motions to enhance the atmosphere of the game or inform another player of his desire or dislike for a certain course of action.

8. **29.435** Provided that at least one initially attacking unit is armor, and one initially attacking unit survives to occupy the target hex, and that more armor is in reserve aboard the Invasion fleet, Breakthrough and Exploitation may be achieved.

9. **9.52 GROUND to HIGHER GROUND:** There are different elevations of "Ground Level" as distinguished by the Slopes. A Ground level unit may not fire at another ground level unit on a different elevation through/into more than one clear hex (exclusive of firing hex) if the LOF passes through an intervening Slope hex.

10. **26.4 AVOIDANCE:** Whenever the Victory Conditions of a scenario list the Victory requirements for only one side, the other side wins by avoiding those Victory Conditions.

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UP FRONT... (Continued from pg. 30)

11th Airborne Division on February 16, 1945. It was uncontested as the Japanese were busy on the beaches defending against the amphibious assault that was going on at the same time.) In the remaining scenarios, I will be modifying the basic adjustments to the Action Card deck and the Special Rules. Keep in mind that these modifications may be further modified because of the type of mountains the scenario is being played on (Section 9.0) and the environment (Section 10.0). In all of the scenarios listed below, the Pillbox card is an Elevation Level 4 card unless the Special Rules list it as a Pillbox card. When the Victory Conditions require the occupation of terrain which will reduce the Fire Strength of an attack against the occupants, a player cannot use open ground on an Elevation Level that is higher than any Levels the opposing groups occupy to fulfill that condition. He must be in some other terrain or (at the very least) be entrenched.

Scenario A: No cards are removed from the Action Deck.

Special Rules: Minefield cards are treated as Cover cards.

Scenario C: Remove the first Stream card to be discarded unused or as a RPC/RNC draw.

Special Rules: The Pillbox card is a Pillbox in this scenario. There is no Elevation Level 4. In addition to placing the Pillbox in Group B, the defender must also place an Elevation card under Group B. If he has none in his hand, he may continue to draw from the Action deck until he has one. All other drawn cards are then reshuffled into the deck. Marsh cards are not Cover cards. No other changes to the Special Rules.

Scenario D: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. No other changes to the Special Rules.

Scenario E: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. No other changes to the Special Rules.

Scenario F: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. No other changes to the Special Rules.

Scenario H: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. The defending players also get at least one functioning Elevation card to use during the Prepare for Play Terrain placement. If he has none in his hand at start, he uses the same procedure as with no Terrain card. No other changes to the Special Rules.

Scenario I: No cards are removed from the Action deck.

Special Rules: There are no scenario defined Cover cards. No other changes to the Special Rules. (See partisan rule 12.2.)

Scenario J: No cards are removed from the Action deck.

Special Rules: There are no scenario defined Cover cards. No other changes to the Special Rules.

Scenario K: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. If a second game is played (assuming the Second Line troops were defeated in the first one) both sides also lose any Elevation Levels they are currently occupying at the end of the first game. Both sides may place new Elevation cards during the Prepare For Play Terrain placement. No other changes to the Special Rules.

Scenario L: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. The defender may also set up any or all of his groups on Elevation cards. If he has none or not enough at the beginning he may draw from the Action deck until he has enough. All remaining cards are reshuffled into the Action deck. No other changes to the Special Rules.

Scenario M: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. Only use the Bare Mountains type of terrain with this scenario.

Scenario N: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. Only use the Jungle Covered Mountains type of terrain with this scenario.

Scenario O: No cards are removed from the Action deck.

Special Rules: The Pillbox card counts as a Pillbox in this scenario (there is no Elevation Level 4). In addition to placing the Pillbox in Group B, the defender must also place an Elevation card under Group B. If he has none in his hand he may draw from the Action deck until he has one. All other drawn cards are reshuffled into the Action deck. No other changes to the Special Rules.

Scenario P: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. No other changes to the Special Rules.

Scenario Q: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. No other changes to the Special Rules.

Scenario S: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. The defender may also set up any or all of his groups on Elevation cards. If he has none or not enough at the beginning, he may draw from the Action deck until he has enough. All remaining cards are then reshuffled into the Action deck. No other changes to the Special Rules.

Scenario T: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards.

Scenario U: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards.

Scenario V: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. The attacker may set up any or all of his groups on Elevation cards. If he has none

or not enough at the beginning he may draw from the Action deck until he has enough. All remaining drawn cards are then reshuffled into the I Action Deck. The defender starts all of his groups at Elevation Level 0. No other changes to the Special Rules.

Scenario W: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. The defender may set up all of groups entrenched on Elevation cards at the beginning of the game. If he has none or not enough at the beginning, he may draw from the Action deck until he has enough. All remaining drawn cards are reshuffled into the Action deck. No other changes to the Special Rules.

Scenario X: No cards are removed from the Action deck.

Special Rules: Minefield cards are treated as Cover cards. No cards are removed from the Action deck no matter which type of Mountain terrain is used. No other changes to the Special Rules.

12. TROOP TYPES—

12.1 Mountain Troops: Mountain troops are infantrymen who were specially trained in mountain warfare. All major powers had these types of troops during the war though some did not acquire them until late in the conflict. Many minor powers also had them (especially if their country was mountainous). While regular infantry units fought in mountainous terrain and learned the basics of mountain warfare, mountain troops were specifically trained for that type of warfare from the beginning and were more proficient at it than regular troops. Below are rules which apply to mountain troops when used in *UP FRONT*.

12.11 Mountain troops are considered to be Elite troops and follow the rules for the owning power's Elite forces.

12.12 When using the frozen environmental conditions (Section 10.2), Mountain troop's weapons do not suffer the modifiers for malfunction and repair.

12.13 When changing Elevation Level, Mountain troops may use one Movement card instead of two providing the Movement card played is a black RNC. A player does not have to change Elevation Levels if he plays a black RNC Movement card first. This rule does not apply during environmental conditions of mud and deep snow.

12.14 In DYO scenarios, when a player either purchases or draws Elite troop status for his force he draws a card from the Action deck. If it's a black RNC, his force is considered to be Mountain troops. If it is a red RNC his force is still Elite but does not have the Mountain troops advantages listed above. For those who want the dates on when Mountain troops were available to the powers in the game, use the following guide: Mountain troops were available through out the war to the following major powers; Germans, Italians, French, British, and Japanese. Mountain troops were available to the Americans and the Russians from time period 1943B to the end of the war. In the minor powers, the following ones had Mountain troops throughout their whole existence in the war: Yugoslavians, Norwegians, Free French, Greeks, Slovaks, Rumanians, and Chinese (both Nationalist and Communist).

12.2 Partisans: When playing the Partisan scenario (Scenario I) the Partisan force may use the movement advantage that Mountain troops have in Rule 12.13 above.

13. COMMENTARY—

Mountain fighting was some of the roughest combat during the war. Movement up and down a mountain took longer because one had to be more sure of one's footing as well as worry about incoming fire. In some battles it took an attacking force as much as five hours to move a hundred yards against an enemy position (because of terrain and exposure to enemy fire from higher elevations). This is the reason why movement when changing Elevation Levels takes longer. Movement along the same elevation, while also being difficult, was not quite as hard as going up and down (hence the reason why movement at the same Elevation Level is normal). You may question why groups get a defensive bonus from fire from a lower Elevation Level. In real life, incoming fire from lower elevations tended to either fall short of or land behind the defending group. When the attackers adjusted their fire, there was a tendency to over-correct thus increasing the time needed to actually hit the target. This tendency was greater when the vertical distance between the attacker and defender was greater, hence the reason for the defensive bonus.

One special note on Mountain troops: As I said before, all major powers had Mountain troops by the war's end. The Germans had their Gebirgsjaegers (see their story in *The GENERAL* Vol. 27 No. 1), the French had their Chasseurs Alpains, and the Italians had their Alpini, all of which were organized in units as big as divisions. The British did not have any mountain trained troops themselves although some of their Commonwealth troops did (such as the New Zealanders and the Gurkas). These were organized into battalions and brigades. The Japanese did have mountain trained troops but they were either deployed in China or were stationed in Japan for the duration of the war. The Russians did have Mountain units since the beginning of the war but they were Mountain in name only. After the fighting in the Caucasus Mountains in 1942 and early 1943, all surviving Mountain troops (and new ones raised) were properly trained in techniques for mountain warfare. The Americans' first mountain trained unit was the 1st Special Service Force (see their story in *ASL* Annual '90) which first went into action in August 1943. They were followed by the 10th Mountain Division (see their story in *The GENERAL* Vol. 27 No. 5) which first went into action in February 1945. While it can be argued that the British Commandos and the American Rangers were mountain trained, they were not organized for sustained combat operations in mountainous terrain like regular mountain units, thus I don't give them Mountain troop status.

It is my hope that players will find a new challenge to the *UP FRONT* series of games with this article. With it, the last type of terrain in which fighting combat occurred in World War II is now covered.

CONVENTION CALENDAR

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

MARCH 24-26, 1995 MAGE CON

Held at The Howard Johnson Hotel, Sioux Falls, South Dakota (North I). Games of all types, including miniatures, role-playing, strategy, historical, and board. AH games on schedule include *ASL*, *DIPLOMACY*, *CIVILIZATION*, *BLACKBEARD*. Dealer room, auction, food and fun. Sponsored by MAGE (Midwest Area Gaming Enthusiasts). For more information, write or call Burnie Hegdahl, 737 N.E. 3rd Street, Madison, SD 57042. (605) 256-3909.

MARCH 31-APRIL 2, 1995 PENTECON VII

The best 47 hours of gaming in central New York sponsored by the Cornell Strategic Simulations Society. A wide variety of titles, including *TITAN*, *DIPLOMACY*, *ASL* and more. Also, the convention will sponsor a Dealer's Room and movies will be shown throughout the weekend. For more information, write to Pentagonal Committee, c/o Kris Mayo, 217 Willard Way, Ithaca, NY 14850; or e-mail PENTECON@cornell.edu.

APRIL 7-9, 1995 ASL "Winds of War" '95

The seventh annual *ASL* Tournament in Winston-Salem, North Carolina. For more information, write to Raymond Woloszyn, 7162 Mantlewood Ln., Kernersville, NC 27284; or call (910) 996-5677; or post on GENie: R.Woloszyn.

APRIL 29-30, 1995 KAHN-FUSION XVI

Sponsored by the Youth Services Division of The Carlisle Army College and M. Foner's Games Emporium. Held at the Carlisle Army War College in Carlisle, PA. Over 50 gaming events including role-playing, sci-fi, board and miniature wargaming, and dealers' area. Registration \$10.00 to \$12.00. For more information, write to M. Foner's Games Emporium, 200 Third Street, New Cumberland, PA 17070. (717) 774-6676.

APRIL 29-30, 1995 CHICAGO ASL CHAMPIONSHIP

Held at the Best Western Inn, Burr Ridge, IL. Over 50 ASLers attended in '94. More expected this year. Tournament features instant computerized re-seeding after each round. Pre-registration \$13.00; \$15.00 after March 1. Shuttles available from Midway & O'Hare. For more information, contact Louie Tokarz, 5724 West 106th St., Chicago Ridge, IL 60415. (708) 857-7060.

MAY 6-7, 1995 1ST ANNUAL ALBERTA ASL OPEN

A five-round "Swiss Style" Tournament which is designed to accommodate both the novice and experienced players. For more information, please contact James Crawley, 4306 39th Street, Bonnyville, AL T9N 2K1. (403) 826-2392.

MAY 26-29, 1995 GAMEX 10

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, P.O. Box 3849, Torrance, CA 90510-3849, or call (310) 326-9440.

**FLYING
SHOTGUN**

FLIGHT COMMANDER™

**Tips and
Tactics for**

FLIGHT COMMANDER 2

By Michael McCain

FLIGHT COMMANDER 2 took many by surprise. Charles Moylan, the programmer of the game, gave us such a clean prototype that the playtesting and production of the final product went very fast. It definitely took Michael by storm, as he was thrilled to finally come across a computer game that fell right in to the board game mold. In this article, Michael shares with us an experience he had flying over the thick jungle of Vietnam. By examining his examples, you may also be able to shoot a few Bogies down.

★★★★★

You casually stroll into the local computer game store, wondering if anything new has shown its face. A quick scan of the shelves reveals what looks to be another flight simulator. You nonchalantly pick up the box. "Hmm, *Flight Commander 2*. Don't seem to recall a *Flight Commander 1*." You flip the box over and feel a kind of tingle go up your spine. A top-down jet combat game, that's more similar to a boardgame than a flight simulation. Wait a minute, who made this? Flipping back to the front you see that now familiar logo of Avalon Hill computer games. After gasping in delight, drawing a stare from those around, you make your way to the front counter, knuckles white, smack your cash down and head for home. An hour later, you sit at the computer. The box is open, the book and diskettes lay at your side and the computer displays a message: "You are now ready to begin playing *Flight Commander 2*." Life is good!

FLIGHT COMMANDER 2 (FC2) differs from a flight simulation in that your main concern lies in the strategy and tactics of an entire wing, section, or even division of aircraft. If you are familiar with some of the popular board games FC2 resembles (like *FLIGHT LEADER*), you should have no problem diving in with all the **Reality** settings activated. If it's been a while, or you never really experienced the cardboard "furball," you may elect to keep the settings at the basic level. Whatever your choice, a few words on basic strategy and tactics should be of some help to send those bogies home the hard way.

For this article, I created a battle in the Vietnam era. For simplicity, I selected one F4 for myself, and two MiG 17s for the computer. All **Reality** settings were on, and the computer was set to **Expert** for the most challenging game possible. I left the weather conditions clear.

WHAT ARE YOU FLYING?

I loaded up my bird with two AIM-7E spar-

rows (radar homing missiles), and four AIM-9B Sidewinders (rear angle heat-seeking missiles). It's very important that I take great care to understand the capabilities of my aircraft. The F4 has no internal gun. Since my primary method of attack is the heat-seeking missiles, I must maneuver to the rear arc of the enemy while keeping him in my front arc. I started the scenario heading SE at Altitude 6.

WHERE IS THE ENEMY?

Rule one in jet combat is "locate the threat." Since I have the **Fog of War** setting on, I must obtain either radar contact or visual sighting. If I elect to leave the radar off (turning it on usually gives you away), I must check my **Threat Receiver** every turn (the **Radar Warning Receivers** detect radar transmissions and indicate from which of the four 90 degree arcs it's transmitting). I will be glad I checked when I see the rear arc light up red! In my scenario, they ended up in my front arc. I gained contact through radar about 50 miles out on turn 2.

WHAT IS THE ENEMY?

In my game, I was fully aware of what the enemy had. This, however, will not always be the case. Therefore, identifying your opponent as early as possible is very important. You must know exactly what you're up against, because the type of enemy aircraft will determine what tactics are in order. Once the enemy is identified, engage aggressively, using all of the information at your disposal.

In my game I was following the US Rules of Engagement. This basically made my AIM-7s ineffective. To fire at a locked up enemy (I actually achieved a lock-on before Turn 4), you must have visual confirmation of the enemy. Although this is intended to prevent shooting down friendlies, you will find yourself cursing your commanders with the same desperation the pilots did in the real war.

When I command four or more aircraft, I usually send two of them forward hard and fast, dropping the others back to stay in the AIM-7 launch envelope (minimum range is five miles). But with only one aircraft, this isn't an option.

My opponent was flying MiG 17's—a classic Vietnam struggle with even odds. What do I know about the MiG 17? It has a less powerful engine than I do, so it's not as agile in the vertical. It turns better than the F4 (with less speed loss), so it fights better than I do in the horizontal. MiG-17s carry no missiles, but have an internal cannon which I lack. This means they will be struggling to maintain a close range, while I will attempt to achieve separation and engage with my longer ranged weapons. I don't plan to get into any lengthy turning battles, for I will surely lose. If things get tough, I will pull into the vertical, and reverse my direction.

FIGHTER TACTICS ("Coming up on the heading... impact!")

The key in fighter combat is to "disadvantage" the enemy. By getting behind the MiG-



Turn 16 — I begin my tight turn into the MiG.

17s, for example, I read their flight intentions better. *FC2* provides this information by showing me the flight path for any enemy I'm tailing. Making every attempt to jump onto an enemy's tail, and doing everything possible to prevent him from gaining my six, was the key to getting off the first shot.

When all else fails, I point my nose at the enemy. This rule helps when I cannot decide to break left or right. The MiGs I faced decided to split as I passed the leader. I broke left to try to get onto the tail of the leader and pursued him hard on Turn 16. Losing sight of the wingman (the enemy flight leader) is one sure way to die, so I always try hard to keep him out of my rear arc. I expect my target to pull hard left turns, so his wingman can loop around from the right and line up on my tail. This should take him at least six or seven turns, so I can't take too long to react.

So, I immediately kick on the Afterburners. This will help to increase my speed and keep me in the fight. But I must keep track of my fuel. These guys still need to make it back to base.

TURNING

FC2 provides a great interface for laying out the move my aircraft is about to make (the on-screen joystick). By moving this joystick, I can instantly see what my resulting position should be. I say "should" because it's possible the jet may not have enough energy to complete the maneuver. Energy is life. I must watch my speed. If it starts to fall close to the red pie slice on the odometer, I'm close to stalling. A stalled aircraft does not fly, it falls. I will avoid making 90° turns when at all possible.

Simple turning maneuvers are not enough to put me behind the enemy. The MiGs turn better than I do. So, I must use **Lag** rolls to avoid getting into a tight squeeze. The enemy will try to make me overshoot by cutting my turn radius too tight. Then, as I pass, he will reverse in a scissor-like fashion and plant some rounds in my behind.

To do a **Lag** roll, the jet must roll in the opposite direction of the turn. This provides a wider separation in case of an overshoot. It also improves my chances of ending in his rear arc since I will be slightly farther behind him.

ALTITUDE

The one stumbling block many people have with a "top-down" game like *FC2* is the three-dimensional. I must remain aware of both my altitude (that ground is hard!) and the enemy's. I find it very frustrating when I line up for what I think is a great tail shot, only to see "Out of pitch" displayed on the heat-seeker bar. That tells me I have been moving a counter, not engaging a strategy.

Another good way to cut my turn radius is to put my F4 into a climb or dive. A climb is usually preferable, because I want to keep my speed down (to further prevent an overshoot). Although this will most likely put me higher than the target (and "Out-of-Pitch" because I'm climbing), he will eventually fall out in front of me. When this happens, I go hard for the dive, trying to end up above and behind him. I would surely stall if I make a 90° turn while climbing, so I will only make those with a dive instead.



Turn 17 — I climb, roll right, and lag my nose in left. This should put me behind the target.



Turn 19 — I'm right above the MiG with almost the same heading. A hard dive should have me above and behind him.



Turn 20a — I've got Tone! This isn't the best shot in the world, but I'll take it.

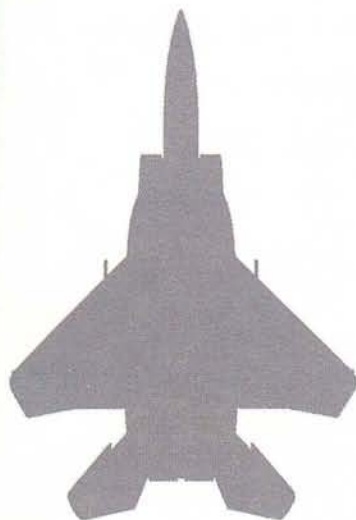
After four to five turns of some serious wing-overs (climbing turns), I finally got into missile parameters on turn 20.

WEAPONS

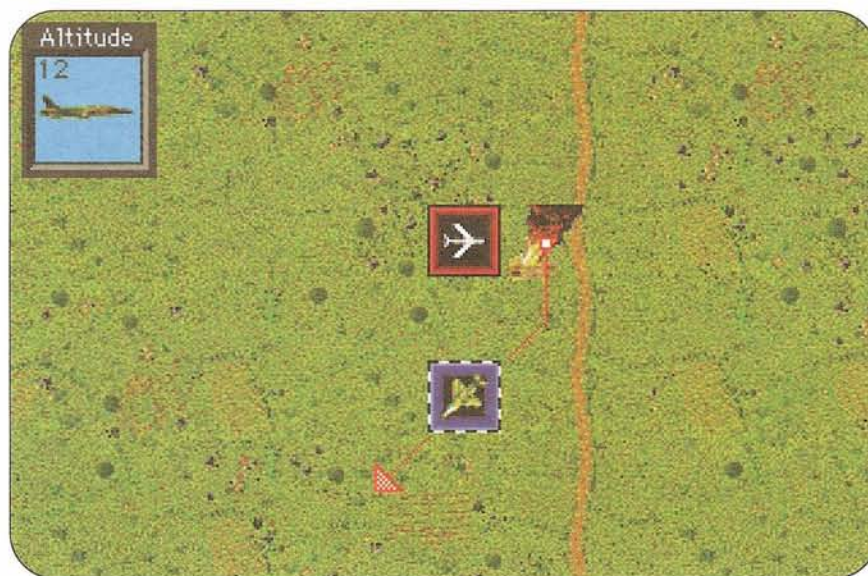
Loading four Sidewinders onto my F4 at the start may have seemed excessive, but I needed to make every shot count. Letting a missile fly when the target can easily swing his nose into it will most often miss. Sometimes it will make sense to shoot even if the shot is bad. The reason for this is to get the target moving defensively to avoid the incoming missile. This will give me a chance to line up for a better shot later in the battle.

In this situation, however, my missile parameters look pretty good. Since I am above and behind him, my missile has a decent chance of success. The only way it could be better is if his wingman didn't see it. Since I'm **on-the-pass** with his wingman, my missile is easily spotted.

Turn 22 shows that my missile found its mark. The enemy MiG goes down in a ball of flames. A hot fight could pursue with the left-over wingman, but one kill is plenty for this article. Now it is time for you to strap in, fuel up, kick in those afterburners. ☆



Turn 20b — The missile is in the air!



Turn 22 — One MiG is dust. My position is not the best so...we're outta here!

Paper Planes Anyone?

There are certain things from childhood that don't go out of style: like food-fighting and my personal favorite—paper airplanes. Ah yes! The thrill of building that perfect flying machine, making the folds just so, holding the winged beast far behind your head, waiting for that innocent passer-by; then, without warning, you fling the craft into the air and **POP!**—right in the back of the head. Yes, those were the good old days.

Well, we'll all wax nostalgic next issue with a *FLIGHT COMMANDER 2* paper airplane insert that you can easily remove and construct. We'll also provide a set of instructions so you can make those folds perfectly. "A set of instructions for a paper plane? You've got to be kidding!" I know, I know. Part of the thrill is to make your own plane. What can I say? We can't stand to publish anything without some kind of rules.

So, begin planning those flight patterns today!



"Oh, my new boots!" . . . says a ruffled hair, black-ened face Adolph Hitler shortly after the assassination attempt. In the face of death, *der Führer* was more concerned about his footwear than his own life! Madness takes on many, many forms.

ABOUT THE ARTIST . . .

JIM DIETZ has worked with every kind of paint medium from opaque watercolors to acrylics to airbrush. His preference, however, is oil on canvas. As a member of the *American Society of Aviation Artists* and the *Experimental Aircraft Association (EAA)*, he's won several awards for his work, including the *Gold Medal* from the *Society of Illustrators of L.A.* (1977/1989) and *Best Painting in Show* at the *Franklin Mint Participant Show* of 1991.

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Avalon Hill is pleased to announce the sale of *"In the Wolf's Lair"*, a new limited edition panoramic print of Count Von Stauffenberg (shown in the picture to Hitler's left placing the bomb underneath the table). This beautiful print, painted by award-winning artist Jim Dietz, shows the scene right before the explosion. The assassination attempt failed, but the memory of it is captured here, in full color, as a reminder of the dangers of tyranny.

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Down for the Count: Wrasslin' Specialty Matches

By Bruce Monnin

"Hello Wrasslin' fans from across the globe! Bob here with Swingin' Sam Danger, world renown ex-Wrasslin' champ! We're here at The Killin' Grounds reviewing the upcoming World WRASSLIN' Championships. There's a lot of competition here today Mr. Danger. Wouldn't you say?"



"That's right, Bob. The energy and power in this auditorium makes me want to kick some butt! Can't you feel the tangible energy?"



"Yes siree, Danger! The fans are biting at the bit to get it started. The greatest wrestlers in the federation are here to bring home the gold: Manly Mike, Baby Face Harpo, Ali Muhammad, just to name a few—all converging here to find out who's the best brawler in the land. Let's get this thing started. Why don't you describe the types of matches we'll see today, Danger?"

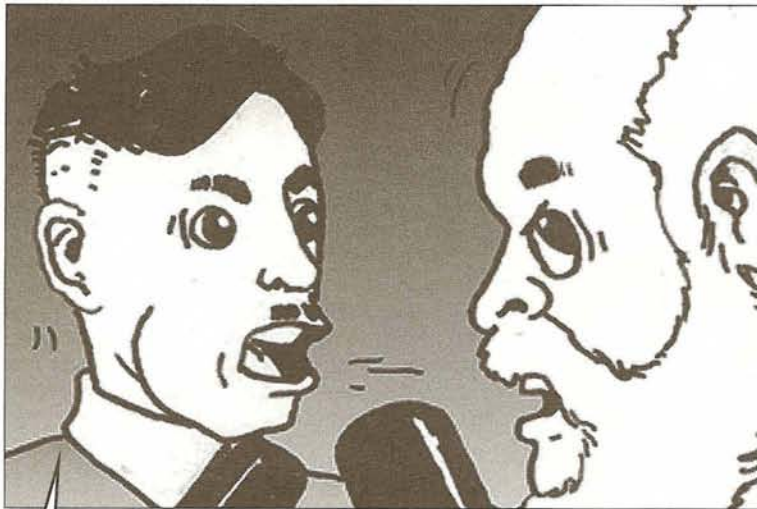
"Be glad to, Bob! Pay close attention out there, sports fans. The information I'm about to tell you is so dangerous, so bone-wrenching, it'll drive you mad! Ohh-Yeah!! The first match we'll see is The **Royal Rumble**. Here's how it works: The **Royal Rumble** is essentially a Battle Royal where the participants enter the ring one by one after a set interval period (usually two minutes) instead of all starting in the ring at once. As in a Battle Royal, the winner is the last wrestler left in the ring. However, in this match the wrestler who has the luck of the draw to start late in the match has a definite advantage over the unfortunate souls who have been in the ring since the beginning of the match.

"One aspect of a Battle Royal not reflected in the rules is that a wrestler not only has to be thrown over the top rope to be eliminated, he also has to fall to the floor below. Very rarely does a **Royal Rumble** go by without at least one wrestler going over the top rope, only to grab the rope, fall to the ring apron and crawl back into the ring. Therefore, a rule has been added to simulate the slight chance of a wrestler surviving being tossed over the top.

"The Special **Royal Rumble** Rules are:

1. Use the Battle Royal rules.
2. Remove all *tag, double team, pin, interference, referee, distraction* and *long/short count* cards from the deck.
3. Randomly assign entry order numbers to each of the wrestlers. For example, if there are twenty (20) wrestlers in the **Royal Rumble**, then each wrestler is randomly assigned a number between 1 and 20.
4. The wrestlers drawing numbers 1 and 2 start the match in the ring.
5. Only wrestlers who have entered the ring may take their turn (i.e., draw, play and/or discard).
6. One new wrestler enters the ring after every two full rounds of play by wrestlers currently in the ring. Entering the ring counts as that wrestler's turn; he may not play, draw or discard any cards that turn. If you wish to lessen the impact of the initial draw, have new wrestlers enter the ring after each single round of play.
7. When a wrestler is thrown over the top rope by a lifting hold, roll two dice and subtract the wrestler's current agility rating. If the modified roll is three or less, the wrestler grabs hold of the top rope on the way over, lands on the outside of the ring apron and rolls back into the ring, thus avoiding elimination. The wrestler suffers damage equal to his weight.

"A good strategy to use in this match (and one that many wrestlers seldom have the patience and trust to use) is to make a deal with the other wrestlers in the ring if you are unfortunate enough to be an early entrant into the ring. If you refrain from launching attacks and use the opportunity to build up a powerful hand, new wrestlers entering the ring can be "dealt" a cruel blow before they ever get a turn."



"Wow, that sounds like a bruiser match, Danger. How can you top that competition?"

"Easily, Bob. Our second event is called the **Survivor Series**. This match is much like an eight or ten man tag team match, with one crucial difference. When a wrestler submits or is pinned, instead of the whole team losing, only that particular wrestler is eliminated from the match. The remaining wrestlers continue the match until all the wrestlers from one of the two teams has been eliminated.

"The Special **Survivor Series** Rules are:

1. Use the tag team rules.
2. Each team consists of four or five wrestlers.
3. Players take seats at the table with no two teammates sitting next to each other so that play alternates between teams as it proceeds around the table.
4. Each team starts with one wrestler inside the ring (before the deal) and the other wrestlers on the outside. The "in-ring" wrestler announcing the play of the lowest Initiative Number card goes first and play proceeds clockwise around the table.
5. All wrestlers take their turn in order, but only wrestlers in the ring may apply holds on each other.
6. Wrestlers outside the ring may draw and discard, recover from previous damage, or play green outside interference and Double Team cards to influence action in the ring. A manager may interfere for any member of his Survivor Series team.
7. When one wrestler is pinned or submits, that wrestler is eliminated from the match. One of his teammates must enter the ring during their next turn so that the match may then continue. Entering the ring counts as that wrestler's turn, he may not play, draw or discard any cards during that turn.
8. A team loses when all of its wrestlers have been eliminated.

"A good strategy in a **Survivor Series** match is to keep tagging wrestlers out of the ring after they receive damage, letting them recover during their turns on the outside of the ring. Keeping a wrestler in the ring for too long risks the chance of a fall, which turns the match into a handicap match (four on three). Once you have fewer wrestlers than your opponent, your wrestlers will have less time on the outside for recovery and for rebuilding their hands. This is not a problem as long as there are still three wrestlers left, so it's also wiser to send your weaker wrestler into the ring instead of a damaged superior wrestler."

"Sounds utterly bone-crushing, Danger! The fans are going to love it. Hey, what was that big metal cage they were building outside? What was that all about?"



"Oh, yes—The Cage. It was being built for the **Steel Cage Match**, which will be our third event of the evening. The Cage Match usually occurs when many preceding matches between the two wrestlers have seen a lot of outside interference *and* when the wrestlers harbor a personal (as opposed to merely professional) hatred for each other. The steel cage serves multiple purposes. Aside from keeping non-participants out of the ring, it also allows the wrestlers to fight each other without that annoying interference from the referee and allows the wrestlers to inflict extra damage on their rival by using the steel cage as a weapon.

"Since there's no referee inside the steel cage, pins and submissions are not possible. The only way to win is for a wrestler to leave the steel cage and reach the floor outside the ring. The most common way to achieve this victory is to climb out over the top of the 15 foot steel cage and down to the floor. Some steel cage matches also allow a wrestler to exit the cage through a door in one of the corners of the cage, but for the purposes of tonight's match, only the "over the top" method will be used.

"The Special **Steel Cage Match** Rules are:

1. Remove all *double team*, *green outside influence (interference block, interference reverse, long/short count, distraction and referee)* and *pin* cards.
2. Since a win cannot be achieved by submission, play continues if a wrestler receives maximum damage. At this point, no additional hold cards may be played against the wrestler until he recovers some of the damage.
[Note: Any continuous hold moves must be removed after defender has suffered maximum damage.]
3. Win by climbing out over top of the 15 foot steel cage. A wrestler may:
 - a) only attempt to climb out of the ring if the opposing wrestler is immobile.
 - b) use the *tag* cards to add 2 feet to the climb.
 - c) climb the cage at a rate of his current agility rating +2 feet for each *tag* card played.

For example: Flying Phil can climb six feet each turn if undamaged (Agility rating 4 + 2 = 6 feet)

A wrestler must climb a total of 15 (15 rungs) feet to exit over the top of the cage.

4. Certain moves cause extra damage due to the presence of the steel cage:
 - a) Whip to turnbuckle: Damage = 2 instead of 1
 - b) Head to turnbuckle: Damage = 2 instead of 1
5. Off the top rope moves cause extra damage if played with a *tag* card (this may be done without a combination card). This simulates a wrestler climbing a rung or two on the steel cage higher than the top rope before jumping off:
 - a) Elbow - Top Rope: Damage = 4 instead of 3
 - b) Knee - Top Rope: Damage = 4 instead of 3
 - c) Manly Mike Adams Specialty: Damage = 5 instead of 3
6. Wrestlers attempting to climb out of the ring may be pulled off by the other wrestler:
 - a) Opposing wrestlers must be within five rungs (5 feet) of each other to place a hold
 - b) Only the following unblocked holds can pull wrestlers off the steel cage:

• Any lifting hold (BR symbol circled at bottom)	• <i>Test of Strength</i>
• <i>Bear Hug</i>	• <i>Hair Pull</i> (Actually pulling trunks)
• <i>Takedown</i>	• <i>Out of Ring</i>
 - c) While climbing the steel cage, a wrestler may only block (not reverse) the holds mentioned in "b" above.
 - d) If a wrestler is pulled off the steel cage, both wrestlers fall back to the mat:

• Defending wrestler suffers Weight + 1 damage	• Attacking wrestler suffers Weight -1 damage
--	---
- 7) Only certain other holds may be applied to a wrestler climbing the steel cage (again, the attacker must be within five rungs of the defender to place a hold). These are:
 - a) *Chop*
 - b) *Elbow Smash*
 - c) *Foreign Object*
 - d) *Closed Fist*
- 8) A *combination* card may not be used to play two *tag* cards in the same turn. It can be used to hit your opponent and then climb, however.

"A strategy decision to be made in this match is if your wrestler has one or more *tag* cards at the beginning of the match. While these are nice to hoard so that your wrestler can climb out of the ring in a short number of turns, the difficulty lies in immobilizing the opposing wrestler while hoarding the *tag* cards in your hand. Since there are 14 *tag* cards in the deck, most wrestlers will find the best strategy to be, to hold (at most) one *tag* card and to concentrate on immobilizing the opposing wrestler, then hoping to get the *tag* cards through the draw."



"Stop! Stop, Mr. Danger, you're scaring the hell out of me. What punishment, what character! Anyone who wins the Cage Match is a candidate for the presidency. Tell me we're finished, Danger. I don't think my constitution can stand any more punishment."

"As a matter of fact, we do have two other specialty matches scheduled for tonight—the "**Uncle**" Match and my personal favorite, the **Lumberjack Match**. The "**Uncle**" Match is simply a singles match where victory can only be obtained by forcing your opponent to submit. Pins have no effect. This type of match is usually reserved for two wrestlers with a deep hatred for each other.

"The Special "**Uncle**" Match Rules are:

1. Remove all *pin*, *tag* and *double team* cards from the deck.
2. Victory is achieved only by forcing your opponent to submit.

"The **Lumberjack Match** is usually ordered when one of the two competing wrestlers (usually a current title holder) has a history of leaving the ring when losing and taking the disqualification loss (and thus preserving his title) instead of risking a fall (and title loss) in the ring. The "lumberjacks" are actually a large number of fellow wrestlers who surround the ring and throw any wrestler who leaves the ring back in. These wrestlers are usually divided 50-50 between supporters of each of the two wrestlers. As in human nature, the like-minded wrestlers tend to stay together, so half of the ring is generally surrounded by supporters of a wrestler and half surrounded by enemies of a wrestler.

"Disqualifications for being outside of the ring don't occur due to the presence of the lumberjacks, and leaving the ring voluntarily is seldom a good idea. Also, managers have little to no effect on the match (they are much too cowardly to be around all those hostile wrestlers). In place of the managers, though, the lumberjacks tend to provide plenty of outside interference in the match, whether the wrestlers involved be good or dirty.

The Special **Lumberjack Match** Rules are:

1. Remove all *tag* and *double team* cards from the deck.
2. Voluntarily exiting the ring is not permitted.
3. Any *Battle Royal* lifting hold may be used to throw the opposing wrestler out of the ring:
 - a) Wrestlers will generally throw opponents towards their own "friends" (and the defender's "enemies").

- b) When a wrestler is tossed from the ring, roll one die:
- If the result is a **1**, the defending wrestler is caught by friends and gently returned to the ring, suffering no damage (defender loses his turn while returning to the ring).
 - If the result is a **2 or 3**, the defending wrestler is thrown in the vicinity of both friends and enemies. The defending wrestler hits the floor, suffers damage equal to his weight, and is subjected to a closed fist from the hostile lumberjacks (which may be blocked normally) before being "saved" by friends and returned to the ring. The wrestler unfortunately loses his turn while returning to the ring.
 - If the result is a **4, 5, or 6**, the defending wrestler is thrown amidst his enemies. The defending wrestler hits the floor, suffers damage equal to his weight, is subjected to three separate closed fists from the hostile lumberjacks (which may be blocked individually) and then returned to the ring. Again, he loses his turn while returning to the ring.
- c) Use the blank cards provided with the game to record damage from closed fists received outside the ring. Each closed fist inflicts one point of damage that must be recovered individually.

"Throwing your opponent outside of the ring is obviously the move to go for in this match. However, having such an attempt reversed can swing the momentum in a match in a hurry. Therefore, it's a good idea to try and hit your opponent with high damage holds before attempting to throw him outside the ring, thus tempting him to use any reverse cards early. On the defensive side, it's important to hoard one *Reverse* card for as long as possible to prevent being tossed out of the ring."

WRASSLIN' Q&A

3.13/9.41 Can a penalized wrestler still be considered a "mobile tag team partner" while being penalized by the referee?

A. No

5.4A If the defender attempts to negate a hold with a green card which is itself voided by an attacker's green card, can the defender then continue to play a red card in reaction to affect the original attacker's hold?

A. Yes

8.4 May the defender play a Power Surge with no effect in response to an opponent's hold simply to get the card out of his hand? Does a Power Surge played during a wrestler's own turn on the offense last through the remainder of his turn on the defense?

A. Yes. No, but a wrestler may play one Power Surge on offense and another on defense. His "turn" ends when he draws new cards.

9.42 If a penalized wrestler chooses to ignore a Referee warning, must he state his intention to do so before the next player takes his turn? Could a distraction to the second referee void the automatic disqualification?

A. No. He states it when his turn arrives again, although he would have already forfeited his ability to draw in the penalized turn. If he draws anyway, that would be a statement of his intention to ignore the warning. Yes.

10 May a wrestler subject to a continuous hold/pin be attacked by a third wrestler?

A. Yes.

10 May a wrestler applying a Continuous Hold or Pin be considered a "mobile tag team partner"?

A. No.

11.3 If a voluntary exit with an Out-of-Ring card is reversed, does the opposing wrestler leave the ring?

A. No. A Reversal can prevent a voluntary exit but it results in the opponent being thrown out of the ring with damage only when it is applied as a hold—not as a voluntary exit.

11.31 Once two wrestlers are both out of the ring, can either wrestler play an Out-of-Ring card as a Hold?

A. Yes—and it applies just as much damage as if the wrestler was being thrown out of the ring.

11.31/12.4 If all wrestlers in a Tag Team match are out of the ring, can holds be played by the "non-tagged" wrestlers without Double Team cards?

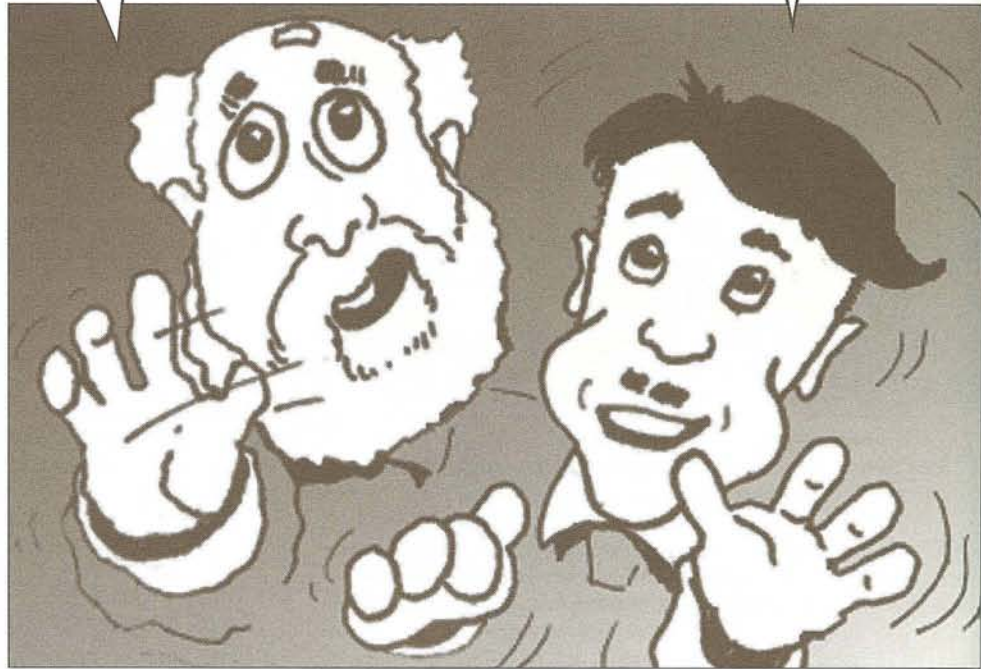
A. No—barring a Free for All - a non-tagged wrestler must play a Double Team to inflict a hold.

11.32 If a wrestler skips his turn to re-enter the ring, does he still fill his hand?

A. No.

"Well Bob, this about sums up the competition for tonight. Obviously, this is by no means a complete list of the specialty matches in professional wrestling. But this should get our viewers started on the right track. Now, let's get this thing going. From the Killin' Grounds, this is Swingin' Sam Danger."

"And I'm Bob. For the World WRASSLIN' Federation, good night and good wrestling. We'll be back at the end of the program!"



11.4 Does a wrestler whose specialty requires "Strength > Opponent's Strength; Agility 1" really need only Agility of 1 without being stronger than his opponent?

A. No; he needs both an Agility of 1 AND strength greater than his opponent's.

11.4 When Hot Cocoa uses his Combination Specialty, can his opponent reverse the normal holds played with that Combination?

A. Yes

11.4 If the Champ uses his Specialty to remove damage while pinned and thereby increases his strength to that of the attacker, does he break the pin even if he does not remove all of the damage?

A. Yes.

11.4 May the Grandmaster use a Specialty as any blue card, including a blue/green Interference card?

A. Yes. He has a manager.

11.4 If the Garbage Man plays the Green Spew, may the defender fill his hand during the missed turns?

A. No. He must wait until the end of the third missed turn.

11.41 May the Champ remove three Damage cards with his Specialty even if his Recovery rating has been reduced to 1?

A. No, he may use his Specialty to remove one more Damage card than his present Recovery rating.

Transient! Transient!

New Rules and New Scenarios for

Attack Sub

by John Kettler and Kevin McCormack

“Why should I worry about some vagrant?” you ask. “After all I’m a wargamer, not a social worker.” Take heart, for the transient we’ll be discussing is one that every sub skipper dreads—a sonar transient, a sudden hiccup on the sonar display. It could be anything—a rock falling, a dropped wrench, an unrecognized biological sound, (i.e., whale toot), but what we’re going to talk about is *the* worst: a weapon launch transient. This means that you are about to have a homing torpedo delivered right to your doorstep. There’s very little time. What now, Captain? “High speed screws, sir, closing fast!” By the way, Skipper, you command a boat, not a ship. U.S. Boats are “shes,” Russian boats are “hes.”

If you are on the ball, Skipper, you will usually be piping the tune for your foe, not dancing to his. This means that to the full extent of your ability you will work to deny him a usable firing solution by interfering with his searches (through defensive play of “Contact Reduction” cards) and minimizing what contact he has (by playing “Contact Reduction” cards offensively, looking for a “4” or greater to drop his level on you by one (or a “3” [or greater] for a Contact-2). The “Close/Open range” card can also provide relief, but unless you’re the Soviet Player with an *Alfa* (a titanium-hulled, deep-diving speed-boat), he may negate your attempt to break or reduce contact by playing a “Close/Open Range” card himself. Also, beware if your opponent has a “No Attack” on you (with the next level “1”) but is contemplating you the way a cat does a mouse—before eating it. He’s probably holding a “Battle Stations” card, a “Search” card, and a strength 1 or 2 “Weapon Lockon” usable at a “1” contact level. If you do nothing to negate it, he will probably search for you (play that “Contact Reduction” card now!), play the “Battle Stations” card (which enables him to take two *different* actions), and if his contact level goes from “No Attack” to “1,” then here comes that homing torpedo I warned you about earlier.

Player Note: *Because of their superior sensors, the Americans can use this technique to great effect, needing only a Random Number (RN) of “2” (if no “Contact Reduction” cards are used by the Russian) for “Passive Search” or “1” (+1 modifier, remember?) for the riskier (automatic counter-detection if opponent has any kind of “Passive Search” card) active mode “Yankee search” to locate a Victor III, the best Russian boat. The Russians can also use this technique, but they have to rely on luck or a crippled enemy to pull it off.*



VICTOR III

SURVIVAL

Okay, Skipper, things have gone massively wrong. Your foe not only has contact but has launched on you. Defensive play at this point hinges on how many boats you have at risk. If it’s only one, then things become much simpler, since you can afford to concentrate all your defenses (assuming, of course, that *two* of his boats aren’t in a position to fire on your engaged boat). The ideal case for you—with only one boat at risk from one opponent—would be to have a “Battle Stations” card and two *different* types of “Evasive Action” cards. This would allow you to generate as much as a “-3” modifier to the attack. Should this not be your happy fate, then play any card you have that will reduce his attack strength—the higher the better—and pray, especially if it’s an American weapon headed your way. That “3” attack strength can, as Thucydides so aptly put it in ancient Athens, “ruin your entire day.”

COUNTERFIRE PREPARATION

You say you have a “Battle Stations” card, and a “Search” card and only *one* “Evasive Action” card—sure hope it works—followed by the “Battle Stations” card? Then play that “Search” card to raise your contact level on your opponent. If you survive, you’ll be in a better position to give *him* a prize when it’s your turn.

COUNTERFIRE

There’s another countermeasure available to real sub skippers—launch while under attack—which is not available in *ATTACK SUB*. This technique is effective precisely because it puts what your foe holds dearest at risk—his life. The knowledge that a weapon is headed *his* way tends to be massively distracting to the other skipper. In fact, faced with that situation, the usual drill is to cut the guidance wires to the torpedo and maneuver while solving countermeasures. This greatly reduces the hit probability of the incoming weapon. Of course, your outbound weapon is not an optimal shot either. To simulate this, I propose the following rule change.

PROPOSED RULE

Modify 3.2 REACTIVE PLAYS to read as follows:

3.2.A. A “Weapon Lockon” card may be played by a submarine under attack if that vessel already has an appropriate contact level or obtains it through play of a “Battle Stations” card along with any type of “Search” card. Because this is a hurried weapon launch a “-1” modifier is applied to the fire strength of the return shot. This modifier is also applied to the fire strength of the incoming “Weapon Lockon” card (exactly as “Evasive Action” cards are) of the attacking vessel. Subs subjected to counterfire are free to play “Evasive Action” cards (except “High Speed Turn”) subject to the normal rules. When fire is resolved, the incoming attack is resolved first. If the counterfiring vessel is destroyed, an additional “-1” modifier (representing the shift from wire guidance to autonomous homing) is applied before attack resolution. Counterattacked vessels using “High Speed Turn” have to cut their guidance wires and therefore pay the same penalty as the orphaned torpedo above.

So there you have it, Skipper, a crash course on detection avoidance, attack survival, and a modest proposal to give you the ability to shoot back when you’re being shot at.



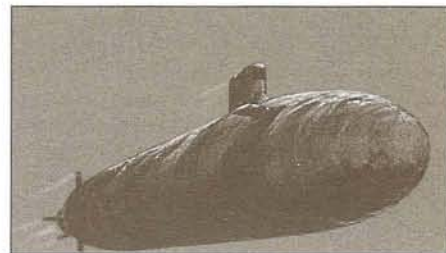
“Adding Teeth to the Russians: A Memo to the Sailors”

FROM: Fleet Headquarters

TO: All Submarine Commanders

SUBJECT: Analysis of Wargame *ATTACK SUB*

SUMMARY: Fleet Intelligence Directorate has analyzed subject wargame and directs the following additions and corrections to better reflect our real combat capabilities.



SEAWOLF

1. In *ATTACK SUB*, we Russians labor under some fundamental disadvantages, the first and foremost being sensor values, where our best boat, a *Victor III*, can muster only a “3” as opposed to a “5” for the American *Los Angeles*

class and a truly scary "6" for the *Seawolf*. According to the designer's notes, much of this difference is attributable to the lack of towed sonar arrays on the Russian boats. The designer is partly in error here. Our early boats, represented in the game as types *November*, *Victor I*, *Charles II*, lack towed arrays. All other sub types have them. Simulate this by adding "1" to the Sensor Values of the *Victor III*, *Kilo*, *Typhoon*, *Improved Typhoon*, and *Oscar II*. This will help, but if we must fight the best capitalist boats (including the *Seawolf*, which is not in service), then how about giving us the *Sierra*, *Akula*, and the *Mike*, so we can do the job right? They're our best boats. Also, we Russians are very fond of acoustic countermeasures (noisemakers, mobile decoys, active jammers) and use them liberally in our underwater dogfights. To simulate this, place two x MALF-2, two x MALF-1, and a BREAKDOWN marker in a coffee cup or similar device. Any time a Russian boat is attacked, the commander may either play an "Evasive Action" card or "go to the well" (the cup) and draw a chit, treating MALF-2 as Evasive Action-2, MALF-1 as Evasive Action-1, and BREAKDOWN as 0 (countermeasure failed). If the BREAKDOWN is drawn, no countermeasures may be used the rest of the turn and the breakdown is returned to the well at turn's end. Chits drawn from the well are placed on the using boat's card after use, meaning that each successful draw increases the likelihood of countermeasures failure, with its potential disastrous consequences. The only way out of this predicament is to play a standard "Evasive Action" card. Doing this will return all expended chits to the well. If multiple Russian boats are present, each boat's defense is individually handled as above. With expended chits on each boat's card it's easy to keep track of each boat's acoustic countermeasure status.



KILO

Rule 3.6 BATTLE STATIONS remains in effect; this permits the play of two different types of "Evasive Action" cards against a single "Weapon Lockon" card, but is expanded to permit the Russian player to also play an "Evasive Action" card and go to the well, thus generating a maximum potential of "4" against an incoming attack. This is the good news. The bad news is that if the BREAKDOWN chit is drawn by a boat under attack, then the boat's defense, regardless of any other "Evasive Action" card in play, becomes zero. This nicely simulates the either/or nature of countermeasures (i.e., they work or they don't) while making the skipper's job very exciting indeed. He will never be without a defense, but resorting to it may get him killed. American sailors call this the "pucker factor," but we're not quite sure what they mean.

2. We usually have a torpedo tube advantage (typically six vs. four on *Los Angeles class* boats); in the real world, this is an important edge in offensive and defensive firepower. Offensively, it allows us to deliver a greater fire volume than our foes; defensively, it allows us to keep a variety of countermeasures primed and ready for instant use, while still matching the foe's maximum launch capability. To model this, we propose that all boats with six tubes or more (mostly ours!) and surface ships be allowed to use "Weapon Lockon" cards at one less Fire Strength (Fire 0 permissible) and at one less Contact Level (must have minimum of Contact 1), i.e., a Fire 3/Contact 3 would be usable as a Fire 2/Contact 2 card by a qualifying boat. This will provide more firing opportunities, thus nicely reflecting the value of greater weight of fire. We realize that this will make the *Seawolf* even nastier, but feel that the resultant rise in our combat effectiveness will offset this special case.

3. Also, our 65cm torpedo is a truly awesome weapon. Capable of running at 50 knots for 50 kilometers, or 30 knots for 100 kilometers, its pattern active/passive wake homing guidance delivers an enormous 900 kilogram warhead right to the target surface vessel's screws. This can blow the stern right off a typical escort or immobilize an American carrier with one shot. To reflect this, for all 650mm torpedo attacks, add "+1" damage box to all damage results taking the form X, X x 2, X x 2/ ("X" is the result). Owing player allocates if multiple options. Use the same approach to model damage for the metric ton class (2200 lb.) warheads of the *Oscar II*'s SS-N-19 SHIP-WRECK cruise missiles. By contrast, the NATO Harpoon has a 200 kg (440 lb) warhead. That most definitely is a militarily significant difference, particularly when all that unused rocket fuel is added to the warhead's detonation. To avoid cross-ups with cruise missiles (which are reflected in the surface attack values) 65cm torpedo attacks are conducted using the anti-submarine values against surface targets only.

4. We think the boat the Americans call *Victor III* is a fine sub, but not so fine that it rates a "7" Detect. Our analyses suggest "6" would be more realistic. Our analysis also suggest that the *Oscar II* should be given a "6" Detect, not the "5" it presently has. It's a quiet boat, not a seagoing washing machine like the *November*, which should be a "4" Detect to properly differentiate it from the quieter *Charlie II* which has SS-N-9 cruise missiles, not ballistic missiles. The *Victor I* should use the *Charlie II* values.

5. Unlike the crude and insecure Western underwater telephones, the Russian boats have secure underwater communications which permit coordinated operations among boats. To reflect this, allow Russian boats to pass targets just as surface ships do, but make it an action for the boat which requires a RN greater than or equal to 3 to succeed. The underwater communicator is considered a sensor which stops working immediately if it malfunctions and cannot be used until it's repaired. A repair attempt which itself generates a malfunction breaks the device for the rest of the game. Multiple boats may have a target passed to them, but the more a boat communicates, the greater the likelihood of a breakdown. Successfully receiving data is an

action and something to think about. Russian surface vessels also have this equipment, making integrated operations possible.

6. The *Oscar II* has real time offboard satellite targeting, using the Radar Ocean Reconnaissance Satellite (RORSAT) and ELINT Ocean Reconnaissance Satellite (EORSAT) in tandem to provide targeting data for the SS-N-19 cruise (not ballistic) missiles. To simulate this, the *Oscar II* may play an "Open Range" range card (which NATO can negate without a helicopter check) as an action, then draw an RN. If the RN is less than or equal to the current deck, then the *Oscar II* has obtained uplink to the satellites and may now receive missile guidance inputs from them. Once this is done, a second RN is drawn, as shown below:

RN	Contact Level (against all surface targets)
1,2	1
3,4	2
5,6	3
7	4

NOTE 1: "X" means the satellite has failed (or been knocked out!) and may not be used again during the game, but if "X" comes up during an uplink attempt, treat as per broken underwater communication system (6). Neither result affects presently held contacts and their levels.

NOTE 2: An RN > 4 automatically increases surface force contact levels on the *Oscar II* by "1." This reflects the downside of sticking up a big periscope—being found by anti-submarine planes/helicopters.

If the *Oscar II* is already holding a contact on a given target, the new Contact Level isn't added to the present one to yield a new Contact Level. Thus, current Contact Level 1 plus RN of "2" equals Contact 1. Once the *Oscar II* has obtained either initial contact or refined existing targeting via satellite, the new contact level is treated in all respects as a normal contact and is subject to the play of "Contact Reduction" cards by the enemy and to sensor malfunction effects.

7. Finally, we come to the area of hit survival. Our boats are designed to take hits and keep fighting, a process greatly aided by double hulls (sometimes separated by more than a meter) and the ability to maintain any desired depth with an entire compartment flooded. To simulate this structural toughness, reduce all first time damage levels (except "Sunk") on Russian boats (except *November*) by one box in all cases when damage is expressed in the form "X x 2." This will make our boats more resilient when hit, but will not needlessly complicate the game by forcing players to cross index torpedoes with specific targets.

Comrades, everything described here is available to our real-life brothers in arms and does much to offset the formidable Western advantages in sensors, quieting, and attack values. Most of the missing instruments are in your hands now, but it's up to you to assemble them into a lethal symphony for your foe.

For Mother Russia!



THE NEW SCENARIOS

Having played the stock scenarios for *ATTACK SUB* to death, Kevin McCormack and I decided we desperately needed new ones

which incorporated not only the variant rules and added technical capabilities described in this article, but which also reflected the range and diversity of submarine and anti-submarine operations from the late sixties to the present.

We developed these scenarios with three objectives in mind:

1. Place early and late Soviet subs into an appropriate tactical context and bring them into play;

2. Expand *ATTACK SUB* in a variety of ways, thus allowing us to depict weather, equipment differences, and tactical proficiency; and

3. To create scenarios incorporating three players, multiple ship decks, and new equipment, tactics, and missions, such as land based long range ASW aircraft, integrated operations (i.e., working in concert with friendly air and/or naval forces) and spy retrievals.

Now you can conduct the same missions real subs conduct, but without risking your life.

As large as some of these scenarios are, if you had more ship decks they could be expanded even further, especially since numerically common escorts (such as the *Knox-class* frigate *Bower*) can be played in quantity only if the carrier *John F. Kennedy* is not in the scenario. This makes it difficult to put together a properly proportioned carrier battle group.

For game purposes, however, it's best to consider the scenarios depicting large surface forces as segments of much bigger naval engagements. But, if you are bold enough to build a giant scenario you'll have to come to grips with the awesome capabilities of a full size task force (say, a twenty card plus hand including helicopters) and the shattering effect this will have on the attacking subs. We leave it to you to devise a playable solution. Perhaps a delayed response rule which temporarily limits task force hand size, combined with additional attacking subs will do the trick. Another approach would be to penalize passive searches because of battle group noise. In any event, though, *you must* find a way to offset the staggering advantage conferred by the huge hand the task force commander has. Otherwise, the attacking subs *will* be smothered, usually before they fire a shot.

The following scenarios are arranged chronologically. Unless otherwise noted, there's no deck limit. Each scenario clearly describes how many ship decks are required and how many players are needed. As you can see, there's a lot of variety in these scenarios. In some cases, we've provided a variant. Using the variant boat should offset game skill differences between players. Happy hunting! Here are a few final notes to keep in mind while playing:

1. Helicopters in scenarios occurring before the 1980s should have Sensor strengths of 1, (i.e., weak electronics) and Attack strengths of 1, not 2.

2. Weather for the Falklands: Helicopters are grounded by Bad Weather on a draw of an X or "0"; Weather clears (allowing Helicopters to be launched thereafter) on a RN draw of "5."

3. Seawolfski Scenario: Norwegian type 2W (use 209 "West" German—Sensor strength: 5 / Attack strength: 4).

4. Stop Traitor! Scenario (Variant: HMS *Swiftsure*).

SCENARIOS



USS ENTERPRISE

KILL THE CRIPPLES! (Two Ship Decks)

Location: Some time in the late 1960s.

Situation: Hammered by a long-range cruise missile attack, the *USS Enterprise* battle group fights fires and repairs battle damage—as Soviet attack and cruise missile submarines close in to finish off the wounded *Enterprise* and her escorts. Victory is within the Soviets' grasp...if the American P-3 Orion ASW aircraft (which has been urgently summoned) doesn't get there first.

NATO FORCES:

John F. Kennedy (stand-in for *Enterprise*)

Semmes x2

Virginia

Bowen

Transport (represents tanker/ammo ship for *Enterprise*)

Remove one Helicopter Card from the deck before beginning play to be used with NATO Special Rule, below.

Special Rules—NATO

1. NATO force starts the game damaged as follows:

Enterprise: Detect Value 4; two hits on Sensor Value; helicopter launches only; Defense 7.

Virginia: Shock effects only (near miss); Malf-2 to Attack Value (May use Technician or Battle Damage to repair).

Semmes (only 1): Dead in the water; multiple fires; one hit each in Sensor Value and Attack Value. Detect 4. Defense 7.

Bowen: Sensors Malf-2 (crew casualties from damage to ship's command center).

Transport: 1 hit, but still able to steam; fires contained.

2. NATO force receives a P-3 Orion ASW aircraft as a reinforcement, subject to the usual rules under Rule 11.1. All land-based anti-submarine fixed wing aircraft are treated, for game purposes, as super helicopters. To avoid confusion, it's important to differentiate this piece from the others, since it doesn't function in the same way. Therefore, upon arrival, the P-3 is represented by a Helicopter card (set one aside before the game begins) marked with any mutually agreeable marker in use. This is solely to differentiate it from a regular Helicopter card.

For game purposes, the P-3 Orion has the following characteristics:

- Adds one card to NATO Hand Capacity
- Sensor strength: 3 (May not play Active Search cards)
- Attack strength: 2

The P-3 Orion has a "Helicopter Check" Number of 2 and is exempt from Helicopter Checks caused by NATO's play of "Close/Open Range" cards. Finally, because the P-3 is told where to look by NATO acoustic surveillance systems, it arrives with "No Attack" contact levels on all hostile submarines, even if NATO surface forces have no contact levels whatsoever against the Soviet boats.

3. NATO may not exit ships before Deck 3.

4. As an exception to *ATTACK SUB* Rule 4.4, NATO ships in this scenario may *not* automatically share contacts with other NATO ships. The tactical data links are "DOWN" until Deck 2 because of battle damage and confusion.

SOVIET FORCES:

Donets, Sura, Kotov, Molniya x2

The *Donets, Sura* and *Kotov* start the game in play; the *Molniyas* can be brought into play as regular reinforcements during Deck one; they will arrive automatically during the first Soviet turn of Deck 2.

Special Rules—Soviet

1. The *Donets* and *Sura* must attack the *Enterprise* as their priority target, using their "Vs. Ship" values only per sub. This simulates each launching a full salvo of cruise missiles in an attempt to saturate (overload) the battle group's defenses. After that, they must use homing torpedoes (they have 65cm—Wake Homing torpedoes). *Kotov* may select targets at will, but should pave the way for the *Donets* to attack. *Molniyas* have no restrictions.

2. Soviet boats are limited to four contacts per sub. This reflects fire control limitations and keeps counter clutter down. Boats may drop contacts at will to acquire new targets.

Victory Conditions

Soviet Decisive: *Enterprise, Virginia* and Transport sunk

Soviet Major: *Enterprise* and either the *Virginia* or Transport sunk

Soviet Tactical: *Enterprise* or *Virginia* and Transport sunk

Soviet Marginal: *Virginia* or Transport Sunk (Reduce the Soviet victory level by one for each Soviet boat lost to NATO. Any final result no better than "Soviet Marginal" is a NATO victory.)

THE SECOND BATTLE OF THE ATLANTIC (Two Ship Decks. This is a Five-Deck Game.)

Location: Some time in the late 1970s.

Situation: A re-supply convoy attempts to fight its way to Europe, aided by a P-3 Orion and a *Permit* class SSN in direct support operating ahead of the convoy.

Initial Deployment

NATO: P-3 Orion (see "Kill the Cripples!" for specs.), *SSN Los Angeles* (*Permit* class stand-in may start at periscope depth) Treat as sensor Value 4, Attack Value 2/2.

Note: If P-3 has to return to base a replacement is available *after* Deck 1 using normal reinforcement procedures. P-3 may now play "Active Search" cards as well as "Passive Search" cards. (i.e., the technology has improved). Sensor Value is increased by one to four.

Soviet: *Grif, Dekabrist, Kotov*

Special Rules

P-3 may pass contacts to *Permit* (and vice versa), but at one less contact level (due to navigational error). This counts as an action for the P-3, and the *Permit* must play a "Close/Open Range" card (this card can't be negated by the Soviet player) on the preceding turn. This represents the *Permit* coming to periscope depth to communicate with the P-3. Play continues normally until Deck 2, at which point add the following to the survivors in their turn:

NATO: *Bowen* (x 2), *Taylor, Semmes*, 6 Transports

Reinforcement: *John Rodgers*

SOVIET: *Sura*

Reinforcement: *Admiral Lapshin*; modified RN 5

Note: To keep counters under control (and reflect fire control limitations) no Soviet sub may hold more than four contacts at a time (sub owner's choice). Contacts already held may be dropped at will.

Victory Conditions

Scoring: The Soviets receive 10 points per Transport sunk, 20 points for sinking the *Permit*, and 4 points per escort sunk. NATO receives 30 points per *Alfa* sunk (these are *very* pricey boats) add 20 points each for the *Charlie II* and *Victor I*.

Damaged vessels (whatever the level) are worth half their listed points at game's end.

Determining the Winner

Player's points exceed opponent's by 25%-49% Marginal Victory, by 50%-74% Tactical Victory, by 75% Decisive Victory. If no player exceeds opponent's score by 25%, the game is a draw.

"THE DEFENSE COUNCIL ORDERS..." (Three-Player Game. Two Ship Decks—No deck limit)

Location: Falklands, 1982

Situation: Determined to support the Argentine "war of national liberation" in the Falklands and counteract US weapon and intelligence data transfers to the British, the Soviet Defense Council diverts the expertly-skipped *Ivan Rogov* to the area. The *Ivan Rogov* arrives at the perimeter of the *HMS Invincible's* task group ahead of *HMS Swiftsure*, just as the *Salta* begins probing for an opening in the defenses.

BRITISH FORCES: *HMS Invincible, Norfolk* x 2, *Sheffield* x 2. (Reinforcement: *Swiftsure*)

SOVIET FORCES: *Ivan Rogov* with crack skipper—adds two cards to Soviet hand.

ARGENTINE FORCES: *Salta* (Reinforcement: *San Luis* RN 4)

Orders

British: Unless otherwise notified (RN5, free action, check one per deck, represents new orders from England), you must have positive ID (i.e., contact 3) on any nuclear sub before firing on it is permitted the first time.

Soviets: Shadow British task group (obtain at least contact level 1 on *Invincible* and maintain to best of your ability). On order (RN 4) or when Argentine boats ping or fires at British, sink the *Invincible*. If fired on by Argentines, evade. Do not attack. Avoid being identified (Contact Level 3) by British if at all possible. Sink any British vessel or sub which is a threat.

Argentines: Sink the *Invincible*. She is critical to the British land and naval efforts. Attack other threats as needed.

Special Rules

1. All British ships have towed noisemakers and may play "Evasive Action" (Noisemaker-1) cards in **addition** to "Evasive Action" (High Speed Turn-1) cards. Near misses ("7") destroy the noisemaker permanently. Mark ships without noisemakers with a DOWN marker on the ship drawing. Not effective vs 65cm wake homers.

2. Once each deck (or until the Argentines go active or fire at the British) the Soviet player comes shallow and streams an antenna buoy to listen for orders from Moscow. This is the sole Soviet action and may be conducted at any time by simply stating, "I'm listening for orders."

3. Bad weather in area and associated helicopter handling problems add one to all Helicopter checks.

Victory Conditions

The **Soviet player** wins in the situations below:

Soviet Decisive: *Ivan Rogov* sinks *HMS Invincible* and exits (Rule 13.5) without being identified or hit by the British.

Soviet Tactical: *Ivan Rogov* sinks *HMS Invincible* but is identified by the British and exits undamaged.

Soviet Marginal: *Ivan Rogov* assists (must inflict two damage boxes) Argentines in sinking *HMS Invincible* and escapes after being identified by the British and damaged.

The **Argentinian player** wins in the situations below:

Argentine Decisive: Sinks *HMS Invincible* and one escort without loss.

Argentine Tactical: Sinks *HMS Invincible* with loss of one boat.

Argentine Marginal: Sinks *HMS Invincible* with loss of both boats.

The **British player** wins by avoiding Soviet and Argentine victory conditions.

Note: Destruction of enemy subs is not rewarded (other than indirectly) because the objective here is to sink/protect a critical surface ship. Everything else is incidental. Besides, "accidents at sea" are part and parcel of submarine operations, aren't they? We won't tell if you won't.

"STOP, TRAITOR!" (No deck limit)

Location: Mid 1980s

Situation: A power struggle in the Kremlin, hard-lines preemptive strike plans against the West, and a British-controlled mole who must be gotten out, pit the KGB inshore squadron, land based helicopters, and a Bear J ASW plane from the Soviet Naval Air Force against a British S.A.S. agent extraction team and a *Valiant* class SSN configured for special operations.

NATO FORCES

HMS Valiant or *Swiftsure* if not brave. (Reinforcement: None.)

Specials Rules—NATO

1. This is a "deniable" mission. As such, you are to avoid identification (contact level 3) if possible. You are authorized to defend yourself *only* if first attacked. An ill-advised action on your part may start World War III.

2. *HMS Valiant's* skipper is a pro. NATO hand is five cards, not four.

3. *HMS Valiant* begins scenario on bottom and dead quiet (i.e., "silence in the boat"). Add one to Detect Value while in this state.

4. At the beginning of Deck 2 or 3 (owner's choice and must announce), *HMS Valiant* resumes normal operations and partially surfaces for two turns to retrieve the agent and his S.A.S. team. During these two turns subtract one from *Valiant's* normal Detect Value; thereafter all values are normal. The sub is then eligible to exit under Rule 13.5, but no sinking is required.

SOVIET FORCES

(1) *Predaryx* x 2 (Reinforcement: Land Based helicopter, RN 5. (2) *Neukrotimyy* (Reinforcement: Bear J ASW aircraft, RN 5.

Special Rules—Soviet

1. *Neukrotimyy* is a variant *Krivak III* and has a Helicopter Check 5).

2. Expert knowledge of local waters/variable depth sonar (not reflected in rules) adds one to all Soviet surface ship sensor values.

3. Land based helicopter has Helicopter Check number 2 (base nearby). A spare is available under normal reinforcement rules.

4. Bear J ASW aircraft is treated as a helicopter (set card aside before game, as per P-3 Orion in "Kill the Cripples!") with a Helicopter Check number 2 (lots of fuel, sonobuoys, and weapons). It has a sensor Value 4, Attack Value 2 and may play all types of "search" card. Like the P-3 Orion, the Bear J is immune to Close/Open Range Helicopter Checks.

Victory Conditions—NATO

NATO Decisive: *Valiant* recovers agent and S.A.S. team; exits without being identified or hit.

NATO Tactical: *Valiant* recovers agent and S.A.S. team; is identified and escapes.

NATO Marginal: *Valiant* recovers agent and S.A.S. team, but is identified and hit, yet still escapes.

Alternate condition: If Soviets fire before *Valiant* attempts extraction, *Valiant* may scrub mission and attempt to exit per Rule 13.5.

Victory Conditions—Soviet

Soviet Decisive (Hero of the Soviet Union!): *Valiant* sunk during agent recovery but before completion of procedure. Agent and recovery team bagged! Huge propaganda coup!

Soviet Tactical: *Valiant* sunk *after* agent and team recovered. Looks bad, but you bagged a NATO sub, a commando team, and killed the traitor.

Soviet Marginal: *Valiant* sunk *before* agent and team recovery commences. Ordinarily, this would be great, but a high level mole defection is most extraordinary and requires exact handling and a fine sense of timing. The KGB planned to capture them all in one swoop—but you screwed it up by jumping the gun. The mole and his buddies are still loose, while you, my friend, are facing charges of "...sabotaging a state security operation." Still, it could be worse...you could have missed the *Valiant* altogether.

Alternate condition: Sink *Valiant* after agent extraction is canceled but before she can exit.

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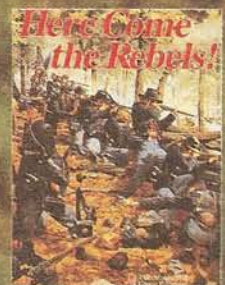
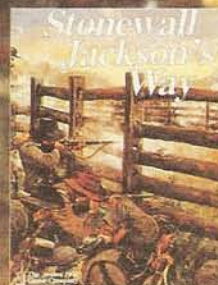
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SIERRA

"LOOSE LIPS SINK SHIPS" (One Ship Deck)

Location: Some time in the late 1980s.

Situation: The Walker/Whitworth spy ring has yet to be discovered and the American ballistic missile submarine patrol areas have been compromised. Capitalizing on this in the covert warfare phase before opening hostilities, the Kremlin seeks the "disappearance" of an American *Ohio* class boomer for the NATO order of battle.

NATO FORCES

Oppokov (substitute for *Ohio* class SSBN; use Asheville sensor and attack values, treat as American sub with no tube bonus). Skipper is crack (adds two cards to American hand). (Reinforcement: P-3 Orion and USS *Annapolis*. (See **Special Rules—NATO** for reinforcement procedures.)

Special Rules—NATO

1. The *Ohio* will not ping unless first pinged herself. She is attempting to patrol completely unnoticed.
2. If contact is gained on her, contact will be broken as soon as possible. She will fire only if fired upon or if Contact Level 3 is obtained on her (RN 4). She will attempt exit (Rule 13.5) any time after deck 2. No sinking is required.
3. If she is pinged, attacked, or gains probable ID on an intruder (Contact Level 2) she will release a radio buoy which will send out an encrypted, difficult-to-detect call for help. This will bring a P-3 Orion to the scene at the first NATO turn of the next deck and a nearby NATO SN in the first NATO turn of the deck following.

SOVIET FORCES

Ivan Rogov (substituting for a *Sierra* SSN). Treat as Sensor Value 5 (including towed array), Attack Value 3. Use the Detect Value as printed. Skipper is crack (adds two cards to Soviet hand).

No Special Rules for the Soviets

Victory Conditions—NATO

NATO Decisive: *Sierra* identified and sunk; *Ohio* unscathed; no other losses. (NATO war alert, guaranteed promotion for you.)

NATO Tactical: *Sierra* identified and sunk; *Ohio* unscathed; *Annapolis* damaged or lost. (The mission of protecting the boomer comes first—the escort's expendable. Possible promotion; NATO war alert.)

NATO Marginal: *Sierra* identified, attacked, damaged, and sunk or driven off; *Annapolis* lost; *Ohio* hit but still "mission capable" (2 damage boxes). This is a pyrrhic victory, but a victory nevertheless. Relieved of command. NATO war alert. Any lesser result is a marginal Soviet victory.

Victory Conditions—Soviet

Soviet Decisive: *Ohio* sunk; *Sierra* not identified or attacked. (Another "accident at sea." So sorry. You make admiral.)

Soviet Tactical: *Ohio* sunk; *Sierra* identified and/or attacked but escapes, with or without battle damage. (Good job, but no promotion for you. Something about an international incident.)

Soviet Marginal: *Ohio* sunk; *Sierra* sunk. (Acceptable swap-fatal for you explained as collision; or *Ohio* mission killed (3) damage boxes and *Sierra* exits, having been identified, attacked, and damaged. May trigger war, but might sober up people too; with all the noise you're making, you've got better things to think about. Forget your career. Any lesser result is a marginal NATO victory.

LETHAL EGGS (Three deck limit)

Location: Late 1980s

Situation: In that gray period before hostilities are set to begin, last-minute preparations continue, including the covert mining of NATO's naval bases—as a backstop to midget sub operations.

NATO FORCES

USS John Rodgers, Simpson, Taylor. (Variant: *Semmes* replaces *Taylor*—worse sensors, better ASW firepower—even without helicopter.)

Special Rules—NATO

1. Scenario takes place in a crowded, noisy anchorage. Subtract "1" from all Passive searches.
2. NATO is not ready for war yet. Sensors are not fully manned and the crew's are not alert. The first two contacts on the *Sierra* may be missed as a result. For the first two contacts *only*, draw an RN. On the first draw, an RN 3 means that the contact passes unnoticed. For the second draw, an RN 4 is required to avoid detection. After that (or if a detection occurs), all searches are normal. (Someone has figured out that something's up and orders general quarters.)
3. NATO may not fire unless fired upon or until a positive ID (Contact Level 3) is obtained upon the intruder. Minelaying is NOT considered firing since the dispenser is a gravity fed chute system. A decoy launch by an intruder is considered a hostile act if, on the turn it is launched, the NATO player counter-detects and draws an RN 3. Otherwise, treat as a normal detection.

SOVIET FORCES

Ivan Rogov (substituting for a *Sierra* SSN). Treat as Sensor Value 5 (including towed array), Attack Value 3. Use Detect Value as printed. Skipper is crack (adds two cards to Soviet hand).

Special Rules—Soviets

1. Mission completion (and the deadline's tight—3 decks) requires three separate mine discharges (each representing a mine POW) to provide full coverage. Mines are discharged by drawing a modified RN (deck number plus RN) of 4. To lay mines a ticklish job requiring precise navigation—the Soviet skipper announces that he is doing so. It is an action. A failure indicates a navigational error or the effects of a stray current, while an "X" means the mine dispenser is malfunctioning and will thereafter require a RN 5 to work. A second malfunction totally prevents minelaying. **Note:** Does NOT affect normal attack values. This is a special purpose installation.
2. The Soviet player may not fire unless fired upon, but may use Decoy; "Evasive Action" card against hostile searches. This degrades enemy searches for two turns by the printed value (represents effects of small, noisy robot sub) but could trigger a real attack in response. Discretion is advised.
3. This is a covert mission. Avoid identification if at all possible. If identified, disengage immediately. Exit procedure is per Rule 13.5, but no sinking is required.

Victory Conditions—NATO

NATO Decisive: *Sierra* detected, identified, and driven off without laying any mines.

NATO Tactical: *Sierra* detected, identified, and sunk without laying any mines. (Major political repercussions)

NATO Marginal: *Sierra* detected, identified, and sunk after laying one mine row or sinking NATO ship. (Political and military problems.) Any lesser result is a Soviet marginal victory.

Victory Conditions—Soviet

Soviet Decisive: *Sierra* lays all required mines and exits without being identified or attacked.

Soviet Tactical: *Sierra* lays all required mines, but is identified, attacked, and exits. (Oops! NATO goes on alert.)

Soviet Marginal: *Sierra* lays 2/3 of mines, but is identified, attacked, and sunk. (Acceptable loss to Kremlin considering mission importance; major political fallout; personally fatal). Alternate: *Sierra* sunk, but two NATO ships sunk.

Any lesser result is a NATO marginal victory.



P-3 ORION

"SEAWOLFSKI" (No deck limit)

Location: Today

Situation: The hard-liners in Russia simply don't know when to quit. They have sent *their* version of the *Seawolf* to sea with orders to foment an international crisis. Tipped off by the Norwegian Air Force of the boat's departure, NATO scrambles to respond amidst peacetime lethargy. The Norwegian type boat ZW is first on the scene, and moments later the Norwegian P-3 Orion shadowing the *Mike II* reports "Am under attack!" and ceases transmitting.

NATO FORCES

U-10 played by the *Salta*. (Reinforcement: *Los Angeles*)

SOVIET FORCES

Mike II (played by *Seawolf* using Sensor Value of 5 (includes towed array), Attack Value of 4, treated otherwise as Soviet sub).

Special Rule

The *Mike II* must remain in play until the end of Deck 1, even if it has sunk the U-10. This simulates the hydrography around Murmansk, which is shallow until the continental shelf edge is reached. From Deck 2 onwards the *Mike II* is eligible to exit under Rule 13.5, even if it has obtained no kill(s).

Victory

NATO wins by sinking the *Mike II*. Russian wins by exiting undamaged. Any other result is a draw.



SERIES REPLAY

FIFTH FLEET

Scenario: Action in the Bay of Bengal (Day 1)

Green Player: Thomas Chick

Red Player: Alan Tetkoskie

Final Comments: Joe Balkoski



You may find this Series Replay a little different than what you're accustomed to seeing in *The GENERAL*. A computer game replay is (by virtue of its medium) different than the standard boardgame replay. No matter how it's played, a computer game often has a mind of its own, and as a player, you have to accept that certain things are beyond your control and beyond your ability to look critically at a particular move. You could effectively argue that that can also occur in a boardgame, and you'll get no argument from me. But the difference with this replay is not so much that its advice is less plausible than advice constructed from a boardgame replay (I believe its advice is quite sound), but that the mechanism for conveying that advice to the reader is half speculation, half truth. If you've played 5TH FLEET before, you know that its scenarios are based on the future. Perhaps this future awaits; perhaps it doesn't. The authors of this article extend the possibilities, and do it with a clever blend of fact and fiction that I found quite refreshing and quite different from the standard replay that has graced these pages for so long. In addition, there is no neutral commentator interrupting the game. It has been eliminated and in its place, we've captured the comments of the Russian commanders as they fight the battle. I believe their comments are more important than ours anyway.

The following is an account of a play-by-email game of FIFTH FLEET's scenario number seven, Action in the Bay of Bengal. It supposes American and Russian intervention in a conflict between India and Indonesia over a group of islands that lie between them. Although the islands are considered Indian territory, the inhabitants are ethnic Indonesians. This has given rise to ethnic strife, which has resulted in a military buildup in the region to deter Indonesian intervention. In exchange for the use of local airbases, Russia has offered support to the government of India. This has caused no small amount of alarm to the government of the United States, which has perceived this support as a threat to vital shipping lanes between Japan and the Middle East. The situation has come to logger-heads as the scenario opens.

The game was played between Tom Chick in Los Angeles, California and Alan Tetkoskie in Little Rock, Arkansas. Both parties agreed to refrain from airstrikes against CAP-eligible targets (carriers and airbases) until the other side had the opportunity to take an air phase. Sides and the player to take the first turn were decided by a coin toss. Tom Chick is the Green (US/Indonesian) side and Alan Tetkoskie is the

Red (Russian/Indian) side. Tom Chick takes the first turn.

Before starting, there are a few structural points I want to make about the article to help you read it clearly.

1. **Ship and submarine names.** To keep the names of the various ships of the opposing sides separated, the names of Russian/Indian vessels are printed in bold type and italicized (like *Admiral Ushakov*, for example). The US/Indonesian vessels will be italicized only. Also, each ship has its own "class" name. I felt that this would further confuse and clutter the information, so I've removed most of the "class" references from the text and have listed them below in a complete Order of Battle for your personal use. During the reading, if you want to know to which "class" a particular ship belongs, refer to this list.

GREEN PLAYER ORDER OF BATTLE

Unit	Name	Class	
Task Force (TF1)	CVN Lincoln	Nimitz	
	CG Anzio	Tico VLS	
	DDG Barry	Arleigh Burke	
	DD Ingersoll	Spruance	
	DD Foster	Spruance	
TF2	CV America	Kitty Hawk	
	DDG Chandler	Kidd	
	CG Fox	Belknap	
	DD O'Bannon	Spruance	
TF3	CG Gates	Tico	
	FF Ahmad Yani	Van Speijk	
	FFG Nala	Fatahillah	
	FF S Riyadi	Van Speijk	
TF4	FF Y Sudarso	Van Speijk	
	FFG Adelaide	O.H. Perry	
	DDG Brisbane	Adams	
	FFG Canberra	O.H. Perry	
Subs	FFG Darwin	O.H. Perry	
	SSN Honolulu	Los Angeles	
	SSN Key West	Los Angeles	
	SS Orion	Oberon	
Carriers	SSN Seawolf	Seawolf	
	CV Lincoln	Air Units	Model
		VA-100	F/A-18E Hornets
		VA-101	F/A-18E Hornets
		VAQ-131	EA-6B Prowler
		VAW-112	E-2C Hawkeye
		VF-31	F-14D Tomcat
		VF-84	F-14D Tomcat
		VFA-146	F/A-18C Hornet
		VFA-147	F/A-18C Hornet
VS-28		S-3B Viking	
CV America	VA-102	F/A-18E Hornet	
	VA-103	F/A-18E Hornet	
	VAQ-134	EA-6B Prowler	
	VAW-116	E-2C Hawkeye	
	VF-1	F-14A Tomcat	

	VF-11	F-14A Tomcat
	VFA-15	F/A-18C Hornet
	VFA-151	F/A-18C Hornet
	VS-29	S-3B Viking
Airfields	Air Units	Model
Banda Aceh	VMFA-121	F/A-18D Hornet
	VMFA-122	F/A-18D Hornet
	VP-26	P-3C Orion
	Nr. 10	P-3C Orion
	VMAQ-2	EA-6B Prowler
Diego Garcia	VP-23	P-3C Orion

RED PLAYER ORDER OF BATTLE

Unit	Name	Class	
Task Force (TF5)	FF Gomati	Godavari	
	FF Ganga	Godavari	
	DDG Delhi	Delhi	
	DDG Mysore	Delhi	
	DDG Rajput	Modified Kashin	
	DDG Rana	Modified Kashin	
	DDG Ranjit	Modified Kashin	
	DDG Ranvir	Modified Kashin	
	CV Vikrant	Majestic	
	CV Viraat	Hermes	
TF6	CV Kuznetsov	Kuznetsov	
	CGN Nakhimov	Kirov	
	DDG Burny	Sovremenny	
	CG Slava	Slava	
	DD Karlanov	Udaloy	
TF7	CV Kiev	Kiev	
	CV Varyag	Kuznetsov	
	DD Kulakov	Udaloy	
	CGN Ushakov	Kirov	
Subs	DDG Boyevoy	Sovremenny	
	SSGN Balkhash	Oscar	
	SS Grif	Kilo	
	SS Linj	Tango	
	SSN Nugin	Akula	
SSN Oppokov	Victor III		
Carriers	Air Units	Model	
	CV Vikrant	No. 301	Harrier
		No. 336	Sea King
CV Viraat	No. 300	Harrier	
	No. 330	Sea King	
CV Kuznetsov	100 NFS	Su-33 Flanker	
	2 NHS	Helix	
	3 NFS	MiG-29K Fulcrum	
CV Kiev	1 NHS	Helix	
	11 NFS	Yak-141	
CV Varyag	4 NFS	MiG-29K Fulcrum	
	101 NFS	Su-33 Flanker	
	3 NHS	Helix	
Airfields	Air Units	Model	
Car Nicobar	10 FS	MiG-23 Flogger	
	6 RCS	Be-12 Mail	
	7 FS	MiG-29A Fulcrum	

Port Blair	4 FS	Su-24
	5 FS	Su-27B Flanker
	5 RCS	Il-38 Mainstay
Yangon	2 EW	Tu-16E Badger
	20 RCS	Tu-95D Bear
	5 NBS	Tu-16G Badger
	60 FS	Su-35
Calcutta	1 EW	Tu-16E Badger
	1 NBS	Tu-26 Backfire
	1 RCS	Tu-142M Bear

2. *The Phases.* 5TH FLEET is played in a series of turns called phases. During the game, the phases alternate between the Green and Red player. To keep the different phases separated, I've color-coded the headings (red or green) to indicate to which side they belong. Plus, I've further distinguished the phases from other textual comments by underscoring the phases as they occur (IF the information was highly detailed). You will notice that some of the phases do not have underscored headings. This is based on my personal belief that the information in these sections is easy enough to understand without further distinguishing markings. So, without further comment, here we go.

THE DRIBBLE BEFORE THE STORM

"By Order of the President. . ."

In a brief televised address this evening, President Buchanan announced that the United States would establish a military presence in the Indian Ocean to insure the neutrality of the Nicobar and Andaman Islands, leaving most Americans to ponder, "The what islands?"

The newly elected government of Russia has made clear its intentions to come to India's aid in the Indian/Indonesian conflict, in exchange for free use of the two Indian air bases in the Bay of Bengal: **Port Blair** in the Andaman Islands and **Car Nicobar** in the Nicobar Islands. Russian aircraft have been deployed to Indian airbases and at least two Russian carrier groups are operating off the coast of India and Sri Lanka. The government of Indonesia has lodged a formal complaint with the UN, but the measure was blocked by Russia's vote in the UN Security Council. Yesterday, the Prime Minister of Indonesia, Benizar Sukarno, granddaughter of the founder of Indonesia's post-WWII independence, implored the US to come to her aid. Australian Prime Minister Paul Hogan, a former actor known for his roles in the "Crocodile Dundee" films of the mid-80s, has offered to send forces to compliment the Indonesian navy.

President Buchanan, invoking the Cuban Missile Crisis and Persian Gulf War, announced that two US carrier groups would be sent into the Bay of Bengal to secure a no-fly zone over Port Blair and Car Nicobar, where Russian combat aircraft are allegedly based. "I refuse to make the same non-interventionist error for which Clinton is so well remembered in Bosnia-Herzegovina," Buchanan said, referring to the former name of a portion of Greater Yugoslavia. His remarks were immediately criticized as "hawkish posturing" by Speaker of the House Jesse Jackson and "a cynical attempt to boost his flagging approval rating" by Senate Majority Leader Joseph Biden.

The Indian government has been accused of committing atrocities against the ethnic Indonesian population of the archipelagos that lie between India and Indonesia. In a CNN/Time Warner poll of 5,000 American households, 87% of all Americans were unable to identify the Andaman and Nicobar islands, although 48% said "they had heard a little something about them on Star Trek."

A Red Memo

FOR: P. Ivanov, Marshall, Commander of Forces, South Eastern Asiatic Theatre

FROM: A. Grobodo, Defense Chairman, Moscow

SUBJECT: Orders for Theatre Operations/ Situation Report

PRIORITY: Immediate

SECURITY CLASSIFICATION: Top Secret: 884-TY-7U774

HANDLING: XXR Section A.1 Para 669 Sub 74

BEGIN TRANSMISSION:

<SITUATION>

Field Marshall Ivanov,

The political climate of the region designated as being in your command has arrived at a critical stage in regard to our neighbors in India.

Diplomatic methods have failed to resolve the disagreement between India and her island neighbor to the southeast, Indonesia, regarding the ownership of the archipelago northwest of Sumatra. They are called the Andaman and Nicobar Islands, and world opinion currently recognizes that they are the sovereign property of our democratic and peaceful neighbor, India.

The imperialist government leaders of Indonesia claim otherwise. They have sent unveiled demands to India insisting on a vote to be held in the islands so that the Andaman chain could decide who would be her political parent. This outrageous proposition, spurred, no doubt, by Western influences who wish to further establish their military presence in the area, was politely and promptly refused by the peaceful government of India.

This was four months ago. As you are aware, the government of Indonesia reacted violently to the rebuttal by ordering all citizens in its country of racial Indian descent to leave immediately or suffer the consequences. This is a violation of the most essential of human rights of these citizens. But even worse has happened: the government of Indonesia, acting through her local authorities, have committed unspeakable acts against her Indian citizens, including confiscation of their property, and in some regions, ethnic genocide.

Understandably, India will not tolerate these acts against her citizens, whether the crime is near or abroad. As you no doubt are aware, three days ago, Prime Minister Ghoorpanaj declared that a state of war now exists between the countries; this is his direct response to Indonesia for its atrocities.

While the overall situation between India is both critical and tragic, there is opportunity for the New Soviet Union to reaffirm our diplomatic relations with our southern neighbors. The Ministry and Politburo have both debated and

approved providing military support for India in exchange for basing rights for our military forces in the disputed islands and more relaxed trade agreements. In this manner, we feel that our improved relations will show India to be a strong and valuable ally in the future. Preparations have already been made at Port Blair and Car Nicobar for upgrading their military support facilities to accommodate our forces. The former island is already equipped to handle replenishment and rearmament of our naval forces, and both islands now base fully operational fighter and attack wings.

It is expected that the forces of the North Atlantic Treaty Organization will, as usual, be divided to the point of futility regarding the situation. However, the current President of the United States appears to be suffering from something the West calls "negative public image." It is no surprise to anyone that he will use this regional political conflict as a vehicle to improve that image. Expect military intervention from the "World's Policeman" at all times!

We have the utmost confidence in your ability to complete the goals set forth by the Rodina.

<MISSION>

Using naval and air (tactical and strategic) resources, secure the Indian Ocean from incursion by the surface and air combatants of the enemy. Presence of vessels of war in the region are restricted to Indian and NSU vessels only. Military action against civilian vessels is to be avoided; however, this is at the discretion of the Theatre Commander.

NOTICE: Use of nuclear and chemical munitions is strictly prohibited except on approval from the Ministry of Defense.

NOTICE: Use of theatre level guided munitions (cruise missiles) is approved and at the discretion of the Theatre Commander.

<ASSETS>

- Pacific Fleet Carrier Group: CV's *Varyag*, *Kiev*; CGN *Admiral Ushakov*; attendant escorts and aircraft.
- North Fleet Carrier Group (arriving from Mediterranean): CV *Kuznetsov*; CGN *Admiral Nakhimov*; CG *Slava*; attendant escorts and aircraft.
- 12th Submarine Fleet (Indian Ocean Submarine Group): SSN's *Nogin*, *Oppokov*; SS's *Linj*, *Grif*; SSGN *Balkhash*.
- Strategic Air Wings stationed at Yangon and Calcutta.
- Tactical Air Wings stationed at Port Blair and Car Nicobar.
- Indian Carrier Fleet: CV's *Viraat*, *Vikrant*; attendant escorts and aircraft.

NOTE: Indian submarines, coastal naval forces, and remaining air assets are stationed/assigned to the Indian west coast as a deterrent to Pakistan's participation in the conflict.

<INTELLIGENCE>

Regional military and governmental intelligence have designated the following as operational threats:

- United States Carrier Group believed to be dispatched from the US 2nd fleet was last reported in the vicinity of Sri Lanka.
- Primary elements of the US 5th Fleet were last reported to be in the area of Sumatra for fleet

(Continued on page 56)

The American Military... (Continued from pg. 27)

Europe there were 207 Helldiver dive bombers, 129 Devastator torpedo planes, 108 Brewster Buffalo fighters, 27 Grumman FF1 fighters, 94 Vought SB 2U light scout bombers, 151 Curtiss VSB (42 on shore), and 87 old Dauntlesses. Some of these aircraft were on shore or with reserve units. By 1941 the new Grumman Wildcats were entering service. The remainder of the naval aircraft were PBV's, flying boats and amphibians based in Pearl Harbor, Cavite, Coco Solo, Guantanamo Bay, Mare Island, Norfolk, Midway, Guam, Wake Island, Sitka Alaska and Anacostia, as well as Puget Island, Pensacola, and others. In addition there were 162 Curtiss and Vought floatplanes on the battleships and cruisers, and 188 more attached to the large seaplane carriers *Langley* and *Wright* and the smaller tenders. There were also four long-range Lockheed transports at Anacostia. In reserve were 54 Northrop BT-1s and 60 Great Lakes BG-1s as well as other Curtiss, Skikorsky and Vought seaplanes and amphibians. Lastly, came the U.S. Navy Blimp force, based at Lakehurst N.J. All in all this was an impressive collection of ships and planes for a country not at war. The major naval bases were at San Pedro/Mare Island, San Diego, Puget Sound, Norfolk, Cavite, Pearl Harbor, with some smaller ones at Guantanamo Bay, Balboa/ Coco Solo, Sitka/Dutch Harbor, Portsmouth N.H., Key West, Pago Pago, San Juan, Puerto Rico, Charleston, S. C. and Pensacola. There were also navy yards in Boston, Philadelphia, New York and Washington.

The U.S. Marine Corps, part of the Navy, employed security forces at U.S. legations and embassies abroad and shipbourne Marine complements. The fourth Marine Regiment was stationed in Shanghai and there were also regiments stationed at San Diego and Quantico, Va. Elements of a fourth were in the Caribbean. In 1939-40 steps were taken to build up two full Marine divisions with plans for two more later. They had had some amphibious and battle experience in the "Banana Wars" in the 1930s in Central America. There was also the Fleet Marine Tactical Air Force comprising 55 Curtiss Goshawk fighters, some VSVSO Curtiss floatplanes and Grumman F3 F2 dive bombers (54 at Quantico, 50 at San Diego, seven in the Virgin Islands).

After the fall of France the truly ambitious Two-Ocean Navy Plan went into operation. Up until the outbreak of war and for some time afterward, the philosophy of the Navy was to act as three components; the battle force, carrier force and the scouting force. Originally, the carrier and scouting forces had been together. The battleship was still considered the decisive naval weapon, both in fleet actions and defensively as part of the "Triad of the Thirties" United States Coastal Defense scheme of battleships, B-17 bombers and Army Coastal artillery. The twelve best battlewagons were in the Pacific Fleet at the outbreak of war in 1939, accompanied by fast cruisers and destroyers. The carriers were still linked to the battle fleet, providing aerial reconnaissance, fighter cover and attack squadrons to sink enemy merchant and naval shipping. Car-

rier task forces were not yet possible, as no existing battleships or auxiliaries could keep up with the flattops. The scouting forces consisted of most of the cruisers, submarines, destroyers and floatplanes/seaplanes with their tenders. These were to act as the "eyes" of the fleet. American submarine doctrine was not that aggressive at the time, as their primary duties of reconnaissance and screening superseded engaging enemy shipping. Enemy targets were to be taken on only at a safe distance when the submarines were submerged. The destroyer force was first-rate, but the American "treaty" cruisers were vulnerable in armor as they were built to treaty specifications while the comparable Japanese ships were not.

With Britain and France cushioning American exposure in the Atlantic and the Western Hemisphere devoid of any competition, Japan became the greatest potential enemy by default. The Navy had to deal with the Japanese Fleet, protect U.S. Bases (especially Hawaii and the Panama Canal and the Philippines). Most offensive planning involved war in these areas. For home defense the Navy formed the most powerful leg of the "Triad of the 30's". The battleships would be backed up by the rest of the navy, the Army batteries by submarines, forts and minefields, and the B-17s would be supported by the rest of the U.S. Army Air Corps—The Flying Fortress was dubbed such a name not because of its many machine guns, but because it delivered the power of the coastal artillery on sea targets from the air.

The bulk of the Navy in 1939-40 was based at San Pedro, California: 12 battleships, 16 heavy cruisers, 15 light cruisers, 72 destroyers, five carriers, eight mincraft, four tenders and 65 seaplanes. Based at Pearl Harbor were 4 tenders and 71 seaplanes. The Atlantic Fleet had the four oldest battleships and 12 destroyers. At Coco Solo, Canal Zone, there were two tenders and 45 aircraft. There were 18 planes at Norfolk, six at Sitka and two tenders and 30 machines at Seattle. Twelve submarines and two tenders were at San Diego, 13 more submarines, a light cruiser and tenders at New London, Connecticut, six submarines and a tender at Coco Solo, and 22 submarines and four tenders at Pearl Harbor. The small U.S. Asiatic Fleet included the Chinese gunboat squadron, one light cruiser, two gunboats, a yacht, 12 destroyers, six submarines, two tenders and a few seaplanes. To protect U.S. interests in Spain during their civil war was a special detachment of a light cruiser and two destroyers. Rounding out dispositions was the so-called "Banana Fleet" in the Caribbean, consisting of two destroyers and the large gunboats *Erie* and *Charleston*.

U.S. Army Air Corps

Like any other of the world's air forces, the U.S. Army Air Corps was the new kid on the block with the other services, and on the eve of war in Europe it was sometimes hard to believe that it had only existed for 20 years. It had to compete with the Navy as well as the Army, and it took the efforts of General Mitchell in the 1920's to prove the effectiveness of U.S. airpower to both the Army and the Navy. General Hap Arnold nurtured the Air Corps during the

lean years and helped it to attain an entity, doctrine and organization all of its own. Fortunately, the American business community and the American public were fully aware of what airplanes could do, albeit in a commercial capacity. As a result, there were plenty of manufacturing, aerodrome and aircraft research development facilities to adapt and to expand for military purposes. On the eve of war, the Germans favorably evaluated American air power and potential. They felt however that it would be too late for American industry to tool up for production of aircraft to change the outcome of the war in Europe. *Luftwaffe* reports also held the American Naval Air Forces in high regard, and although the American Army Air Corps was not numerically powerful, they had modern equipment. Russia, Germany, Italy, Japan, France and Great Britain all had larger air forces than the U.S., but none had the vast potential for expansion enjoyed by the U.S.

The Army Air Corps, as part of the Army, was primarily disposed to spot for the artillery, fly ground attack missions, and to provide fighter defense. Even the Navy requested that Army fighter squadrons co-protect facilities at Cavite and Pearl Harbor. Strategic bombing in theory and practice were still a long way off. Unlike the Axis, the Americans had stressed high-altitude precision daylight bombing. Only the British had tried anything like this, as the rest of the air powers preferred low level attacks and/or dive bombing. The Norden bombsight, a highly regarded instrument, surely influenced American war strategy. Once the B-17s came in quantity, the doctrine could be put into full scale practice. Again, much of this was part of the "Triad of the 30's" idea, where, as a defensive weapon, a B-17 bombing from high altitudes could out-range or out climb anyone's planes and guns to attack enemy forces at sea.

In September, 1939 the U.S. Army Air Corps had a first line fighter strength of 210 Curtiss P-36s and 137 Seversky P-35s, none of which were the equal of a Hurricane, Messerschmidt or a Zero. In reserve were 111 P-26 Boeing fighters, some of which were operated by the Filipinos. A group of the famous Lockheed P-38 Lightnings, 13 in all, were testing and training, but production of these were slow and there would only be 36 in service at the time of Pearl Harbor. Another later fighter, the Curtiss P-40 Warhawk, was available in mid-1940 and 130 were built that year. There would be 110 more in service by December 7, 1941. Many of these had been sold or lend-leased to Britain and China. France had been the largest foreign customer of the P-36.

The ground attack aircraft at the outbreak of war in Europe included 72 older A-8, 10, 12 Shrikes in reserve and 229 of the newer Northrop A-17 Vindicators. This would be the end of such types of aircraft in the USAAC, as the light twin-engined bomber and the fighter bomber were used for this purpose.

The vaunted and powerful B-17 came very slowly to the USAAC. At the time of the invasion of Poland there were only 39 of them operational, with only 38 more added in 1940 and 42 more by Pearl Harbor. This was the weapon that the Germans feared the most, and they were

mistakenly relieved at hearing of these low figures. The USAAC, even in those days, was plentifully supplied with light and medium bombers: 78 army-type older Dauntlesses, 142 Martin B-10/12/14 mediums in reserve (some of these were later sold to the Dutch), and 350

Martin B-18 Bolos. Many of the newer bombers were bought up by the French and later by the English before the USAAF could get them as in the case of the Douglas DB 7 and the A-20 Havoc. In late 1940, the Americans would muster 186 of the latter. Martin B-26 would

have 208 worked up by Pearl Harbor. The Douglas B-25 Mitchell would enter operational service more quickly; 24 by December, 1940, 40 more in the first part of 1941 and 119 more by the end of the year.

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More Chaos In The KREMLIN

By Ed Ericson

Every gaming group has had this particular problem happen at one time or another: You plan all week to play a specific multi-player game, but then, when the appointed day and hour arrives, one or two people never show. Or perhaps someone brings along a friend or two, inevitably novice gamers, and asks if they can join in. Unfortunately, most multi-player games really only balance at a specific number (i.e., *BRITANIA* at four or *DIPLOMACY* at seven), and so you're stuck.

What to do? Playing *KREMLIN* (and always with the "Revolution" variant in our group) has long been our way out of the jam, especially since we regularly have extra novice players show up. *KREMLIN* is easy and flexible enough that it balances well at 4-6 (and some of my most interesting games had only three people) and can be picked up quickly by first-timers. Usually, we tell them to assign their influence points (IPs) randomly—the strategy a lot of our experienced players use anyway. By turn 2, they're purging with the best.

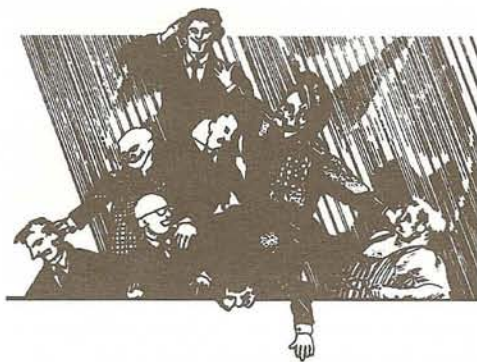
However, we frequently have more than six people show up to play. One time we had 12 people arrive, half of them novices. Instead of playing teams, we decided to just double the number of allotted players and share the counters. The game proved interesting, but a number of problems quickly became apparent. After some tinkering, we came up with some optional rules to allow us to play *KREMLIN* with any number of people. Since the changes are each related to a specific problem of playing with extra people, I have presented the rules changes in a problem/solution format.

Problem #1: Should the extra people work as teams or individuals?

Solution: Individuals. Each player will have their own faction, though some will have to share counters. This does not mean that the people sharing counters have to be allies. They are completely separate factions.

Problem #2: Should 10+ markers "lock-out" politicians?

Solution: No. To keep the game from being dominated by the first people to gain control of



key politicians, there are no "lock-outs," though factions may have more than ten points on an individual. Control of a statesman is no longer determined by comparing individual IP totals with IPs from other players only being able to break ties. Now all players may add their declared IPs together in teams as long as they can agree on what faction actually gets to control that person for all the actions in that phase. Each faction may change its votes before a later phase, but may not change its votes during a phase (for example, between purges). The faction in control of a statesman does not necessarily have to follow the advice of the others who are supporting him, though he will have to face their wrath later if he chooses to ignore them. Ties mean that politician does nothing and his actions revert to the next in the chain of command.

This rule will have a profound affect on the amount of "politicking" that may go on before each phase. Consequently, you should allow more time than you normally do for factions to decide on their groupings. This rule can be used in the normal system as well, if you want more of a free-for-all than what happens with the "lock-out" rule.

Problem #3: Should each faction receive three cards at the beginning and four cards/IPs on the designated turns?

Solution: No. The greater number of players should also mean less cards being distributed per person. A six-player game will see 18 cards in play at start and 24 extra cards/IPs dis-

KREMLIN Q&A

3/3.2 The Defense Minister may not call a Trial to resolve a Spy Investigation against himself or investigate himself.

5. The Foreign Minister *must* (not may) nominate a Politician from the 2nd Level if there are no other Politburo members on the 1st level.

D. Random Recipients - Delete the last sentence: "If a random ... 1 to 6".

D. If Intrigue card 17 results in a tie for most influence on a politician, is it really fair to give control to the player declaring first since the player with the card has an advantage in knowing he should declare first?

A. In a case like this, resolve the matter by high dice roll as cited in the rules for simultaneous declaration.

HOW TO WIN: Does the game really end with no winner if after turn 11, the highest active Politburo member is not controlled by anyone?

A. Yes.

tributed each third phase. Try having the number of cards issued each time come close to these totals. Therefore, if playing with three players, double the number of cards/IPs. If playing with 12 players, halve (rounding up) the number of cards/IPs.

Problem #4: Should the Victory Conditions change?

Solution: Depends. If you're only playing with a couple more people, use the normal rules. However, if you have a lot more people involved (say a minimum of 9), the victory conditions will have to change. One possibility is to receive Victory Points for certain accomplishments. The faction with the highest total at the end wins. For example, the person who controls the Party Chief (if he successfully waves during the Parade Phase) gets three VPs while all other players who are part of the coalition controlling (and only for controlling, not for being part of the faction of) a "non-waving" Party Chief or a top-ranking Politburo member. These numbers are doubled for control at the end of Turn 10. The faction with the highest VP total wins.

That's it! Though most gamers would probably only use these optional rules if they have a couple extra people drop by, we've included them in our regular games as well. So the next time you have eight or nine people wanting to play, simply say "no problem," pull out your copy of *KREMLIN*, and let the chaos unfold.

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SERIES REPLAY...(continued from pg. 53)

- training. This group also is centered around a CV, listed as being the USS *Lincoln*.
- The Indonesian navy, consisting of a handful of escort craft, can be expected to arrive in the area within 24 hours.
 - An Australian surface group centered around a guided missile cruiser is also within 24 hours of the area.
 - Enemy air assets are expected to be operating out of the Banda Aceh airfield on the western tip of Sumatra. This will include three fighter wings and reconnaissance aircraft. Do not neglect the reconnaissance aircraft operating out of Diego Garcia.
 - Enemy submarine forces expected to be operating in the area include three US nuclear attack submarines and one Australian submarine.

END TRANSMISSION

Operation Island Sweep

(Submitted for approval to the Chairman of the Joint Chiefs of Staff, General T. Wesley Chick.)

Objective: Destroy airfields at Port Blair (in the Andaman Islands) and Car Nicobar (in the Nicobar Islands.)

Time Limit: Three days.

Assets: Two US carrier groups; four Australian frigates; four Indonesian frigates; three US submarines; one Australian submarine; limited land-based air power, primarily recon.

Threat Assessment:

Primary—five Russian submarines, locations unknown, particularly the SSGN *Balkhash* with a full compliment of SS-N-19 Shipwreck SSMs; two squadrons of long-range land-based bombers: Tu-16 Badgers loaded with AS-6 Kingfish ASMs based in Yangon, Myanmar, and Tu-26 Backfires loaded with AS-4 Kitchen ASMs based in Calcutta, India.

Secondary—SS-N-19 Shipwreck SSMs onboard *Kirov* CGNs and *Kuznetsov* CVs; SS-N-12 Sandbox SSMs onboard *Kiev* CVs and *Slava* CGs.

[**Note:** The Russian/Indian carrier-based airpower is limited and will probably be used defensively. Port Blair and Car Nicobar's only air assets are fighters that will probably be used defensively as well. Therefore, the offensive potential of Red's air power is limited to its long-range land-based bombers. The Indian task force, although relatively large, has no long range SSMs and a minimal load of SS-N-2C Styx and SS-N-22 Sunburns, both short range SSMs. This TF will most likely be used to harry submarines.]

Strategy:**Day one:** Phase One (Broom Handle)

The objective is simply to rendezvous TF1 (carrier group *Lincoln*) and TF2 (carrier group *America*) in the West Sumatra Zone. Both carrier groups will make an effort to steer clear of the Bay of Bengal, skirting its southern edge, because enemy recon will probably concentrate there. Carrier air assets for TF1 will be used strictly for CAP, since the TF will be on the

move. The Australian and Indonesian navies will disperse throughout the southern portion of the Sumatra Zone. The US subs will sweep the southern half of the Bay of Bengal. Cruise missiles will be concentrated on Car Nicobar.

Day two: Phase Two (Straw Bristles)

Assuming the southern portions of the Bay of Bengal and Sumatra Zone are secured, TF's 1 and 2 will cross into the Sumatra Zone behind a protective screen of subs and Australian and Indonesian ships. They will immediately try to establish air superiority in the Sumatra Zone. Submarines will actively try to engage hostile forces. Cruise missiles will be used to damage Yangon in Myanmar, hopefully putting the squadron of Russian Bears out of commission for the rest of the operation.

Day three: Phase Three (Sweeping Motion)

Air strikes against Port Blair and Car Nicobar (assuming it withstands the previous day's cruise missile attacks) will commence. Submarines and surviving Australian and Indonesian ships will actively engage enemy naval forces. Any remaining cruise missiles will be used against Port Blair and Car Nicobar.

Anticipated Russian Response: The direction from which an attack will come should be readily apparent to the Russians. The best-case scenario would have the Russians squandering their surface and submarine assets in the Bay of Bengal, expecting an approach to Port Blair and Car Nicobar from the west. With minimal detection, however, our intent should be plain to the Russians. Therefore, we must assume an all-out clash of forces during Phase Three (Sweeping Motion). By that time, hopefully, we will be operating in the Sumatra Zone under the aegis of air superiority and superior submarine power.

Variables and Contingency Plans:

Weather: Any bad weather during Phase One (Broom Handle) can be bypassed by

keeping TF's 1 and 2 near the edges of their zones. Bad weather during Phase Three (Sweeping Motion) in the Sumatra Zone could result in aborting the entire operation, as the task forces would be unable to reach their objectives in time.

Submarine screen: If the Russians amass their submarine power in the Sumatra Zone, anticipating the carriers' approach from the south, US subs will be kept nearby to conduct ASW operations, hopefully preventing attacks on the US carriers. During Phase Three (Sweeping Motion), the P-3C Orion squadrons in Diego Garcia and Banda Aceh will be kept on standby to assist ASW in the Sumatra Zone.

AND SO IT BEGINS. . .**DAY 1; 0000 HOURS**

Initial VP Score (beginning Day 1)

	Green	Red
Scenario Margin	0	22
TOTAL	0	22

GREEN AIR PHASE

The signal goes out to all forces in the region to commence Phase One (Broom Handle) of Operation Island Sweep. I won't be sending up any recon today because I'd like to keep my P-3Cs on standby to prosecute any sub contacts. Besides, I'm less concerned with the location of Russian ships at this point than I am with consolidating in the Western Sumatra Zone.

I set two F/A-18 squadrons on CAP over Banda Aceh, the integrity of which is vital to the accomplishment of air superiority in Phase Two (Straw Bristles). On the CVN *Lincoln* and CV *America*, I set both F-14 squadrons and both F/A-18C squadrons on CAP. This gives the *Lincoln* an AA value of 32 and the *America* an AA value of 28 (it has the less agile C variant F-14s).

JOURNAL ENTRY: DAY 1, 0130 HRS (General V. Kolonya, Commanding, Theatre Air Ops)

I have had my orders made clear to me by Marshall Ivanov; my brave and dedicated airmen are to be not only our far-seeing eyes, but also the "hidden dagger" that will cut the enemy's throat from behind. He did not elaborate, but I know in my heart who "the enemy" is: Pavel expects the American forces to try to intervene. We will be ready.

As per our wartime procedures, all of my pilots and their aircraft have been put on a full-time alert status. Already I can hear the roar of our Tupolev reconnaissance planes as they struggle down the tarmac here at Calcutta.

Pavel Andreivich has wisely permitted that the decision of the air assignments shall be mine! He is shrewd, that one.

I have ordered constant combat air patrols for the bases in range of any possible American air threat, and I feel confident the flight commanders of our carriers will do the same. We shall not be caught by surprise!

I suspect the Americans to try to stage their air raids from within the Bay of Bengal; when they arrive, our planes will find them. And when they are found, my Backfire's will destroy them.

I have directed the commanders of the Port Blair and Car Nicobar airfields to coordinate with our naval aviation to strike the airfields at Banda Aceh. It is absolutely necessary that we bring that American airfield to its knees if we hope to end Western involvement in this region as early as possible. I thought about sending in strategic aircraft from our mainland bases, but I have been told by Marshall Ivanov to hold these in reserve; I believe he hopes that these will be what Americans call our "trump card."

The bombs should start falling at Banda Aceh in 45 minutes, if all is on schedule.



Airfield Banda Aceh—sight of the first massive Russian airstrikes. All attacking returned by CAP.

RED AIR PHASE

My orders are simple:

- 2 HS (AEW) and 100 NFS on *Kuznetsov* ordered to CAP
- 1 RCS (RCN) at Calcutta airbase ordered to RCN mission in Bay of Bengal
- 336 H (AEW) on *Vikrant* ordered to CAP
- 330 H (AEW) on *Viraat* ordered to CAP
- 1 NHS (AEW) on *Kiev* ordered to CAP
- 3 NHS (AEW) on *Varyag* ordered to CAP
- 5 RCS at Port Blair airbase ordered to RCN mission in Sumatra sea zone
- 7 FS at Car Nicobar airfield ordered to fly air superiority mission over the Sumatra sea zone
- 6 RCS at Car Nicobar airfield ordered to fly RCN mission over Bay of Bengal
- 20 RCS at Yangon airfield ordered to fly RCN mission over Sri Lanka sea zone
- 60 FS at Yangon ordered to fly air superiority mission over the Bay of Bengal

The airstrike on Banda Aceh will include the following:

- 101 NFS from the CV *Varyag* carrier group ordered to fly escort for the strike
- 10 FS from Car Nicobar airfield assigned to attack with bombs
- 4 FS from Port Blair airfield assigned to attack with bombs
- 5 FS from Port Blair airfield assigned to fly escort for attack

The results of the Banda Aceh airstrike were not promising:

- 101 NFS returned by enemy CAP
- 10 FS damaged, returned by enemy CAP
- 4 FS returned by enemy CAP
- 5 FS returned by enemy CAP

JOURNAL ENTRY: DAY 1, 0330 HRS (Gen. V. Kolonya, Commanding, Theatre Air Ops)

The flight commander reports that the whole operation was a failure! I am enraged! The planned strike included two waves of tactical bombers, and two fighter wings to provide escort cover and still they failed! The flight commander's pitiful excuse was that the American combat air patrol was too strong, and ordered the entire mission aborted. I have lost four of my MiG Model 27 bombers; these aircraft are too few and too precious to lose. The flight commander would have served himself better by not returning to the airfield. His transfer will be processed tomorrow morning.

GREEN SUBMARINE and SURFACE PHASES

Three Russian squadrons attacked Banda Aceh, but were fought off by the F/A-18s on CAP. One of the attacking squadrons was composed of Su-33s from the 101st Naval Fighter Squadron: the *Varyag* (and thus Russian TF7) is within striking distance of Banda Aceh (12 hexes: 600 miles). The Russian 10th Fighter Squadron (MiG-23 Floggers) was damaged, leaving a single squadron of MiG-29s to fly CAP over Car Nicobar, which will make it easier to achieve air superiority during Phase Three (Sweeping Motion).

Russian submarines are headed into the southern portion of the Bay of Bengal at full speed. Let him see my subs! It'll keep him away from my carriers. Australia's SS *Orion* is chugging along at a steady clip of 2 hexes/turn. I think she'll stay near the area in anticipation of a later Russian

naval presence. After all, with a sub this slow, I think I'll let the enemy come to me.

An executive decision was made to hold off on cruise missile launches. I may, perhaps, inflict minor damage on Car Nicobar or Port Blair, but it would likely be repaired by the time I'm ready to strike in Phase Three (Sweeping Motion). Therefore, cruise missiles won't be launched until Phase Two (Straw Bristles), allowing the damage inflicted to accrue with whatever we can accomplish during Sweeping Motion. Besides, I was greatly encouraged by the ineffectiveness of the air strikes from Port Blair and Car Nicobar, so I'm convinced that there's no urgent need to cripple these air bases before I'm ready to destroy them.

The Indonesian Navy's task force (TF3) disbanded and the four frigates steamed out of the

Strait of Malacca and then fanned out. The Australian ships steamed north towards the Western Sumatra Zone: ETA 0800 hours. TF2 headed south fifty miles into the Western Sumatra Zone to wait out a rendezvous with TF1. TF1 hugged the southern border of the Bay of Bengal. Barring bad weather, the ETA into the Western Sumatra Zone is Day 2, 0000 hours. Therefore, the two carrier groups will proceed north into the Sumatra Zone to execute Straw Bristles at 0800 hours on day two.



CAPTAIN'S LOG, SSGN *BALKHASH*: DAY 1, 1424 HRS (Captain Anitoly Rozan, SSGN *Balkhash*)

We have received a transmission via low frequency radio to proceed to within striking range of the Banda Aceh airfield, yet to stay close to "the Islands" until further ordered. If the situation wasn't so serious, I would think it outrageously funny that our political masters aren't sure which of my weapons they want me to use, our cruise missiles to destroy the enemy base or our SS-N-19s to sink their ships.

Many of the men heard word of their friends at last port. If what they say is true, we should have a few more of our submarines in the Bay, all silently hunting to locate the American and Indonesian fleets. My old comrade and rival from the Submarine Academy is in the area, commanding the *Nogin*. That fat old drunk, Golorko! I should be commanding his attack sub instead of him! But between our two ships, and the *Oppokov*, we will grind the Banda Aceh runways to powder. We might even sink a carrier or two.

RED SUBMARINE and SURFACE PHASES

Submarine Phase

The Indonesian Task Force has been spotted approximately 100 miles west of the Banda Aceh airfield. This looks just a little bit too obvious. It's just like my opponent to put out some bait to draw my surface fleets into action. It should confound him when the reply to this comes from the "silent service." Nothing like torpedoes to ruin your day. . .

My orders:

- SS *Linj* east of Sri Lanka ordered south to search for enemy groups
- SSN *Nogin* in Bay of Bengal ordered south to search for enemy groups
- SS *Grif* in Bay of Bengal ordered southeast to search with the *Nogin*
- SSGN *Balkhash* in the Bangladesh area ordered southeast to stage between Port Blair and Banda Aceh
- SSN *Oppokov* in the Sumatra Sea Zone ordered due west to engage the Indonesian Navy



JOURNAL ENTRY: DAY 1, 0040 HRS (Admiral Nikolai Zherezny, Fleet Commander, CV *Varyag*)

I have consulted with my own staff and the Captains of both the *Kiev* and the *Varyag*. We are all in agreement: politicians have no use in planning the matters of warfare.

The government of India possesses fairly modern carriers, but I doubt they were ever designed for fleet engagements. It must be so, since their aircraft are Western AV-8s, which they call "Harrier." Why would any country purchase an ocean-going carrier only to provide it with bombers and ground attacking aircraft, yet no dedicated fighters? How will they protect themselves?

I have an overwhelming feeling the *Vikrant* and the *Viraat* will prove to be more of a liability than an asset; I shall keep them in reserve. Perhaps if we are fortunate enough to cripple the Western air power, they can be used to finish off the ships. Indian national pride be damned!

Surface Phase

The only enemy sea units on the board are the Indonesian vessels, and I don't think it would be wise to give away the positions of my carrier groups just to caulk a few destroyers. We'll leave that to the submarines, and instead send the surface groups into more strategic positions.

My Orders:

- CV *Viraat* group (TF5) ordered due south, but at a leisurely pace. I don't want to expose them if at all possible.
- CV *Kuznetsov* group (TF6) north of Sri Lanka ordered southeast
- CV *Kiev* group (TF7) northeast of Car Nicobar ordered southwest away from Banda Aceh. (Thanks to the botched airstrike, Tom will have an idea where to look.)

DAY 1; 0800 HOURS

GREEN SUBMARINE and SURFACE PHASES

I'm stringing out a defensive line along the Bay of Bengal from Sri Lanka to the Andaman Islands. This way, I'll be able to detect any southward movements towards my deployment area.

The Indonesian ships are filing out with the subs to reinforce my defensive screen and the Australians are moving north to mesh in as well. Although I'll leave some ships hovering around the Strait of Malacca, I'm assuming no enemy forces will get too close to Banda Aceh.

TF1 proceeds apace while TF2 sits tight. I'm glad we're progressing slowly and quietly. I'm a little nervous that I haven't picked up any Russian subs yet. Where are they?

RED AIR, SUBMARINE and SURFACE PHASES

Air Phase

OK, let's try again. I need to put that airfield at Banda Aceh out of commission as soon as possible.

Orders:

- 5 NBS at Yangon ordered to attack Banda Aceh airfield with SSMs
- 2 EW at Yangon ordered to provide electronic warfare at Banda Aceh
- 10FS at Car Nicobar ordered to bomb FF *Ahmed Yani*.



US Player strings out his ships to detect any southward movements of Russian ships.

Battle Results:

- All aircraft assigned to the Banda Aceh strike are returned by CAP
- FF *Ahmed Yani* is undamaged by the bombing raid

Submarine Phase

A new unit showed up on the map: it's the Australian *Orion*, an outdated submarine. Why can't I find something like the *Honolulu* or the *Seawolf* instead?

My Orders:

- SS *Griff* ordered northwest at full speed to engage the *Orion* with antisubmarine warfare (ASW)
- SS *Linj* continues southeast to search
- SSN *Oppokov* continues southwest as previous, to engage the Indonesians
- SSN *Nogin* holds position (no telling what that Indonesian group will do)
- SSGN *Balkhash* continues south as previous

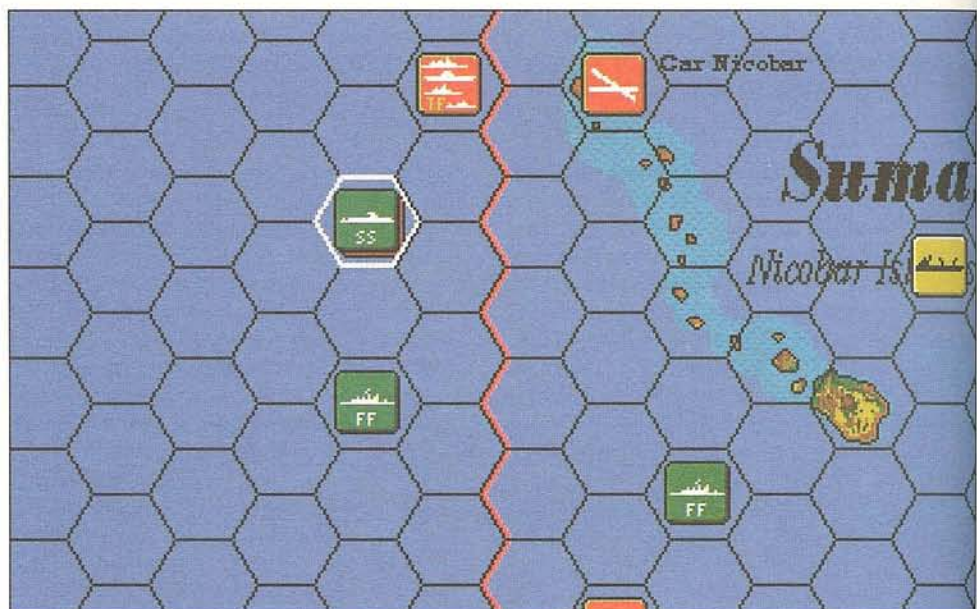
Battle Results:

- No damage to the *Orion*.

CAPTAIN'S LOG: DAY 1, 0845 HRS (Captain Mikhail Boromin, SS *Grif*)

The game's afoot! Cry havoc and let slip the dog's of war! I love Shakespeare!

Six hours ago, my Sonar Officer caught a barely audible "stutter" to the northwest. It was not clear enough to classify, but we were certain it wasn't ambient noise. I have played a hunch, and it has paid off. After stalking this quiet devil for a full watch, we've finally positively classified it as an *Oberon* class submarine (possibly the *Orion*), a quiet diesel engine boat like ours. Time is of the essence; as soon as we have an accurate firing solution, we shall strike!



The *Orion*, an old diesel submarine, was spotted southwest of Car Nicobar. It was attacked using ASW, but not damaged. Where's the *Seawolf*?

JOURNAL ENTRY: DAY 1, 1130 HRS (Admiral Nikolai Zherezny, Fleet Commander, CV *Varyag*)

The American is clever. Not only has he tried to bait my fleets with his obvious show of force by the Indonesian navy, he has now divided them into four independently moving ships.

My staff recommends that the vessels must be removed before they discover us, and I concur with the recommendation. I will order the *Varyag* task group to reverse course and make all speed for the waters east of the Islands. This, and still no reports by our reconnaissance aircraft from the mainland!

I can only conclude that the American carrier groups are hiding far at sea, while my own ships are kept tied to the air bases at Port Blair and Car Nicobar. It's best that I do what I can to remove their scouting ships.

The Carrier Group from the North Fleet should be within range to assist us. That will help.

Surface Phase

The Indonesian fleet has splintered into one-ship elements. Now, that's clever; the defensibility will be poor, but their detection range will improve fourfold. Sure is easy to tell this is a wargame! No real navy would ever treat its ships and men so "expendably."

My Orders:

- CV *Vikrant* Group (TF5) continues south, warily
- CV *Kuznetsov* Group (TF6) continues steaming southeast
- CV *Varyag* Group (TF7) reverses course, heads east of the Island chain

GREEN AIR PHASE

Attacks from T-16 Badgers out of Yangon were repelled by CAP, along with 4th Fighter Squadron's Su-24s and 5th Fighter Squadron's Su-27s from Port Blair, as well as Car Nicobar's damaged 10th Fighter Squadron out of Car Nicobar. Also, the SS *Orion* is under attack from an undetected sub.

No air orders were issued this phase.

DAY 1; 1600 HOURS GREEN SURFACE PHASE

Three new contacts came in! The SSN *Oppokov* was perilously close to TF2 and the carrier *America*. The SSN *Nogin* (armed with cruise missiles) was immediately south of my defensive line, among my subs. The dreaded SSGN *Balkhash* was seen in the northern end of the Bay of Bengal and a carrier group was called in.

Deciding to immediately attempt to prosecute the SSN *Oppokov* and *Nogin* with surface assets while moving TF2 out of immediate danger, I begin with my Surface phase.

I withdraw TF2 so it won't be in torpedo range next turn and converge all the Indonesian and Australian frigates and destroyers on the *Oppokov*, damaging it. I'll leave the *Nogin* alone until the submarine phase.

TF1 proceeds apace. We may be a bit late entering Phase Two (Straw Bristles), but the Sumatra Zone needs to be sanitized of enemy sub activity as soon as possible.



The SSN *Oppokov* is swarmed by Indonesian and Australian frigates and destroyers. Its propeller shaft and stern planes take torpedo hits.

CAPTAIN'S LOG, SSN *OPPOKOV*: DAY 1, 1634 HRS (written in haste, and not signed)

I have committed what I hope isn't a fatal mistake!

While running deep and fast to engage the Indonesian contacts, we were surprised by another surface group! We have been evading torpedoes now for half an hour, yet we cannot elude our pursuers! Sonar has identified the new ships as Australian in manufacture, one of them a DDG.

We have received damage to our propeller shaft and stern planes from a direct hit by two torpedoes.

RED SUBMARINE PHASE

Well, they caught me by surprise, but I knew they'd show up eventually: here come the Aussies! I'm a little leery about attriting my ammo loadout on the "little guys," but I've got to do something. Green just put a major whack on one of my few SSNs.

And who should show up? The SSN *Seawolf*. Yep, ask and ye shall receive. Pity! The best I can throw at it is an outdated diesel sub. Also, one of those annoying "?" unknown contacts just cropped up southwest of Sri Lanka. Probably a civilian ship, but I can't afford to ignore it. It could be Green trying to sneak one of his CV groups into the back door.

Orders:

- SS *Linj* runs southwest to investigate the "unknown"
- SSN *Nogin* moves southwest to investigate as well

If it's an enemy CV group, I'll need speed and firepower in the area that the *Linj* can't give. If it isn't a CV, I may have jeopardized the sub operation by withdrawing these two to a wild goose chase. Life's a gamble.

- SS *Griff* runs southwest at high speed to engage the *Seawolf*
- SSN *Oppokov* moves to directly engage the DDG *Brisbane*, fires four torpedoes at the *Brisbane*, two at the DD *Adelaide*, and two at the DD *Canberra*
- SSGN *Balkhash* holds station in reserve

Battle Results:

- All four fish hit the *Brisbane* and it sinks.

GREEN SUBMARINE and AIR PHASES

The *Brisbane* was sunk by four torps from the SSN *Oppokov*, who has now eluded us. We can only fear that she's slipped south towards the *America*.

Submarine Phase

The *Varyag* TF is only 150 miles out from Car Nicobar. The SSN *Nogin* has moved south (out from under possible Bay of Bengal air cover, thus opening herself to P-3C Orion prosecution).

The *Honolulu* is assigned to tail and attack the SSN *Nogin*, who is apparently trying to make an end run around my sub line. The *Honolulu* with an ASW of 10, complemented by P-3C Orions, will hopefully fare well against the ASW 9 of the *Nogin*.

Because the loss of contact with the *Oppokov* is particularly alarming, the *Seawolf*, our best sub, has been vectored south to intercept. Hopefully, we'll get a phase in before she can reach the *America*.

The *Key West* will head northwest to investigate an unknown contact and the *Orion* will make her lugubrious way northwards to perhaps one day meet up with the *Varyag* task force (TF7).

Battle Result:

After the movement phase, the *Key West* reports having found the *Kuznetsov* task force (TF6). Both Russian fleets are now accounted for! But the two (as of yet unseen) subs are my biggest worry, especially now that it seems one of them has slipped closer to the *America* after having drawn Aussie blood.

Unfortunately, eight torps vs. the *Kuznetsov* come to naught and the *Honolulu* is unable to damage that blasted SSN *Nogin*.

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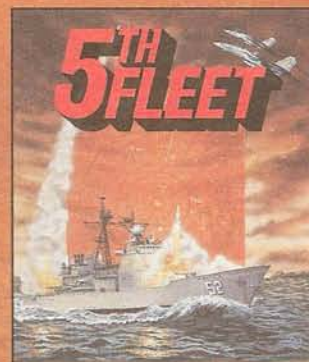


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Air Phase

- The P-3C squadron (VP-23) from Diego Garcia and Aussie P-3C squadron (No.10) are sent to prosecute the *Nogin*.
- The American P-3C squadron (VP-26) is loaded with Harpoons and sent against the *Varyag* with EA-6B Prowlers from squadron VMAQ-2, both out of Banda Aceh.

Battle Result:

Unfortunately, nothing comes of these attacks. Certain four letter words come to mind at this point. I just hope I get another attack in before he moves his subs. Perhaps my attacks will get him to pull back his carrier groups and/or subs.

JOURNAL ENTRY: DAY 1, 1730 HRS (Gen. V. Kolonya, Commanding, Theatre Air Ops)

We have failed to gain the quick air superiority that we needed to bring this to an early end. Worse, it is my opinion that our Fleet Admiral is chasing ghosts.

Marshall Ivanov has ordered a desperate mission with our strategic bombers. He wants to use one group to try to disrupt enemy warship operations near Banda Aceh, and the other to strike a target that he thinks might be one of the American carrier groups. He gambles with innocent lives; I hope he is correct, for his own sake.

RED AIR and SURFACE PHASES

Well, not only did Green catch me, but he caught me good. The battle report screen shows that the SSN *Nogin* has been attacked by ASW, but fortunately he remains undamaged. CV *Kuznetsov* managed to drive off no less than eight torpedoes (where did those come from?) while the CV *Varyag* and his group spent the phase fending off a swarm of Harpoon SSM attacks. Unfortunately, this means that Green knows where both of my major carrier groups are.

Air Phase

I'm falling behind in the losses ratio, so I need to gamble and win. I'm going to order a strategic airstrike against the unknown contact southwest of Sri Lanka. If it pays off, I'll be at an advantage.

Orders:

- 1 RCS at Calcutta ordered to RCN the Sri Lanka Zone
- 1 NFS on CV *Varyag* ordered to CAP
- 3 NHS (AEW) on CV *Varyag* ordered to CAP
- 1 NBS assigned to attack the "unknown" contact with SSMs
- 1 EW assigned to provide electronic warfare for the attack
- 5 NBS at Yangon ordered to attack the Indonesian fleet
- 2 EW at Yangon ordered to provide electronic warfare support

Battle Results:

- SC *Fairfield* missed by airborne SSM attacks
- FF *S Riyadi* destroyed by SSM attack

Holy Cow! Not only was I stupid enough to attack an innocent civilian tanker, but every single one of my missiles missed it! I'm convinced that fate is acting against me in this game.

Surface Phase

OK, I've got to win back some points here, and try to take the heat off of my CV groups so that I can get them back into hiding before they get pulverized.

Move Orders:

- CV *Vikrant* ordered south (maybe I can catch him off guard with a third group arriving)
- CV *Kuznetsov* group moves southeast at high speed to evade the submarine in the area
- CV *Varyag* group moves south to engage the Australian fleet and evade subs

Attack Orders:

- CG *Slava* (*Kuznetsov* group) launches 4 SS-N-12 SSM's at DD *Adelaide*
- CGN *Admiral Ushakov* (*Kiev* group) launches 4 SS-N-19 SSMs at FF *Yar Sadurso*
- CGN *Admiral Ushakov* launches 4 SS-N-19 SSMs at DD *Canberra*
- CV *Kiev* launches 3 SS-N-19 SSM's at FF *Nala*

Obviously, I'm trying to keep from using up too many of my valuable missiles. And even more obviously, I've fallen a bit too short.

Battle Results:

- DD *Adelaide* and *Canberra* were destroyed
- FF *Yar Sadurso* and *Nala* were damaged

NBC SPECIAL REPORT

"We interrupt this program to bring you an unscheduled briefing from President Buchanan regarding recent developments in the Indian Ocean. . ."

[You jump up and turn the channel to CNN.]

"Wolf, can you tell us anything about the subject of this briefing?" asks Bernard Shaw.

"Well, Bernie," says Wolf Blitzer, glancing at the podium behind him in anticipation of the President's arrival, "unconfirmed sources in the Australian Ministry of Defense and the Indonesian Navy claim that there have been casualties from Russian attacks. The governments refuse to confirm or deny these reports, so we can't be certain that this is the case. Interestingly enough, Exxon has told CNN that Captain Joseph Hazelwood of the tanker *Fairchild* claims to have been attacked by Russian missiles. Given his history, though, this claim was received with some skepticism. However, it does seem that some sort of activity..."

"Ladies and gentlemen, the President of the United States," announces White House Press Secretary Robert Novak.

President Buchanan ascends the podium and addresses the hushed press members.

"Yesterday afternoon, at 10:00 local time, the Indonesian airfield at Banda Aceh was approached aggressively by Russian planes. Although the approach was turned back by American Hornet fighters stationed there, this was regarded as an attempted Russian attack on a non-aggressor. An immediate diplomatic protest was issued and ignored.

"Later in the same day, an Australian destroyer on routine maneuvers was attacked and sunk by a Russian submarine, and Russian surface-to-surface missiles sank two Australian frigates, an Indonesian frigate, and damaged two more Indonesian frigates. Finally, long range

CAPTAINS LOG: DAY 1, 1716 HRS (Captain F. Garin, CGN *Admiral Ushakov*)

A small victory can be a major triumph, sometimes, I think. Today, we launched a coordinated attack between both of our carrier groups using long and medium range surface-to-surface missiles. Two of the enemy vessels were destroyed, one of them exploding into shreds. And two more vessels damaged! It is small, but it is something. If reports serve me correctly, this is the harshest blow we've struck the enemy yet. With good fortune, more will come.



The Russian player takes a gamble and orders an airstrike against the "P" southwest of Sri Lanka. Let's hope it's not a neutral.

Russian bombers based in India attacked the Exxon *Fairchild*. We can only view these acts of blatant aggression and unrestrained hostility as indications that a state of war exists between Russia and the United States. We expect the newly-elected leaders of Russia to immediately disavow these attacks as the independent machinations of renegade military leaders. Barring that, I have no choice but to authorize American forces in the area to protect themselves. Thank you."

President Buchanan rushes out of the room amid a flurry of shouted questions.

"Well, there you have it, Bernie," says Wold Blitzer, turning to the camera. You change the channel back to NBC.

Day One Score		
	Green	Red
Ships destroyed	0	11
Scenario margin	0	22
TOTAL	0	33

DAY ONE ENDS

Unfortunately, we've no more room to continue the bloody affair in this issue. Days 2 and 3 will be concluded in Volume 30-1. Afterwards, game designer Joe Balkoski will review the battle and offer strategic insights on the moves of both players. Can Thomas Chick, commander of the US forces, come back from a 33 point deficit? Well, wait and see.

★ TECH TIPS ★

Bumpkin' Bob's Guide to Computer Jargon

A Mister P. Henderyckx from Belgium wrote me and said he's decided to throw in the towel and give computers a try (read his letter on page 21). But, like many, he's not quite up to speed on computer talk. I mean, how's he supposed to make the transition if he can't understand what we're talkin' about? Well, don't you worry my friend. Bumpkin' Bob is on the case. Settle yourself into a chair, lock the kids out of the house, grab a cool smoke, and listen up. The Tennessean has arrived!

Does this computer game work on my machine?

That's the bottom line. The first thing you should do when looking at game software is decide if the game will work on your machine. "Okay, how do I do that?" On the spine or back of every computer game box, you'll find a label listing the system requirements needed on your computer to run the game. Below are three typical labels you'll find on IBM and Macintosh games:

Operating System and CPU minimum requirements: This part of the label lists what operating system and Central Processing Unit (CPU) your computer must have to run the game. The basic IBM operating system is DOS (Disk Operating System). An "operating system" is a program in the computer that allows the computer to work. Without it, your computer won't function. You'll also notice that a version number will follow (v3.0, for example). The DOS system is updated from time to time. When choosing a game, make sure your computer has the version of DOS listed or one that's higher.

The CPU (Central Processing Unit) is the brain of the computer. The higher the number, the stronger the brain. For example, a 486 CPU is more powerful than a 386 CPU. When choosing a game, make sure the CPU requirement of the game matches your computer's CPU. You'll also notice that the number will sometimes be followed by letters (SX or DX, for example). This is the model number for that particular CPU. For the sake of simplicity, just remember that an SX model computer will process information slower than a DX model computer. Where this distinction comes into play most of the time is when the requirements list a number of compatible CPUs (like "386SX,

486DX, Pentium"). This means the game is compatible with these CPUs. The game will work on a 386SX, for example, but it may be slower and take more time to play than on a 486DX or a Pentium™ computer. See, what ya' got to understand is that computer games are becoming more and more high tech, and the graphics needed to show all this action are becoming more and more complicated. In the old days, the games had a few piddly graphics and a few simple words. Now, even my momma won't touch anything under a 486. So, you need to pay real close attention to this part of the label.

RAM: Another very important part of the label is the RAM requirement. Random Access Memory is the total amount of data (measured in megabytes) the computer can handle at one time. The programs on your machine that run "behind the scenes" (like DOS or Windows™) take up a portion of RAM memory all the time. So, if a computer game requires "8MB RAM", your computer must meet that requirement. Of course, I have no idea what kind of other programs you're running behind the scenes. A number of things can cause your system to not be compatible with a particular game (even when everything matches up). But it's relatively safe to say that if your RAM specifications match the game's, it'll work.

Disk requirements: This portion of the label tells you the size and type of disks in the box and the type of disk drive you must have on your computer. Most computer games require that you first place the floppy disks (one by one) in your disk drive and "install" the game onto the computer's internal hard drive. Most games today will not run straight from the game disks. Thus, when you're looking at this portion of the label, just know the type of disk drive you have on your machine and make sure it matches the game disks.

Graphics requirements: This portion of the label tells you what kind of graphics your computer must support to run the game. For example, "SVGA" means Super Video Graphics Array (this is a high faluttin' term for a graphics card that gives you a whole bunch of color on your monitor). If your computer has both a SVGA graphics card and a monitor that supports SVGA graphics, you'll be able to run the game.

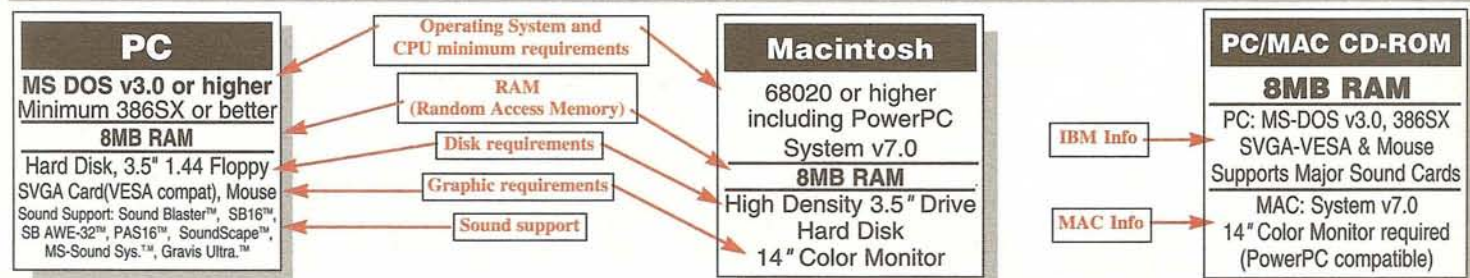
Sometimes, you'll see the words "VESA compat" included with the graphics requirements. VESA means Video Electronic Standards Association. It's a consortium of approximately 120 vendors of video and graphics-related products. Basically, it's a "standard" that the vendors have established to ensure more compatibility between existing video cards and future programs. With all the IBM clones on the market, there's a lot of concern about "incompatibility." If the graphic requirements lists this statement, it means that your graphics card must be VESA compatible and meet the standard.

Mouse support: This portion of the label is self-explanatory. If the game requires a mouse, you need a mouse.

Sound Support: This portion of the label lists the sound cards the game will support. Many computer games have sound effects and music. [Frankly, I don't know of any games coming out these days that don't have major music scores.] To hear this music during play, your computer must have a sound card that's compatible with one of these product names. The word SoundBlaster™ (or Roland™, for example) is merely the product name for the sound card, and doesn't mean anything special over and above that.

Macintosh and CD-ROM Computers: As the examples show, the information on MAC and CD-ROM labels is similar to the IBM. I won't go into details about the different terminology you'll encounter on these labels. The bottom line can be applied here: If your system specs match the information on the label, the game *should* run just fine. I stress *should* because there may be "strange" things about your computer that I can't possibly know. If one of these strange things occur, the best solution I can offer is to troubleshoot by calling the technical support line for the game.

Well, that's the basics. Admittedly, these descriptions only scratch the surface of the kinds of information you'll find on these labels. Terms like EMS and XMS (Expanded Memory and Extended Memory) will often appear and they are very important terms. But, I've run out of space to explain these terms fully. Next issue, I'll continue with this overview of the information typically found on a computer label. Good luck and happy gaming!



The overall rating of the last two issues (29-2 and 3) gave me such a sense of Panacea that I almost walked right out into on-coming traffic. While I sat in the blush cushions of customer praise, the Civil War gamers flanked me and knocked me on my...and rightly so. So little attention is given to our Civil War games in the pages of *THE GENERAL* that when an issue comes along dedicated to them (and there is so little coverage offered) the ACW gamers cry "havoc" and fix bayonets!

The overall rating for Volume 29, Number 4 was 3.3. Not bad; actually, pretty good. Ratings ranging from 8 ("I want to throw up") to 2 ("I've never seen such a beautiful piece of work") were received. Below are the individual ratings for the articles in 29-4:

Three Days in Pennsylvania.....	165
Roads to Antietam.....	165
Oil Wars.....	118
The Flow of Battle.....	111
<i>BREAKOUT: NORMANDY</i> —Series Replay (Part 2 of 2).....	100
World at War— <i>STALINGRAD</i> Preview... ..	97
Combat Made Simple.....	90
AH Philosophy.....	83
<i>MAHARAJA</i> Preview.....	77
<i>5TH FLEET</i> Preview.....	69
Letters.....	62
Infiltrator's Report.....	43
Contest #169.....	20

The top two articles finished dead even in the voting. I decided to place *Three Days in Pennsylvania* on the top because it was my personal favorite in the issue. The article was not only historically informative, but also very "usable." Whether you agree or disagree with my views, few can argue the fact that Steven had a purpose and he went for it, and he did it with a clever use of transition and word economy. I went back and read the article again to confirm my belief. Yep—a one great read!

Now, I'd like to answer some questions as to why there wasn't as much coverage in 29-4 dedicated to *SJW* and her counterparts as, say, *BKN* in 29-3. There were basically two reasons: (1) lack of material, and (2) overkill. Since the emphasis in the past few years has been World War II games, the amount of material I have on hand for our Civil War games is minimal (especially the *Civil War Series*). I get the feeling that many would-be writers of this gaming genre have shied away from contributing because of that very reason. I'd like to change this. Get out those pens and let me see your work. There's plenty of room in this magazine for your thoughts.

In the past, we've also been criticized for devoting too many pages to feature coverage. For example, if you don't play *BREAKOUT: NORMANDY*, Volume 29-3 served you little purpose other than a cursory glance at the "columns." Dedicating 75 plus percent to one game each issue is counter-productive. Since the magazine only comes out six times a year, devoting that much space to one game leaves a lot of folks out in the rain, if not completely abandoned. I can't promise that each issue will

The Infiltrator's Report



have something for everyone, but by reducing the number of pages set aside for the feature game, I'll be able to cover more games (board and computer) and more interests.

★★★★★

While reviewing the solutions sent in for Contest #169, I noticed that many of you chose to activate Stonewall and bring him into the battle. While this is not altogether incorrect, doing so overcomplicates the issue. Nowhere in the description of the contest should you have assumed Jackson was available for movement (the key phrase in the contest that qualifies the move is "It's the last turn of the scenario and the initiative has been passed to the Confederate player who has **only one** unit left to move: A.P. Hill"). "Only one" means only one, and since victory can be achieved without moving Jackson, those solutions sent in showing his use were not placed in the draw pool (even though many of you correctly stated that Williams-A should be attacked). A number of people sent in solutions declaring a Normal Attack on Williams-A *without* using Jackson. These entries were the ones I used and the names of the ten winners are Kenneth Oates, Jeff Petraska, Joseph Castiglia, John Vogel, Ed Beach, Jim Burnett, Willie Voll, Trevor Bender, Bruno Passacantando, and Andrew Maly.

If enthusiasm has a place in our hobby, Scott Johnson of Castle Rock, Colorado has my vote. His solution to Contest #169 (although technically incorrect) was the right answer: "Attack Williams-A — bayonet Charge! Attack Ricketts — bayonet charge! Attack Schurz — bayonet charge! What's there to explain? That's the way to put the fear of God in 'em!" Way to go, Mr. Johnson. You've made this displaced Southerner very happy.

The answers for Contest #170 (printed in the last issue) are as follows:

1. Platoon
2. Patton
3. Gettysburg
4. Apocalypse-Now
5. Cross of Iron
6. Full Metal Jacket
7. The Beast
8. Guns of Navaronne
9. Sergeant York
10. Hunt for Red October

The names of the winners (if any) will be printed in Volume 30-1.

★★★★★

Recently, I've received some mail asking to publish fiction in *THE GENERAL*. Not just any kind of fiction, mind you, but fiction revolving around certain situations in our games. Well, what do you think? Would you like to see some fiction in these pages? I think it's an interesting idea and would welcome some stories. You could, for example, take a squad in *ASL* and describe its fight across the Don; or, show the life of a thug in *GANGSTERS*, or take the first person viewpoint of a *MERCHANT OF VENUS*.

The beauty of fiction is that you can "bend the truth" a little and all is well. So, if you have an idea bouncing around in your head, work it out and send it to us.

★★★★★

The Mamie Doud Eisenhower Birthplace in Boone, Iowa has announced that it will extend the special D-Day exhibit at the Birthplace through 1995. The exhibit, marking the 50th anniversary of the invasion of Normandy on June 6, 1944, was opened on May 20, 1994 by David Eisenhower, grandson of General and Mrs. Eisenhower.

The exhibit includes many unique items, like posters, photographs, letters, newspapers, magazines, books, maps, military insignia, GI uniform and accessories, Eisenhower jacket, D-Day propaganda leaflets, military currency, and stamps and coins relating to D-Day.

The Birthplace is open from 1 to 5 P.M. Tuesday through Sunday during April and May; from 10 to 5 P.M. daily, June through October, and other times of the year by appointment.

If you'd like more information about this exhibit, please write to The Mamie Doud Eisenhower Birthplace Foundation, Inc., P.O. Box 55, Boone, Iowa 50036.

COMING
UP
NEXT
ISSUE



Build a Railroad Empire with Iron Horses and an Iron Will!

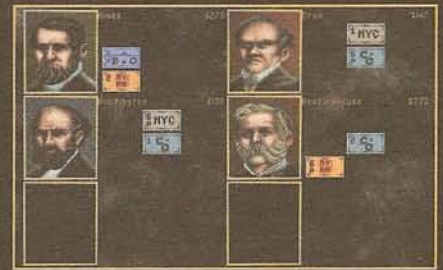
1830

Railroads & Robber Barons®

Welcome to the 19th Century!

With immigrants pouring in, America is poised for explosive westward growth. Magnates famed for their greed and business acumen rush to cash in. Can you handle the challenge?

Lay track, build stations, purchase trains, and manipulate stocks to build an empire of iron and steel. History's greatest Robber Barons will try to stop you by undercutting your lines and buying out your stock. Your only weapons are money and trains. Will your empire succeed or fall under the wheels of the competition?

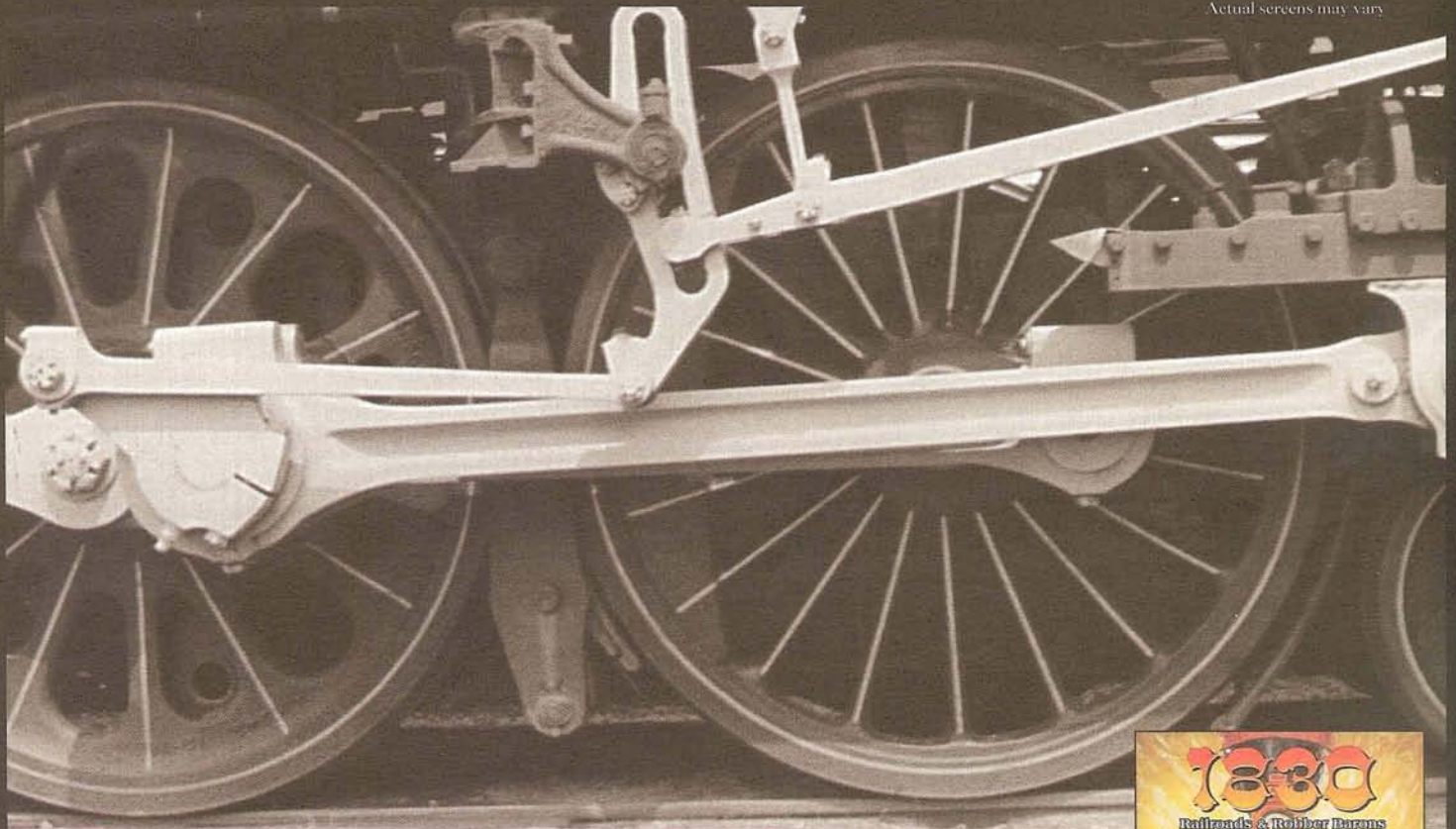


Roll against history's greatest!



Break through the competition!

Actual screens may vary.



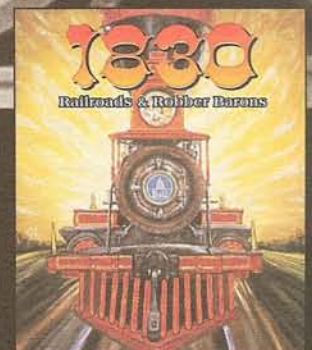
**The Avalon Hill
Game Company**

DIVISION OF MONARCH AVALON, INC.
4517 Harford Road Baltimore, MD 21214

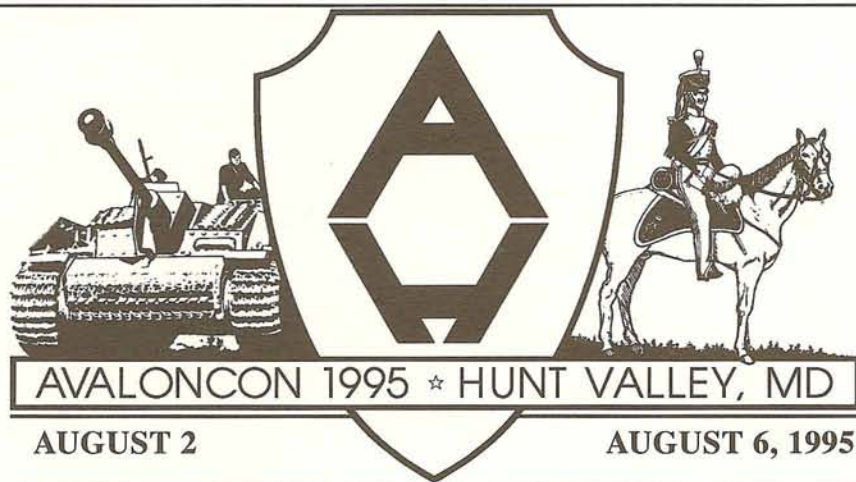


CD ROM COMING SOON

Available on: PC Compatibles, 386 or better, 4 MB of Ram, 3.5" High Density Floppy, Mouse, VGA color graphics. Sound Support for Sound Blaster AW32, Sound Blaster 16, Sound Blaster Pro and Compatibles, Pro Audio Spectrum and Roland.



1830: Railroads & Robber Barons can be found in computer game stores near you. For order information or for the name of a retailer near you, call 1-800-999-3222. Ask for Dept. 29-6.



POISED FOR AVALONCON V

YET MORE SUBPLOTS

As the Pre-Registration Form for the fifth AVALONCON takes shape, it is interesting to note the competitions within the competitions that are taking form as the traditions and friendships of our annual championships sprout. The sports gamers under the able direction of five-time winner Bruce Reiff will be competing for a combined championship within the regular tournament structure, as performances are recorded and evaluated across a wide cross section of events to crown an overall sports champion. The separate championship within the boundaries of the various individual events is a logical next step for enhancing the competitive enjoyment of AVALONCON while adding to—rather than detracting from—the attraction of the Team Tournament.

GREAT CAMPAIGNS OF THE ACW

Similarly, fans of Joe Balkoski's Great Campaigns of the American Civil War series will be vying for a combined championship in that series of games as the various tournaments of that series are inter-linked to name an overall champion. The winner will be the person who accumulates the most points throughout the convention in the four separate games. Points will be awarded for each scenario played and will be applied toward both the individual game tournaments as well as the overall championship.

With the exception of the *STONEWALL IN THE VALLEY* demo to be conducted on Wednesday night, each event will last one and a half days. This will mean that the top qualifiers from *SJW* will, most likely, not be able to earn enough points to qualify for either of the *HCR* elimination rounds. However, once these players have been eliminated from *SJW*, they will be able to play later rounds of *HCR* to earn more overall qualifying points. The same will hold true for the *HCR/RTG* overlap.

Unlike the AVALONCON Team Tournament, players can win this competition without placing highly in an individual tournament. Good performances in the three tournaments of the series will enhance one's chances, but those who are more into Campaign Game experiences than tournaments will have a chance to earn their laurels as well. Demonstrations of *STONEWALL IN THE VALLEY* and "Roads To Antietam" (a *SJW/HCR* combined game) will also count in the overall standings.

ADVANCED SQUAD LEADER

The *ASL* community has long been a convention within a convention at AVALONCON and this year is no exception, as Russ Gifford returns at the helm of wargaming's biggest tournament. The event will once again include a Novice Division for those with *AREA* ratings of 1500 or less within the body of the seven round main event.

DIPCON XXVIII

Another group which will be hosting their own convention within the greater confines of AVALONCON is the *DIPLOMACY* hobby. DipCon is viewed as the North American *DIPLOMACY* championship by those in postal Diplomacy circles who have administered it annually since 1966. It moves around North America from year to year in accordance with a regional schedule and is usually held in conjunction with local gaming conventions. AVALONCON *DIPLOMACY* GM James Yerkey seized on the opportunity for its scheduled return to the East Coast to bring it to AVALONCON. His successful bid means that the postal *DIPLOMACY* crowd will have an opportunity to meet and socialize with the Face To Face portion of the game's following which has always been well represented at AVALONCON. A new element, the E-Mail players—who represent the fastest growing segment of the hobby—are also expected to join in and make this the largest *DIPLOMACY* tournament held in years.

The three-round *DIPLOMACY* tournament will be inter-mixed with bouts of Gunboat Diplomacy variants and *COLONIAL DIPLOMACY* in the Garden Room throughout the weekend. The *DIPLOMACY* tournament has always had special Best Country prizes above and beyond the normal AVALONCON plaque and certificates. This year's Awards will be even more unique, as befits the national *DIPLOMACY* championships.

A GLIMPSE AT THE MENU

Those who can't wait for the Pre-Registration form to check out this year's events can console themselves with this early look at the schedule to see which of their favorite GMs are back and in what time slots. While this information is neither complete nor final, it will give you a taste of what to expect until the Pre-Registration form is made available in the next issue of *THE GENERAL*.

Event	GM	Starts
Acquire	Bob Rademaker	* - Not opp. MOV
Across Five Aprils	Andy Lewis	Fri 8 AM
Adel Verpflichtet	Jim Bouffard	Sat 7 PM
Adel Junior	Steven Davis	*
Advanced Civ.	Charles Hickok	Sat 9 AM
Adv. 3rd Reich	Joseph Brophy	Thurs 3 PM
ASL	Russ Gifford	Thurs 1 PM
Afrika Korps	Tracy Graf	*
Anzio	Paul Fletcher	Thurs Noon
Assassin	Steve Kershaw	Sat 9 AM
Auction	Ken Good	Sat 4 PM

Event	GM	Starts
Blackbeard	Chris Villeneuve	Sat 1 PM
Bulge '81	Randy Heller	Fri 3 PM
Bulge '91	Kevin McCarthy	Thurs 10 AM
Breakout Normandy	Alan Applebaum	Fri 9 AM
Britannia	Charles Dunn	Wed 7 PM; 1 of 5
Candidate	Ken Gutermuth	Thurs 10 AM
Circus Maximus	Barry Smith	Fri 8 PM; 1 of 3
♣ Circus Maximus Jr	Tim Hitchings	Sat 10 AM
Colonial Diplomacy	Tom Pasko	Thurs 12, Fri 9 AM
Diplomacy	Jim Yerkey	Fri 5PM, Sat 10AM
1830	Bruce Reiff	Thurs 5 PM; 1 of 2
Enemy In Sight	Neal Schlaffer	Sat 2 PM
Fifth Fleet	Jim Fleckenstein	Fri 11 AM
Firepower	Judy Krauss	Fri 5 PM
Football Strategy	Joe Powell	Wed 7 PM; 1 of 2
Gettysburg '88	Dave Zimmerman	Fri 8 PM
Guerilla	Neal Schlaffer	Sun 9 AM
Here Come the Rebels	Trevor Bender	Thurs 10 AM
Kingmaker	Heikki Thoen	Thurs 10 AM
♣ Legends Robin Hood	Joel Ferich	Sat 9 AM
Maharaja	William Sariego	*
MBT	Rob Schoenen	Sat 9 AM
♣ Merchant of Venus Jr	Edward Wrobel	* or Thu 10 AM
Mustangs	Cliff Hansen	Thurs 5 PM
Naval War	John Sharp	Thurs 6 PM
New World	Michael Anchors	*
Panzerblitz	Chris Harris	Sat 9 AM
Panzergruppe Guderian	Phil Rennert	Fri 7 PM
Panzer Leader	Bill Scott	Wed 7 PM - cont.
Pax Britannica	Robert Sacks	Fri Noon
Paydirt	D. Baumgardner	*
Peloponnesian War	Frank Hamrick	Fri 11 AM
Pro Golf	Jason O'Donnell	Thurs 10 PM
Rail Baron	Chuck Foster	Fri 9 AM
Roadkill	M. Fitzgerald	Fri 9 AM
Roads to Gettysburg	Mike Arnold	Sat 9 AM
Russian Front	Jim Falling	Thu 8 PM
1776	Mark Miklos	Thu 10 AM
Squad Leader	S. Romanowski	*
Stocks & Bonds	George Sauer III	Fri 2 PM
Stonewall Jackson's Way	Kenneth Lee	Fri 9 AM
Storm Over Arnhem	Steve Koleszar	Wed 8 PM; 1 of 2
The Russian Campaign	Rob Beyma	Thu 7 PM
Third Reich 4th ed	David Bowman	Thu 10 AM
Titan	Brno Wolff III	Wed 8 PM; 1 of 6
Title Bout	Lind Pratt	Fri 8 PM
Tyranno Ex	Tom DeMarco	Thu 8 PM
♣ Tyranno Ex Jr	Kathy Stroh	*
Turning Point: Stalingrad	Henry Jones	Thu 10 AM
Unlimited Civilization	Jared Scarborough	Wed 6 PM
Up Front	Andy Maly	Thu 10 AM
Victory in Pacific	Glenn Petroski	Fri 9 AM
War & Peace	Bryan Jackson	Fri 10 AM
War At Sea	Bruce Monnin	Thu 10 AM
Waterloo	Larry Lingle	Thu 7 PM
Win, Place & Show	Jim Burnett	Sat 7 PM
♣ Wizards Quest Jr	Bill Navolis	*
♣ Wrasslin' Junior	Scott Duncan	Sat 10 AM

* = Time to be determined.



TEAM TOURNAMENT STANDINGS

- Team Dixie:** Ralph May ADV 8, Randy Cox SSB 7, Bobby LaBoon ASN 7, Roger Cox DUN 0 = 22 [125]
- CCWGA:** Dave Targonski VIP 8, Jeff Martin TRC 7, Ron Fedin TPS 6, Greg Zepka CMS 0 = 21 [115]
- Reservoir Dogs:** Chuck Kaplan TTN 9, Jim Doughan BKN 8, Mark Frueh 183 1, J. R. Tracy ASL 0 = 18 [331]
- Doily Dogs:** Gary Fortenberry ASL 10, Phill Rennert PGG 6, Paul Toro WTP 0, Robert Rademaker MOV 0 = 16 [244]
- Bagmen:** George Seary CVW 7, John Checchia 183 4, Scott Smith WTP 3, Scott Sirianna BRI 1 = 15 [233]
- MA Strangers:** Bill Norton ACQ 8, Dave Lionett RBN 2, Bill Brunton 183 2, Alan Applebaum VIP 2 = 14 [226]
- Old Guard:** Joe Beard AFK 7, Randy Heller B91 6, Pat Flory TRC 0, John Grant B81 0 = 13 [59]
- Palmetto Sharpshooters:** Scott Pfeiffer BRI 9, Chuck Goodwin CMS 0, Dave Lowall UPF 0, Mike Brannaman WSM 0 = 9 [206]
- Rigid ZOC III:** Terry Coleman MMS 8, Dave Curry HWD 0, Chris Sasso WTP 0, Chris Bauch GBG 0 = 8 [217]
- Black Bear:** Andy Lewis WTP 8, Sean Cousins KRM 0, Caleb Cousins MOV 0, Dennis Mason ASA 0 = 8 [176]
- Team Delaware:** Bill Rohrbeck WSM 7, Vince Meconi GBG 1, Tim Hitchings WAS 0, Kathy Hitchings HWD 0 = 8 [166]
- Team Doily:** Ray Pfeiffer ADV 3, Don Greenwood BKN 3, B. Cleary FBS 0, Mike Schloth FI5 0 = 6 [174]
- Team With No Name:** Mike Sincavage ANZ 6, Mike Crowe A3R 0, Bill Douglas UPF 0, Paul Landry ASA 0 = 6 [166]
- EPGS:** Greg List HWD 4, James Noone DIP 0, Steve Kyle ASL 0, Mike Fischer CMS 0 = 4 [305]
- The Ninnies:** Perry Cocke ASL 2, Ivan Lawson AFK 1, Vince Frattali WTP 1, Christine Frattali ACQ 0 = 4 [256]
- Koleszar Plat:** Steve Koleszar TTN 3, Luke Koleszar MOV 1, Marilyn Koleszar ACQ 0, Dave Platnick SST 0 = 4 [198]
- Michicon:** Raymond Stakenas KRM 2, Ken Whitesell 183 1, Ray Stakenas UPF 1, Chris Villeneuve BKB 0 = 4 [224]
- Brotherhood of the Main Brace:** Paul Risner B17 3, Keith Hunsinger ATS 1, Bruce Monnin WAS 0, Mike McAnnany NVW 0 = 4 [126]
- Ghosts:** Dennis Culhane CVW 2, Lane Hess SCT 1, Charley Hickok ACV 1, Larry Lingle WAT 0 = 4 [98]
- Foster Children:** Chuck Foster MOV 3, Bob Foster RBN 0, Dave Foster KGM 0, Cathy Kratz HWD 0 = 3 [227]
- Palmetto Irregulars:** Bruce Young ATS 2, David Gantt BRI 1, John Emery UPF 1, Earl Anderson WSM 0 = 3 [205]
- Manly Men II:** Robin Barbehenn 183 3, Kenneth Good WRS 0, Mike Puffenberger SCT 0, Ken Mathias DIP 0 = 3 [185]
- AHIKS Europe:** Murray Cowles BKN 2, Tom Oleson ANZ 1, Herbert Gratz UPF 0, Adolpho Coelho TPS 0 = 3 [137]
- Team Connecticut:** Dave Sidelinger RKL 2, Olin Hentz RBN 0, Tom Pasko DIP 0, Vince Galarneau HWD 0 = 2 [265]
- Kraska's Crusaders:** 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.



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

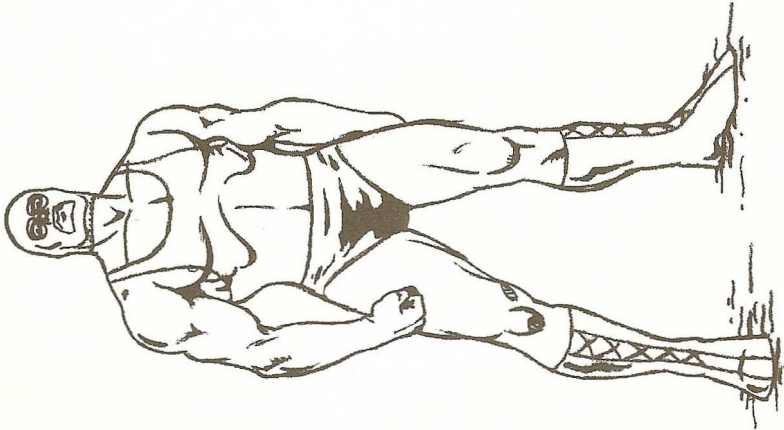
The Mastermind

Total
Damage

0	STRENGTH	1	2
1	AGILITY	2	5
2	SKILL	3	2
3	STRENGTH	4	1
4	AGILITY	5	5
5	SKILL	6	4
6	STRENGTH	7	3
7	AGILITY	8	2
8	SKILL	9	1
9	POWER SURGE	10	1
10	POWER SURGE	11	2
11	POWER SURGE	12	1
12	POWER SURGE	13	2
13	POWER SURGE	14	1
14	POWER SURGE	15	2
15	POWER SURGE	16	1
16	POWER SURGE	17	2
17	POWER SURGE	18	1
18	POWER SURGE	19	2
19	POWER SURGE	20	1
20	POWER SURGE	21	2
21	POWER SURGE	22	1
22	POWER SURGE	23	2
23	POWER SURGE	24	1
24	POWER SURGE	25	2
25	POWER SURGE	26	1
26	POWER SURGE	27	2
27	POWER SURGE	28	1
28	POWER SURGE	29	2
29	POWER SURGE	30	1
30	POWER SURGE	31	2
31	POWER SURGE	32	1
32	POWER SURGE	33	2
33	POWER SURGE	34	1
34	POWER SURGE	35	2
35	POWER SURGE	36	1
36	POWER SURGE	37	2
37	POWER SURGE	38	1
38	POWER SURGE	39	2
39	POWER SURGE	40	1
40	POWER SURGE	41	2
41	POWER SURGE	42	1
42	POWER SURGE	43	2
43	POWER SURGE	44	1
44	POWER SURGE	45	2
45	POWER SURGE	46	1
46	POWER SURGE	47	2
47	POWER SURGE	48	1
48	POWER SURGE	49	2
49	POWER SURGE	50	1
50	POWER SURGE	51	2
51	POWER SURGE	52	1
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94	POWER SURGE	95	2
95	POWER SURGE	96	1
96	POWER SURGE	97	2
97	POWER SURGE	98	1
98	POWER SURGE	99	2
99	POWER SURGE	100	1

STRENGTH: 2
 AGILITY: 2
 SKILL: 5
 POWER SURGE: 1
 WEIGHT: 2
 RECOVERY: 2

Manager
 May Use
 Blue Holds



SPECIALTY: Out of Ring*

(STRENGTH: 0, SKILL 1)

*Though still a Lifting Hold, The Mastermind's Strength does not have to be \geq Opponent's weight when doing his Specialty.

IMMOBILE

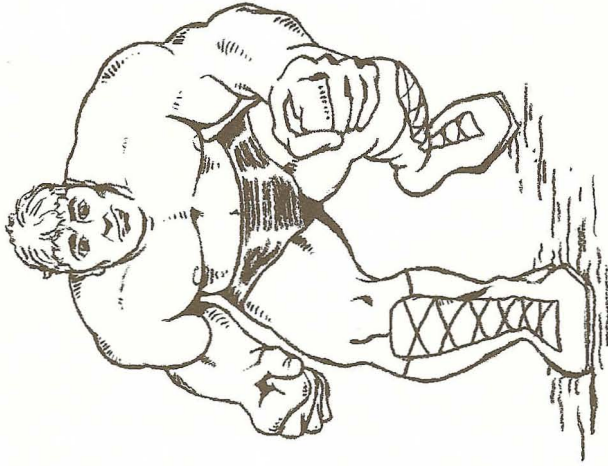
SKILL	10	STAMINA	11	RECOVERY	14
POWER SURGE	1	STAMINA	12	RECOVERY	13
POWER SURGE	2	STAMINA	11	RECOVERY	12
POWER SURGE	1	STAMINA	10	RECOVERY	11
POWER SURGE	2	STAMINA	9	RECOVERY	10
POWER SURGE	1	STAMINA	8	RECOVERY	9
POWER SURGE	2	STAMINA	7	RECOVERY	8
POWER SURGE	1	STAMINA	6	RECOVERY	7
POWER SURGE	2	STAMINA	5	RECOVERY	6
POWER SURGE	1	STAMINA	4	RECOVERY	5
POWER SURGE	2	STAMINA	3	RECOVERY	4
POWER SURGE	1	STAMINA	2	RECOVERY	3
POWER SURGE	2	STAMINA	1	RECOVERY	2
POWER SURGE	1	STAMINA	0	RECOVERY	1
POWER SURGE	2	STAMINA	0	RECOVERY	0

SUBMIT

The One-Shot Wonder

STRENGTH: 5
 AGILITY: 1
 SKILL: 1
 POWER SURGE: 2
 WEIGHT: 3
 RECOVERY: *

Manager
 May Use
 Blue Holds



* Each Recovery card played by The One-Shot Wonder is always one less in value; i.e., a Recovery 2 is considered a Recovery 1, and a Recovery 1 is useless.

SPECIALTY: Frontal Assault
 (STRENGTH: 1)
 DAMAGE: 3

IMMOBILE

Notes: The One-Shot Wonder always plays first. In the first round (only) he may play two Holds* without a Combination card. In the first round, the first Hold he plays may not be countered in any way, and the second may not be Reversed.

* Note that a Combination card is not a "Hold" card.

SUBMIT

STAMINA	10	STAMINA	11	STAMINA	12
STAMINA	9	STAMINA	10	STAMINA	11
STAMINA	8	STAMINA	9	STAMINA	10
STAMINA	7	STAMINA	8	STAMINA	9
STAMINA	6	STAMINA	7	STAMINA	8
STAMINA	5	STAMINA	6	STAMINA	7
STAMINA	4	STAMINA	5	STAMINA	6
STAMINA	3	STAMINA	4	STAMINA	5
STAMINA	2	STAMINA	3	STAMINA	4
STAMINA	1	STAMINA	2	STAMINA	3
STAMINA	0	STAMINA	1	STAMINA	2
STAMINA	0	STAMINA	0	STAMINA	1
STAMINA	0	STAMINA	0	STAMINA	0

NEW WRESTLERS

Eight new wrestlers have joined the *WRASSLIN'* Federation. We're delighted that they've offered their services to the Federation free of charge. Of course, we're not in a position to argue. When Big Mama showed up at our doorstep, we weren't sure that she'd "fit in." However, when she knocked Charlie Kibler across the room, broke my jaw, and nearly snapped Don Greenwood's back, we calmly widened the entrance. Nothing like a little innocent persuasion to change your mind. These four ladies certainly have a way with words.

And that's not all. Four new "gentlemen" wrestlers have also come up through the amateur rankings. With a blend of brain and brawn, they too will make a fine addition to your *WRASSLIN'* arsenal. The Cyclops, for example, was matched against The Whammer to see if he "had the stuff." In the middle of the first deck, The Whammer was seen shivering in his corner, defenseless against the Cyclops' crushing blows. When last seen, The Champ was buying plane tickets to Antarctica. One wonders how many other wrestlers will make a beeline to the border when faced with this new competition. Why, The Amazon alone could bring the Federation to its knees.

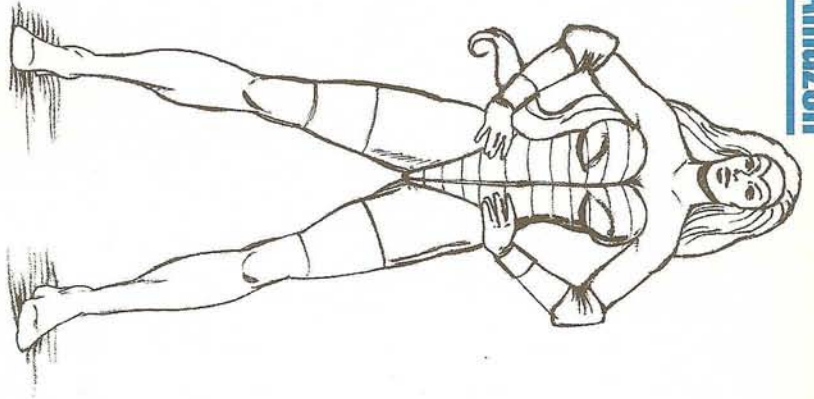
So, cut along the dotted lines and try them out! They're compatible with all the other wrestlers in the game.

Our special thanks goes out to Bruce Harper (designer of the game) for supplying The Mastermind, The One-Shot Wonder, and The Acrobat. Michael Anchors (a frequent contributor to *The GENERAL* and an avid fan of *WRASSLIN'*) designed the four lady wrestlers (or, should I say five?). We still haven't figured out Ming and Ying. And, last but not least, Charlie Kibler (one of our most excellent graphic artists) created The Cyclops after reading Homer's *Odyssey*. You need another hobby, Charlie.

Total
Damage

The Amazon

0	STRENGTH: 3
1	AGILITY: 2
2	SKILL: 2
3	POWER SURGE: 2
4	WEIGHT: 3
5	RECOVERY: 2
6	Manager
7	May Use Blue Holds
8	Each "Hair Pull" Hold applied by a lady wrestler does 2 Damage.
9	STAMINA
10	STAMINA
11	STAMINA
12	RECOVERY
13	RECOVERY
14	SUBMIT



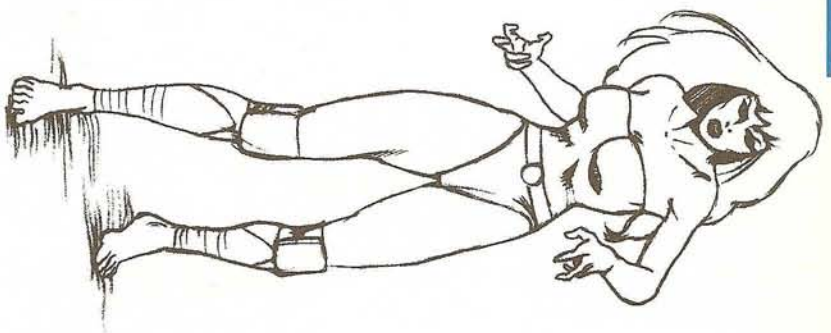
SPECIALTIES: Drop Kick

(Strength: 1, Agility: 2, Skill: 2)
Damage: 2
Tag

Total
Damage

Dirty Sally

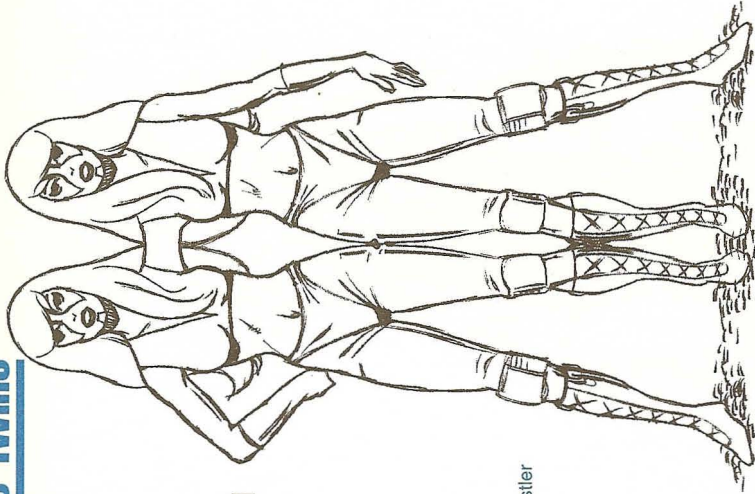
0	STRENGTH: 2
1	AGILITY: 3
2	SKILL: 1
3	POWER SURGE: 1
4	WEIGHT: 2
5	RECOVERY: 2
6	Manager
7	May Use Blue Holds
8	Each "Hair Pull" Hold applied by a lady wrestler does 2 Damage.
9	STAMINA
10	RECOVERY
11	RECOVERY
	SUBMIT



SPECIALTY: Any Blue Card

(Referee cards are ineffective vs. Specialty)

The Twins



STRENGTH: 2
AGILITY: 1
SKILL: 1
POWER SURGE: 1
WEIGHT: 2
RECOVERY: 1

Manager
May Use
Blue Holds

Each "Hair Pull" Hold applied by a lady wrestler does 2 Damage.

IMMOBILE

SPECIALTY: Combination; Reverse; Void

Notes: The Twins are always together (e.g., Pinned, Out of the Ring or held in a Continuing Hold together). Both Twins submit if either does. The attacker chooses which Twin is damaged, but the owner determines which Twin Recovers for each card removed. Each Twin's damage is kept in a separate stack, one on each side of this card. When a hold applied by a Twin is reversed, the Twin applying the hold must take the damage. When held in a Continuing Hold, one Damage-1 card is applied in alternate turns to each Twin (i.e., Ming on the first turn, then Ying receives damage the next turn, then Ming on the third turn, etc.).

Ming
Total Damage

0

STRENGTH

1

2

STRENGTH

2

1

AGILITY

3

1

SKILL

4

1

5

POWER SURGE 1

STAMINA

6

2

STAMINA

7

1

RECOVERY

8

1

SUBMIT

Total Damage

0

STRENGTH

1

3

STRENGTH

2

2

STRENGTH

3

1

AGILITY

4

1

5

POWER SURGE 1

STAMINA

6

6

STAMINA

7

5

STAMINA

8

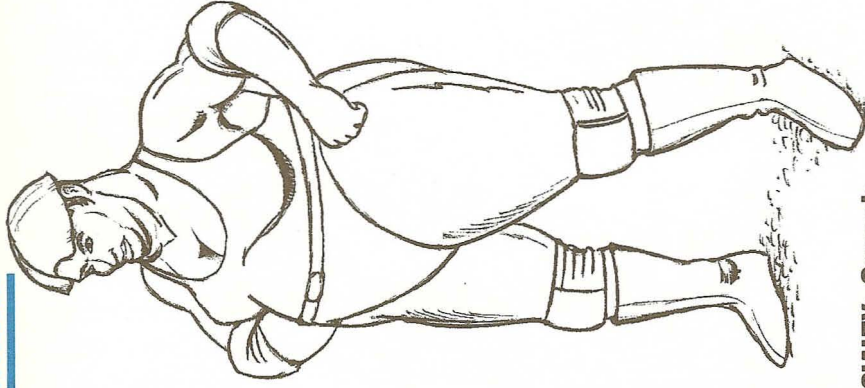
4

STAMINA

9

3

Big Mama



STRENGTH: 3
AGILITY: 1
SKILL: 0
POWER SURGE: 1
WEIGHT: 6
RECOVERY: 2

Manager
May Use
Blue Holds

IMMOBILE

Each "Hair Pull" Hold applied by a lady wrestler does 2 Damage.

SPECIALTY: Squash

(STRENGTH: 1)
 Automatic Win

SUBMIT

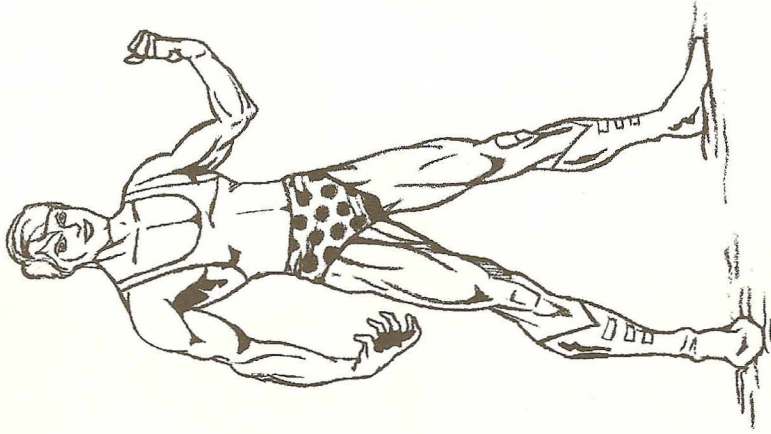
STAMINA	10	2
STAMINA	11	1
RECOVERY	12	2
RECOVERY	13	1

The Acrobat

Total
Damage

0
STRENGTH 1 ₂
STRENGTH 2 ₁
AGILITY 3 ₆
AGILITY 4 ₅
AGILITY 5 ₄
AGILITY 6 ₃
AGILITY 7 ₂
AGILITY 8 ₁

STRENGTH: 2
AGILITY: 6
SKILL: 3
POWER SURGE: 1
WEIGHT: 0
RECOVERY: 2
No Manager
May Not Use
Blue Holds



SPECIALTY: 3-Point Landing

(STRENGTH: 0, AGILITY: 3)

DAMAGE: 3 + PIN

Initial play both damages opponent and is considered a Pin if strength is then > Opponent's Strength.

IMMOBILE

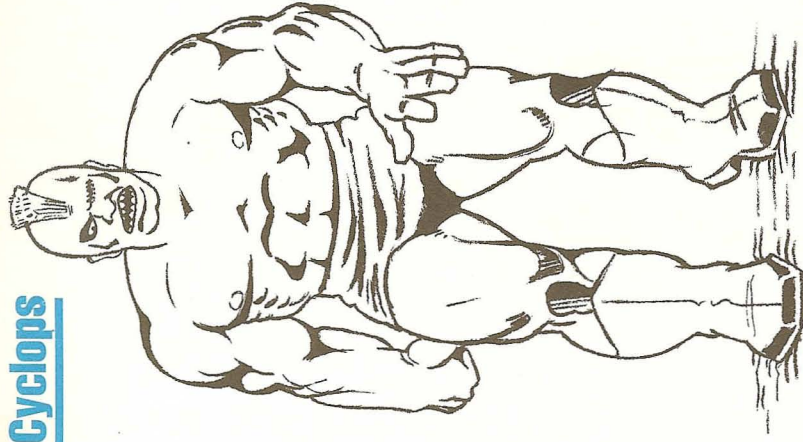
SKILL 9 ₃	SKILL 10 ₂	SKILL 11 ₁	RECOVERY 12 ₂	RECOVERY 13 ₁	SUBMIT
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Total
Damage

0
STRENGTH 1 ₅
STRENGTH 2 ₄
STRENGTH 3 ₃
STRENGTH 4 ₂
STRENGTH 5 ₁
SKILL 6 ₁
AGILITY 7 ₁
8 POWER SURGE 2
9 POWER SURGE 1

STRENGTH: 5
AGILITY: 1
SKILL: 1
POWER SURGE: 2
WEIGHT: 5
RECOVERY: 2
No Manager
May Use
Blue Holds

The Cyclops



SPECIALTY: Nutcracker

(STRENGTH: 2)

DAMAGE: 4

IMMOBILE

STAMINA 10 ₅	STAMINA 11 ₄	STAMINA 12 ₃	STAMINA 13 ₂	STAMINA 14 ₁	RECOVERY 15 ₂	RECOVERY 16 ₁	SUBMIT
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