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GENERAL

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Featuring: *EMPIRE OF THE RISING SUN*
and a Replay of *LONDON'S BURNING*

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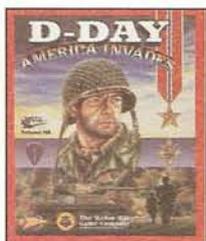
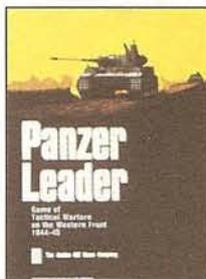
CONTENTS

Features

- Empires in the Balance** 5
Japan's Opening in *EMPIRE OF THE RISING SUN* • by Dave Casper
- The Long Road to Japan** 19
Allied General Strategy in *EMPIRE OF THE RISING SUN* • by Bruce Mansfield
- Just Say "ie"** 21
An Introduction to Playing the Japanese in Global War • by Peter Robbins
- The Sick Man of Europe** 24
A Scenario for *EMPIRES IN ARMS* • by Jim Lawler
- "How Can They Put Such Planes into the Sky"** 27
Adding the Defiant to *LONDON'S BURNING* • by Ben Knight
- Series Replay—LONDON'S BURNING** 28
Man against (game) machine • Howard J. Hill with Ben Knight
- The PANZER LEADER at Arracourt (Part III)** 43
Analysis of Situation 28-4/3 Juvelize: The Finale • by Steven B. Wheeler
- ASL Crossfire: Hill 253.5** 46
Opposing Views of Scenario T7 • by Robert Banozic and Rich Summers
- The D-Day Tactical Training School (1944 Semester)** 52
Laptop Reference Guide for *D-DAY: AMERICA INVADES* • by Eric Sposito
- Solitaire Offense for BOWL BOUND** 54
Sports Special • by Stuart K. Tucker
- Showdown on the Rappahannock** 56
First Look at *STONEWALL'S LAST BATTLE* • by Ed Beach
- The Advent of the Euro-Carrier** 59
An *ADVANCED THIRD REICH* Variant • by Rick D. Stuart

Columns

- AH Philosophy #173** 4
- Letters** 17
- Opponents Wanted** 18
- Convention Calendar** 23
- Contest #178** 32
- Question Box** Insert
- ASL Scenario G33** 33
- ASL Scenario G34** 34
- At the Kiosk** 41
- A.R.E.A. Ratings** 42
- Tech Tips** 54
- Coming Attractions** 62
- Infiltrator's Report** 63



GENERAL

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This sequel to CIVILIZATION begins in the Dark Ages. Three-to-six players vie to re-establish their civilizations via trade while advancing in Science, Religion, Commerce, Communications, Exploration and Civics. While gains are measured in economic and cultural terms, the competition for markets brings with it territorial conflict. Against the backdrop of war, plague, famine and religious strife, such personalities as Newton, Galileo, Gutenberg, Erasmus, Copernicus, Charlemagne, Polo, Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning with startling discoveries in their respective fields. Victory is won through the acquisition and application of 26 Advances which grant players game-winning advantages. Can you discover the New World, inaugurate the Enlightenment and usher in the Renaissance?

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Complexity: Medium/Low
Solitaire Suitability: None
Players: Three to six (ages 12 & up)
Playing Time: Two to Five hours

Marco Polo
(1254 - 1324)

2

A Venetian world traveler. His journal was West's only account of Far East for centuries.

20 off
[Y] Cosmopolitan
[R] Overland East
40 off after Mongol Armies

Civil War

1

A player of your choice is struck by Civil War. He gains one Misery. Any ● in his Capital is reduced to a ■. He must lose his choice of half of his last recorded cash or half of his tokens. At start of the Expansion Phase, his Order of Play position becomes "last".

STONE

1

1	4	9	16	25
36	49	64	81	100

With the quadrennial party conventions winding down, the platforms set (and stowed away until needed four years from now) and America settling into another electoral choice fostered by our oh-so-stable, two-party system, it's time for a column on a political theme. I was taught to never bring up religion or politics at the dinner table, due to the controversy and indigestion these engender. As a public service, I should warn anybody eating while reading this... that you are engaging in Type A behavior that will very likely land you in a hospital, ruin your marriage, land you an editorship and/or save your marriage.

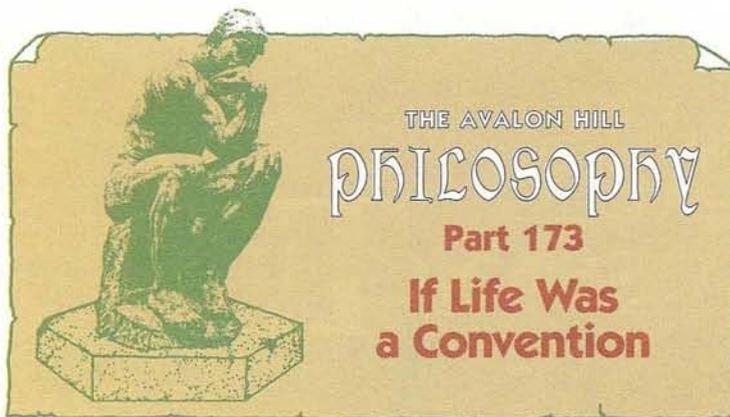
Let's see, shall I vote my pocketbook or my child's? Maybe, I should follow my parent's example—you know, that's the generation that busted out of the constraints of the Great Depression, taught us the thrift that they thought their parents laid on them and then ran up a national debt that consumes roughly one in five of my tax dollars just to pay interest. It occurs to me that this generation would be a dangerous opponent in a game of *MACHIAVELLI*, where good management of (and default on) borrowed money can win the game.

Now, zzzzzzip DO NOT CHANGE YOUR DIAL. THERE IS NOTHING WRONG WITH THIS COLUMN. WE ARE CONTROLLING WHAT YOU SEE grrrrzzzzzip lost by 40 points! And what a great convention was AvalonCon '96!

Recently, I was disappointed to hear that the old Vince Lombardi truism, "winning isn't everything, it's the only thing" is in fact a misquote that has grown to mythic proportions under the artful management of our spin doctors (what a great term to slur two professions at once).

I was taught once at a venerable institution of higher learning that "pacing is everything." This saying should not be misapplied. Take circadian rhythm, for instance. Science tells us that all beings on this planet have their own internal clocks that tell them when to do certain things (though I don't buy the biological clock-pregnancy thing, since most women have been programmed by their environmental conditions since age three or so, making any sort of genetic argument pretty weak). The term, circadian, comes from that ugly flying-grenade insectoid which inhabits the jungles of the Potomac, hibernates in childhood under the ground for seventeen years, and then miraculously, without the assistance of the sun, springs forth like clockwork in simultaneous waves that would make the pharaoh and Joseph quake. Apparently, it is this circadian rhythm that makes humans and most other inhabitants of Earth sleepy every 24 hours or so (some researchers are still trying to pin the blame on the sun, with only limited success). Similarly, this rhythm awakens us once a day (those of us who cheat mother nature need alarm clocks, but as Type B people have discovered, these machines are really unnecessary).

My circadian rhythm has always perplexed me. Why is mine so off sync? (Those same wacko scientists tell me that a normal human has a 23.5-hour cycle—which is why most are tired of work by Friday, I guess—but mine seems more like 30.) Could it be altered? I once tried to schedule my college classes to permit me to follow a 28-hour cycle, but strangely those international law lectures *always* fell into a sleeping slot. I am still outraged that scientists have not yet found a biological reason for us to *need* sleep and they insist on funding superfluous activi-



ties like, say, cancer research. The effects of sleep deprivation are well-known (raving lunacy, eventually), but the mechanism is poorly understood and sleep just doesn't have a scientifically provable purpose.

All I know for certain is that when pure gaming competition is involved, something happens to my blood which makes pace irrelevant—maybe its a secondary cycle in my circadian rhythm. I am sure that, if you locked me in a cave without a clock or calendar, every year during July I would go through a 120-hour period of near sleeplessness and not notice the difference. I have found kindred spirits at AvalonCon, which argues for a renewed effort in the sciences on this rhythm stuff.

A friend once told me of a question that was making the rounds in Federal office buildings. Changing the name to protect the innocent—I'll call the question Monty's dilemma. "A photograph of you is being passed around the office. Which would embarrass you more: a shot of you naked or a photo of you dressed as a Klingon attending a Trekkie convention?" (My heart-felt apologies to Trekkers world-wide.) Given how politicians are only rarely called to account for their nude activities, the preference among Washingtonians is clear. When power lunches these days are conducted at the health spa to keep up the physique, even Vice President Gore cannot save the image of Trekkers.

The point of Monty's retelling, however, was as a defense of not attending gaming conventions—because, in his mind, they are overrun by geeks (and not the kind that rush sororities). Surprisingly, some of my friends fall into the "accept the nude" category, despite being gamers. Of course, if these perceptions are based upon the Origins costume contest, they are right. Even I, intrepid convention goer since 1985, would be reticent to let loose my child at some of the events that take place at an Origins convention (okay, I am a certifiable mundane who did not line up to see Cruise in that interview movie).

If life were a convention, then 1-in-3 gamers would change hotel rooms at least once during the extended weekend (but 1-in-11 account for all the room switches). The typical gamer would change his tournament path more than once a day. To keep advancing in his specialty, a gamer would change tournament meeting rooms eight times during his convention career. Most of his tournaments would require that he purchase his own attire. Acceptable tournament behavior would be limited to specified periods, but after-hours work would be an unstated rule. Two days after the start of the convention, most gamers would be surprised to find themselves in the tournaments they were playing. ("Honey, can I help it if the tournament shut down, my game was suspended while I was winning, and I had to go play in *WIN, PLACE & SHOW*, resulting in this Plaque instead of the one I promised you for your birth-day?")

Some say that the best games are the real ones played out in the halls of Washington every day. I have come to accept this partially, given that some of my friends prefer to *not* play some of Avalon Hill's best multi-player political/diplomatic games, because "they are so realistic and too much like what I do every day in the office." Un-uhh, politicians remain divorced from *realities* beyond the beltway.

To get back to pacing *not* being everything and winning *not* being the *only* thing, Napoleon Bonaparte is a good example of how sleep is more a state of mind than a real biological need. He averaged four hours per night. At times, he would fall asleep in a chair, holding a

spoon over a bowl. When the spoon hit the bowl below, he awoke totally refreshed and ready to conquer another resistant German mini-state. Clearly, the best gaming convention experiences are those grabbed at the cost of not sleeping. AvalonCon is all too short as it is. I don't like missing a beat (and those trampled hotel workers along the sides of the halls are evidence that I am not the only gamer rushing to squeeze into every event possible).

I think that Shakespeare had it right when he wrote that the play is the thing (though not *everything*—those Plaques and mentions in *The GENERAL* for winning an AvalonCon tournament are a great motivation). I definitely see "going for the wood" as a very strong rhythm.

This brings me to my personal AvalonCon report. I brought home an award (and a bronzyish gold one, at that). Some of the best games are those that poke fun at life, are easy to learn, but still require thought to play well. For the sleep-deprived gamer at the end of his weekend career, the *SLAPSHOT* tournament is the place to be. Billed as an "alternative beverage of choice and pretzels" game, I was shocked to find that I actually had to think to play this one. The game (sadly out of print) has virtually no luck element when played properly. I found myself discovering that I could not rely on fortune after falling several "games" behind in the hunt for a hockey playoff berth. After much determined effort and a few misplays by some of my seven opponents, I worked myself into a tie for the last "playoff" berth (the final stage of a *SLAPSHOT* game). My team was primed for the playoffs, too, with a bruiser defenseman and several topnotch forwards. Heck, in our one-game playoff to gain a playoff berth, the other team had the worst player in all of hockey: Tiny Tim. Mind you, Tiny can score—but only in the most extraordinarily embarrassing circumstances. Tiny Tim is such a crowd favorite that the GM created an award to recognize the gamer most often embarrassed by Tiny Tim (he tends to get traded a lot during a season). To get back to our playoff story, the score is 2-2 going to the final card play (and I have my topnotch goalie remaining). Yep. There's Tiny Tim scoring the winning goal to bounce me from the playoffs, game and tournament. It only took one Tiny Tim goal to get me the "I got Pucked!" award by unanimous consent. I have never laughed so hard.

With apologies to Tom Cochrane (well, maybe not—I'll butcher his meter happily despite the wrong verb tense)...

*If life was a convention (tah doomp doomp)
I'd plaay it (dooomp doomp)
Aaalllll niight laaawng*

Note: While difficult to perceive, this column was not written while under the influence of sleep deprivation.

EMPIRES IN THE BALANCE

Japan's Opening in *EMPIRE OF THE RISING SUN*

By Dave Casper

Special thanks are due to Bruce Harper, who orchestrated the effort leading to the submission of the following three articles. This first article is most noteworthy in that it was penned by the AvalonCon 1996 EMPIRE OF THE RISING SUN tournament champion. I invite other such champions to send me articles with your key strategic insights for the games you play—now that you have already claimed a plaque and no longer need to keep secret your techniques!

—SKT

While the sneak attack on Pearl Harbor was the most dramatic of Japan's opening moves in the Pacific, in *EMPIRE OF THE RISING SUN*, as in history, this blow against the United States must be viewed as merely a means to a more critical end. Japan's objective in the first six months of the Pacific war was to secure the resources in southeast Asia which had been denied to her by the Western powers trying to contain Japan's aggression in China. The Japanese idea was that neutralization of the US Pacific Fleet would create a period of unchallenged naval supremacy before massive American naval construction and other preparations for war were completed. During this "window of opportunity," resource-rich areas were to be seized from colonial powers already defeated (Holland) or weakened (Britain) by Germany. The Japanese leaders hoped that with their own economically self-sufficient "Co-Prosperity Sphere" in hand, reversal of their gains would be too costly to the Western Powers which would instead acquiesce to a settlement favorable to Japan.

Of course, hindsight reveals this as one of the greatest miscalculations of all time, as US outrage over the Pearl Harbor attack utterly ruled out the sort of limited war Japan envisioned. However, *EMPIRE OF THE RISING SUN* (*ERS*) faithfully recreates Japan's dilemmas (and opportunities) in December 1941. When the *ERS* campaign game begins in winter 1941, the American oil embargo is beginning to bite. The first of five cumulative oil shortage effects takes effect on the opening turn. Although these penalties are mild at first, within a year they would eliminate Japan's ability to defend itself (much less wage offensive war). In a Global War game (combining *ERS* with *ADVANCED THIRD REICH*), in which Japan is not forced to attack in winter 1941, US-Japanese tensions are rapidly approaching the level at which garrisons throughout the Pacific will be reinforced and Allied defensive forces, including the fleet at Pearl Harbor, will be placed on alert, precluding the possibility of surprise. Japan's only options are to accept humiliating defeat without firing a

shot, or to lash out at the still-unprepared Allied forces before it is too late.

Because her principal enemy, the United States, lies out of reach, Japan's strategy in *ERS* must mirror the historical one—drag out the war as long as possible and make the cost of an Allied victory as high as possible. In an *ERS* campaign game, Japan may win a decisive victory by holding onto some semblance of an empire until the end of 1946. Even a marginal Japanese victory requires survival into 1946. Exactly how Japan fares depends not only on its opening offensive, but also on how it is followed and the pace of the inevitable Allied counteroffensive. These longer-term issues are beyond the scope of this article. One thing is clear: to win, Japan must use her initial advantages to secure the means to survive a long war. Japan's opening offensive in southeast Asia must be the cornerstone of this policy. As in *ADVANCED THIRD REICH* (*A3R*), economics plays a key role in *ERS* grand strategy. Only in southeast Asia can Japan amass the resources necessary to fight into 1946 and gain victory.

While Japan cannot win the game in the first two turns against a competent defense, an ill-conceived or poorly-executed opening attack can certainly lose the game. In a sense, Japan's southern drive is similar to Germany's attack on Poland in that it begins every game of *ERS*. Unlike the attack on Poland, however, Japan's opening move is immeasurably more complex, requiring chess-like planning and precision execution, yielding correspondingly greater risks and rewards. This article, which takes its title from H. P. Willmott's highly-regarded history of the first months of the Pacific war, explores the challenges of Japan's expansion into southeast Asia, discusses objectives for the first two turns, projects the likely Allied defense, examines some of the strategic and tactical ingredients of success, and surveys the transition from the initial wave of expansion into the critical mid-game period.

YEN MIGHTIER THAN SWORD

Japan's goal in the first two turns is not to win the game, but to obtain a position from which the game can be won. Despite the military superiority Japan enjoys at the start of the war, Japan's strategic position is one of weakness which must be quickly redressed. Japan must maintain an attitude of "first things first." In winter 1941, Japan is under an oil embargo and must secure at least one of the two oil centers at Brunei and Palembang. Japan must also eliminate the Allied bases in the Philippines and Malaya/Singapore which threaten sea communi-

cations with the oil centers. Potential western staging points (Guam, Wake, the Solomons and other islands in the South Pacific) must be captured before reinforcements reach them, to interfere with the enemy buildup and to push away the starting line for the Allied counteroffensive as far from Japan and southeast Asia as possible. Burma must be captured to prevent Allied aid from reaching China easily. As many Allied forces as possible must be destroyed at as small a cost as possible. The available Japanese forces do not seem very large, when measured against this long list of essentially defensive objectives, not to mention the additional requirements of any offensive activity against more critical Allied areas like Hawaii, Australia or India.

Japan's economic resources at the start of the game amount to only 160 Basic Resource Points (BRPs). Although her enemies are weak, Japan must carry out expensive offensive operations on at least two fronts during the first year of the war. Losses of costly air and naval forces can be expected. In addition, almost 50 BRPs of badly-needed reinforcements are added to the Japanese force pool during 1942, which must be built to sustain or consolidate expansion. The United States begins the game with a 165 BRP economic base which grows by 20 BRPs per turn. Britain and China also begin with 20 BRPs each. To have any chance of victory, Japan must equalize the economic playing field.

The weakly defended Allied outposts in southeast Asia are the only sources of BRPs easily available to Japan in the near term (see Table 1). These areas amount to 95 BRPs, equal to almost 60 per cent of Japan's starting BRPs. The game begins with the Japanese winter 1941 turn, followed by a Year Start Sequence (YSS) in which BRPs for 1942 are received. Hence, any territories captured by Japan on the first turn immediately yield economic benefits for the coming year, while any territories not captured in winter 1941 will not profit Japan until the 1943 YSS, one year later.

The *A3R/ERS* YSS puts a premium on reaping the largest possible BRP harvest on the opening move. Besides permitting more extensive offensive operations and unit construction in 1942, the YSS BRP total also determines the strategic warfare (SW) forces available for the year. Every ten additional BRPs allows Japan to build one more submarine factor for 1942, which may prove crucial later in the game if it results in one of the handful of US carriers being picked off at a key moment. Japan really has little choice but to attack the BRP-rich territories starting in winter 1941. If the free winter 1941 offensive in southeast Asia is not exploited to the fullest,

additional offensives to complete the task will be both costly and deducted from a reduced BRP budget.

Table 1. Early Japanese Targets

<u>British:</u>	<u>BRP values</u>
Hong Kong	5
Singapore	5
Malaya	10
Sarawak	10
Burma	10
<u>Dutch:</u>	
Sumatra	15
Java	15
Borneo	15
<u>American:</u>	
Philippines	10
Total:	95

Of course, Japan has the advantage of attacking unprepared and surprised enemies. At the start of the game, Japan is granted the most feared weapon in the *A3R/ERS* arsenal: the double move. Once Japan completes its winter 1941 turn, there follows a Chinese move which gives little cause for concern, the administrative activities of the YSS, then another Japanese move in spring 1942. Only after that may the Allies attempt to strike from what is left of their starting position. This opening one-two punch is even deadlier because Japan sets up its forces after the Western Allies. Japan must set up with a carefully choreographed two-turn attack in mind. The second move does little good if units are not left in position to wreak further havoc after the first move.

Allied unpreparedness is also reflected in a variety of special rules which apply only in winter 1941: Allied ground units defend at reduced strength, air units may not operate and are vulnerable to destruction on the ground, and Japanese units may land at beaches and controlled ports at no movement point cost and advance inland immediately. British, Dutch and Australian naval units, although weak, somewhat out of position and lacking air support, may attempt to intercept Japanese naval activities normally. However, the American Pacific Fleet at Pearl Harbor is particularly vulnerable.

The Japanese may launch a surprise attack on Pearl Harbor with as many as six fleet carriers, escorted by up to nine fleet factors. Surprise is variable, but even one air strike may destroy 13 fleet factors (roughly half the total based in Hawaii), along with the three US army air factors on Oahu. The wild cards are the three American carrier groups whose initial location is unknown to either player. Each group may turn out to be in Pearl Harbor (and subject to destruction in the surprise attack), on the west coast of the United States (safe, but also out of the war until summer 1942), on patrol near Hawaii, or absent on missions to other American bases. Japan may always make one unchallenged air raid on Pearl Harbor, but is then confronted by

Nagumo's dilemma—follow-up the initial raid by striking again an alert base, risking interception by American carriers in the area, or settle for a cheap, if incomplete, victory. The presence or absence of carriers in port on the first strike will color this decision, especially if a damaged US carrier (CV) remains. Interception of the Japanese force is always risky for the United States, even if the American player has carrier forces in position to attempt an interception, but a Japanese player who discounts the possibility completely is putting his fleet in peril!

The short-term goals of the Japanese offensive are to secure economic objectives, neutralize the Allied bases near them, and destroy as many Allied forces as possible. Long-term goals must not be forgotten either. Japan must look beyond its initial attack to the mid-game period, and must tailor its operations to support an overall game plan.

Five strategic possibilities are available. Though it is not the purpose of this article to analyze the pros and cons of each, the Japanese player should have a clear strategy in mind from the opening set-up. Historically the Japanese improvised, pursuing a number of strategic objectives simultaneously. The results were disappointing.

Japan may opt for an offensive or defensive mid-game strategy. Offensive action can be profitably pursued along one of four axes: toward Hawaii, Australia, India or the South



Figure 1a: Strong Spring Defense

Pacific islands. The first three are more "direct" strategies that aim to capture, neutralize or seriously threaten one of the three main Allied bases along the map edges. The fourth, the South Pacific axis, is more "indirect," as its main goal is to neutralize Australia by impeding the flow of US forces across the Pacific. The ultimate aim of such an indirect strategy may be to attack the isolated Australia at a later time. Other directions of strategic advance in the mid-game are not promising. There is little point in expanding northward to the Aleutians. An attack on the Soviet Union is not allowed in an *ERS* campaign game. Serious Japanese activity in China at this stage of the game gives the United States breathing room to build forces during its most vulner-

able period. The fifth possibility is for Japan to go over to the strategic defensive to consolidate its gains and not risk overextension. This defensive posture need not be passive, but may involve limited "spoiling" operations aimed at delaying or dislocating the Allied counteroffensive without the expectation of further large-scale expansion.

Japan must conclude its spring 1942 turn with forces poised to continue operations without pause, so that the Japanese opening dovetails with a mid-game plan. The pre-positioning of forces is crucial, because the southern push will tax the Japanese naval and strategic redeployment (SR) resources heavily. Jumping off points for future offensives (for instance, Ceylon, if India is to be attacked, or Johnston/Midway if Hawaii is the target) must be captured. Sufficient forces should be detailed both to hold such forward bases and to support further advances. If possible, points which will make up the defensive perimeter should be captured with forces sufficient to defend them. Reinforcements may never arrive to help.

Inevitably, preparations for future drives will compete with the demands of the campaign in southeast Asia. When in doubt, remember "first things first." You will have neither the BRPs nor the units to expand further until Japan's "breadbasket" is secure. Subsequent expansion will be difficult without adequate planning. However, a failed southern offensive will doom even the best laid long-term plans.

ALLIED DEFENSE

Japan's quest for empire is initially opposed by a motley collection of weak and dispersed Allied forces. Although the Allied setup is heavily constrained to certain areas, many units have considerable freedom of deployment within those areas. Like the Japanese, the Allies must strike a balance between short- and long-term objectives at the start of the game. The short-term objective is to resist the initial Japanese southern offensive, tying up and eliminating as many Japanese forces as possible and keeping winter 1941 BRP gains to a minimum. This objective contrasts with the longer-range goals of preserving as many Allied forces as possible and avoiding an "end-run" against the key



Figure 1b: Strong Winter Defense

bases from which later offensives will be launched. The Allies have no set-up options with US forces in the central Pacific. Here, they merely hope to not lose any American carriers in the Pearl Harbor raid and, perhaps, to repulse invasions of Wake, Johnston and Midway. On the other hand, Indian and Australian forces may adopt, within limits, a policy of forward defense or hunker down in their homelands. The Allies cannot reasonably expect to win the game in the first two turns and should instead concentrate on getting to the mid-game without losing. The following sections analyze area by area the concerns the Allied defense should address and present a plausible Allied setup against which a concrete Japanese plan of attack may be formulated.

The “Battling Bastards of Bataan”

The US and Filipino forces in the Philippines cannot set up in other areas; the question is simply how best to use them to defend the only American outpost in the Far East. Only Manila, with its 10 BRPs, has real value at this point in the game. Capture of Manila transfers control of the rest of the archipelago to Japanese control, because the Philippines are not a colony but an associated minor.

Two reasonable defenses of Luzon are possible. The United States may start three factors in Manila, with the two Filipino units on the two hexes north of it (see Figure 1a). This presents the strongest possible defense of Manila and would require the Japanese to commit most of their air force, as well as some carriers, to obtain a 2:1 attack on Manila in spring 1942. In practice, it probably forces a 1:1 attack on the Philippine capital. The drawback of this defense is that it allows an easy 1-1 attack on Manila in winter 1941. The Japanese may land six or seven factors on the one-hex island of Samar and march north to attack the capital. If a unit is placed to block an attack from the south, the Japanese can just land in northern Luzon and attack from there. Because the Japanese are likely to face a 1:1 attack in spring 1942 anyway, they might as well take it in winter 1941 and benefit from the chance to gain the 10 BRPs for the Philippines earlier.

The Allied alternative is to set up two infantry factors in Manila and cover the two beaches and the southern crossing arrow into Luzon with the two Filipino units and the American replacement (see Figure 1b). This makes a 2:1 Japanese attack in spring 1942 more feasible, but a winter 1941 attack is only possible with exploitation from Lingayen, using at least three of the four available Japanese armor plus additional forces for the breakthrough attack on the beach. The Japanese armor would be out of position after such an attack, requiring several SRs and up to 10 fleet factors for sea escort to get off the island. By placing the US replacement on the beach at Lingayen, there will be no Allied units left in the Philippines for a possible Japanese suicide attack which would allow the Japanese armor units to be rebuilt in Japan. Should the Japanese winter 1941 exploitation attack fail, Japan will have no chance of even a 1:1 attack on Manila in spring 1942. The second setup seems

preferable, because it exacts an extra sacrifice from the Japanese to collect the Philippine BRPs before the 1942 YSS, if they get them at all.

Burma

The Allied defense of India begins at its front door, Burma. It is important to keep the Japanese from penetrating the jungle/mountain hexes on the Burmese/Indian border until the summer monsoons. The defense of India is complicated by the Japanese 1-2 airborne unit, which may be able to drop on one of the Indian objectives (Dacca and Calcutta) in spring 1942 and by the possibility of pro-Japanese Indian partisans appearing behind British lines. The back door to India is at Ceylon, where the port of Colombo is not only a base for seaborne invasion of the off-map India box (representing western India), but is also a base for Japanese commerce raiders in the Indian Ocean.

In winter 1941, Rangoon, controlling Burma's 10 BRPs, is certainly indefensible. Japanese infantry may setup in Indochina, march across friendly Thailand, and obtain a 2:1 (or better) attack on Rangoon (which is in clear terrain) against any conceivable garrison Britain can spare. Requiring no air or naval resources, such an attack is not even an inconvenience for the Japanese and merely sacrifices whatever forces are in Rangoon. Mandalay, not Rangoon, is the strategic key to Burma. A Japanese airborne unit in Mandalay may attack either Calcutta or Dacca in spring 1942. Moreover, Man-

dalay guards the only land route into India during the Japanese double turn. A naive defense of Burma (see Figure 2a) might attempt to defend the four clear hexes (including Rangoon and Mandalay), aiming to prevent the Japanese from reaching India during their double move. In winter 1941, this defense appears to work well by preventing any Japanese overrun or exploitation. However, it falls apart if Mandalay is cleared by the Japanese airborne unit in winter 1941 or overrun by Japanese armor in spring 1942. Japanese units may then press on to Dacca from the jungle/mountain hexes on the border, and if successful, will be past the terrain barrier before the summer monsoon makes it impassable. The Japanese airborne unit in Mandalay could attack Calcutta in spring 1942, resulting in capture of both Indian objectives and the disintegration of the British position on the subcontinent.

Figure 2b shows a much improved defense of Burma and India, using the same units, but making full use of the difficult terrain and the restrictions on Thai forces. Rather than sacrificing four Indian factors on exposed open ground, only a single 1-2 infantry unit is used to block the direct route into central Burma. Mandalay is undefended, but can only be taken by airborne drop. Likewise, Rangoon is surrendered without a fight, but Indian units in the good defensive terrain on the western border prevent any overland attack on Dacca during the double turn. The British 2-3 armor and Indian 2-2 infantry guard Calcutta and Dacca, respectively, against parti-

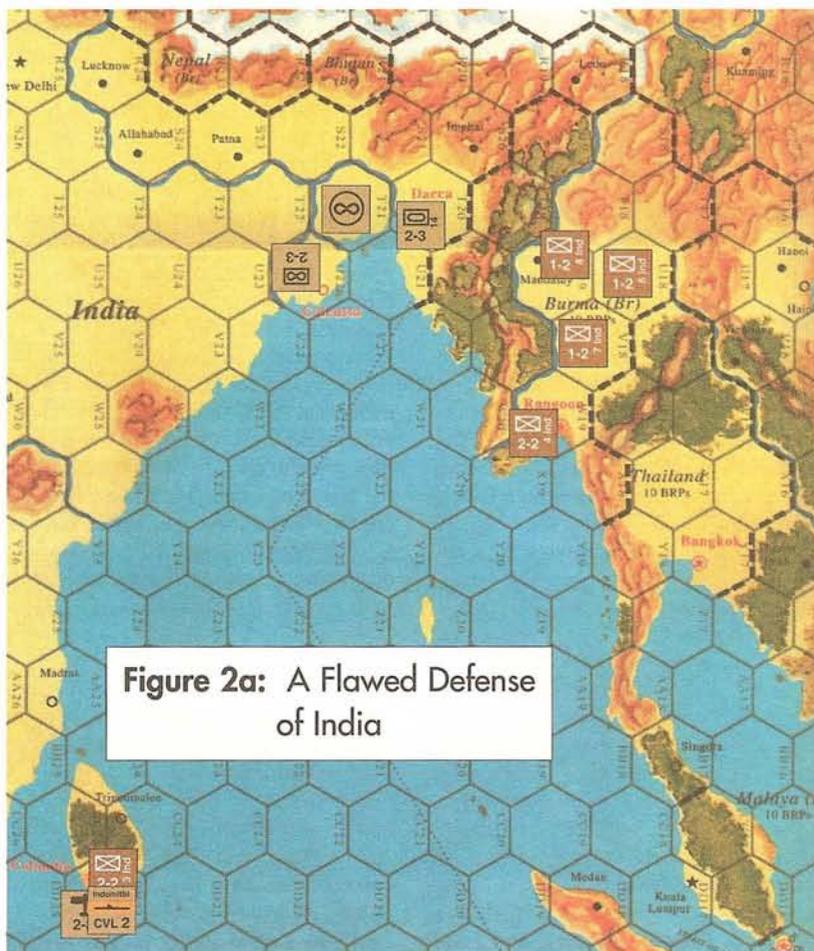


Figure 2a: A Flawed Defense of India

objectives can and should be targeted for spring 1942, rather than winter 1941. Japanese naval losses in winter 1941 will be relatively minor. We can think in terms of a roughly fixed two-turn sea lift capability which must be parceled out between the winter 1941 and spring 1942 turns. As a general rule, priority in winter 1941 should be given to capturing defended hexes and economic targets, while in spring 1942 forward bases for future operations can be seized. With southeast Asia being a vulnerable rear area, Japan should plan to have this part of the board totally pacified before the Allied spring 1942 move, barring a real opportunity to capture an important strategic target, such as a poorly defended India or Australia. Once Singapore and the Philippines have fallen, it will be very difficult for some time for the Allies to interfere in southeast Asia, even with strategic warfare and raiders. The more targets in southeast Asia which can be occupied in winter 1941, the smaller will be the amount of naval assets that must be devoted to the area in spring 1942, when Japan may have to contend with American naval opposition.

These considerations suggest that Japan may profit from taking a few risks in winter 1941. In particular, a large number of 1:1 attacks (with sufficient factors to win in the face of an Exchange) may be more attractive for Japan than a smaller number of 2:1 attacks. To illustrate this point, assume Japan invades only hexes which are defended by a one-factor ground unit in favorable terrain. In winter 1941, such a unit will have a defense strength of three, because the adverse effect of Japan's surprise attack negates one of the favorable defensive multiples. A 2:1 winter 1941 invasion attack against such a unit requires 18 naval factors (three naval factors for each combat factor: 6:3). In contrast, only 12 naval factors are required to gain a 4:3 (1:1/Ex wins), which allows 50% more attacks to be made. A 2:1 attack has a 97% chance of capturing the hex, while a 1:1 (Ex wins) attack succeeds in capturing the hex 83% of the time. Hence, four such 1:1 attacks require 48 naval factors and will (on average) capture 3.3 hexes, while three 2:1 attacks require 54 naval factors and will (on average) capture 2.9 hexes.

If Japan restricts itself to "safe" 2:1 attacks, 1:1 hexes are not taken and must be attacked in spring 1942, when the Allied defense is stronger. Our Allied one factor units defend with a strength of four in spring 1942 and therefore require 24 naval factors for a 2:1 attack. To make only 2:1 attacks on the hypothetical four objectives requires on average $54 + (1.1 \times 24) = 80$ naval factors (and a minimum of 78) over the double move. The greater economy of the 1:1 (Ex wins) attacks is clear. Almost half the time (48 per cent), all four winter 1941 1:1 attacks will succeed, requiring no further attacks in spring 1942, limiting the Japanese commitment of naval resources to 48 factors in winter 1941. The chance of more than one attack failing is rather small (about 13 per cent). Assuming the Japanese player plays it safe and attacks any holdouts from winter 1941 at 2:1 odds (using 24

naval factors), the average number of naval factors used over the double turn will be $48 + (0.7 \times 24) = 65$. This allows 15 more fleet factors to be used for the strategic offensive in spring 1942 as compared to the plan of making 2:1 attacks in winter 1941. Almost half the time, the Japanese player will get away with using only 48 naval factors—a whopping 30 less than the minimum required when only 2:1 attacks are made! Against Allied two-factor ground units, the economy of 1:1 (Ex wins) attacks in winter 1941 is even more compelling.

It may be argued that losses in 2:1 attacks are lower, but it is important to remember that Japan gains BRPs immediately by taking hexes in winter 1941, but not in spring 1942. Continuing this generalized example, assume in all attacks losses may be taken by Japanese infantry and each attacked hex is worth 10 BRPs (probably an underestimate). On average, the economic difference is insignificant. Four 1:1 (Ex wins) attacks will cost Japan about 6.9 BRPs in losses, and yield 33 BRPs from conquest. Additional attacks (at 2:1) on any hexes not taken in winter 1941 will cost an additional 0.8 BRPs, for a net gain of 25.3 BRPs. Four 2:1 attacks over two turns will cost Japan 3.6 BRPs, but conquer only 29 BRPs in winter 1941, for a net gain of 25.4 BRPs, a difference of only 0.1 BRP, which pales in comparison to the vastly greater naval resources used to obtain it.

This analysis will not apply perfectly to a real game, but it illustrates a very important fact: although *ERS* is related to *A3R*, the games are different. A quick look at the rules makes it clear that the games are very similar, but when players get to the carrier rules, they again begin to think of the games as different. Most players end up thinking of the games as different when it comes to hidden naval movement, carrier battles, attrition combat and other obviously distinct areas, but otherwise apply *A3R* principles to their play. This often works . . . but not for the initial Japanese attack. There is no analogous strategic situation in *A3R*. Even the initial German attack on Russia cannot really be compared, because the Germans should still use 2:1 or 3:1 attacks for their key breakthroughs, even though 1:1 attacks can be used to increase the losses to both sides (to Germany's benefit).

In *ERS*, the Japanese should make 1:1 attacks in winter 1941 because they are both economically and militarily more efficient, once SW builds and future operations are taken into account. The issue is not that 2:1 attacks are a luxury for Japan—they are simply less efficient. If the Allies set up poorly, the Japanese are better off making additional 1:1 attacks rather than converting several 1:1 attacks into 2:1 attacks. This approach to the initial Japanese offensive at first seems counterintuitive and may cause stress for cautious *A3R* players, but the gamblers among us (and there are many) will be in their element. Besides, wasn't the historical Japanese attack a lot of 1:1 attacks with good die rolls? Of course, 1:1 attacks where an exchange will *not* capture the hex are a different matter entirely, due to the tripled possibility of failure (requiring

more resources for a later attack and decreasing the expected BRP return for conquests).

In the relatively unlikely event that several 1:1 attacks fail, the Japanese player will be hard pressed to do more than clean up the resulting mess in spring 1942, or risk leaving surviving Allied units and bases behind his lines. The Japanese player will then learn fully that it is easier to start a war than to end one.

TRICKS IN CHINA

There are several possible pitfalls to be avoided by the Japanese in the opening moves. First, do not forget that China is also at war with Japan and has a turn between the two Japanese opening moves. Fortunately, China does not become Allied until after the Japanese spring 1942 turn. As a result, Chinese units may not be lent in winter 1941 and hence may not operate outside China. Chinese air units may not fly defensive air support or attack Japanese naval activities to or from ports outside China (see the Question Box in the centerfold of this issue). Thus, the Japanese player need fear neither Chinese defensive air support for Western Allied units nor disruption of his sea supply, invasions and convoy routes by Chinese air units (the AVG, aka "Flying Tigers") during the double turn—except for sea supply to China or invasions launched from Chinese ports. Sea supply to China is vulnerable in winter 1941, unless the Japanese player sets up two air factors and spends two BRPs for a limited offensive to counterair attack the Flying Tigers. The Chinese may be able to break supply to the Japanese bridgeheads at Canton and Foochow, because Japanese resources are stretched to the limit in winter 1941 and the Japanese player must set up before the Chinese. Because isolated units in ports are not eliminated by lack of supply in *ERS*, and Canton is a limited supply source anyway, this is merely an inconvenience rather than a disaster. Yet, the Japanese player would be *ill-advised* to make use of the overstacking capabilities of these bridgeheads in the opening set up. With only five BRPs available for operations in Asia (or preferably rebuilding winter 1941 losses), Japan will not be able to link up with his unsupplied bridgeheads, which would then disappear along with any units overstacked in them.

A more important concern is avoiding the loss of a Chinese objective in winter 1941. Three Japanese factors in each of Canton, Shanghai and Nanking will be sufficient (in winter 1941, but not necessarily in 1942), because China has only five BRPs at the start of the game and cannot make attacks at less than 1:1 odds.

Chinese partisans are another threat. Two may set up at the start of the game, if a hex is left open to them. Despite the need for large numbers of units in southeast Asia and the Pacific, this can be prevented with a creative setup. One armor unit from the Manchurian garrison may be placed next to Peking, covering four hexes of China (including Peking) with its zone of control. Of course, if several Japanese armored units are left in China and not used in the initial offen-

sive, the Japanese player should find it easy to cover the remaining rear areas. Otherwise, more artificial tactics may be used. Japanese air factors which will stage to Taiwan (for use in the Philippines) may be placed individually in Wuhan, Nanking, and Shanghai. The ground units to defend those hexes would then start one hex behind the front line and advance when the air units move away. One Japanese airbase may begin in China and be recycled elsewhere during the Japanese turn. Other defensive units (preferably 1-2 infantry units) may be spread out to cover the remaining hexes (during the opening setup, at least). It will be hard to forestall partisan construction during the Chinese winter 1941 player turn (although rebuilt armored losses may be SRed from Korea), but preventing partisans from starting on the map saves the Japanese player two of his starting five BRPs, which can then be used to rebuild winter losses.

Spring 1942 marks the greatest danger in China, because Japanese forces and SRs will still be busy elsewhere and the spring 1942 force pool additions will not have reached the front. In addition, China may spend 10 BRPs each turn, making any objective with fewer than six factors vulnerable to a 1:1 attack. Japan can avoid wasting precious fleet factors to ship reinforcements to China by a bit of foresight in the opening setup. Start two 3-2 infantry units in Canton, as these will prevent a spring 1942 1:1 attack. Capture of hex o11 (adjacent to both Shanghai and Nanking) by attrition advance or limited offensive before the Chinese spring 1942 turn will simplify the defense of both those cities.

NAVAL PRIORITIES

One very complex decision the Japanese player must make on the first turn is how to allocate his naval forces among four competing demands. Up to six fleet carriers (CV) have the option of making a special surprise attack against Pearl Harbor, but such a strike is not mandatory. A large fraction (but how large?) of the Japanese fleet factors must carry ground units on seaborne invasion or occasional sea transport missions to seize territory and BRPs; carriers may directly assist the Japanese attacks by providing ground support. Some naval forces must be devoted to turning back the sizable, though divided, Allied naval forces which can interfere with these landings or raid Japan's convoys. Finally, the Japanese player might wish to hold some fleet factors in reserve for sea escort to shift forces at the end of his turn, although a proper set up should minimize the need for this somewhat unproductive use of the navy.

In the *ERS* campaign game, where tensions between Japan and the United States are fixed at the start of the game, the Pearl Harbor strike has about a 50-50 chance of catching at least one of the three American carriers inside Pearl Harbor. Although one additional American carrier arrives on the map during each of the last three turns of 1942, sinking even one carrier in winter 1941 certainly facilitates further Japanese con-

quests. Even if no carriers are in port, surprise may well result in destruction of up to 13 fleet factors and three army air factors. One third of the time, the strike will fail to achieve complete surprise and these losses may be cut approximately in half. A second round of air strikes is also possible, but American carriers which turn up near Pearl Harbor may be able to intercept. In my opinion, a second round of attacks should usually be safe for Japan. In the worst case, one carrier might be lost, although this would require a good code breaking draw and good die rolls on the part of the United States. Even assuming no American carriers are sunk in Pearl Harbor, the most the Japanese player will probably face on the first round of battle is one enemy carrier group. Because the striking force is also concentrated into a single battle group, and the US player may use code breaking to increase his chance of remaining hidden, reserving air power for a strike against American interceptors will tend to be wasteful, but the threat of such a strike may dissuade the United States from attempting interception in the first place. The Japanese player is probably best advised to fly a modest combat air patrol (CAP) and to hit Pearl Harbor again as hard as possible. After all, US interception is far from certain even if the American player wants to take the risk. Of course, as is frequently the case in carrier operations, out-guessing the opponent is often more valuable than adhering to a rigid or predictable plan.

Although the Japanese player may be tempted to use one or more of his six fleet carriers elsewhere, a surprise attack on Pearl Harbor in winter 1941 also allows the port to be attacked more easily in spring 1942. If all three US army air factors are destroyed in the initial Japanese strike, Oahu's air defenses are inadequate to deter a follow-up raid on the next turn. A second raid on Pearl Harbor may be the most effective way to neutralize surviving US naval power, including the CVs which escaped the initial onslaught. Starting in spring 1942, the Magic code-breaking ability allows limited transfers of American naval units to other bases after Japanese invasions are announced. The many possible operations open to Magic interference dictate a heavy Japanese naval commitment in spring 1942 and may allow the United States to engage a portion of the Japanese fleet on even terms. However, the Japanese player may strike directly at the Pacific Fleet before it has a chance to shift bases using Magic, because naval units may not be shifted before attacks by patrolling carriers. If the opportunity for a winter 1941 raid on Pearl Harbor is missed, the US air factors which begin the game in Pearl Harbor will inflict unacceptable losses on Japan's naval air force, ruling out an effective attack in spring 1942.

As already noted, Japan's limited number of fleet factors and the threat posed by Allied naval interception of the initial invasions combine to restrict what can be seized in winter 1941. An insufficient covering force may result in one or

more critical landings being defeated. Unused Allied fleet factors may also raid the Japanese convoy routes. This is a potentially serious threat, because Japan may have no BRPs remaining, and any damage from raiders will be deducted from the Japanese BRP base—a semi-permanent loss Japan would like to avoid. On the other hand, an excessive covering force reduces the number of fleet factors available for invasions and may prompt the Allies to remain in port, preserving their forces for spring 1942 and thus increasing the required size of the Japanese covering force. Again, the psychological element makes it difficult to formulate the right strategy for all possible enemy responses.

Counterinterception of the Allied navies is a complex question. The Japanese player may use a patrol mission to place some or all of his forces closer to the action, making counterinterception more likely to succeed. Another bonus of patrol missions is that carrier-based air units may attack enemy bases and provide ground support for friendly attacks on land. However, patrols must consist of at least nine naval factors. Typically, the Japanese player can afford to use only one such mission. Also, because they linger in a particular area, patrols on station are automatically intercepted by all forces in range. Finally, patrols return to base at the end of the combat phase and may not protect the Japanese convoy route from raids by uncommitted Allied fleet factors.

Alternatively, Japan may use naval units remaining in port to counterintercept Allied naval activity. Counterinterception has the advantage of deferring intervention until after enemy naval forces have committed themselves and not granting them the opportunity for automatic interception afforded by a patrol. Unfortunately, Japanese naval units remaining in port to counterintercept will be farther away and will have a correspondingly reduced chance of successfully engaging the enemy. Finally, Japanese air units may change base to Singora, Thailand, putting the seas around Singapore under threat from the skies. Such a move combines the advantages of patrol and counterinterception (at least as far as the 9-factor British fleet in Singapore is concerned), because air attack is automatic and does not require a commitment in advance. With Singapore just barely in air range of Singora, only one air attack would be allowed before the British Force Z could leave the Japanese air umbrella. If a small Japanese naval force counterintercepts as well, then several air attacks would probably occur before a victorious surface engagement allowed the British to move out of range. Land-based air power suffers from a weakness of its own: it becomes less effective if the British split their force to intercept different Japanese activities at different points in the Japanese player turn (patrols in the movement phase, sea supply in the movement phase, offensive missions such as invasions in the combat phase and convoys during strategic warfare). Five army air factors and a few fleet factors are probably enough to defeat the British if their 9-factor fleet intercepts together. By breaking

down their fleet and making more than one sortie, the British create a series of battles against one or two air factors, which favors the air much less. Thus, against covering forces not so large as to rule out any possibility of success, the best Allied strategy against may be to intercept a Japanese patrol with about one-third of all naval forces within automatic interception range, attempt to intercept missions in the combat phase with about half of their remaining naval forces, and go for the Japanese convoy route with any uncommitted naval units during SW. Uncommitted Allied naval forces may also be used against Japanese counterinterceptions.

THE JAPANESE ATTACK

Having covered the generalities, it is time to look at a Japanese attack on the aforementioned Allied defenses. The following assumes no variants or research projects for either side. Deciding that there are no obvious opportunities for rapid conquest of India or Australia, the Japanese player hopes to seize as many BRP conquests as possible in winter 1941, while maintaining maximum flexibility to choose a strategic target in the spring. Figure 5 shows the setup in China as the Japanese turn begins. The Japanese have denied Chinese partisans any legal starting hexes and provisioned Canton for defense in spring 1942. An airbase begins at Iwo Jima to allow Japanese army air factors to SR to outlying Japanese bases in this or future turns. Previous figures show the various invasion forces that are poised around southeast Asia, with the Japanese airborne unit in Saigon. The US player secretly draws to determine his code-breaking ability and (unknown to the Japanese player) receives two Magic points (the average result). The Japanese forces sail off for their rendezvous with destiny.

Five Japanese army air factors stage to Singora and Taipei and the land-based naval air factor rebases to Saigon. Two army air factors from Taipei counterair attack the inverted American air force in the Philippines, eliminating it with the loss of one Japanese army air factor.

Japanese Patrols

The Pearl Harbor strike force (six CVs, with a single escorting fleet factor to provide a minimal air defense) heads for Hawaiian waters, and a patrol of three CVLs and four fleet factors takes up position in the Java Sea. Japan allocates the 18 elite naval air factors of his CV force to strike Pearl Harbor, and the US player secretly determines the location of his carriers—two on the US west coast, while the other is on a mission. The Japanese player receives the bad news that no carriers are in port (although he is not told exactly where they are). As consolation, maximum surprise is achieved by his air strike, and the Japanese player divides his attackers, sending 10 naval air factors against the 27 US fleet factors and eight naval air factors against the three inverted American army air factors on Oahu. Disappointing air attacks eliminate only six army air squadrons (a “2/4” result, with damaged squadrons being eliminated due to sur-

prise) and seven fleet factors (a “3/4” result”) with no loss to the attackers due to the surprised air defenses.

The Japanese player announces he will launch a second air strike and secretly allocates three naval air factors to CAP and the remaining 15 to the air strike. With only one carrier group able to intercept (with a poor chance of success), but two Magic chits and one searching air army factor (composed of the three remaining army air squadrons) remaining in Oahu, the American player decides to attempt interception. He uses one Magic point to modify the roll to a 50% chance but fails. The Japanese player achieves only a minimal surprise result of “2” against Pearl Harbor, thanks to the air in Pearl Harbor and US radar, so the United States loses the normal “+1” air combat modifier for air flying CAP. The three remaining American army air

squadrons engage two attacking Japanese naval air factors, and eliminate them both in air combat at a cost of one army air squadron. This leaves the United States with two army air squadrons. The American air defense shoots down two more Japanese naval air factors and turns back three, leaving eight survivors who press the attack. The Japanese player, planning to return to Pearl Harbor in spring 1942, concentrates three Japanese naval air factors on the remaining American army air squadrons to reduce his future losses. The remaining Japanese naval factors attack the American fleets, sinking two factors and damaging three others.

Due to below-average attack die rolls, the Japanese have not done as well as they might have, but they have destroyed 36 BRPs of American air and naval units while losing four naval air factors, and have left Pearl Harbor vulnerable



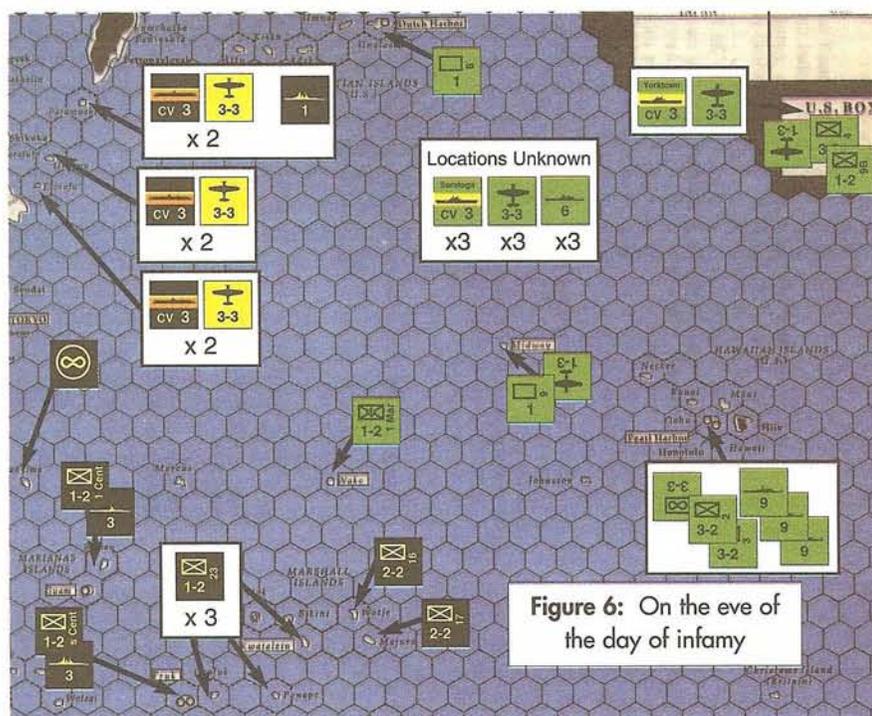


Figure 6: On the eve of the day of infamy

to a spring 1942 raid. As only two rounds of attack against Pearl Harbor are allowed, the Japanese striking force returns to Truk, where it is placed on patrol.

The Japanese patrol in southeast Asia does not launch any air strikes because all possible targets have a high level of air defense and would exact an unacceptable toll on the attacking naval air factors. The Allies, taking advantage of their opportunity to intercept the patrol automatically, send three British fleet factors from Singapore and two Australian fleet factors from Darwin. Both forces are small and are operating away from Japanese land-based air search. The Allies hope to remain undetected by the Japanese CVLs until they can close for a surface engagement (about a 30% chance). Unfortunately, the Japanese make a good search roll in the first round, locating the Allied forces and achieving a "3" surprise level ("1" DRM to air defense rolls). Their air strike sinks two British and one Australian fleet factor, and damages the remaining Allied forces, ending the battle. Had the British sent all nine fleet factors from Singapore, they would have been attacked by the Japanese land-based air at Singora.

Sea Supply and Ground Movement

The Japanese now trace sea supply. The crucial Japanese sea supply line to Indochina runs into the port of Haiphong. Again, trying to stretch the Japanese covering forces and hoping to get lucky, the British announce that two fleet factors from Singapore will attempt to intercept this sea supply line, but the interception roll is poor and the interception fails. The AVG takes advantage of its opportunity to cut the undefended sea supply lines to the Japanese bridgeheads in China.

The Japanese player now moves his ground units. This mainly involves changing the anti-partisan setup in China into a front-line defense which denies the Chinese any legal attack on a Chinese objective. Japanese forces also advance into northern Burma while Thai forces occupy Rangoon.

Japanese Invasions

The Japanese offensive moves into high gear with the declaration of naval and air missions. Six fleet factors transport a 3-2 infantry unit from Saigon to Singora. Nine fleet factors from Haikou (on the island of Hainan) sail with a 2-2 and a 1-2 infantry unit to invade Brunei. These forces join six fleet factors and two 1-2 infantry units in Haiphong, which will invade Java. The combined force continues south to Cam Ranh Bay where they join 12 fleet factors, a 3-2 and a 1-2 infantry unit detailed to invade Balikpapan. Six more fleet factors carrying a 1-2 infantry unit and the Japanese marines to Palembang and an additional three fleet factors for shore bombardment sail from Saigon and also join this force in Cam Ranh Bay. This huge fleet then proceeds to Brunei (where nine fleet factors and a 2-2 and 1-2 infantry unit are detached), continues to Palembang (detaching 9 fleet factors, a 1-2 infantry unit and the marines) and then sails south around the island of Borneo where the other forces split off to invade their respective objectives. This maneuver is designed to minimize the threat of Australian naval interception of the invasion of Brunei, although it is unlikely the Australians could evade counterinterception by the Japanese patrol. By assembling a monolithic force, the Japanese player can ensure that any fleet combat will last only one round. Losses

can be taken from the three extra fleet factors which are to shore bombard Palembang, with any deficit made up by ground support from the patrolling Japanese CVLs. Two 9-factor fleets, each carrying a 2-3 and a 1-3 armor unit, sail from Japan to invade Lingayen in the Philippines. The Japanese player assigns his three unused air factors in Taipei to provide ground support for the invasion. Three fleet factors at Truk embark a 1-2 infantry unit to invade Lae. Another three fleet factors at Saipan carry a 1-2 infantry unit to seize Beru in the Gilbert Islands (sailing due east, and then southeast, to remain out of interception range of Cairns at all times).

The Allied player must now decide on naval interception of the Japanese naval activities. He has available six British fleet factors in Singapore, two Australian fleet factors in Darwin, two Australian fleet factors in Cairns, one Dutch fleet factor in each of Palembang and Batavia and the British CVL in Colombo. The survivors of the Pearl Harbor raid are eligible to intercept, but not in range of any Japanese missions. To make this example more interesting and to test the adequacy of Japan's covering forces, the Allies will make a maximum effort against the Japanese landings. Holding back the Allied naval forces in winter 1941 would also be a viable option. The CVL's best chance to intercept is at Palembang. The Dutch fleet factors automatically intercept the invasions of their respective islands. The Australians in Cairns divide into one factor groups and attempt to intercept the invasions of Java and Lae. The Australians at Darwin divide to intercept at Balikpapan and Java. Finally, the British send one fleet factor against the transport mission to Singora and the invasions of Brunei and Palembang, holding three fleet factors in reserve.

The Allies roll well for interception. The net result is interception by one British fleet factor, one Dutch fleet factor and the British CVL in Palembang; one British fleet factor at Brunei; one Australian and one Dutch fleet factor at Java; and one Australian fleet factor at Lae. The Japanese player assesses his counterinterception chances. Only the carrier striking force at Truk can cover the Lae interception. Due to the poor fleet combat DRM of the Dutch, a single fleet factor dispatched from the patrol has a good chance of defeating the interception at Java. The remainder of the patrol will counterintercept at Palembang. The Japanese player avoids splitting his patrol further, as it has nine naval factors—the minimum necessary for a favorable search DRM in naval combat. Due to patrolling, these two counterinterceptions are automatic. The Japanese player plans to defeat the interception at Brunei with air power. Three army air factors from Saigon will attack in Singapore. If these fail, the Japanese naval air factor in Saigon will have an opportunity to attack the British fleet factor further north. The Japanese player thus holds one fleet factor in Saigon and two army air factors in Singora in reserve to defend against further interceptions. The Japanese successfully roll for counterinterception at Lae, dooming the lone Australian fleet factor sent there.

The plot thickens. The three British fleet factors uncommitted in Singapore could attempt to intercept the Japanese patrol's interception at Palembang and the single Japanese fleet factor detached to Java. While the former is unlikely to pay off, the latter might cause the Japanese problems or at least force them to commit the remainder of their dwindling reserves. The Allied player rolls and the British interception succeeds. The British interception will almost certainly result in losses to the Java invasion force. Consequently, the Japanese player really has no choice but to stop this interception with his army air factors in Singora. He holds his remaining fleet factor at Saigon in reserve to deal with British raiders.

Now that all naval interceptions are complete, the skein of combats is resolved in reverse order of interception. The Japanese player announces an attack by two army air factors from Singora on the British fleet factor intercepting the detachment from his patrol. One air factor is shot down, but the other manages to turn back the British factor by damaging it. The British fleet factor intercepting at Brunei sails, is attacked in the Singapore hex, and is sunk without loss by three Japanese army air factors.

Next, fleet combat between the Australian and Dutch fleet factors intercepting at Java and the Japanese fleet factor detached from the patrol is resolved. Both sides roll poorly, but the Dutch fleet factor is sunk in the first round. With the chances of the remaining Australian fleet factor surviving to ravage the invasion forces being less than 1-in-12, the Allied player decides to cut his losses by withdrawal. The Java invasion is unscathed. The counterinterception by the carrier striking force at Lae is anticlimactic. The Japanese locate the Australian fleet factor in round three and destroy it with a carrier strike at no loss to themselves. The remaining counterinterception combat off Palembang promises to be more interesting, because both sides have carriers. Because the Japanese have committed the bulk of their patrol, Allied chances do not look good. Deciding the risks from an Allied carrier strike are minimal, the Japanese player assigns all his air to attack. The Allied player, whose interception was mainly intended as a diversion to allow other interceptions a better chance, assigns one air factor (the maximum allowable) to CAP, while the other is assigned to attack. The Japanese roll well for search, and the Allies roll poorly. The Japanese force is not located and the Japanese air strike gains a moderate level of surprise. British CAP shoots down one attacker, while the fleet air defense causes another Japanese naval air factor to abort. The four remaining elite Japanese naval air factors target the British CVL and barely sink it, with no further loss. After this stinging rebuke, the Allies break off the battle and the Japanese patrol returns to its station off Borneo. Three naval air factors from the patrol fly ground support for the invasion of Palembang.

All Allied attempts to interfere with the Japanese landings have failed, but the Allies have certainly given the Japanese some tense moments. Even one more successful interception roll might well have resulted in one or more

invasions being reduced in strength. As it stands, the Allies have lost eight American fleet factors and three American army air factors at Pearl Harbor, two American army air factors in the Philippines, and a British CVL, four British, two Australian and one Dutch fleet factors in naval combat in southeast Asia. Japanese losses to this point are one army air factor lost over the Philippines, one army air factor lost over Singapore, four elite naval air factors lost in the Pearl Harbor raid and one elite naval air factor destroyed in the battle at Palembang. Luck has not heavily favored either side. The Japanese cut it close with their covering forces in southeast Asia, but may now complete their landings.

The Expansion of the Japanese Empire

The 1-2 infantry unit storms ashore unopposed and places a bridgehead at Lae, and then moves south into the jungle/mountain hex. The 2-2 and 1-2 infantry units land at Brunei. The 2-2 moves to the mountains east of Kuching (from here, it may cross over to attack Balikpapan in spring if it is not taken in winter 1941), while the 1-2 moves down the coast. Two 1-2 infantry units debark at no movement point cost on the eastern beach at Java and march overland to attack Batavia. The Japanese airborne unit at Saigon captures Kuala Lumpur with an unopposed air-drop. All Japanese ground units are now in position, and ground combat begins.

The Japanese overwhelm the Indian infantry east of Mandalay with a bloodless 5:1 attack. On Java, a 2:1 captures Batavia, but one Japanese 1-2 infantry unit is eliminated by an Exchange. Palembang falls without loss to a 2:1 attack assisted by shore bombardment, carrier support and the Japanese marines' ability to negate the defense multiplier for seaborne invasions. Balikpapan is taken by a 1:1 attack which also eliminates the Japanese 3-2 infantry unit in an Exchange. The Japanese 1:1 (4:4) attack on the Thai-Malay border succeeds in clearing the hex after an Exchange result on the Indian counterattack (the 3-2 infantry unit is eliminated and the Thai unit advances). Kuching also falls to a 1:1, as the British replacement is eliminated in a counterattack. (As Balikpapan has already fallen, the Japanese 2-2 infantry unit advances into Kuching, with the Japanese 1-2 infantry unit remaining in the hex to the north, to allow it to capture Sandakan in spring 1942). The Japanese invasion of Lingayen by a 1-3 armor unit supported by three army air factors succeeds in creating a breakthrough (and a bridgehead). The Japanese patrol in the Java Sea returns to port.

In China, the Japanese eliminate one Nationalist replacement in attrition combat. The attrition against the British replacement in Hong Kong fails.

The Japanese offensive now culminates with a 1:1 (5:4) exploitation attack which captures Manila without loss. Guam passes to Japanese control because the three fleet factors based on Saipan are the only forces in the Mar-

ianas island group. Similarly, the 1-2 infantry unit which lands at Beru stakes Japan's claim to the remaining Gilbert Islands. With all three capitals of the Dutch East Indies fallen, all Dutch territory becomes Japanese-controlled as well. The remaining uncommitted Australian fleet factor in Darwin astutely intercepts post-combat sea supply to Dili (on the island of Timor), preventing Japanese air from SRing to the island in winter 1941 as well as stopping construction of a Japanese airbase prior to spring 1942 air staging. This lessens the risk of a major effort against Darwin in spring 1942.

Turn Wrap-Up

With the combat phase now concluded, Japan rebuilds three naval air factors and the 1-2 infantry unit eliminated in the attack on Batavia, leaving one BRP unspent. The rebuilt naval air factors together with the naval air factor from Indochina are SRed to Truk, leaving the Japanese carrier fleet only one naval air factor below full strength. The rebuilt 1-2 infantry is SRed from Korea to China. The two 3-2 infantry units in Indochina SR overland to Singora, in preparation for a spring 1942 attack on Singapore. One of the four surviving army air factors in Taipei redeploys to Saigon, to support this attack, while the other three SR to Lae via Manila, Davao, Sorong and Hollandia. The Japanese player recycles his airbase counter from China to Kwajalein, increasing his possibilities for redeploying army air factors in spring 1942.

China, having nothing of value to attack in its turn, is content with eliminating two Japanese 1-2 infantry through attrition combat, rebuilding the replacement lost in the Japanese turn, and constructing one Nationalist and one Communist partisan.

The winter 1941 turn concludes with strategic warfare. Although there are no SW forces available, the two British fleet factors remaining uncommitted in Singapore may attempt to intercept the Japanese convoy route from Brunei. As Japan has one unspent BRP to absorb losses and a fleet factor in Indochina to counterintercept, a reduction of Japan's BRP base is unlikely. Thus, the Allies decline to risk any more of their shrinking naval resources.

ASSESSING THE INITIAL ONSLAUGHT

All in all, winter 1941 saw an impressive showing by the Japanese and (as the dice fell in this case, at least) a vindication of the strategy of 1:1 attacks. The Japanese made four 1:1 attacks in which an Exchange would succeed. They captured 85 of the 95 BRPs which were in reach, knocking the Dutch out of the war in the process. The Japanese are well positioned to take Singapore in spring 1942. Valuable forward bases have been established in the Gilbert Islands and New Guinea. Virtually the entire Japanese fleet will be free to initiate a drive toward Hawaii, Australia, Ceylon or the South Pacific in the second half of the Japanese double turn. Two potential problems with the Japanese position are that the Japanese armor units are

now rather uselessly stuck in the Philippines, and the weak forces remaining in Burma and Indochina will need reinforcement. The American marines on Wake may also need to be attacked in spring 1942.

The Allied player can take solace in the fact that Australia and India are well defended and no American carriers were lost at Pearl Harbor, though the failure to defeat any of the Japanese winter 1941 attacks is disappointing. The next section will study how this successful opening might be exploited in the coming spring 1942 turn.

THE BARRIER OR THE JAVELIN?

The year 1942 will probably be the most important year of the game. The first decisions of 1942 concern strategic warfare. Japan must decide whether to build only submarines, or follow the more cautious alternative of building anti-submarine warfare (ASW) factors. If an expansionist strategy is planned for 1942, Japan may be better off going heavily, if not exclusively, for submarines. Sinking or damaging one or two American carriers in 1942 may make the difference between a successful offensive and one that comes up short. A major Japanese drive against Hawaii, Australia or India is something of an "all-or-nothing" proposition, arguing that it is probably best to go all out with subs. If no ASW is built, Japan must be prepared to keep fleets in the SW box to prevent a large number of American submarines from surviving into 1943. If, on the other hand, Japan elects to follow a defensive strategy, it clearly makes more sense to go heavily for ASW, to guard Japan's Achilles' heel in later years. Even in this case, a moderate number of submarines is probably worthwhile. These can be used to finish off carriers damaged in naval combat.

The United States faces similarly unclear choices in the 1942 YSS. Building only submarines may prove painful if Japan manages to take Hawaii. The United States has few naval units to spare for ASW duties in 1942. Likewise, American submarines are unlikely to accomplish much in 1942, given the remoteness of their bases and their unfavorable torpedo DRM. On the other hand, submarines which survive 1942 can cause Japan great difficulties in 1943 and 1944, especially if Japan builds all submarines itself. In our example turn, Japan is blessed with a generous BRP allotment for 1942, which gives them the luxury of building a few ASW factors and still deploying a respectable submarine force. In this situation, as the Japanese, I would build four ASW factors and 16 submarines. As the American player, I would go for something like four ASW and nine submarines. Certainly many other purchases would be perfectly reasonable.

Both players must also decide on their allocation of naval forces to ASW for spring 1942. Japan can ill-afford to divert strong forces to this defensive activity on the second half of its double move. Something in the neighborhood of five fleet factors should be enough to protect Japan's naval activities from losses to submarine attack, even if the United States builds nothing but sub-

marines. Only naval factors in Japan or Truk can be assigned to ASW duty—it is important for Japan to end the winter 1941 turn with at least five fleet factors in one or both of these locations, or else face potentially embarrassing submarine attacks on spring 1942 naval activities.

For the United States, the deployment of naval forces to the SW box during the 1942 YSS has a more serious dimension. In the example turn, the American player has 24 fleet factors and a CV in Pearl Harbor. Because these forces have no land-based air protection, they are sitting ducks if the Japanese launch a patrol attack on Oahu in spring 1942. The three naval air factors aboard the one CV in Pearl Harbor can fly CAP, but will be hopelessly outnumbered by the attackers. American naval forces in Pearl Harbor may escape the wrath of a Japanese patrol in spring 1942 only by fleeing to the SW box during the YSS. Naval units in the SW box will be safe from naval attack, but are out of the game until the beginning of fall 1942 (they could deploy from the SW box to the US box at the end of the spring 1942 game turn and SR back to Pearl Harbor during the Allied summer 1942 player turn). This does not directly endanger Pearl Harbor, because Hawaii cannot be invaded in spring 1942. However, outright evacuation spares the Japanese the need to use their own carriers to neutralize the American forces and concedes naval supremacy in the Pacific at no cost to the Japanese. Yet, remaining in Pearl Harbor, in our example, dooms 84 BRPs of American forces if the Japanese decide to attack them (although a fair number of Japanese naval air factors would be lost in the process and Japan's carriers would be tied down for the turn). This decision depends somewhat on where the US carriers turned up at the moment of the first Japanese attack. If all three CVs returned to Hawaii, their nine naval air factors present a more credible air defense. Pulling them to the SW box leaves the United States with a serious shortage of carriers. In the example, with two carriers in the US box, the decision is more difficult. One option would be to withdraw the CV and a portion of the fleet factors, leaving behind, say, 10 fleet factors to bolster the air defense and, if not attacked, to threaten Magic interception somewhere on the board. For the purposes of this article, we will arbitrarily assume the United States deploys no naval forces to the SW box, to make things as challenging as possible for the Japanese in spring 1942.

The Follow-Up Decision

As the spring 1942 turn opens, Japan must choose a strategic plan for the coming year. Singapore will clearly be attacked at 2:1 by forces already in the region. At least 12 fleet factors will be needed to capture Wake Island. The Japanese marines, if not used elsewhere, can invade Rabaul at 2:1 (with air support from Lae and three fleet factors). Another pair of three fleet factor detachments should probably capture Nauru and Manus Islands. A minimum of 8-12 fleet factors will be required to shift reinforcements by SR. These housekeeping operations

are necessary to assure a minimum of security. The question remains as to what can Japan do with its remaining six fleet carriers, three light carriers and roughly 36 fleet factors.

Australia and India look unpromising as targets for rapid conquest. A maximum effort could achieve a 2:1 attack on Darwin (which would probably require Japan to SR three army air factors to the Celebes or Borneo in winter 1941, stage them to unsupplied Bali in spring 1942, and protect their sea supply line). Alternatively, a 2:1 on Colombo would be fairly easy to arrange. Conquest of either Australia or India, however, would require a massive commitment of ground and air forces over several turns (the very factors which dissuaded the Japanese from undertaking these campaigns historically). Viewed as more limited operations, the seizure of Darwin and/or Colombo might make sense. Japanese control of them would surely put some pressure on the Allied position and cause the Allies to divert reinforcements which could otherwise be used elsewhere.

Japan must consider the alternatives to the invasion of Australia or India as well. As already noted, once the army air factors in Hawaii are knocked out by the sneak attack in winter 1941, the American fleet in Hawaii can be annihilated by a spring 1942 patrol, at a cost to Japanese naval aviation which may range from insignificant to severe. In our example, Japan can conclude from the presence of a task force marker in the US box that at least one carrier group is in the United States. Hence, no more than six American naval air factors are in Pearl Harbor. Commitment of most of Japan's carriers will be sufficient to overwhelm this defense and ensure that no American naval forces can interfere with operations elsewhere in the Pacific. Johnston Island can be invaded easily. Midway requires only slightly greater effort. The United States can deploy to Pearl Harbor five rebuilt army air factors, along with 16 fleet factors (four of which are rebuilds), two fleet carriers, and six naval air factors. Thus, it will be nearly impossible to reduce the US Pacific Fleet to less than nine naval factors in summer 1942 (to permit invasion). Instead, Japan's chances hinge on invading the island of Hilo (Hawaii) and SRing in army air factors to gain control of the air over Pearl Harbor. In fall 1942, a 2:1 attack on Pearl Harbor may be within reach. (As an aside, if the Japanese want to invade Oahu in summer 1942, they may be better off leaving the American air in the Philippines alone, to keep it from being rebuilt in spring 1942 and SRred to Pearl Harbor to reinforce the defense.)

Japanese control of Lae and the Gilbert Islands allows spring invasion of all islands in the South Pacific except Christmas and the Society Islands. By pushing east and south, Japan can set up a summer 1942 invasion of Tahiti. Loss of this base and Pearl Harbor would leave the United States without a good on-map base of operations south of the Aleutians, although the South Pacific box will remain a potential thorn

(Continued on pg. 39)

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Letters



Player's Magazine

In your request for articles, I see the requested game titles seem to be those for which AHGC would perhaps LIKE to see more interest, rather than games for which there currently is a lot of interest. That isn't necessarily a bad thing—otherwise we would probably see some ASL outtake on every cover—but while it certainly does generate the desired curiosity about the trendy new things, it really doesn't make so much of a player's magazine, the way the *GENERAL* once (sort of) was. You probably don't remember the first issue, way-back-when: the lead story was PLAN RED, a "perfect plan"-type of proposal for allied victory in the original *D-DAY*. It generated a lot of mail because of the idiotic nature of the scheme, but good or bad, it made for a lot of audience interest. Today, with half the gaming hobbyists collecting pretty cards or wearing wizard hats, how much interest or response would there be to even a good article on something mundane, like *MIDWAY*, which you mention? I'll bet a good chunk of today's audience thinks *MIDWAY* is some game about carnival rides and freak show. Thus, I doubt I'll be giving a lot of time to creating 'the definitive article' (or, column!) about my hobby, which is 4th ed. *THIRD REICH*. From that old favorite's conspicuous absence on your request list, I gather that officialdom may have written off that playable classic in favor of the "Advanced" Collector's version, which lacks only the holographic card set of weapons and characters needed to place it up there with the trendy fantasy stuff so much in vogue today. Realistically, responses are unlikely on the games you requested, precisely because it contains many playable and enjoyable games whose very nature has caused them to be shunted aside, in favor of "cutting edge" stuff with a partially clothed elf on the cover, or some electronic thing that sorts the counters for players with only a 30-minute attention span. That's not to say that the money from this MTV-generation is any less valuable than that from an old-grogard-type like me; rather, I suspect it is just more difficult to find video game players who have the ability and temperament to sit down and write a coherent paragraph.

John Michalski, Oklahoma City, OK

★★★★★

Continued Leadership

Avalon Hill has been an important part of my life since 1977. For me it was DD '77, as my friend's older brother let us borrow his new title. Then I discovered The *GENERAL*. Since the early '80s, I have not missed an issue, and still look forward to every issue with much

anticipation! Many things have changed, and change is always upon us. From the *GENERAL*, I learned about AREA. Soon I was rating every game possible win or lose!

Presently, I'm still at it! Now "At the Kiosk" has been added to the *GENERAL*, and it is an outstanding idea! Today I can rate my play of older games, and purchase great new titles normally reviewed in the *GENERAL*. Also, I'm in touch online, and look forward to purchasing more CD-ROM games. Critics talk, but I believe Avalon Hill Computer games to be the best! (Just as their board games have always been the best!). Finally, I read an article about Monarch-Avalon Hill currently being up for sale? I hope the rumor to be false. If there is a change in ownership at A.H., I hope they can maintain the same high standard as in the past. I hope for, and support a future with growth, change, and the leadership A.H. has always provided. I support A.H., The *GENERAL*, AREA, and Avaloncon. If the board or computer games are quality, I will continue to purchase, but only if The *GENERAL*, Avaloncon, and AREA continue too!

Michael Reffue, Florida

★★★★★

Road to Washington

I am glad that I came upon General Vol 30, No 3; apart from the varied articles of the Civil War Series, I was glad to see the official rules changes for "Roads to Gettysburg," a game which I recently played and replayed over 7 months. Though the changes are brief they entirely alter the balance to a more historical basis; the Confederates must now not only levy towns but also seize and hold a county, thus forcing a major battle, something a crafty Rebel used to avoid.

The only change I dislike is that concerning Washington County because it would produce an unhistoric outcome; if the Union make any major effort to seize the Cumberland Valley they will cancel so many Confederate VPs as to prevent any Confederate victory. For example, if they control Washington County by Turn 7 and Greencastle/Chambersburg by Turn 9 they will cancel 54 Confederate VPs. All the balance of the Army of the Potomac has to do is to hinder any ANVA thrust into the most vital counties in the south-east. I suggest that one stick to the original Washington County rules; after all the original campaign was fought to guard Washington DC, not to hold the Cumberland Valley. If the Union holds Washington County it stops Confederate Ammunition Resupply and prevents almost the whole Confederate reinforcement from crossing the Potomac—is not that enough? (Whatever Steven Katz says, hold on to Harper's

Ferry—the garrison blocks that route and if the Rebs go for it, they are likely to throw away the campaign.)

Having read this copy of "General" I have once more become a subscriber, having originally canceled in 1979, a time when the magazine and Avalon Hill were obsessed with "Panzer Leader," "ASL" and WW2 in general; now that Avalon Hill is producing some excellent games from other wars (I own several), it is time to rethink. This may seem left-handed praise to you, but praise it is.

Donald Mack, Glasglow, Scotland

★★★★★

AVALONCON '96

Once more it is my pleasure to be able to write to you, and thank you for such a warm reception that you and hundreds of fellow gamers extended to this years European teams at Avaloncon. Without exception we enjoyed ourselves. We all hope to return next year. We would all encourage anyone who is thinking of attending, but has not yet done so, to resolve to attend next year. Whatever the distance you need to travel it will be worth the effort. You will be warmly welcomed.

Murray Cowles, RD AHKS Europe

★★★★★

I would like to express my thanks for another well done Avaloncon '96, however I would like to express my displeasure at the ungentlemanly expletives that my ears were often assailed by from youthful players at the tournaments. Parents of these expressive youths should be ashamed! Now I'm not unaware of worldly things but such conduct was totally unnecessary and a code of conduct in this regard should be included in the future. I know all these words also, but to use them as an expression of excitement or as a word meant to be used to tear down opponents is uncalled for!

Please be considerate! I think Parents should review what type of movies and television shows that they are allowing their children to watch and consider the sources of where these children are acquiring their language tastes. I realize that both parents often are working and adults don't have much time but my children, ages 15 and 12, do not use such language at all, even though they "picked it up at school." They attended the tournaments and had a good time, but even they mentioned the dirty mouths that some of their competition expressed. Avalon Hill, I salute your integrity and continued effort to produce games that broaden one's education. I just wish all the attendees were as educated.

Michael Ziegler, Philadelphia, PA

AR: Rookie crew looking for veteran bomber group to fly PBM B17 missions with and to compare raid results with. Andrew Fraize, P.O. Box 395, St. Charles, AR 72140.

CA: Seek local AH game players who think they can run or hold a fortified gauntlet! In two player RSN variants. Tom Walter, 2889 El Sobrante St., Santa Clara, CA 95051, (408) 241-8180.

CA: First ever! Hans Kruger memorial ASL invitational tourney. Best of five scenarios take prize money of \$150. Entry fee \$50. Earl J. Ryan, Advanced Squad Leader, Military Tactics Instructor, P.O. Box 0398, Corona, CA 91718.

CO: Experienced gamer seeks opponents for fit play in the Denver area. I play almost anything. David Newport, 9521 W. Vassar Way, Lakewood, CO 80227, (303) 987-0738.

DE: Looking for Eastern Shore opponents for family style games like MOV, Air Baron, Slapshot, Stocks & Bonds. Andy & Carrie Lewis, 16 Gosling Dr., Lewes, DE 19958, (302) 644-1984.

DE: Looking for FTF opponents for most any game on Eastern Shore especially WTP, Hannibal, and A5A even ASL. Andy Lewis, 16 Gosling Dr., Lewes, DE 19958, (302) 644-1984.

DE: Adult gamer seeks FTF A5A, BRI, ACV/CIV, Cival War, GDC, HRC, HCR, RTG, 1776, SIV, SJW, VIP, W&P, WTP, SWIM, SLB (Stonewall's Last Battle). Tim Hitchings, 330 Kemper Dr., Newark, DE 19702, (302) 836-3088.

FL: PBM: AK rated games. Current rating is 1597 BCCA5. Also DD'77, TRC, PB or PL. Michael Refuee, 6800 N.W. 39th Ave., Lot No. 392, Coconut Creek, FL 33073, (954) 570-7755, Fax (954) 427-9128 e-mail: mreffeue@icanet.net.

GA: New in this area. Looking for wargamers to play EIA, ASL, Civil War. Contact Jason Johns, 2515 Center West Parkway, Apt. 10-L, Augusta, GA 30909, (706) 736-3494.

GA: BUGS! BUGS! BUGS! Postal SST opponent wanted. Honor system for die rolls only. BUGS! BUGS! Jim Fardette, HHC 721 MI BN, Fort Gordon, GA 30905, (706) 791-2350.

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ID: ASL, KM, RB, SUB, UF, WSIM, know many more. Prefer ASL. Kevin Knoell, 506 Chestnut St., Mtn. Home, ID 83647, (208) 587-2354.

KY: Greater Cincinnati area. Seeking opponents for CW, SJW, HCR, A5A, 1776 & others. Brett Brown, 3576 Garber Ln., Burlington, KY 41005, (606) 586-5725.

ME: Opponent wanted for a PBM game of PZB using PBM kit by AH. If you play the Russians then you can pick any scenario. Ernie Bartiss, 71 Longwood Dr., Portland, ME 04102, (207) 828-6332.

ME: Wanted: "Paydirt" NFL team charts from 1973, 1974, 1975 seasons. Desperately looking for these years. Make me an offer! Peter Vorias, 48 E. Grand Avenue, Old Orchard Beach, ME 04064, (207) 934-2286.

Opponents Wanted

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MN: WAT, DD65 opponents wanted for Rated PBM. Pat McNevin, 12985 Raven St., NW, Coon Rapids, MN 55448, (612) 754-5140.

NC: PBM for TRC and especially VIP. Want to learn TPS, so are there any players in Charlotte area. Please contact me! Bill Deaton, 5200 Pine Dr., Charlotte, NC 28269, (704) 597-7956.

NJ: Wanted: games or parts for GOA and PGD. Also seeking FTF of same, plus TRC and 176. \$\$\$\$. Call Jim Chambers, 87 Candace Lane, Chatham, NJ 07928, (201) 635-2096.

NJ: Just moved to southern NJ. Opponents wanted for EIA. Willing to learn/play others esp. W&P, WSIM, CIV, RFN. Michael Rottler-Gurley, 289A Indian Mills Rd., Shamong, NJ 08088, (609) 268-3017.

NY: PBM/FTF FRED/STC. GMaster seeking players for PBM 1980/1996 Machiavelli 8/9-player variants. Subscribe to AHK's Premiere PBM multi-player magazine. BlutUndEisen. FTF 1776, MA. Stuart Schoenberger, P.O. Box 510, Jamaica, NY 11435-0510, (718) 262-3402.

NY: TPS opponent wanted by 28 year old novice. Anthony Burnet, Box 1472, Mass., NY 11758, (516) 731-4354.

NY: Opponent wanted for AH World War II era historical simulations for Rochester, NY area. Ray Joel, 30 Gemini Cir., Rochester, NY 14606, (716) 247-6943.

NY: Adult FTF opponents wanted for HCR, A3R, TRC, 1776, HWD or other games. Jim Loman, 206 Regent St., Saratoga Springs, NY 12866, (518) 580-1798.

NY: Need FTT opponent for A5A, SJW, HCR, RTG. Looking for group for RKL, GSR. William Voll, 2810 Moreland St., Yorktown Hts., NY 10598, (914) 245-4636.

OH: Novice gamer seeks FTF opponents for ASL, SJW, HCR, RTG, SIV. I'm also willing to learn others. Call anytime and leave a message. Ron Dawson, 4283 Beverly Hills Dr., #243, Brunswick, OH 44212, (330) 220-4193.

OK: Vet gamer seeks FTF 3R4 opponents in central Oklahoma. John Michalski, 10705 Cecilia Dr., Oklahoma City, OK 73162.

PA: Adult gamers wanted for FTF in PB, PL, RF, TRC, TPS, and many more. Keith Althouse, 519 Bickel Dr., Hamburg, PA 19526, (610) 562-2089.

TX: Sutland, RFT, LFW, FLD, Waterloo, SUB, G88, B88, M64, F40, Shot and Shell Ironclads Shenandoah. John Cates, Rt. 1 Box 481, Huntsville, TX 77340.

TX: Diplomacy World is the flagship 'zine of the PBM DIP hobby. For info, write Douglas Kent, 10214 Black Hickory Rd., Dallas, TX 75243 or e-mail 73567.1414@compuserve.com.

TX: Play DIP by mail! For a sample of Maniac's Paradise, write Douglas Kent, 10214 Black Hickory Rd., Dallas, TX

75243 or e-mail 73567.1414@compuserve.com.

TX: PBM opponent for TRC, AK, Waterloo, Midway. e-mail hollern@hasting.com or Hasting BMV@AOL.COM any WWII. Larry Hollern, 4452 Ridgecrest Cir., Amarillo, TX 79109.

TX: Interested in amateur multi-player play-by-mail gaming? Send a SASE for a sample of Pontevedria; the listing of North American 'zines and GMs. W. Andrew York, POB 2307, Universal City, TX 78143.

TX: Looking for FTF opponents for A3R, EIA, HWD, KRM, WTP, W&P, MRM. Paul Toro, 520 Greenwood, Del Rio, TX 78840.

TX: Hill County opponents for fit with ASL or other TAHGC games. Contact Carl Kusch, 1145 Junction Highway, Kerville, TX 78028, (210) 896-5000.

UT: Will buy: Bulge '81, G-Burg '77, Bull Run, Panzer Arme Afrika, Chancellorsville, Fortress Europa, Fury in the West. Kevin Thomason, 261 E. 300 South, Suite 325, Salt Lake City, UT 84111.

VA: Looking for FTF in No. VA, DC with TAC, TPS, SPI, much more. Also PBM Civil War (VG), GOA, PAX BRIT, EIA. Alex Sanders, P.O. Box 791, Fairfax, VA 22030, (704) 591-0962.

VA: Adult gamer looking for FTF opponents in Newport News area. Love A3R, RFT, Breakout Normandy, and various computer games. Tom Addison, 531-L Waters Edge, Newport News VA 233606, (757)599-0771.

WI: Help! EIA PBM Emperor in search of an Empire. Please write or call after 7:00 PM central time. Alan Mulroy, 8626 16th Ave., Kenosha, WI 53143, (414) 942-1744.

CLUBS

CT: The Connecticut Game Club is looking for players and GMs to attend our monthly meetings, held the second Saturday of every month from noon to midnight, at the Ramada Inn of Norwalk, CT. All types of games are played, especially board games, card games and miniatures. For club info and complimentary newsletter contact the CGC POB 403, Fairfield, CT 06430-0403 or email CGCSBS@aol.com.

FL: Join our growing gaming group in Sarasota, FL. For more info call Mike Bakken at (941) 355-3429, e-mail: M.BAKKEN@GENIE.GEIS.COM. 5016 Medalist Road, Sarasota, FL 34243.

MA: Reinforcements needed! Squad-equivalent of ASL fanatics looking for more AREA rated competition. We play most Saturdays, Veterans/novices welcome. New England ASL Players Association. Vic Provost, 1454 Northampton St., Holyoke, MA 01040, (413) 536-9661.

TX: I'm starting a game club in the Del Rio area. Interested? Contact: Paul Toro, 520 Greenwood, Del Rio, TX 78840.

VA: N. Va., MD, DC! FTF gamers wanted for serious fun and competition in board game football league. Tim Walthall, 4908 N. 17th St., Arlington, VA 22207, (703) 525-6245.

FOREIGN

Canada: Seeking good condition AF/Dauntless expansion kit. Willing to pay good price. Gaston Marty, 1 Place of Bretagne, Hull, Quebec, Canada J8Z 1E2, (819) 770-2875.

Canada: Looking for people to play BP by mail. I am a beginner but will play an opponent. Shandy Arden, A.R. #5, Shawville, Quebec, Canada J0X 2Y0, 1 (819) 647-5094.

Japan: Opponents wanted: PBM Col. Dip., Quebec Libre, Canadian Civil War, Indianomacy Dip Variant, United Nations and others: Kevin Burns, 2659-4 Tsukahara, Minami Ashigara, Kanagawa 250-01 Japan.

FOR SALE

CA: ASL, DY0, FTF only. I'm your man! For sale: WACHT AM RHEIN \$75 + S&H. Thirty other games at \$10 each. Postal money orders only. Earl Ryan, P.O. Box 0398, Corona, CA 91718, (909) 736-RYAN.

NV: Large collection of wargames and magazines for sale. Many out of print including SPI and S&T. No reasonable offer refused. Send SASE for list. Peter Fecurka, 5225 W. Reno #215, Las Vegas, NV 89118

NV: "General" back issues Volume's 9/10 to present. Complete ASL system. All modules including Deluxe Plus Amateur Magazines. All must go as a set. Best offer. James Ormond, 1050 Whitney Ranch Dr., #2212, Henderson, NV 89014, (702) 451-2872.

NY: NYC area. Selling entire collection AH, SPI, VG, etc. Many out of print. Magazine collection Gen. Vol. 14-24. Command S&T. Bulk sale will not ship. Ken Baron, 25 Terrace Ct., Albertson, NY 11507, (516) 621-5884.

NY: More than 3,000 board games, card games. The collection spans pre-1900 to date. I wish to dispose of the entire collection housed near Medford, NJ. Charles Clayberger, 3 Peter Cooper Rd., New York, NY 10010, (212) 228-2307 or (908) 341-0160.

PA: For trade or sale. Looking for new war games, have old games Avalon Hill SPI, TSR. H. Isola, P.O. Box 851, Unionville, PA 19375.

TX: AIW \$16.00, AK \$12.00, AL \$12.00 (postpaid) GENERAL Back Issues: Vol. 19-1, 23-2, 24-2, 4, 5, 25-1, 2, Good to EXC condition \$4.50 ea. (postpaid). James A. Pratt III, Apt. 118, 1020 Sugar Ln., Palestine, TX 75801.

WV: Collection-out of print games. SASE for list. Taking offers. David Dix, 308 Temple St., Beckley, WV 25801, (304) 253-9787.

The Long Road to Japan

Allied General Strategy in EMPIRE OF THE RISING SUN

By Bruce Mansfield

The Allied player at the start of *EMPIRE OF THE RISING SUN* faces a daunting challenge. The Chinese are fractured and economically weak, the British have too much territory to guard and not enough units, and the Americans begin the war short of everything, including time. Against this ticking clock the Allies must race across thousands of miles of ocean and endless fortified beaches to bring the war to Japan. A victory, however, is not out of the question. The Allies, if played well, can often snatch victory from what looks like certain defeat in 1942.

Just as the German player should always keep the British and Russian Resistance Tables in mind, the Allies should take a minute before the start of the game to look over the Japanese Resistance Table.

The Japanese resistance modifiers can be classified as either economic or military. Economic modifiers include oil effects and basic resource point (BRP) levels. Military modifiers include the capture of Tokyo, Kagoshima or Osaka and the control of objectives. Joint military/economic modifiers include atomic attacks (as they are carried out in both the combat phase and the strategic warfare phase), the number of unbuilt Japanese ground/air factors and the number of Japanese ground/air factors in Japan, Okinawa, Korea, Manchuria and the strategic warfare (SW) box. While pondering Allied strategic options, each Allied move must be made mindful of its effect on eventual Japanese surrender.

The main burden of the war in the Pacific naturally rests on the Americans, for they alone possess the forces and BRPs needed to defeat Japan. Britain and China play a secondary role at best. Near the end of 1942, when the Japanese have captured their initial objectives in southeast Asia and the Pacific and have begun their defense of the empire, the strategic initiative in the game will shift to the Americans. This is the beginning of the drive towards Japan.

Throughout this discussion I will assume that the Japanese have followed a more or less historical course. By fall or winter 1942, the Japanese will control most of southeast Asia, including the Dutch East Indies, the Philippines, Sarawak, Singapore, French Indochina, Malaya, Thailand and Burma. In the Pacific, Japan will control her pre-war possessions, as well as the Gilbert Islands, the Solomon Islands, New Britain, New Ireland, the north coast of eastern New Guinea and several islands such as Nauru. Japanese expansion might very well carry them

farther, into New Caledonia to the south and perhaps Pago Pago or Papeete to the east. In China, the front line usually remains static.

The Allied Options

Faced with this, the Americans have three options, or axes of attack. One carries the war across the central Pacific, the second through the Dutch East Indies towards the Philippines, and the third is a mixture of these two. Of these, the second approach, through Southeast Asia, is the strongest.

The attack through the central Pacific, along a line stretching from the Solomons through the Gilbert and Marshall Islands, the Caroline and Marianas Islands, Marcus, Wake and Okinawa, leading to Japan itself, has few advantages. This strategy focuses on the Japanese military resistance modifiers, as it concentrates on the capture of objectives and the destruction of Japanese ground and air factors; economic effects are limited to the capture of forward bases for eventual strategic bomber attacks.

This central Pacific plan fails to address the key weakness of Japan. While strong in ground, air and naval units, Japan is extremely weak economically. Although Germany can expect to have more than 400 BRPs in the 1943 Year Start Sequence (YSS), Japan must stretch to break 250 BRPs, and this level quickly falls from late 1943 through 1945—the most dangerous years for submarine warfare and strategic bombing. A successful Allied drive, therefore, must focus on this weakness. Its goal must be the destruction of the Japanese economy.

It is the southeast Asian axis which meets this need best. This attack centers on the economic modifiers for a Japanese surrender. The goals for such an attack are to provide forward bases for submarines, raiders and land-based air to interdict the Japanese oil convoy route, and to take by force the BRP rich areas of southeast Asia. The destruction of Japanese units and the recovery of objectives are secondary goals. This strategy attempts to deny Japan the ability to effectively

carry out a defense by denying her the BRPs and oil necessary to do so.

The third option, a mixture of these two attacks, was the one actually chosen by the American Joint Chiefs of Staff during the war. This method, however, has several drawbacks. The most obvious is that it puts impossible demands on the US Navy. Not only must the US Navy provide enough fleet factors and fast carriers to match any Japanese opposition to offensive operations on two fronts, but also it must keep a reserve force large enough to discourage or stop any Japanese counterattacks. This is simply too much.

Another, though lesser, disadvantage is the double cost in terms of BRPs and units. By attacking on both the Pacific and southeast Asian fronts, the United States, must pay for offensives on two fronts. While the United States usually has enough BRPs for the war, it risks running short in 1942 and 1943 when its BRP level is still low and it has many new units to build. The United States also must carry the additional economic burden of giving support to the British and Chinese war efforts.

Finally, a two-front attack drains units from one front for the other. With a limited number of marines, which facilitate seaborne invasions, the Americans would have to resort to large, expensive army-led attacks to defeat even modest Japanese defenses on one of the two fronts. It is best to focus on a single axis of attack instead.

Japanese Resistance Table	
-2	If the Allies occupy Tokyo.
-1	If the Allies occupy Kagoshima or Osaka (-1 for each).
-2	For each atomic attack marker in Japan.
-1	For each atomic attack against Japan (cumulative).
-1	For each oil effect currently applicable to Japan.
-1	For every 10 unbuilt Japanese ground/army air factors.
-1	For each Japanese-controlled objective less than 10.
+/-1	For every 25 BRPs Japan is above or below 75 (Spring); 50 (Summer); 25 (Fall); 0 (Winter).
+1	For each Japanese-controlled objective over 10.
+1	For every 5 Japanese ground/army air factors in Japan, Okinawa, Korea and Manchuria, including army air factors in the SW box.
Explanation: Check at the end of each game turn. If the net result is zero or less, Japan surrenders and the war in the Pacific ends.	

Allied victory depends upon reducing Japanese resistance.

THE CO-PROSPERITY SPHERE

A look at the southeast Asian front quickly proves why it is so important for the Japanese. Compared to the Pacific front, which has no BRP value, the southeast Asian front is worth 125 BRPs, not including Australia and India (although this total does include Calcutta, Dacca and the Japanese colony of Formosa, which are each worth 5 BRPs). This represents about half of Japan's economic strength. Southeast Asia also provides Japan with an even more important resource: oil.

At the start of the game, southeast Asia is as good as Japanese. Dutch resistance is not worth mentioning and a strong British (including Indian and Australian) defense of Sarawak, Malaya, Burma and Singapore risks a Japanese push into India. The Philippines are a little more difficult to take, but Japan is still able to attack on a 2:1 in Spring 1942 with the help of army air factors. The addition of three Allied partisans hardly makes up for these losses. The Japanese defenses in this area can also be quite strong. The Dutch East Indies provide ample air bases and a second home for the Imperial Japanese Navy. The rough terrain hampers Allied invasions and overland attacks. Brunei and Palembang are unlimited supply sources for Japanese air and naval units in Borneo, Sarawak and Sumatra.

BEGINNING THE ALLIED ASSAULT

The Japanese defenses, though strong, cannot be impenetrable everywhere. Japan must also defend Burma, the Pacific and China as well. No perfect plans exist in *EMPIRE OF THE RISING SUN*, and the actual Japanese defenses must be taken into account in every instance. The first step of the Allied attack is to build up a base of operations. Often, the ideal place is Australia.

Australia provides unlimited supply and has two ports on the board (Darwin and Cairns), as well as the Australia box, in which to base naval units. Newly built Australians (which may be lent to the United States to reduce the BRP cost of offensives) may go directly into battle. A drawback is the long distance from the United States. Without flexible deployments, which accelerate the transfer of American units to the South Pacific box, newly constructed American forces will be available for use in Australia only three turns after being built. Thus, the Allies must plan nine months ahead of current production. This can be overcome somewhat by SRs directly from the South Pacific box as well as SRs from Pearl Harbor itself. If the Japanese have managed to cut the on-board sea lanes between Pearl Harbor and Australia, the job will be more difficult, but not impossible. Another problem for Allied units in the Australia box is the eight-hex distance between the box and the board. This proves to be less of a problem as the United States captures ports from the Japanese, as it can shift its main base forward. Naval units based in the Australia box can patrol to the northwest as far as Kuching, which is generally sufficient for an early attack into the Dutch East Indies.

Once reliable defenses have been placed in the Hawaiian Islands, Midway, Dutch Harbor,

Johnston Island and Christmas island, everything must go to Australia. The United States will need its entire navy (minus six escort carriers and about four fleet factors for use in the SW box), as well as all its army air factors, to defeat Japan in southeast Asia. All the marines and infantry units (split into 2-2s and 1-2s) must go as well.

The American assault can succeed, and indeed often can only succeed, through bypassing many of the fortifications built by the Japanese. Remember, the primary goal is to provide bases for submarines. The ideal base is Kuching, as it is three hexes away from both Palembang and Brunei, assuring maximum submarine damage. However, it will be difficult to hold Kuching unless Batavia or Balikpapan are also under Allied control. These in turn are difficult to hold without an island base closer to Australia. As army air factors are one of the most useful types of units in southeast Asia, the Americans must advance along a line of beaches and islands from three to six hexes apart to assure air superiority. A more cautious advance is a waste of resources, but any greater advance leaves garrisons outside air support range. The ideal is three hexes. The Allies can leapfrog forward, using army air to cover the assault, then stage air forward for use next turn. Due to the pressures of time, this approach is not always one the United States can afford to adopt, especially for the initial assault out of Australia. Every assault that follows, though, must take into account the need for air support. An ideal initial target, then, is either Bali (JJ10), Sumbawa (JJ9) or Flores (JJ8). Although Dili (JJ7) seems to be a good choice, because it offers a port and is within air range of Darwin, an attack on Dili forces the Allies north. Any drive east towards Batavia, seven hexes away, must first take another island to allow air to stage forward. An initial assault on Flores, six hexes from Batavia, allows the Allies to provide air cover should an assault of JJ11 be required. These islands also offer excellent support for assaults on Macassar and other beaches on the Celebes, as well as airbase sites for staging air forward to Batavia or Balikpapan. From Batavia or Balikpapan, the Allies will find it easier to take Palembang or Kuching, both necessary objectives for the economic defeat of Japan.

If Japanese opposition is weak, or the Japanese are having troubles in Burma or Thailand, then an accelerated assault might be warranted. However, strong Japanese defenses call for a more methodical approach. Generally, the American player must not waste turns attacking heavily built-up areas. Remember, if a beach or island takes a large amount of the available American air, land and ground units to capture, you should probably leave it alone. Always question whether the same effect on Japanese resistance can be accomplished in another way. The goal of these attacks is not territory, but economic destruction.

THE SUBMARINE OFFENSIVE

By the end of 1943 the Allies must be in a strong position close to the Japanese oil centers. The key is the destruction of the 15 BRPs necessary to trigger oil effects (as early as possible). Japan must be forced to incur its first oil effort by the end of 1943, for without oil the Japanese

are helpless to defend their Empire. Often, lack of oil supplies leaves the Japanese navy stuck in port, unable to intercept most offensive missions. Lack of oil will also ground the Japanese air force. If this is achieved by mid- to late 1944, then the Japanese will be helpless to defend their outer empire against Allied landings. It is quite possible for the Allies to win without invading either Okinawa or Japan itself. Indeed, leaving the home islands alone will nullify what remains of the Japanese Combined Fleet and make it more difficult for Japan to use its kamikazes.

The Allies are tempted to take both Palembang and Brunei in order to deny the Japanese oil supplies. This may be counterproductive, if it causes the Japanese convoy route from southeast Asia to shift further away from the nearest Allied submarine base. By leaving Palembang or Brunei in Japanese hands, you ensure that the Japanese convoy route will be exposed to effective submarine attacks. Though Japanese losses each turn to submarines are limited to a quarter of the value of their overseas possessions, this is not as restrictive as it seems. Sometimes it might be best to defer the capture of a capital until the next year. Japan could possibly lose these BRPs twice as the maximum SW loss from submarines is calculated during the YSS, regardless of Allied reconquest during the year. A concentrated loss of colonies and conquered territories, coupled with heavy submarine damage, can do serious harm to the fragile Japanese economy.

The Allies must not forget that, unlike German submarines in *ADVANCED THIRD REICH*, submarines in *EMPIRE OF THE RISING SUN* can attack on-board naval activities. It is often difficult or impossible for the Japanese to guard critical sea supply lines. A force of ten American submarines can cause large fleet losses and force the Japanese player to make a difficult decision: allow supply to a vital area to be cut, or take losses from the SW box which might make upcoming SW losses catastrophic. Use your submarines to cause many headaches for the Japanese player.

THE LAND WAR

The Allied struggle on the mainland of Southeast Asia is generally static at best. Thanks to weather and terrain, offensive missions are difficult and both sides are generally content to sit on the Indian border, conducting attrition attacks most of the game. The Japanese position will eventually erode, thanks to pressing needs elsewhere as well as Allied threats to the naval strategic redeployment (SR) route into Burma. If the Japanese can open a land SR route through China this helps to solve their problems, but might cause an even greater one if the Japanese overextend themselves in China. The eventual Allied capture of Burma, Thailand and French Indochina, however, is a necessary part of a southeast Asian strategy. Until late in the war the British will probably contribute little, because of their lack of BRPs and low per turn spending limit. By then, the fall of Burma and Thailand due to British pressure and other Japanese priorities is a real possibility, and the Americans will be in position to take French Indochina, if necessary. Further attacks on the mainland are often not essential. Singapore is

best left alone, because it is difficult to approach by land, expensive to take by sea, and isn't crucial to either the Japanese or Allied positions late in the war.

China, too, is usually a stalemate until the very end of the war, but the Allies must not underestimate the considerable annoyance value of the Chinese. Typically, the Japanese are forced to strip away units from China to bolster defenses elsewhere and may unwittingly allow a 2:1 or safe 1:1 attack on Canton, Hong Kong, Peking, Nanking, Shanghai, Foochow or even Tsingtao or Tientsin. A "safe" 1:1 attack in this context is not so much an attack which leaves a Chinese unit alive to advance and capture the target hex after an "exchange" result (a one in three chance), but rather it is an attack which doesn't risk a Chinese collapse after an adverse combat result.

Open areas for partisans often develop behind Japanese lines in China, and these are very useful for draining Japanese BRPs and cutting weakly defended Japanese supply lines. Single one-factor Japanese ground units are tempting targets for Communist Chinese partisan attacks, and inverted Japanese air units are natural targets for the Flying Tigers. The Chinese must do whatever they can to harass the Japanese without losing too many units or BRPs. Until China recovers an objective (which may never happen), she is economically weak. The few BRPs that trickle through Ledo over the Himalayas are never enough and are costly for the Allies to send. In short, the war in China is one of opportunity until 1945. By then, the Japanese will be weakened by two years of Allied offensives, and the entry into the war by the Russians could cause the loss of Manchukuo, triggering a two or three point drop in Japanese resistance.

The Allies must always look for the opportunity to achieve the opening of a supply route from India to China. If this is achieved early, American bombers can operate from China, eliminating the need for costly amphibious assaults to take forward bomber bases in the Pacific.

CONCLUSION

The Allies are blessed with an overwhelming material and economic advantage and should be aware of this fact during every operation. However, this advantage grows slowly. The Allied player should strive to avoid large naval battles until late 1943, when the American naval superiority makes even the loss of several carriers acceptable. Every turn that passes, due to Japanese oil effects and the ever-increasing American force pool, witnesses a weakening in the relative position of the Imperial Japanese Navy. Of course, a Japanese assault of Midway, Pearl Harbor, Pago Pago, Suva or Australia may force the Allies to commit their air and naval strength early. In general, though, the Allies do well to put off for today what can be better fought tomorrow. Eventually, the Americans will be able to shrug off naval losses easily, while the loss of even one carrier will become devastating to the Japanese. Economically, the Allies must rely on the growing American BRP base to fund offensives and build up their forces, while seek-

ing to wear down and destroy the Japanese economy and oil supplies. As the years progress, the Japanese BRPs will shrink to negative numbers.

Faced with an oil shortage and a huge BRP deficit, the Japanese can be forced to surrender without one Allied soldier setting foot on Japan.



Just say "iie"*

An Introduction to Playing the Japanese in Global War

by Peter Robbins

Starting with the Japanese attack on Pearl Harbor, players can attempt to re-create (or foil) the stunning initial successes of the Japanese army and navy. Later in the war, the game becomes one of cat-and-mouse, as the Japanese defend their new empire from the growing strength of the American navy. Finally, the Japanese home islands become the focus of a last-ditch stand, which may require the Allied use of nuclear weapons to end the war.

EMPIRE OF THE RISING SUN (ERS) is a worthy addition to the genre, coming with an attractive game map, an interesting mix of naval, air and ground forces and rules that allow this game to be linked to *ADVANCED THIRD REICH*. Most importantly, the naval combat system has several features which turn the naval war into a tense and unpredictable contest. These include markers to conceal the composition of task forces and American code breaking and cryptanalysis ("Magic") to modify search and surprise results.

THE BALANCE OF FORCES

The Japanese armed forces at the beginning of an *ERS* game outnumber all their possible enemies put together. With 72 fleet factors, six fleet carriers (CVs) (Akagi, Kaga, Hiryu, Soryu, Shokaku and Zuikaku) and three light carriers (CVLs), plus a fourth CVL that can be built in spring 1942, the Imperial Japanese Navy can "run wild" in the Pacific. CVs and CVLs are fast carriers which carry three and two naval air factors, respectively. These may perform a variety of functions, especially attacks on enemy naval units. Escort carriers (CVEs), which only the United States possesses, have a built-in naval air component and their capabilities are more limited.

The Allied naval forces in the Pacific and Indian Oceans in winter 1941 consist of two Dutch fleet factors, six Australian fleet factors, the Royal Navy (one CVL—Hermes—and nine fleet factors) and the American Pacific Fleet (three CVs—Lexington, Saratoga and Enterprise—and 45 fleet factors, plus summer 1942 reinforcements of another nine fleet factors and three CVEs).

The Imperial Japanese Army has a similar superiority. Even without the forces that must be held back in Manchuria to deter the Russians, the Japanese have eight 3-2 infantry and two 1-3 armor units, plus ten army air factors, with which to conquer the Philippines and Southeast Asia. Smaller infantry units and the Japanese airborne and Special Naval Landing Force (SNLF) units suffice to occupy at least some of the mostly undefended Pacific islands, while the rest of the Japanese army holds the line in China. The strategic situation, game design and Japanese player's desire to recreate or surpass history all combine to motivate the Japanese player to attack. In what follows, I shall attempt to outline the problems facing the Japanese player before the attack into the Pacific and southeast Asia.

THE CHINA QUESTION

By linking *ERS* with *ADVANCED THIRD REICH (A3R)*, it is possible to play all of World War II. This combined game, called *Global War*, uses the maps, rules and counters from both of the other games, plus a booklet of "bridging" rules included in *ERS*. *Global War* begins with the German attack on Poland and ends with the defeat of either the Allies (France and Britain, and later on Russia, China and the United States) or the Axis (Germany, Italy and Japan). The war does not necessarily end in the summer of 1945, but can continue well past that date.

In 1939, the Japanese find themselves at war with China, and already hold four of the five Chinese objective cities. Only Chungking still holds out, leaving Japan with the temptation to permanently settle the "Chinese question" by a short campaign. If the Chinese resistance level drops to "-4," new Nationalist Chinese construction is prevented, while a "-5" resistance level immobilizes the survivors, leaving only the small, but tenacious, Communist Chinese forces to resist the Japanese. The collapse of Chinese resistance would allow China to be held with a minimum garrison in the objective cities, thereby freeing most of the Imperial Japanese Army for operations elsewhere.

*"iie," pronounced something like "ee-yeh," is a Japanese word for "no." It is extraordinarily impolite to say "no" in Japanese, so this word is almost never used in public. If a Japanese is asked to do something which he does not want to do, he will probably answer "yes, but..." which leads to a certain amount of confusion and misunderstanding on the part of foreigners. This cultural quirk probably also contributed to the outbreak of war in the Pacific. Emperor Hirohito, along with the moderates in the Japanese government, could ask the militarists to "reconsider" their aggressive course of action, but were constrained by tradition, culture and language from saying "no" to them.

The problem with a “China first” strategy is that it ignores the American reaction to an escalation of operations on the mainland. In a manner similar to the US-Axis Tensions Table in *A3R*, aggressive actions by the Japanese raise tensions via the US-Japanese Tensions Table, allowing the American player to first prepare for, and then actually declare, war (when US-Japanese tensions reach 50). What the Americans interpret as “aggressive actions” includes Japanese construction of new aircraft carriers and fleets. (The Japanese player, of course, sees these as purely defensive precautions!)

Many of the tension increases occur whatever the Japanese player does: +1 per game turn, +1 and +3 for the Axis conquest of the Netherlands and France, and +2 for the German attack on Russia. This means US-Japanese tensions will easily reach 16 by winter 1941, the preferred date of a Japanese attack on Pearl Harbor, even if the Japanese conduct no offensives in China and build no new carriers or fleets. Furthermore, once US-Japanese tensions reach 10, the Americans may deploy their Pacific Fleet to Pearl Harbor. This exposes it to a Japanese surprise attack, but also raises US-Japanese tensions by an additional +1 per turn. Since US-Japanese tensions will usually reach 10 when France falls (probably summer 1940), the Pacific Fleet redeployment would add another 6 to the tension level by winter 1941. Most American players will risk the Pacific Fleet in order to raise US-Japanese tensions and thereby enter the war as soon as possible, in order to win the war as soon as possible.

Here is the major difference between the two tension tables: US-Japanese tensions, once they reach the threshold of 10, become a positive feedback system, rather like the snowball that rolls downhill, becoming larger and larger as it does so. Japanese actions increase tensions, which spur the Americans to react by moving their fleet to Hawaii, which increases tensions even more. When tensions reach 24, the Americans may impose an oil embargo on Japan. The lack of foreign oil would, within one year, cause serious problems for the Japanese (the first serious oil effects occur three turns after the embargo is imposed). Worse yet, with the oil embargo in place, and the Pacific Fleet in Pearl Harbor, tensions will now rise at least three each turn. The US-Japanese Tension Table simulates the mounting and accelerating “cold war” between Japan and the United States which makes both sides believe that war is inevitable—and, in game terms, it is.

SURPRISE AT PEARL HARBOR

If a war with America is inevitable, the Japanese player may reason that he should attack the Pacific Fleet with the maximum possible force (six CVs with eighteen elite naval air factors) as early as possible. The Pearl Harbor Surprise Table determines the location of the three American carriers. If the Japanese attack early, when tensions are less than 24, there is a

72% chance of catching any one carrier in port (a separate dice roll is made for each American CV). However, it is impossible for the Japanese to have maximum force and maximum surprise. The sixth Japanese CV cannot be built until tensions reach 25, so only five CVs will be available for an attack with maximum surprise. The chance of catching each of the American carriers in port drops off quickly after tensions reach 25 (note that this analysis assumes that American code breaking—Magic—is not used to modify the dice rolls). Remember the location of the American carriers is determined by the tension level after tension increases for: the turn, the American fleet being at Pearl Harbor and the oil embargo key.

Tensions: 25-27 28-30 31-33 34-36 37-39 40+
CV is in port: 58% 42% 28% 17% 8% 0%

Once tensions reach 40, there is no chance that the American carriers will be in port, since American forces have been alerted. The best attack the Japanese can arrange for Pearl Harbor is therefore six CVs with tensions at 28 to 30. This would have to be the very next turn after the sixth CV is built, since building the CV itself raises tensions by one.

TIMING IS EVERYTHING

When should the Pearl Harbor attack occur? Most Japanese players would prefer winter 1941, because of the way the turn sequence works. In *Global War*, the alliance with the highest Basic Resource Point (BRP) level moves first in each game turn. Russia, even while neutral, moves at the same time as the Allies. Japan moves after both, followed by China, until Japan joins the Axis by going to war with the Western Allies. When Japan attacks the Western Allies, it joins the Axis and moves at the same time as Germany and Italy in the next turn. If the Axis powers have more BRPs than the Allies, as they normally would at this point, Japan would make a second move before the Allies are able to respond. This means that if the Japanese time their attack correctly they will usually get a “double move”: they will move, attack and build units, then move, attack and build units again before the Allies can respond. This normally occurs in winter 1941/spring 1942.

It is virtually impossible to duplicate the historical Japanese successes without the staggering effects of a Japanese double move. If winter 1941 is the chosen date, as both history and game dynamics favor, and the Japanese want to get their best shot at the American carriers, then tensions must be no more than 27 at the end of the fall 1941 game turn. Tensions go up by one automatically every turn, by an additional one every turn once the American fleet is at Pearl Harbor and by an additional one once the oil embargo is imposed. With six tension increases from Europe, this leaves the Japanese with little room for maneuver diplomatically. Taking

into account Japanese naval construction, the rise in tensions looks like this:

Fall 1939: +1 = 1
Winter 1939: +3 (9-factor fleet, CV) = 4
Spring 1940: +2 (Axis conquest of the Netherlands) = 6
Summer 1940: +5 (Axis conquest of France, Pacific Fleet) = 11
Fall 1940: +2 = 13
Winter 1940: +4 (9-factor fleet, CV) = 17
Spring 1941: +2 = 19
Summer 1941: +4 (German attack on Russia) = 23
Fall 1941: +5 (9-factor fleet, CV, oil embargo) = 27
Winter 1941: +3 = 30

Even with no full offensives in China and no bombing of Chungking, the tension level is three above the level required to stay in the “25-27” column on the Pearl Harbor Surprise Table. Even if the Japanese left all three 9-factor fleets unbuilt, they would still have to reckon with the American Magic, which is very likely to increase the tension level by at least one. The Japanese also would have to forego the occupation of French Indochina prior to their attack, even though it is the easiest conquest (10 BRPs) on the map. This can cripple the Japanese offensive in more ways than one, because it is crucial for Japan to have 130 BRPs by the start of 1941. Each turn a player may spend no more than half his yearly allotment of BRPs. Since the Japanese declaration of war on the United States costs 35 BRPs, and Japanese offensives in southeast Asia and the Pacific cost 15 BRPs each, Japan needs to be able to spend at least 65 BRPs per turn (half of 130).

All things being equal, it is foolish for the Japanese to forego construction of one-third of their navy and cripple their attack into Burma in the hope that the American Magic draw will be low and the dice will favor them at Pearl Harbor. However, consider two other options.

DIPLOMACY

The first is the use of diplomatic points (DPs) in Japan. DPs are used in *A3R* to represent diplomatic pressure short of war which major powers can apply to minor countries and neutral major powers. DPs are not used in *ERS*, since in the Pacific there are no neutrals to influence other than Japan itself. In both *A3R* and *Global War* the Axis and Allies may place DPs in Japan. In *A3R*, Japan is treated as a powerful minor country which can be manipulated by the contending alliances. In *Global War*, things are much more interesting, because each DP placed in Japan either decreases or increases US-Japanese tensions. DPs may only be placed in Japan in 1941, and must be used before the oil embargo is in place.

Even with these restrictions, the Allies can place a maximum of about six DPs in Japan, depending on the military situation in Europe. Japan is the only diplomatic target in which neutral Russian DPs are combined with Western Allied DPs. The Axis can attempt to counter this with their own DPs (also a maximum of about six), so it's a fair fight. Each side can also use

covert operations to negate opposing DPs. Naturally DPs used in Japan cannot be used elsewhere, which means both sides will have to forgo other diplomatic targets if they make the Pacific their priority.

Should DPs be placed in Japan? Who can say? Decreasing US-Japanese tensions might lead to a more favorable result at Pearl Harbor, perhaps even the destruction of the entire American carrier force, should fortune favor Japan. On the other hand, an unanticipated increase in US-Japanese tensions might force Japan to attack under unfavorable conditions, abandon the attack on Pearl Harbor, or attack before it is ready.

A TRUE SURPRISE

The second possibility is a Japanese attack in fall 1941 or even earlier. The strategic risks involved are large, as rapid American economic growth and force pool increases are triggered by the outbreak of war. The last thing Japan wants to see is the new American carriers sooner than necessary. Yet, if Japan can smash the American carriers at Pearl Harbor, it will have the run of the Pacific for a year or more, just as Yamamoto promised. It will be able to take all of southeast Asia, and press the offensive to the South Pacific, Midway and quite possibly Hawaii as well.

Accelerating the Pearl Harbor attack requires careful preparation, a flexible approach to the position and nerves of steel. Keep a watchful eye on the European BRP levels, to determine not only whether Japan will get a double move, but also what will happen in the 1942 YSS. Japan must also keep in mind that it won't be getting a new supply of BRPs before the second half of its double move, as it does when the 1942 YSS intervenes. Japan must restrict its buildup in early 1941 to save enough BRPs for a winter offensive in southeast Asia.

The Allies should watch out for an early Pearl Harbor attack. It's one thing to roll on the Pearl Harbor Surprise Table, but quite another to be really surprised! If Japan tries an early attack, the dice rolls at Pearl Harbor had better be good.

CONCLUSION

Whatever the opposing players decide to do, the opening of the war in the Pacific is likely to be a tense affair. Even if the Japanese play it cool, and carefully prepare their knock-out blow against the Americans, they may find themselves forestalled by clever Allied maneuvering. This brings me back to the title of this article: just say no! Instead of full offensives in China, use limited offensives or simple attrition attacks. Resist the impulse to build units and use them against the Chinese. Think virtuous thoughts about how your BRP base will grow during the 1941 YSS...and plan your winter 1941 and spring 1942 moves very carefully.

★

CONVENTION CALENDAR

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.

1996 FALL CLASSIC • November 9-10, EDISON, NJ

The Central New Jersey ASL Club sponsors this third annual, six-round, swiss-style, ASL tournament. Contact danizucker@aol.com for information.

PENTACON XII • November 15-17, 1996, Fort Wayne, IN

This convention, which gathered 800 people last year, is sponsored by the Northeastern Indiana Gaming Association and will be held at the Grand Wayne Center. It features guests, art show, flea market, RPG, computer games, raffle, miniature painting contests and 100+ game tournaments of all types. Contact NIGA, PO Box 11174, Fort Wayne, IN 46856 or call (219) 493-1270 or email 102654,230@compuserve.com.

INTENSIVE FIRE '96 • November 15-17, 1996, Wiltshire, UK

The largest ASL gathering outside continental America will be at the Royal Military College of Science Shrivenham. Contact Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset DT11 8AE or email CIS: 100333.3652 or call 01258 459581.

ALBUQUERQUE GAME FAIR '96 • December 6-8, 1996, Albuquerque, NM

One of the southwest's largest conventions, this will be held at the Pinnacle Four Seasons Hotel and features cards, boardgames, miniatures, RPGs, art, movies/anime, dealers, computer room, and live-action masquerade. Write AGF'96, 3422 Central Ave., SE, Albuquerque, NM 87106 or email wwooc@usa.net.

CRUSADES '97 • January 10-12, 1997, Norwalk, CT

Connecticut Game Club's fifth annual wintercon will be at the Ramada Inn and will feature historical miniatures and card games, with RPG and boardgames debuting this year. Write Phillip Spera, 2 Sibley Lane, East Haven, CT 06512 or call (203) 469-9391 or em phillip.spera@usa.racal.com.

PANDEMONIUM XIV • January 18-19, 1997, Toronto, Ontario

This convention will be held at Ryerson Polytechnical University in the Ryerson Hub Cafeteria. Pre-registration is \$25, but \$30 after January 5th. Contact Peter Fund at 118 Roncesvalles Avenue #34, Toronto, Ontario M6R 2K8 or call (416) 535-8265.

WINTER OFFENSIVE 1997 • January 17-19, 1997, Bowie, MD

This sixth annual "Oktoberfest"-esque ASL Tournament, sponsored by Multi-Man Publishing, will be held on a new weekend at the Comfort Inn-US Route 301 and US Route 50. All levels of play are encouraged to attend; gaming begins at 0900 Friday (tournament games at 1700). Cash prizes, plus a first place trophy. Weekend registration is \$18, one-day is \$8 (\$20 and \$10 after 1/15/97). Contact Brian Youse, 8191 Turn Loop Road, Glen Burnie, Maryland 21061 or call (410) 969-2733.

E-CON 5 • February 1, 1997, Ann Arbor, MI

The Gamers of Eastern Michigan sponsor this convention of live-action RP, card games, medieval fighting, RPGs and CIVILIZATION. Contact the club at 404 W. Forest #209, Ypsilanti, MI 48197 or call Bernie at (313) 485-8083 or email Bernie@izzy.net.

NAVCON IV • February 14-16, 1997, Washington, DC

This annual tournament of naval wargames (including WAS, VIP, EIS, SFT, NVW, WSM) and miniatures will be held at the Naval Heritage Center at the US Navy Memorial located near the Archives/Navy Memorial subway station. Contact NAVCON IV, c/o US Navy Memorial Foundation, 701 Pennsylvania Ave., NW, Suite 123, Washington, DC 2004-2608 or email Doug at navymeml@navy-memorial.org.

ORCCON 20 • February 14-17, 1997, Los Angeles, CA

Strategicon sponsors this convention at the L.A. Airport Wyndham Hotel, featuring all types of family, strategy and adventure games, collectible card games, role-playing, miniatures and computer gaming. Additional activities include flea markets, auction, exhibitor hall, seminars, demos and special guests. For info., contact Strategicon, 333 N. San Fernando Blvd., Burbank, CA 91502 or Jeff Albanese at (818) 848-1748 or fax (818) 848-1098.

THE 1997 MIDWEST OPEN • March 1-2, 1997, Kenosha, WI

This VICTORY IN THE PACIFIC tournament, held at the Days Inn at Interstate 94 and Wisconsin Highway 50 is a six-round, open swiss competition (play every round, win or lose) with seeding based upon A.R.E.A. rating (free ratings provided to the needy). Awards include five plaques and \$190 in prize money. Pre-registration fee is \$20 by February 15; Registration is \$25 at door. Write Glenn E. L. Petroski, 210 W. Hunt, Twin Lakes, WI 53181-9786 or call (414) 877-4178.

PREZCON '97 • March 6-9, 1997, Charlottesville, VA

This fourth annual boardgaming convention will be at the Best Western Mount Vernon Hotel at routes 29 and 250 by-pass and will feature a large dose of Avalon Hill boardgames, plus some card games and SF miniatures, plus demos, games sale and dealers. Registration is \$25 and pre-registration by February 15 gains a T-shirt or hat. Contact PrezCon, Inc., P.O. Box 4661, Charlottesville, VA 22905 or call (804) 961-6953.

THE SICK MAN OF EUROPE

A Scenario for *EMPIRES IN ARMS*

By Jim Lawler

During the first fifteen years of the nineteenth century, all of Europe was embroiled in the horrors of the Napoleonic Wars. While most of the world has focused on the struggles of France and her enemies, there were other places where men died that the French were not directly involved.

This scenario covers a little known war where the Ottoman Empire had to fight the combined might of Great Britain and Russia. The Turks were forced to fend off a British attempt to capture the Dardanelles and threaten Istanbul, as well as a British naval invasion of her North African territory. At the same time, they were forced to fight Russia in the Balkans, in another of a long series of wars wherein Russia kept trying to gain access to the Mediterranean Sea at Turkish expense.

In addition to fighting two of the great powers of Europe by herself, the Ottomans had to deal with a revolt in Serbia and the reactionary Janissarians who stifled military reform and crippled other reform efforts of the Sultan Mahmoud.

The 1798 French invasion of Egypt by Napoleon and his subsequent expulsion by the British, plunged French prestige to new lows in the Sultan's Court. Napoleon's spectacular victories over Austria and Russia in 1805 reversed the Sultan's feelings about the strength of the French and the advisability of allying himself with France.

With the encouragement of the French Ambassador, General Sebastiani, Turkey closed the Dardanelles and the Bosphorus Straits to all Russian and British shipping. The Sultan then replaced the Princes Moruzzi and Ypsilanti, the Hospodors of Moldavia and Wallachia, for being too pro-Russian in their attitudes. The dismissal of the Princes was a clear violation of an existing treaty that was in effect between Russia and Turkey.

Russia declared war on the Ottoman Empire. A Russian army of 35,000, led by General Michalson, invaded Moldavia. This force defeated the local Ottoman forces in battle on the 23rd of December 1806. On the 27th of December, the Russians triumphantly marched into Bucharest.

Meanwhile, Russia had demanded aid from her English ally. The English government, more concerned with not offending a powerful ally in their struggle against Napoleon, reluctantly abandoned their long standing alliance with the Ottoman Empire and joined the fight as an ally of the Russians.

Admiral Sir John Duckworth was ordered to lead a squadron to Gallipoli in February 1807. There the British defeated a small Turkish fleet. While trying to negotiate a peace treaty with the Sultan, the Ottomans under the French Ambassador Sebastiani's advice, were able to fortify Constantinople so well that the English were forced to flee or risk a disastrous defeat.

Admiral Duckworth sailed back to Malta where he received 5,000 infantry reinforcements and attempted to invade Egypt. In March 1807, the British successfully captured Alexandria. They then tried to capture Rosetta, but were repulsed in two separate assaults. This force was then attacked by a Turkish relief army led by Mohammed Ali Pasha. The British were now besieged and were forced to surrender on September 22, 1807. In a quickly penned treaty the fortunate English were allowed to withdraw their force and sail away. On the whole, it was a total debacle for the English.

While the Turks were occupied with the English and the Russians, a revolt which had started in 1804 was spreading throughout Serbia. The revolt, led by George Petrowitsch (Karadjordje Petrovic), was sparked by the excessive force used by local Janissaries against the population. The Serbian revolt gained momentum and tied up increasingly larger Turkish forces that were much needed to fight the Russian invaders. In February of 1806, the Serbs defeated a Turkish army. This was followed up by a victory by Petrowitsch over the Turks on August 13th at Misar and another victory at Deligrad by troops led by Peter Dobrnjac late in August.

The Russians had advanced down the Balkan Peninsula, slowly pushing back the divided and disorganized Turkish forces south until the war was brought to an end by the Treaty of Bucharest in 1812. Russian forces were withdrawn from Wallachia and Moldavia. There was, however, a secret part of this treaty granting the Russians influence over nearly all of the Balkans. The English received nothing for their trouble and wished to forget the whole affair.

The Serbian revolt raged for nine years before it collapsed under the Turkish army sent by Sultan Mahmud II in 1813. It failed primarily because of infighting among various factions of Serbs. This infighting deprived the Serbs of two of their best military leaders. Petar Dobrnjac and Milenko Stojkovic were exiled in 1811 and Petrowitsch was too ill to take an active part in the 1813 campaign. The Turks finally were able to bring the full weight of its military against

Serbia, the revolt collapsed and Petrowitsch fled to Austria. A second revolt in 1815 led by Petrowitsch's rival, Prince Milos Obrenovic, made more headway by convincing the Sultan to accept a compromise solution guaranteeing freedom of religion, education and trade. By 1830 Serbia was effectively independent.

Serbian Revolt Scenario



This scenario requires counters found in the variant counter sheet mailed to subscribers of volume 30, number 6 of *The GENERAL*.

1. Forces Setup.

RUSSIAN FORCES:

- Fleet I with 15S and 4I in Sevastopol.
- Corps XI, XII and XIII with 25I and 10M, Cavalry Corps IV and V with 8C and MICHALSON in Kiev.
- Corps XIV and XV with 14I and 6M in Odessa.
- Four Depots anywhere controlled.

BRITISH FORCES:

- Fleets I and II with 17S, Corp V and VI with 11I and FRAZIER in Palermo.
- 2I and 1M in Malta.
- Two depots anywhere controlled or off map.

TURKISH FORCES:

- Egyptian Corp I with 5I in Cairo.
- 2I in Alexandria.
- 2I in Damietta.
- Fleets I and II with 20S, Anatolia Corps I with 5FI, Janissary Corps I with 15I and GRAND VIZIER in Constantinople.
- 6I and Nizami Cedid Corps with 12I and 2C and PECKILUAN in Ismail.
- 3I and Rumelia Corps with 8FC in Bucharest.
- 3I and Bulgaria Corps with 9FI in Nicopolis.
- Serbia Feudal Corps with 6FI in Belgrade.
- 3I and Janissary Corp II with 15I in Ruschuk.
- Albanian Corp with 9FI in Tirane.
- Syrian Corp with 3I and 3C in Damascus.
- 6I at Galatz.
- 3I at Silistra.
- Imperial Cavalry Corps with 6C within five areas of Constantinople.
- Six depots anywhere controlled.

(Continued on pg. 39)

5

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DEL MONTE—Monterey, CA
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DADELAND MALL—Miami, FL
OMNI INTERNATIONAL—Miami, FL
AVENTURA MALL—Miami, FL
COASTLAND MALL—Naples, FL

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FLORIDA—Orlando, FL
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ORLANDO AIRPORT—Orlando, FL
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UNIVERSITY SQ.—Tampa, FL
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RIVER VALLEY MALL—Lancaster, OH
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TOWNE MALL—Middletown, OH
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NORTH HANOVER MALL—Hanover, PA
HARRISBURG EAST MALL—Harrisburg, PA
INDIANA MALL—Indiana, PA
GALLERIA @ JOHNSTOWN—Johnstown, PA
KING OF PRUSSIA PLAZA—King of Prussia, PA
PARK CITY—Lancaster, PA
OXFORD VALLEY MALL—Langhorne, PA
GRANITE RUN—Media, PA
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MONROEVILLE MALL—Monroeville, PA
LYCOMING MALL—Muncy, PA
EDGMONT SQ. SHIP. CTR.—Newtown Sq., PA
MONTGOMERY—North Wales, PA
FRANKLIN MILLS MALL II—Philadelphia, PA
ROOSEVELT MALL—Philadelphia, PA
FRANKLIN MILLS MALL—Philadelphia, PA
ROSS PARK—Pittsburgh, PA
PITTSBURGH INTER. AIRPORT—Pittsburgh, PA
CONVENTRY MALL—Pottstown, PA
VIEWMONT MALL—Scranton, PA
SPRINGFIELD NORTH SHIP. CTR.—Springfield, PA
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STROUD MALL—Stroudsburg, PA
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CENTURY—W. Mifflin, PA
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LEHIGH VALLEY MALL EBX—Whitehall, PA
LEHIGH VALLEY MALL—Whitehall, PA

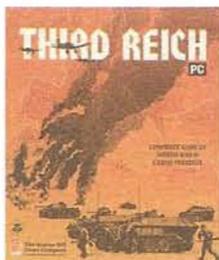
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WEST MANCHESTER MALL—York, PA
PLAZA CAROLINA—Carolina, PR
SAN PATRICIO PLAZA—Guaynabo, PR
PLAZA DEL NORTE—Hatillo, PR
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ISABELA SHOPPING CENTER—Isabela, PR
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PIEDMONT MALL—Danville, VA
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VIRGINIA CTR. COMMONS—Glenn Allen, VA
COLISEUM—Hampton, VA
MANASSAS MALL—Manassas, VA
TYSONS CORNER—McLean, VA
PATRICK HENRY MALL—Newport News, VA
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LYNNHAVEN—VA Beach, VA
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EVERETT MALL—Everett, WA
ALDERWOOD—Lynnwood, WA
WESTLAKE CENTER—Seattle, WA
NORTHGATE MALL—Seattle, WA
KITSAP MALL—Silverdale, WA
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“How Can They Put Such Planes into the Sky”

Adding the Defiant to *LONDON’S BURNING*

By Ben Knight

Hey! What are you doing with that brace of Spitfire aces in *LONDON’S BURNING*? Shame on you. Why not accept a real challenge and fly a Boulton Paul Defiant for as long as you are able?

HISTORICAL BACKGROUND

When the Battle of Britain heated up in August 1940, Fighter Command had a daylight interception force of fifty squadrons. Of these, two comprised Boulton Paul Defiants: 141 and 264 Squadrons with 16 aircraft each. Their performances in the Battle of Britain were brief and bloody.

The two-seater Defiant debuted in combat only three months earlier, helping in the Battle of France (May 1940). It enjoyed initial success against German bombers and Me109s. The latter mistook the Defiants of 264 Squadron for Hurricanes and dived on their tails only to meet the concentrated fire from the Defiants’ dorsal turret guns.

German fighters first encountered 141 Squadron over the English Channel on July 19, 1940, knocking down six of nine Defiants. The Germans had learned how to deal with the unusual British fighter—attack it from underneath or head-on, where the Defiant’s four machine guns could not fire.

After its losses in July, 141 Squadron went north to No. 13 Group to recuperate. Unfortunately for its sister squadron, the British had not learned as quickly as the Germans about the Defiant’s weaknesses. When Air Vice Marshal Keith Park’s No. 11 Group started taking heavy losses in August, he received 264 Squadron as a reinforcement. The squadron began operations from Hornchurch airfield on August 22nd.

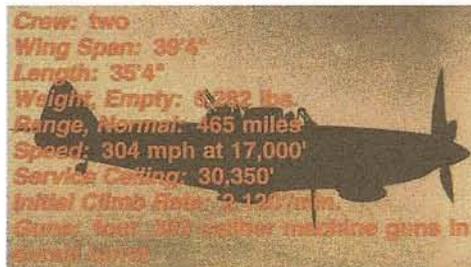
The Defiant might have served adequately if it had just opposed bombers, but the Luftwaffe had the frustrating habit of sending fighter escorts with their bombers. In the subsequent battles, the Defiant’s weaknesses as a day fighter became abundantly clear. For starters, the Defiant required more time to reach interception altitude than the Hurricane or Spitfire. There were several reasons for this. It took longer for two crewmen to get strapped in and start rolling down the runway than it did for a Hurricane or Spitfire pilot. The Defiant was somewhat heavy and underpowered, with a slower speed and poorer climbing rate than the other fighters. The Defiant’s gun turret could not fire forward, although it was ideal for firing into the bellies of enemy bombers or firing from the beam as the Defiant crossed the bombers’ path. While the other British fighters carried batteries of eight guns, the Defiant had only four. However, each gun had 600 rounds (enough for 30 seconds of

firing), which was twice as much as that of the Hurricane or Spitfire. The gunner’s aim was occasionally spoiled, though, because the pilot controlled the aircraft’s direction, and he had to guess at the gunner’s line of sight. The sergeant gunner also had another worry. It was difficult for him to bail out, particularly if electric power to the turret was lost.

Despite these deficiencies, 264 Squadron moved forward to Manston airfield near the Strait of Dover on August 24th. A German noon raid caught the squadron partly on the ground, but it struggled into the air, only to suffer three losses, including the squadron leader, to Me109s. The airfield bombing was effective and put Manston out of action. Consequently, the squadron moved back to Hornchurch. That same afternoon, another raid caught the squadron scrambling from Hornchurch, and during the action another Defiant fell.

The morning of August 28th proved to be 264 Squadron’s undoing. The squadron intercepted a German raid heading toward Eastchurch. It engaged the bombers before getting bounced by Me109s of JG 26 led by ace Adolf Galland. Half a dozen Defiants were damaged or destroyed. Galland wondered, “How can they put such planes into the sky?” A few hours later, the remnants of 264 Squadron had to scramble from Rochford airfield to avoid yet another bombing. By evening, the squadron had only two operational aircraft. Air Chief Marshal Sir Hugh Dowding withdrew it from battle. By the end of the month, he switched the role of Defiants from day to night fighters. Their participation in the fierce daylight Battle of Britain had reached its sad end.

Boulton Paul Defiant Mark I



ADDING THE DEFIANT

How can they put such a plane into *LONDON’S BURNING*, you ask? Well, when you are short of RAF pilots in a crisis, any plane is better than none. Therefore, the following rules allow you to add a Defiant to your reserve pool.

At Start: Add the Defiant aircraft along with its pilot and gunner to the RAF Reserve box at the start of the game. [The extra markers are

included in The GENERAL variant counter sheet sent out to subscribers with volume 30, number 6. Non-subscribers may purchase the counter sheet separately.] You may select the Defiant and its crew as a replacement per rule 11.5, RAF Reserve Pilots. It may replace either aircraft #1 or #2. No more than two RAF fighters may be in play—you may not use the Defiant as a third fighter in play.

6.1 Scramble: The Defiant is a little slower to scramble. Roll one die when the Defiant attempts to scramble. On a roll of 1 through 3, it scrambles as normal; on a 4 through 6, it waits on the field until the next movement step, at which time it scrambles normally.

8.2 Break Off: The Defiant must break off if its pilot or gunner is hit.

8.43 Recording Damage: The Defiant has the same configuration as the Ju87 for the purposes of locating hit damage (Engine=1,2; Pilot=3; Gunner=4; Frame=5,6). During a dogfight, record damage on a spare Ju87 display.

8.43 Firing & 8.44 Return Fire: The Defiant’s front gun value is a single 4. Roll one die per burst, each hitting on a roll of 1 through 4. The rear gun value is a single 2. Roll one die per return-fire burst, each hitting on a roll of 1 or 2. On the ace side (which will probably never see daylight), the gun values increase to a single 5 and 3 respectively. The Defiant has ten 3-second bursts available for each mission. Use the “+15 Seconds” marker on the Ammo Track to show that it has five bursts in addition to the five already shown. The Defiant may not fire or return fire if the gunner was hit or killed in a previous attack.

8.5 Head-On Attacks: The Defiant may never make a head-on attack or return fire if attacked head-on.

9.5 Bailing Out: Roll separately for the pilot and gunner. The gunner must apply an extra +1 on the Bail Out Table.

11.2 RAF Pilots: There is only one pilot and one gunner for the Defiant. Thus, the Defiant must stand down if either the pilot or the gunner is killed or wounded (die roll 2 through 6 on the Wound Outcome Table). You may not stand down the Defiant if the pilot and gunner both are unhurt or only “shaken.”

12.1 Aircraft Replacement: It costs one repair point to replace a destroyed Defiant. If the Defiant crew is active, you will need to replace the destroyed aircraft. You may not replace the active Defiant crew with another reserve pilot, nor allow the Defiant pilot to fly a Hurricane or Spitfire.



SERIES REPLAY

LONDON'S BURNING

(Solitaire, Short Scenario)

RAF: Howard J. Hill

NEUTRAL COMMENTATOR: Ben Knight



Oh, how the brave few must fight to save England! Howard Hill is not only game for the task of taking on the system in this solitaire scenario, but his play also runs the gauntlet of the game designer's critique. *Italicized sections below are the ground commentary of Avalon Hill game designer/developer Ben Knight, who recently added LONDON'S BURNING to the list of his worthy credits. Cardboard wonders like this game will help many a lonely gamer postpone computer game purchases. Look for several more articles on this game to appear in volume 31, number 2.*

—SKT

INITIAL SET-UP

The RAF Base is Kenley. Initial pilots are Drake (a Hurricane pilot) and Holmwood (Hurricane). The pilots in the RAF Reserve are Richey (Spitfire) and Clisby (Spitfire).

RAF

My basic strategy will be to husband my forces early, take on only four and possibly five plane raids, and increase my aggressiveness as the week goes on. I chose Kenley as my base because hopefully it'll be immune to German bombers. Generally, I'll keep my fighters together, patrol over Rye because of its central position, and try nothing fancy. I've only played this game a few times before, so I'm still trying to figure out workable strategies. I'm already at a disadvantage because I've drawn two Hurricanes for my initial force. This should be interesting.

NEUTRAL COMMENTARY

Kenley is a decent base in the Long Scenario because, being on one flank of the board, it gets targeted less than North Weald, Biggin Hill or Hornchurch (once the latter is exposed). However, in the Short Scenario I would have chosen Hornchurch as base because the German bombers have no open path to Hornchurch until they first bomb the West Malling-Canewdon line of targets. Kenley, on the other hand, starts the game half exposed. Any raid that penetrates the Sussex area is a potential threat to Kenley. I like to get my full rest at night, so I worry about protecting my base from damage.

Starting with two Hurricanes is not so bad, particularly when Howard has two Spitfire pilots in immediate reserve. He shouldn't rule out attacking six-plane raids. The German force mix has a high percentage of bombers at this stage of the battle (58 per cent), including two Stukas which are always easy prey. Keeping his fighters together is a sound strategy, but I hope

he doesn't patrol over Rye as standard practice. For one, he should rely on his Chain Home radar stations and stand by at a satellite field to keep his pilots rested. For two, Rye is a good place to patrol at 5 pm when the RAF fighters are up sun to the raiders, but it is a bad place to patrol at 7 am because the raiders are east (up sun) of the RAF fighters.

In the short scenario, the optional weather table may not be used. The Luftwaffe has been assured of six days of clear weather. Chins up, lads.

13 AUGUST (TURN 1)

7:00 am Patrol & Raid

Drake and Holmwood patrol over Rye, increasing fatigue levels from F0 to F1. *[I wouldn't patrol this early in the day, but if I did it would be over Manston (more to the east) and at Angels 30. Why patrol lower, when altitude is easier to lose than gain?]*

Five raiders at 10,000' altitude reported in starting location hex 1. Drake and Holmwood move to B2, facing B3. Germans move to D2, facing E2. Drake and Holmwood move to C3, facing D2 and drop to Angels 15 (15,000'). *[Good show of restraint. Howard refrains from attacking the raid over the English Channel where any pilots who bail out are as good as lost. However, he should stay at Angels 20. There's a strong possibility of top cover at Angels 15, in which case he wouldn't have an altitude advantage.]*

Germans move to G1. Drake and Holmwood to G2, facing H1. *[Too much restraint! Go in, Howard! Bounce the buggers before they plaster Pevensey!]*

Germans bomb Pevensey from an altitude of Angels 10 with heavy fighter cover (see Patrol and Raid log for information on raid composition). The difficulty of hitting the radar towers reduces bomb damage from four to two points. RAF fighters decide to return to base. *Score: British 0, Germans 1.*

RAF

It's early in the game. With a relatively large raid such as this one, I prefer to await developments in order to see what I'm getting into. Unfortunately, that means taking some damage. Nevertheless, I can't afford to lose pilots. This raid was 60% fighters; I'm glad I played it conservatively.

NEUTRAL COMMENTARY

What's an Air Vice Marshal to do? Despite my previous criticism of Howard's 7 am patrol-

over-Rye strategy, he was perfectly in place to attack the raid. If he had stayed at Angels 20 and intercepted off Pevensey beach (or even over Pevensey after the bombs fell), he could have hosed the Me 110 top cover. The Me 109s would have had to climb to intercept, putting them at a performance disadvantage. Howard would probably have escaped damage and been able to break off. Not only would he have gained a kill, but there would be one less fighter in the German mix to deal with on subsequent raids today.

10:00 am Patrol & Raid

Drake and Holmwood patrol over Rye again, increasing fatigue from F1 to F2. Six raiders are reported. This time, however, the damage to the Chain Home radar network (inflicted today at Pevensey) shortens RAF reaction time to the raid by one movement phase. Germans move to D5, facing E5. Drake and Holmwood move to C5, facing D5 and drop to Angels 15. *[Good show of restraint, Howard. The only target immediately threatened is Lympne, an emergency field. Let the raiders bomb it or penetrate deeper over England before you intercept. You should stay at Angels 20, though, which is two altitude levels higher than the reported raid.]*

Germans move to G5, facing H4. British move to F4, facing G5. *[I would have intercepted at this point, assuming I had stayed at Angels 20. Lympne is now a safe landing field two hexes away, while the Germans are so far from France that any engine damage should force them to crash.]*

Germans move to J5, facing K6 and bomb West Malling from Angels 5 with no top cover. The low altitude doubles bomb damage, but the light AA reduces the damage by one, resulting in the maximum of ten points of damage. *[If the true altitude of the raid was destined to be Angels 5, or even if it stayed at Angels 10 with no top cover, then my suggested intercept above would have missed entirely. Howard now has an opportunity to prove his strategy better than mine. Look at all those fat, juicy bandits!]*

Drake and Holmwood drop to Angels 10, move to J5, facing K6 and intercept. "Tally-Ho!" (This is a British pilot's signal that the enemy is in sight and he is preparing to attack them.) In combat round 1, Drake comes out of the sun against the Me110 and fails to get a firing position (performance 5 + out of sun 2 + die roll 1 = 8, versus performance 4 + die roll 4 = 8, yielding a tie and no firing time). Holmwood comes out of the sun against the He111 (the German die roll of 6 plus 1 for dropped bombs

cannot make up for its performance rating of 1) and gains a nine second firing position, but fires for only six. Holmwood wounds the pilot and hits the frame twice to destroy the He111. The Me 110 maneuvers against Holmwood, but the Hurricane's superior maneuverability and the presence of the unengaged Drake combine to keep it from gaining a firing position.

In combat round 2, Drake hounds the Me110 and this time gains a firing position, but misses with his two 3-second bursts, while the Me110s rear gun hits Drake's engine. Holmwood chases the Ju87 and fires two 3-second bursts, hitting the engine and killing the pilot. However, the Ju87s rear gunner hits Holmwood's engine. The Me110, having his choice of winged ducks, goes for Drake. The prior engine damage erases Drake's maneuverability advantage and the Me110 gains a 6-second firing position. With his Hurricane's frame riddled, engine destroyed and body wounded, Drake bails out. Meanwhile, Holmwood "pancakes" (lands) at Rochester with his damaged Hurricane. Drake's wound turns out to be nothing but a flesh wound. Shaken, he spends the rest of the day on the ground and makes his way back to base, where he'll spend a restless night. *Score: British 2, Germans 4.*

RAF

Well, I wanted to play it conservatively and I've already taken some serious losses. I hate to sound cruel, but I wish Drake was a little more seriously injured, so that I could have one of the new Spitfire pilot replacements. With Drake unable to recover fatigue, I'm going to have to pace Holmwood a little more. I was hoping not to be in this position so early in the game.

NEUTRAL COMMENTARY

Howard made the smart choices in combat, but the dice failed him. Maybe Drake should go back to gunnery school. Drake fails to hit the Me 110, whose rear gunner peppers Drake's engine. Then the Me 110 pilot pulls in behind and blasts Drake out of the sky. It must be true that Goering put some of his best airmen in the Me 110s. Welcome to the Caterpillar Club, Drake. At any rate, Holmwood has two verified kills. West Malling is a complete write-off though.

NIGHT

The British use one repair point to replace the Hurricane (for Drake to fly tomorrow) and the other to repair one damage point at Pevensy. Holmwood's fatigue is reduced to F0, while Drake's remains at F2. The Germans replace both downed aircraft. *Score: British 2, Germans 4.*

14 AUGUST (TURN 2)

7:00 am Stand-By & Raid

Four raiders move to Hawkinge where the Me110 dive-bomber drops to Angels 5 while the He111 bombs from Angels 10 with fighter cover at the same altitude. The heavy AA reduces the four bomb points (2 + 1*2) by one for a total of three damage points. The British have insufficient time to catch the Germans before they return to France. *Score: British 2, Germans 6.*

Patrol and Raid Log

Date & Time	Patrol Status	Raiders Reported	Contact
Tuesday, August 13			
7 am	Drake/Holmwood over Rye (>E4) @ 20,000'	5 @ 10,000' >1	Me110 , Me109, Me109, Ju88, He111
10 am	Drake/Holmwood over Rye (>E4) @ 20,000'	6 @ 10,000' >4	! Me110, 3 Do17s, Ju87, He111
2 pm	Holmwood on stand-by at Kenley airfield	No Raid	
5 pm	Holmwood on stand-by at Kenley	No Raid	
Wednesday, August 14			
7 am	Drake/Holmwood on stand-by at Kenley	4 @ 10,000' >3	2 Me109s , He111, Me110 (db)
10 am	Drake/Holmwood on stand-by at Kenley	6 @ 10,000' >4	2 Me109s, 2 Do17s, He111, Ju88
2 pm	Drake/Holmwood over Rye (>E4) @ 20,000'	No Raid	
5 pm	Holmwood over Rye (>E4) @ 20,000'	4 @ 15,000' >3	! Do17, He111, Ju87, Me110 (db)
Thursday, August 15			
7 am	Drake/Holmwood over Rye (>E4) @ 20,000'	No Raid	
10 am	Drake/Holmwood over Rye (>E4) @ 20,000'	*No Raid	
2 pm	Drake/Holmwood on stand-by at Rochford	No Raid	
5 pm	Drake/Holmwood on stand-by at Rochford	5 @ 20,000' >2	<u>Me109</u> , Do17, 3 He111s
Friday, August 16			
7 am	Drake/Holmwood over Lypne (>D5) @ 20,000'	6 @ 10,000' >1	Me109, 2 Do17s, 2 Ju87s, He111
10 am	Holmwood on stand-by at Kenley	4 @ 10,000' >2	2 Me109s, Ju87, Ju88
2 pm	Clisby over Rye (>E4) @ 20,000'	No Raid	
5 pm	Clisby over Rye (>E4) @ 20,000'	5+1 @ 5,000' >6	! 2 Me110s , 3 Do17s, Ju87
Saturday, August 17			
7 am	Drake/Clisby over Rye (>E4) @ 20,000'	No Raid	
10 am	Drake/Clisby over Rye (>E4) @ 20,000'	4+1 @ 10,000' >3	2 Me109s , 2 Do17s, He111
2 pm	Richey/Clisby over Rye (>E4) @ 20,000'	*5+1 @ ground >5	2 Me109s, 3 Do17s, Ju88
5 pm	Richey/Clisby over Rye (>E4) @ 20,000'	No Raid	
Sunday, August 18			
7 am	Richey/Clisby over Rye (>E4) @ 20,000'	5 @ 10,000' >3	<u>Me109</u> , Me110, 2 Do17s, Ju88
10 am	Richey/Clisby over Rye (>E4) @ 20,000'	6 @ 15,000' >1	! 3 Me109s , 2 Do17s, He111
2 pm	Clisby over Rye (>E4) @ 20,000'	4 @ 25,000' >5	Me109 , Do17, 2 Ju87s
5 pm	Palmer over Rye (>E4) @ 20,000'	No Raid	
Notes:			
• Patrol status format: location (>hex-facing), @ altitude			
• Raiders reported format: number of aircraft, @ altitude, >starting location hex. * indicates remixing.			
• Contact information: ! indicates raid is 5,000' higher than initially reported; ; indicates raid is 5,000' lower; bold indicates top cover (5,000' above main group); <u>underlined Me109</u> is an ace; db is the divebomber version of the Me110.			

[Gravesend or Rochford would have been a better place for the stand-by—more forward and to the east. With Pevensy radar down, it is risky to stand by at Hawkinge or Manston.]

10:00 am Stand-By & Raid

Six raiders move to Dover, inflicting five points of damage on shipping. Again, the British can't catch the Germans. *Score: British 2, Germans 8.*

2:00 pm Patrol

The RAF shifts tactics and Drake and Holmwood patrol over Rye (increasing Drake's fatigue to F3 and Holmwood's to F1). *[I would keep Drake down but have Holmwood patrol.]*

5:00 pm Patrol & Raid

Drake stands by at Kenley, while Holmwood's patrol increases his fatigue to F2. Four raiders move to D5, facing E6. Holmwood moves to D5, facing E6 and intercepts at Angel 20. Tally-Ho! The true altitude of the raid is actually Angels 20, but it has no fighter cover. *[What? No out-of-the-sun attack? At least climb to Angels 25.]*

In combat round 1, Holmwood strikes after the He111, easily outperforms it, splays it with two 3-second bursts which manage to wound the

pilot and damage one engine and various parts of the frame. The He111 breaks off and on the power of its second engine flies the short distance back to France where it safely lands (see box on page 37 for combat details).

In combat round 2, Holmwood outmaneuvers the Ju87 and inflicts damage on the engine and frame and wounds the pilot and gunner. However, the Ju87 has sufficient altitude to limp back to France and land safely.

In combat round 3, Holmwood seeks the Do17 and uses his final 3-second burst of ammunition to damage one of its engines. Holmwood, out of ammo, breaks off and watches the three hostiles limp home, while the Me110 proceeds to its target, Lypne. There, the Me110 dive-bombs and inflicts two points of damage on the airfield. *Score: British 2, Germans 10.*

RAF

I really thought I'd make a killing, but luck was against me. At least half of that raid should have gone down in flames. I was able to minimize damage to Lypne, though. I may not get a situation like this again, but I'll just have to muddle on. If Holmwood can get a little rest tomorrow, and Drake completely recovers, I may have to get more aggressive. It may be a lit-



The RAF waits to catch the August 15, 5 pm raid from the rear. The He111s and Do17 hammer London (O6) before the Hurricanes come out of the sun for a dogfight in I7.

tle too early, but I may have to rethink my strategy. Let's see what tomorrow brings.

NEUTRAL COMMENTARY

Holmwood puts on a good show, turning back three of the four raiders before running out of ammo. He might have taken on the Me 110 dive-bomber instead of the Do 17. At Angels 20, and that close to France, Holmwood should not have expected to collect any kills unless he pumped three or more bursts into the target. Yet, he did the right thing, because in the long run it is smarter to force several enemy bombers to break off rather than to destroy one alone.

NIGHT

British use one repair point to reduce damage at Pevensy to zero and the other point to reduce damage at Lympne to one. Drake's fatigue is reduced to F1 and Holmwood's to F0. *Score: British 2, German 9.*

15 AUGUST (TURN 3)

7:00 am and 10:00 am Patrols

Drake and Holmwood go back to patrolling over Rye at Angels 20, with fatigue increasing, but no raids occur. *[I still argue against this policy. With Chain Home fully operable, these men should be standing by at a satellite field.]*

RAF

It really is time to be more aggressive, but if those Nazis decide to take the day off, there

isn't much I can do, except of course get more fatigued. At 2:00 pm, I will have to resort to a stand-by mission at Rochford and await developments.

2:00 pm Stand-By

Again, no raid.

RAF

I hate to use stand-bys, because it takes so long to scramble and react to a German raid, but I also don't want to exhaust my pilots. Subtle game, eh mate? *[But with Dover, Hawkinge and Lympne currently bombed out, the German raids will tend to penetrate deeper over England, giving Howard's fighters more time to scramble and gain altitude. He could always patrol during the afternoon phases, rather than wear out his pilots on morning missions.]*

5:00 pm Stand-By & Raid

Five raiders finally appear.

RAF

It's a relatively large raid, but like I mentioned earlier, it's time to get aggressive. Besides, the bigger the raid, the more targets. Unfortunately, that also increases the chance of fighters. Nobody ever said it was going to be easy.

5:00 pm Scramble

Drake increases fatigue from F3 to F4 (earning him the "-1" performance penalty for being

tired), while Holmwood increases fatigue from F2 to F3. Germans move to D5, facing E6. The British climb to Angels 10 and move to I7, facing H6. The bandits move to G6, facing H6. The British climb to Angels 20 and move to G7, facing G6. The raiders move to J4, facing K4. Drake and Holmwood climb to Angels 25 and move to H4, facing I4. *[Howard is falling too far behind the raid, which threatens not only his base (Kenley) but London itself. Both of these are critical targets that Howard should protect more than usual.]*

The Germans move to M5, facing N4, while the British pursuit falls short in L4, facing M5. The Germans move to O5 and bomb London, where the heavy AA reduces the seven bomb points to a final damage total of six. Meanwhile, the British stand off in L2, facing L3. *[Howard should have attacked before they bombed. London has suffered serious damage. If another London hex or Thameshaven gets bombed, the Luftwaffe will increase the size of their raids and will be even harder to stop. Now, Howard is waiting to dive on the raiders from out of the sun.]*

Germans move to L6, facing K7. The British pilots move to M6, facing M7. The bandits move to I7, facing H7 and are matched from behind and out of the sun by Drake and Holmwood. Tally-Ho!

In combat round 1, Drake takes on the ace in the Me109. *[Howard should throw both of his fighters at the enemy ace; instead he throws his most tired pilot alone. I expect trouble for him.]* Though coming out of the sun, he is tired and must roll better than the ace by two to get off a shot—and does! His short, 3-second burst manages to damage the Ace's engine (resulting in a kill, due to the German crashing in hex D7 on the return flight). *[Piece of cake.]* Meanwhile, Holmwood goes after and, using two bursts, destroys one He111 with frame hits, while the German gunners miss him.

In combat round 2, Drake fails to maneuver into firing position against an He111. Holmwood riddles the other He111, destroying it.

Unfortunately for the RAF, the other German raiders manage to break off combat and disappear into the clouds. *Score: British 5, German 12.*

RAF

Once again Lady Luck failed to smile upon me. Granted, I should be happy that I shot down three aircraft and Drake killed an ace, but it should have been more. Combat ended one round too soon. Well, tomorrow's another day and maybe my luck will change. At least, I don't have to replace aircraft. Tonight my priority will be to repair airfields.

NEUTRAL COMMENTARY

Howard, Lady Luck was blowing in your ear! The rest of us should have such luck!

It is a good thing that Drake was too bleary-eyed to see all the markings on that Me109—he might have quaked in his boots and missed.

It was a strategic mistake to let the Germans hammer London. The Air Vice Marshal wants to know why you caught them on the way out instead of on the way in.

(Continued on pg. 35)

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THE AWAKENING OF SPRING

ASL SCENARIO G33

Scenario Design: Bill Sisler



South of LAKE BALATON, HUNGARY, 14 March 1945: With the Soviet Army firmly established on the Oder River and threatening Berlin, Hitler was still obsessed with taking the offensive elsewhere. Being in possession of an uncommitted reserve—the 6th SS Panzer Army—Hitler decided to launch an attack to create a buffer zone between the Soviet forces near the Danube River and the Nagykanizsa oil fields. Operation *Friehlingserwachen* (The Awakening of Spring) began on the night of March 5th. General Tolbukhin's main force was hit hard, and the fighting was fierce. For the next several days, the Germans ground forward adding divisions as they went. German armor battered away at the Soviet right flank where, on the 14th, General Wohler threw in his last reserve formation, built out of the 6th SS Panzer Division and fielding 200 tanks and self-propelled guns, in one final desperate push toward the Danube.

BOARD CONFIGURATION:

BALANCE:

★ Add one each 4-5-8, 8-0, Russian LMG and GAZ MM to the Russian reinforcement group.

⊕ Add one 9-1 Armor Leader to each German group.

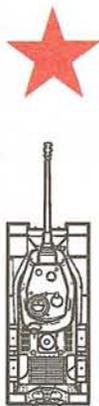
N	16	17	4
	11		

VICTORY CONDITIONS: Prior to Russian setup, the Germans must secretly record one of the following Victory Conditions: a) Exit \geq 36 VP (excluding prisoners) off the east edge of board 4, or b) amass \geq 20 Casualty VP more than the Russians. The Germans win at game end if they have accomplished their selected VC.

TURN RECORD CHART

★ RUSSIAN Sets Up First [87]	1	2	3★	4	5	6	7	8	9	10	END
⊕ GERMAN Moves First [224]											

Elements of the 35th Guards Rifle Corps [ELR: 4] set up between the two roads that run 16A5-N4-Y4-GG5 and 17A6-G7-H6-R4-Y10-DD4-GG6: {SAN: 3}



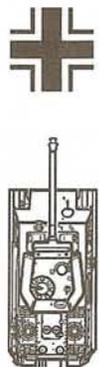
3	6	2	2	2				2			

Elements of the 23rd Tank Corps enter on Turn 3 along the east edge of board 4:

6			3	3

Elements of SS-Panzer Division 6 [ELR: 4] set up as indicated: {SAN: 2}

On board 11 north of hexrow Q, on hexes numbered \leq 6:



4	4					3		2	2

On board 11 on/south of hexrow Q, on hexes numbered \leq 6:

4	4				3		2	2

SPECIAL RULES:

1. Weather is Falling Snow (E3.71), with Wet EC and no wind at start.
2. All buildings are wooden and have a ground level only.
3. German AFV may set up in Motion.
4. All German 5-4-8s/2-3-8s are considered to have an underlined Morale, have their broken-side Morale Level increased by one, and to be SS for all purposes.
5. Both forces are Elite (C8.2).

AFTERMATH: General Goryachev's 35th Guards, supported by the 23rd Tank Corps and two SP gun brigades from Stavka reserve, fought fiercely to hold back the German tanks from the rear defense line, halting them just short of it. On the Soviet left flank, the 30th Rifle Corps and 18th Tank Corps kept the Germans back even though outflanked to the east. The main German assault lumbered to a halt on the 15th with no great successes from the other German supporting attacks. Over 500 tanks and assault guns, 300 guns, and 40,000 men had been pounded to pieces in this last German offensive—all for no gain.

SERIES REPLAY...LONDON'S BURNING

(Continued from pg. 30)

NIGHT

British repair points erase the damage at Lympe and reduce damage at Hawkinge to two. Drake's fatigue drops to F2 and Holmwood's drops to F1. The Germans replace two of their three destroyed aircraft. *Score: British 5, German 10.*

16 AUGUST (TURN 4)

7:00 am Patrol & Raid

Drake and Holmwood shift their patrol to Lympe at Angels 20, facing D5. [Well, if they insist on patrolling, at least they are further east than Rye.]

Six bandits appear this morning. The British move to A5, dropping to Angels 15.

The raiders move to D4, facing E5, where Drake and Holmwood jump them from out of the sun. (Here is "some trade.") [Against six raiders, Howard should expect some top cover. Therefore I would have gone to Angels 20 before intercepting—and my pilots would have missed! That shows what I get for adding altitude to radar reports all the time. The Germans are sure getting cocky sending over so few escorts. Both fighters should go after the Me 109 and worry about the bombers next round.]

In combat round 1, Drake fails to get a firing position against the Me109, while Holmwood goes for ace status against the He111. Holmwood's fire of two bursts kills the pilot, dooming the bomber and giving Howard his first ace. The Me109 retaliates by outmaneuvering Drake and destroying his engine. Drake successfully bails out, while Holmwood looks up from his last prey to find that the other bandits have slipped away. Drake certainly is getting to know the countryside of Kent.

The German bombing run continues on to Biggin Hill, where the Dorniers and Junkers inflict a total of five damage points in the face of the light AA fire. *Score: British 6, Germans 13.*

RAF

My luck is still against me, but in this case maybe it was for the best. On the plus side, Holmwood is now an ace. On the negative, Drake will be spending the remainder of the day legging it back to Kenley. I have to be careful with Holmwood. Maybe the Germans have had enough and will take the rest of the day off.

NEUTRAL COMMENTARY

I would have sent both fighters after the Me 109 in case one missed, as Drake did. Of course, both could have missed. Drake has got the hang of this silk thing. Holmwood should stand by during the rest of the day.

10:00 am Stand-By & Raid

Four German raiders catch the RAF on the ground.

RAF

What the heck. There are only four raiders and Holmwood is an ace. With any luck, they will all be bombers. But if it's a fighter sweep...hey, fortune favors the bold. Here's

On August 14th, Holmwood thought he had a turkey shoot, having caught four bombers without fighter escort. However, he runs out of ammunition without causing enough damage to bring down a single one. In the game, hits against an aircraft are rolled for location. It takes two hits on the same location to destroy the item (or kill the pilot/gunner). These nine hits are spread evenly. Note that the two frame hits on the durable He111 do not bring it down, while the other bombers are more vulnerable. The engine damage would have been worth a kill had the bombers been further from France, unable to limp back to their base.

The diagrams show the following damage progression:

- Diagram 14 (Ju 88A):** Engine 1, Pilot 3, Engine 2, Gunner 4, Frame 5,6. Hits: Engine 1 (1 hit), Engine 2 (1 hit), Gunner 4 (1 hit), Frame 5 (1 hit), Frame 6 (1 hit).
- Diagram 19 (Do 17z):** Engine 1, Pilot 3, Engine 2, Gunner 4, Frame 5,6. Hits: Engine 1 (1 hit), Engine 2 (1 hit), Gunner 4 (1 hit), Frame 5 (1 hit), Frame 6 (1 hit).
- Diagram 22 (He 111H):** Engine 1, Pilot 3, Engine 2, Gunner 4, Frame 5. Hits: Engine 1 (1 hit), Engine 2 (1 hit), Gunner 4 (1 hit), Frame 5 (1 hit).
- Diagram 23 (He 111H):** Engine 1, Pilot 3, Engine 2, Gunner 4, Frame 5. Hits: Engine 1 (1 hit), Engine 2 (1 hit), Gunner 4 (1 hit), Frame 5 (1 hit).
- Diagram 24 (Ju 87b):** Engine 1, Pilot 3, Engine 2, Gunner 4, Frame 5. Hits: Engine 1 (1 hit), Engine 2 (1 hit), Gunner 4 (1 hit), Frame 5 (1 hit).

my chance to do some real damage. [There's the spirit.]

10:00 am Scramble

Holmwood scrambles, increasing fatigue F3. Germans move to D4, facing E4. [Drake and some new-found friends pop out of a pub, refreshments in hand, when they hear the sounds of engines overhead. Drake's unfolded parachute lies draped over a nearby shrub.] After several moves, Holmwood climbs and jumps the raiders in J4, coming out of the sun. He finds two Junkers escorted by two Me109s. [Break off, chap. You're outnumbered.]

Holmwood battles the two Me109s for position, to no avail. One of the Me109s gains a firing position and presses off nine seconds of ammo, hitting Holmwood's frame and engine and wounding him. Holmwood manages to escape from the other Me109s sights, despite the total of "-3" in die roll modifiers due to the damage of the first Me109s fire. In round 2, Holmwood breaks off and pancakes at Detling. Holmwood is taken to a hospital where the staff says he will be out of action for three weeks.

The raid continues on to London (N6), where the dive-bomber must stay at Angels 10 to avoid the barrage balloons. The heavy AA reduces the three bomb points by one, result-

ing in two points of damage. *Score: British 6, Germans 16.*

RAF

This is rapidly turning into how not to play LONDON'S BURNING. A second London hex being damaged is going to hurt, because now Hitler will authorize larger raids. Moreover, my only ace is out for the game. However, now I get one of those new Spitfires. Hope springs eternal.

NEUTRAL COMMENTARY

While Holmwood was right to intercept this raid, he should have broken off immediately when he found two Me109s together. I'd rather have an ace Hurricane pilot than a new Spitfire pilot (better frame and more experienced fire). At least Holmwood got his aircraft safely down.

2:00 pm Patrol

Clisby (in his Spitfire) replaces Holmwood and patrols over Rye, increasing fatigue to F1. No raid is reported.

5:00 pm Patrol & Raid

Six raiders (five plus one for London burning) appear. Before Clisby can catch them, they bomb Manston (four damage points), leaving the area with the Me110s at Angels 15, the Do17s at Angels 10 and the Ju87 at Angels 5.

With only Me110s for top cover, the raid still looks juicy to Clisby, who attacks them in D9, facing D10 at Angels 10. [If Clisby had stayed at Angels 20, he could have attacked an Me 110 head on from out of the sun. This would allow no return fire and little to fear from the other Me 110, which he might outmaneuver and attack in the second round. Because the bombers have already hit their target, Clisby might as well work over the fighters.]

In combat round 1, Clisby dives further to attack the Ju87 at Angels 5 (guaranteed some fire by the performance check). Clisby, realizing he doesn't need to save ammo for other targets, chooses to unload the maximum three bursts. The shots destroy the engine and kill the gunner, but not before the gunner squeezes off two bursts of return fire (which miss). The Me110s are flying too high to see the action below. In round 2, Clisby breaks off instead of climbing into range of the bandit fighters. *Score: British 7, Germans 18.*

RAF

I'm getting a little desperate. Damage is building up and I don't want to fall too far behind. Normally I would avoid six-plane raids like the plague. I was extremely fortunate (is my luck changing?) to knock off that lone Ju87, especially with those Me110s lurking about. By now Drake has found his way home and Clisby should have some company. Rest up mates, tomorrow's another day.

NIGHT

The British replaces Hurricane #1 with one repair point and reduces damage to London hex N6 to one. Clisby's fatigue is reduced to F0, Drake's to F1. The Germans replace two of their destroyed aircraft. *Score: British 7, German 18.*

17 AUGUST (TURN 5)

10:00 am Patrol & Raid

Five raiders (four plus one for London burning) appear. Drake and Clisby drop to Angels 15, move to B4, facing A5. The raiders move to D5, facing E5, where the RAF jumps them from out of the sun. [Good show. At this point, Howard must attack the raiders before they bomb. He cannot afford more damaged targets. He should have gone in at Angels 20, though.]

Upon "Joy" (contact with the enemy), the Brits find that the raid has Me109s at Angels 15 for top cover. Clisby and Drake match up against the Me109s. [Howard is desperate, attacking two Me 109s without the benefit of altitude.]

In combat round 1, Clisby gains a position and fires three accurate bursts, obliterating the Me109. Drake's Hurricane, however, is out-classed and outmaneuvered by the second Messerschmidt. The Me109 moves against Clisby, but fails to get a firing position against the Spitfire.

In round 2, Clisby gets the drop on the second Me109 and unloads the rest of his ammo, wounding the pilot, damaging the frame, and destroying the engine. Meanwhile, Drake turns his attention

to diving onto the He111. [Good selection. Drake is somewhat vulnerable if Clisby fails to knock out the Me 109, but Drake is expendable. Better for him to take on a bomber now.] His fire destroys the port engine, but his 9-second attack lasts too long, allowing the German tail gunner to fire back and wound him.

The remnants of the German raid continues to its target: Lympne. The Dorniers inflict light damage (two points).

Drake flies his Hurricane safely to base, but his doctors declare his wounds to be career-ending. *Score: British 10, Germans 20.*

RAF

All in all, not a bad round. We flamed three aircraft, two of them fighters. That should make future raids a little more vulnerable. Damage suffered is manageable. Drake received a million dollar wound, but I get another Spitfire (piloted by Richey). Perhaps the corner has been turned. I'm running short of time though.

NEUTRAL COMMENTARY

At this point, Howard needs to destroy five more enemy aircraft without suffering any more losses himself (aircraft or bomb damage) just to claim a tie. Two Spitfires are a strong team, but Goering is so excited about bombing the British capital that the size of German raids has increased. The situation looks bleak for the British.

2:00 pm Patrol & Raid

The patrol over Rye increases Clisby's fatigue F3 and Richey's to F1. Six raiders (five

plus one for London burning) take a daring ground level approach.

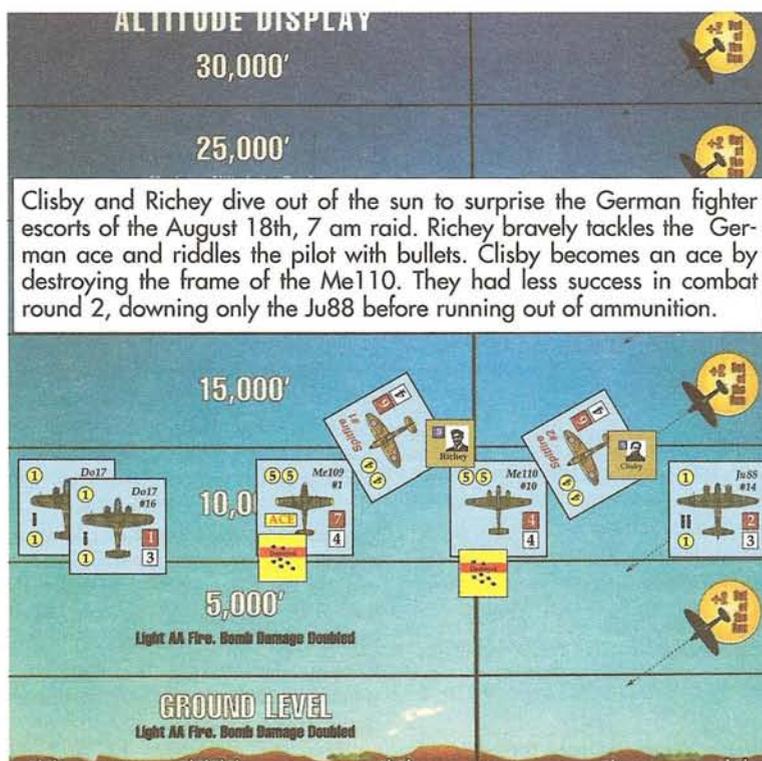
Clisby and Richey drop to Angels 10 as they move to C6. The bandits move to D7, facing E8, where the British Spitfire tandem dives on them out of the sun at Angels 5. [Against six raiders at Ground Level, I might have gone in at Angels 10—in which case the Germans would have slipped by underneath. Perhaps I should review my own policy. In fact, Howard just shot down two Me 109s, so he was probably smart to intercept this force at Angels 5, on the hope that its escort might be weak.]

In combat round 1, Richey and Clisby match up against the Me109s. Richey fails to get a firing position. Clisby tails his foe and lets loose three 3-second bursts, riddling the pilot. [This is the second time Clisby has wasted three bursts against an Me 109. I say "waste" because two squirts should be sufficient against an Me 109. Of course, Howard did experience Drake once missing completely when firing two bursts. However, Clisby needs to conserve ammo for use against bombers.] The remaining Me109 turns on Richey, but fails to get off a shot. The duel consumes their time and fuel, and, unable to get any more shots, the victorious pair pancake at Debden, hoping to stay out of the bombing run path.

The raiders continue on to Rochester. The low-level bomb run inflicts double damage, reduced by one by the heavy AA (net of nine damage points). *Score: British 11, Germans 22.*

RAF

This is very frustrating. Once again, more German airmen should have gone to their Val-



halla. Well, nobody said that war was an exact science. Rochester was obliterated. There are two points that are gone forever. At least my Spitfires are still intact.

NEUTRAL COMMENTARY

Not to mention one less Me 109 in the German force mix.

5:00 pm Patrol

The RAF pushes their pilots to the limit, with Clisby now flying patrol in a tired state (F4). No joy—no raid appears.

NIGHT

The British repair the damage in London hex N6 and reduce the damage at Lympe to one. Clisby recovers to F2 and Richey to F0. The Germans replace two aircraft. *Score: British 11, German 19.*

RAF

Last day coming up. I'm in pretty good shape as far as pilots and aircraft. I can't afford any more damage. Now that part of London has been repaired, I won't see anymore of those large raids...I hope. I have to really fly all out. My strategy is twofold: I have to go for the bombers to rack up points and prevent further damage to my cities, and to pray constantly the Germans show up regularly. I'm still in the game, but it's going to be a close run thing.

Palmer and his Hurricane arrive for the RAF reserve.

18 AUGUST (TURN 6)

7:00 am Patrol & Raid

Richey and Clisby patrol over Rye and increase fatigue to F1 and F3, respectively. They move to intercept the five raiders at D6 at Angels 15, coming out of the sun. *[The intercept may be too soon. Fighting the battle here means damaged German aircraft are likely to return to France instead of crash, whereas Eastchurch is the closest airfield for damaged British fighters. If combat occurs at Angels 10, then Eastchurch is too far away. Howard should have let the raid come over Kent a little farther.]*

In combat round 1, Richey goes after the German ace while Clisby takes on the two-seat Me110 fighter. Richey catches the ace by surprise and lets him have it with three bursts, wounding the pilot and destroying the engine and plane. Clisby easily outclasses the Me110 and uses three bursts to destroy the frame of the sturdy opponent, claiming ace status.

In combat round 2, Clisby uses the rest of his ammo to down the Ju88 with frame hits, while avoiding the return fire. Before running out of ammo, Richey manages only to wound the gunner of the Dornier, perhaps contributing to the poor return fire from the bomber.

The raiders continue to Dunkirk, England to bomb the radar station there (one damage point). *Score: British 14, Germans 20.*

RAF

I killed two fighters, which means there won't be that many to escort future bombers. I should have downed four aircraft, but I'll settle for the three. Clisby became an ace. Hey, I might just pull this off.

Duel of the Dice: Combat Round Details

	RAF aircraft #1			RAF aircraft #2		
	Performance Checks	Firing	Damage	Performance Checks	Firing	Damage
August 13						
10 am	Drake:			Holmwood:		
Round 1, RAF	(3)=8 vs. Me110 (4)=8	none		(6)=11 vs. He111 (6)=8	6,3,4,1	3,5,5: kill
	Luftwaffe	—		return fire	5	miss
Round 2, RAF	(6)=11 vs. Me110 (1)=5	6,8,6,5	miss	Me110 (1)=5 vs. (2)=7	none	
	Luftwaffe	Me110 (6)=10 vs. (4)=8	3,5,5,5	(4)=9 vs. Ju87 (6)=7	1,4,4,5	1,3,3: kill
				return fire	1	2: engine
August 14						
5 pm				Holmwood:		
Round 1, RAF				(3)=8 vs. He111 (2)=3	2,3,4,4	2,3,5,6: rtb
				return fire	6	miss
Round 2, RAF				(5)=10 vs. Ju87 (3)=3	1,1,2,4	1,3,4,6: rtb
				return fire	2	miss
Round 3, RAF				(5)=10 vs. Do17 (6)=7	2,5	1: rtb
				return fire	6	miss
August 15						
5 pm	Drake:			Holmwood:		
Round 1, RAF	(6)=12 vs. Me109 (4)=11	3,5	1: eng.(kill)	(1)=8 vs. He111 (4)=6	1,2,2,6	3,5,5: kill
	Luftwaffe	—		return fire	5	miss
Round 2, RAF	(1)=5 vs. He111 (5)=7	none		(5)=10 vs. He111 (6)=8	3,3,3,4	1,2,2,3: kill
	Luftwaffe	—		return fire	6	miss
August 16						
7 am	Drake:			Holmwood:		
Round 1, RAF	(1)=8 vs. Me109 (2)=8	none		(3)=10 vs. He111 (4)=5	2,3,4,4	1,3,3,6: kill
	Luftwaffe	Me109 (6)=12 vs. (2)=8	1,1,1,2,3,5	return fire	5	miss
10 am				Holmwood:		
Round 1, RAF				(1)=9 vs. Me109 (4)=11	none	
	Luftwaffe	—		Me109 (6)=12 vs. (2)=8	1,4,4,5,5,5	2,6,4: wnd, rtb
				Me109 (3)=9 vs. (6)=9	none	
August 17						
5 pm				Clisby:		
Round 1, RAF				(2)=9 vs. Ju87 (1)=2	1,2,3,4,5,5	2,2,4,4: kill
				return fire	5,5	miss
10 am	Drake:			Clisby:		
Round 1, RAF	(5)=10 vs. Me109 (6)=12	none		(6)=11 vs. Me109 (2)=8	1,2,2,2,4,4	2,2,3,3,6,6: kill
	Luftwaffe	—		Me109 (5)=11 vs. (6)=13	none	
Round 2, RAF	(6)=12 vs. He111 (4)=5	1,2,4,5,6,6	1,1,4: kill	(6)=12 vs. Me109 (2)=8	1,2,3,4	1,2,3,5: kill
	Luftwaffe	—				
2 pm	Richey:			Clisby:		
Round 1, RAF	(2)=10 vs. Me109 (4)=10	none		(6)=14 vs. Me109 (5)=11	1,2,3,3,3,3	1,3,3,4,4,6: kill
	Luftwaffe	Me109 (1)=7 vs. (5)=12	none			
August 18						
7 am	Richey:			Clisby:		
Round 1, RAF	(6)=14 vs. Me109 (1)=8	1,1,1,3,4,5	1,2,2,2,3: kill	(6)=14 vs. Me110 (4)=8	1,3,3,5,5,6	2,5,6: kill
Round 2, RAF	(3)=9 vs. Do17 (6)=7	2,5,5,5	4: gunner wnd	(6)=13 vs. Ju88 (4)=6	1,1,2,6	4,6,6: kill
	Luftwaffe	—		return fire	4	miss
10 am	Richey:			Clisby:		
Round 1, RAF	(3)=9 vs. Do17 (3)=4	1,4,4,5	1,5,6: kill	(3)=9 vs. He111 (3)=4	1,2,3,3	1,5,5,6: kill
	Luftwaffe	Me109 (3)=10 vs. (5)=11	none	return fire	3	miss
		Me109 (5)=12 vs. (1)=7	3,3,4,5,6,6	Me109 (2)=9 vs. (6)=12	none	
2 pm				Clisby:		
Round 1, RAF				(3)=11 vs. Ju87 (6)=6	1,4,5,6	1,2,6: kill
	Luftwaffe	—		return fire	5	miss
				Me109 (4)=11 vs. (3)=8	2,3,5,6	3,5: wounded

Note: Performance check die rolls are shown in parentheses with the modified result after the equal sign. Under "Damage," the result "rtb" indicates aircraft safely returns to base. Aces are underlined.

Toll of the Battle of Britain

Aircraft Losses

RAF Pilot	German:						RAF:	
	Me109	Me110	Ju88	Do17	He111	Ju87	Hurricane	Spitfire
Drake	1				1		2	
Holmwood				d	5+d	1+d	dd	
Clisby	3	1	1		1	2		d
Richey	1			1				1
Palmer								
TOTAL LOST	5	1	1	1	6	3	2	1
<i>Damaged (d)</i>				1	1	1	2	1

Bombing Damage

	Location	German VP Value	Damage
August 13			
7 am	Pevensey	1	2*
10 am	West Malling	2	10
August 14			
7 am	Hawkinge	2	3
10 am	Dover	2	2
5 pm	Lympne	2	2*
August 15			
5 pm	London (O5)	3	6
August 16			
7 am	Biggin Hill	2	5
10 am	London (N6)	3	2*
5 pm	Manston	2	4
August 17			
10 am	Lympne	2	2*
2 pm	Rochester	2	9
August 18			
7 am	Dunkirk	1	1*
10 am	London (O6)	3	0
2 pm	Gravesend	2	2

* Fully repaired before end of game.



NEUTRAL COMMENTARY

Of the six German aircraft in the destroyed aircraft box, at least three are fighters (including the ace), and possibly as many as five. That should mean a weaker escort than normal on subsequent raids. With the battle going against him, Howard needs to continue patrolling (especially with a chain home station down), even though patrolling will heavily fatigue his pilots.

10:00 am Patrol & Raid

Clisby and Richey patrol over Rye, increasing fatigue to F4 and F2, respectively. This means that Clisby will fly with the "-1" performance penalty for being tired (negating part of the benefit of being an ace). Six German planes at Angels 15 move inland before the RAF can react, due to the damage to the radar network. Richey and Clisby swoop in behind them and out of the sun in G6, facing H6. [Good intercept. Out of the sun again, Eastchurch is close by, and France is too far away for single-engine aircraft with engine damage to reach, even if top cover is as high as Angels 25. Twin-engine aircraft with one engine damaged can still reach France from Angels 15. But alas, it looks very ugly, because the raid is higher than expected and

well-guarded by Me109s flying top cover at an altitude above the intercepting Brits. Howard might as well slug it out. He cannot win by breaking off. I would send ace Clisby up to Angels 25 among the Me 109s while Richey tackles the He 111. Clisby probably wouldn't get a shot off this round, and he won't have Me 109s diving on his head. Richey by comparison is expendable because of the Hurricane Pilot in reserve.

In combat round 1, the British decide to go for quick bomber kills and hope for the best. Richey and Clisby both outmaneuver the bombers easily and fire two bursts each, Richey downing a Do17 and Clisby downing the He111—both by frame damage. Bomber gunner return fire misses in both cases. The Me109s dive on the RAF fighters, two of them going for Richey. While he outmaneuvers one of them, the other gets a 9-second lock on him and destroys the frame of Richey's Spitfire. Richey successfully bails out. Meanwhile, Clisby finds his ace status negated by being tired, plus his opponent gains one for diving, but Clisby manages to get out of the jam by outthinking (er, rolling) him. Without his wingman, Clisby wisely breaks off and lands in Debden. [Richey becomes another

member of the Caterpillar Club. Why break off now? Howard should finish what he started and attack the one remaining bomber. Clisby still has a decent chance against it despite the three Me 109s. That one bomber has a mission, and it may mean one more target damaged. Now, Howard must pray that it attacks a site with heavy AA so that the Germans don't score again.]

The remaining Dornier with its heavy escort, proceeds to London (O6), where its one bomb point is reduced to zero damage points by the heavy AA. Score: British 16, Germans 21.

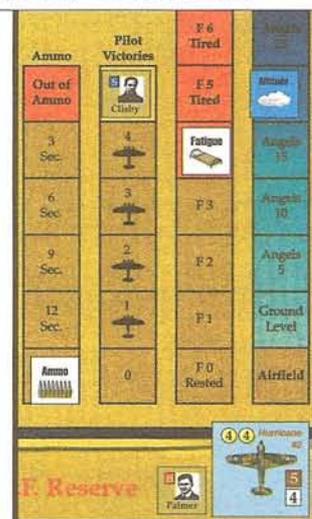
RAF

I was extremely lucky this time around. Three fighters! I took a real chance going after those bombers. Fortunately the Me109 couldn't shoot well, but they still got Richey. I hate to sound cruel, but if he had died I could have gotten a replacement. As it is, I'll have to finish out the day with good ol' Clisby. It still was a good round: my mates killed two bombers and London wasn't even scratched. Does Clisby understand the pressure he's under? He's all that stands between victory and ignominious defeat.

(Continued on pg. 58)



The battle takes its toll as Clisby and Richey must patrol at ever higher states of fatigue on August 18th, "The Hardest Day."



EMPIRES IN THE BALANCE...

(Continued from pg. 15)

in the Japanese side, especially if the United States possesses some flexible deployment capability via a variant or research. Japanese control of the South Pacific makes it more difficult for American forces to reach Australia (or India). However Japan must beware of overextension. The American player would happily begin his counteroffensive by invading the Marshalls rather than Tahiti, if allowed. Just as a South Pacific drive complements a thrust at Pearl Harbor, the flank of an offensive toward Tahiti must be protected by seizure of Wake, Johnston and Midway. Japan lacks the naval and air power to cover everything from Midway to the South Pacific. A division of Japanese forces between both areas will simply allow the US navy to engage a fraction of the Japanese fleet on numerically equal terms on water of its own choosing. Hence, the South Pacific should be viewed as primarily a support option for a campaign against Hawaii or Australia. Japan probably cannot hold the vast areas of the South Pacific without capturing one of these other bases. An attempt to do so may leave them worse off than if they had never taken it in the first place, by leaving weak Japan's more critical areas or by exposing the Japanese navy to defeat in detail.

Finally, there is a more conservative, defensive option. Japan is well-advised to neutralize the US fleet in Hawaii, but could simply absorb nearby islands as an outer defensive perimeter, without committing to an attempt to conquer one of the main Allied bases. Likely targets (in addition to Wake, Rabaul and Nauru) are Midway, Johnston, Manus, the Solomon and Ellice Island groups and perhaps Santa Cruz. These and modest reinforcements in northern New Guinea safeguard the Marshall and Caroline Islands from invasion. Japanese air power need cover only four areas: Midway, Johnston, the Solomons and the Gilberts/Nauru. Japan can mount a strong defense of these areas, supported by the Imperial Japanese Navy from its central position at Truk. Limited operations aimed at Ceylon or northern Australia might be feasible in summer 1942, pushing the Allies further away from the vital southeast Asian resources. Expansion of the "defensive" perimeter deeper into the South Pacific would risk the kind of overextension already discussed. However, by building a manageable outer defense ring, Japan could hope to gain two to four turns of additional time, which might be the difference between victory and defeat.

Unfortunately, this article cannot delve any deeper into the strategic questions left hanging by the survey above. Much depends on the temperament of the Japanese player and his opponent. Ultimately, the question boils down to whether Japan is better served by a defensive strategy of consolidation ("the barrier") or an offensive strategy ("the javelin"). The former concedes any chance of dealing the Allies a major setback, but avoids leaving any chinks in the defensive position. The latter keeps the Allies off-balance and possibly pushes them beyond the point of recovery, but at the expense of swifter and surer defeat if the gamble is lost.

VICTORY DISEASE

Historically, Japan had formulated no coherent strategy at the point where our analysis ends. Having planned on waging a mainly defensive war to maximize the human and material costs to the Allies, Japan discovered her reach exceeded her grasp. The cutting edge of Japanese naval power was diverted to a strategically bankrupt raid in the Indian Ocean when Japan had no forces to mount a sustained effort in this theater. A minor operation in the Coral Sea knocked out one-third of Japan's carrier strength immediately before the much more important engagement at Midway. Japan's earliest defensive struggle in the Solomons and New Guinea saw piecemeal commitment of insufficient resources until long after the campaign was lost.

This article has sketched the problems which confront Japan (and the Allies) at the beginning of an *ERS* campaign game. It has illustrated by example how the Japanese player can arrive at a point, in early 1942, where his own strategic decisions will largely dictate the course of the game for the next year or two of the war and thereby put his fate into his own hands. Even if we cannot say definitely which strategy he should pursue, we can say that he should pursue some sort of a definite strategy, rather than the improvisation which led to disaster in the actual war.



SICK MAN OF EUROPE...

(Continued from pg. 24)

SERBIAN FORCES:

- Two guerrillas (use Spanish counters), Serbian Corps with 4I and PETROVIC anywhere in Serbia. Serbian infantry morale is three. Corps capacity is 14 I/M, 2C.

2. *Starting Money.* Russia starts the scenario with \$6, Great Britain with \$5, Turkey with \$8, Serbia with none.
3. *Control.* Russia controls home territory. Great Britain controls Malta and Sicily. Turkey controls home territory, Palestine, Syria and Egypt.
4. *Reinforcements.*

RUSSIA: \$3 per month.

- Each month beginning in January 1807, 2I and 1M at either Kiev, Odessa or Sevastopol.
- January 1807, Corps X at any Russian city.
- January and March 1807, 1C at any Russian city.
- March 1807, Corps IX at any Russian city.

BRITAIN: \$3 per month.

- February, 5I in Palermo

TURKEY: \$3 per turn.

- Each month, 1I and 3FM at any controlled city.
- January or March 1807, 1C at any controlled city.
- Anatolia Corps II and III at full strength at Constantinople the first turn that either Russia or Great Britain are within either five land areas or three sea areas of Constantinople.
- Anatolia Corp I and Janissary Corps I and II are reinforced to full strength when either Russia or England are within five land or three sea areas of Constantinople.



SERBIA: Roll for guerrilla reinforcements each month.

- In January, March and April, 1I in Serbia Corps anywhere in Serbia, even if it is besieged, or in a non-Turkish controlled town.

5. *Time.* The Scenario starts in December 1806 and ends in May of 1807.

6. *Special Rules.*

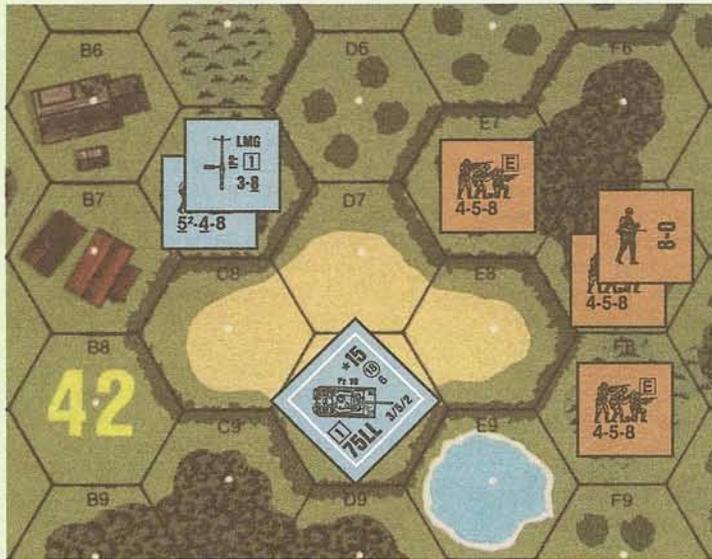
- A. Area of play: Map II, except that Austria is not in play.
- B. Serbia is not an active player. Turkish player rolls one die at the start of the game. On a roll of 1, 3 or 5 Great Britain controls Serbia. On a roll of 2, 4 or 6 Russia controls Serbia. That player must achieve Serbia's victory conditions as well as his own in order to win. The Serbian Corps can be returned to play the same turn it is destroyed. Serbia Corps is always considered in supply and can be returned to play at no cost on any turn. Serbian Corp may only operate in Serbia or adjacent land areas. Guerrillas may not leave Serbia. The province guerrilla value is three. Serbian guerrillas follow the same rules as Spain's. Turkish presence activates guerrillas, not Russian or British.
- C. The British troops of 1806 were not the same quality troops that were trained and led by Wellington. Use 3.5 for morale in this scenario.
- D. Sequence of movement for land phase is Russia, England, Turkey and Serbia. For naval phase it is Russia, Turkey and England.

7. *Victory.*

- A. Three-player game: The scenario ends in Turkish defeat if Turkey loses Constantinople at the end of a turn. The Turkish player automatically defeats Russia if he captures Kiev. He also automatically defeats Great Britain by capturing Palermo. A defeated country must withdraw all troops from the map at the end of such a turn. Turkey also wins if neither England or Russia fulfill their victory conditions. The British player wins automatically at the end of any turn in which Constantinople is controlled (even if besieged). He also wins if at the end of May, Great Britain controls Alexandria, Cairo and Damietta. The Russian player wins automatically by controlling Constantinople at the end of any turn (even if besieged). Russia also wins by controlling Ismail, Galatz, Bucharest and Nicopolis at the end of May. In order to win in May, the player that controls Serbia must have PETROVIC's Serbian Corps controlling Belgrade at the end of the game to achieve independence.
- B. Two-player game: The Allied player must achieve the above victory conditions for Serbia, Great Britain and Russia or else it is a Turkish victory.

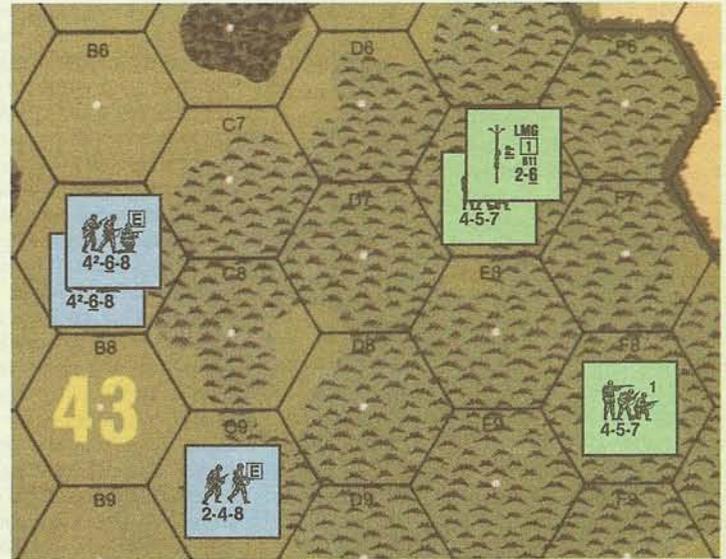


ASL ACTION PACK #1



June 29th, 1941... As Operation Barbarossa unfurls and the German army drives east, Army Group South finds itself up against stiff opposition. Von Kleist's 16th Panzer Division drives a wedge between the Soviet 5th and 6th Armies, only to find six full mechanized corps attacking its flank in accordance with Timoshenko's Directive No. 3. If the Soviet armor can breakthrough, perhaps they can stem the tide.

July 11th, 1943... With the Allied invasion of Sicily on July 10th, the liberation of Europe has begun. As American troops and vehicles unload at Gela, Darby's Rangers stand guard over the beach. Backed up by the awesome firepower of the fleet offshore, and with the added punch provided by several captured Italian guns, the Rangers are confident that they can handle any counterattack made by Italian infantry. The armor of the Herman Goering Division might be another story, however.



August 7th, 1944... Bradley's First Army, having finally broken out of the Cotentin Peninsula after Operation Cobra, is threatening to turn the corner with a major encircling move. The German counterattack towards Avranches, designed to reseal the peninsula and blunt Bradley's breakthrough, sweeps past Mortain and scatters several of the lightly manned roadblocks outside of town. Time is of the essence; progress must be made now while the Americans scramble to regroup.

January 2nd, 1945... As Patton's Third Army counterattacks in the Ardennes, its former positions in France are stretched thin. Operation Nordwind, Hitler's followup to Wacht am Rhein, threatens to punch through the U.S. Seventh Army. As Jagdtigers and Flammhetzers swarm around them, the dug-in American infantry prepare to repulse the SS panzergrenadiers. As always, in the end it all comes down to the foot soldier.

Boards 42 and 43—the newest geomorphic mapboards for wargaming's best tactical-level World War II simulation—are the centerpieces of this latest innovation for the ASL game system: the ASL Action Pack. Designed to get you right into the action, these Packs consist of boards and scenarios that further expand the ASL game system without requiring new rules sections. Board 42 depicts a small village crossroads: stone buildings, walls, hedges, and orchards are complimented by ponds, grainfields, and woods. Board 43 has the feel of a farm compound surrounded by large grain fields; the open terrain is sure to provide great fields of fire for your marauding armor. Eight new scenarios were specifically designed for use with these new boards. The actions in these battles span the length of the war—from 1939 to 1945—and the length of Europe—from Poland to Sicily, from Russia to France. Also included in the package is a color-coded flow chart to help you through the somewhat complicated OBA section of Chapter C.

ASL Action Pack #1 is not a complete game. Ownership of ASL, BEYOND VALOR, YANKS, and THE LAST HURRAH is required. Additionally, one of the eight scenarios requires Italian Infantry (HOLLOW LEGIONS) and board 10 (PARTISAN!), one requires board 35 (CODE OF BUSHIDO), and one requires board 38 (GUNG HO!).

Suggested retail is \$19.95 at better hobby, and game stores everywhere (product #8003-APS). If not available locally, please contact us direct at: **1-800-999-3222**.



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AT THE KIOSK

By Glenn E. L. Petroski

LADDERS, PBM and OTHERWISE

The most popular format for play-by-mail (PBM) competition is the ladder. On the other hand, you never see a ladder as a face-to-face (FTF) tournament format. There are some good reasons for this. To those who know what a ladder is, this is all obvious. Those who lack a little understanding are often confused by the term. Let me begin with enlightenment and clarification for all. A ladder is not a ranking system, or where you are in an A.R.E.A. rating list. It is not a tournament, nor is it a tournament system.

A ladder is an ongoing competition without end. There is never an absolute winner. No participant is ever eliminated. At any given moment, there is a definite leader. However, all rankings below him are very much in question. The whole concept is that of "King of the Hill." The leading player is always defending his position at the top of the ladder, while all others are scrambling among themselves for the chance to pull the king down and replace him. Even though the king is on top, the fight goes on, continually.

This explains why it cannot be used in a FTF tournament. Ladders never end at a distinct point with a clear victor. Actual tournaments need both of these. This does not rule out the use of a ladder in some FTF competitions (more on that later).

It is probably best if I explain how a ladder is set up and run. With this understanding, we can then examine it more closely.

Like any competition, a ladder starts with the Game Master (GM) collecting the names of the competitors and arranging them in some sort of order. Depending on the GM's preference, this order can be anything from random to strict rank by A.R.E.A., AHKS or some other rating system.

In theory, the order at the beginning does not matter, since the scramble begins immediately and will soon displace top players unable to defeat challengers. In practice, the wise GM will use some firm criteria and rank his players rather rigidly. At the outset, all the competition wants to know is who is the leader (target). Even the leader will want to brag about his position, no matter how brief his reign may be.

Once the first lineup is made, all that matters from then are wins against the nearby competition. Matches are established with the top-

ranked player opposing number two, while each pair below them is matched for a game: #3 vs #4, #5 vs #6, etc. There are no cross-tables, handicaps or other adjustments. Each competitor plays someone listed adjacent to him on the ladder. One reason why it is generally best to start with some sort of ranking is that it will produce good games from the outset.

When the first round is finished, all of the winners move up, losers move down. However, all winners should remain in their starting relative order. If #1, #4 and #5 win their respective matches, #1 will stay #1, #4 will then become #2, and #5 will become #3. As long as they both win or both lose, two players will not switch relative order. Number five must win as #2 loses before he can pass him on the ladder. The leader will remain the leader so long as he never loses. However, in our six-player example, #1's first loss will drop him to #4 for the following round of matches.

At the end of every round, the list is redone. All of the most recent winners are listed first, maintaining their previous relationship to each other. Losers are then ranked in the same manner, behind the last ranked winner. In order of the new rank, the lowest-standing winner is one rung above the highest-standing loser. Using the new list, matches are made for the next round. The most recent #1 plays the most recent #2, etcetera.

Any player is welcome to drop out at any time. His name simply comes out of the listing and everyone below moves up one rung. Any player is welcome to join at any time. New names are simply added to the bottom of the list in the order they join.

The advantages of this system are many. It is very easy to understand, involves little hassle, and is ongoing. It allows anyone to join mid-stream and work their way up the ladder. Drop-outs will not upset the GM or other players. Bookkeeping is minimal and simple. All that is needed is the list from the most recent round and the new list for the round about to start.

It also creates a fair amount of movement and excitement among the contenders. Even those who watch from the sidelines understand what is going on. The bystanders who have any interest at all also get a fair amount of excitement as their favorites move up, or take that sudden blow and go tumbling.

Over time, the better players will all face each other (barring drop-outs). Many of the weaker players will have the opportunity to oppose the better players. I consider both of these advantages. We learn by playing against those better than ourselves. We earn our position by playing those who truly are the leaders. All but the best players will face much stronger opposition every couple of rounds. However, most often players will be facing someone on their level.

The disadvantage of a ladder is the lack of any kind of winner or prize structure. Everyone plays only for fun and pride. Your pride may not last long, since a loss sends you for a fall halfway down the field. Then, you have to work your way back up. The climb up is one rung at a time. Standings are not by actual ability, but by the string of victories you can piece together.

Designed for long-term play, drop-outs are severely penalized. Any player, even the leader, may have to take a one-round break for personal reasons. Upon return, he comes on as a no-name, last-rank player. As such, he may have to run up quite a few consecutive victories just to be considered a contender again.

This is how a competition ladder works in the strictest form. The general idea is popular and in wide-spread use. As with all systems, there are plenty of variations going around. To tell you the truth, I do not know of any GM who is using it without some sort of modification. Some games require variations due to their game systems. Most modifications are due only to personal preferences of GMs. I use a modified system for our VITP competition. However, I must confess that I am not too pleased with my own modifications. Also, I do not have the foggiest idea as to how it might work for multi-player games.

Since time is not a serious factor, the whole system is suitable for PBM. It also does well for pbm, or any situation calling for sequential games without marathon sessions.

The Windy City Wargamers (WCW) club uses a modified system for ongoing club competition. They have very active ASL and VITP ladders. The current standings are listed every month in their newsletter. In the WCW version, a player may challenge anyone above himself during the current two month "challenge period." New rankings, based on the results of those challenges, are listed in the next newsletter, and everyone does it again. There are a few more details, but that is the idea.

The point is that a club can use the ladder system for FTF play. This generates an ongoing interest. It encourages play and interaction among members. It does all of the things that clubs are supposed to do. Yet, it does not place undue pressure on members. No one has to be at a particular meeting, place or time. Each match is individually set up between the competitors who play at their mutual convenience. The results are then reported to the club coordinator.

This is the preferred PBM system for two-player games. Every player can play every round. Anyone can play. Ability or actual rank are not significant factors. Anyone can take a break. Gaming is placed in its proper perspective with "real Life."

Although not a real tournament, all players can be a part of "something bigger." We can all have a good time playing, or just watching what is going on. Our hobby, and our friendships, are encouraged to grow.

REPORTING IN:

• **ADVANCED CIVILIZATION:** Needs a GM! I currently know of no PBM competition in progress, but I have a number of interested players asking questions.

• **ADVANCED SQUAD LEADER:** A PBM ladder has started by my famous predecessor, Russ Gifford. Contact Russ at 320 E. 27th Street, Sioux City, NE 68776. (402) 494-8746.

• **ACROSS FIVE APRILS:** GM Andy Lewis, THE A5A authority and AvalonCon GM, is setting up two competitions—one each for PBM and PBEM! Contact 16 Gosling Drive, Lewes, DE 19958. (302) 644-1984. em: alewis16@aol.com.

• **AFRIKA KORPS:** Well known Joe Beard is the GM for this continual PBM favorite. 3822 E Sahuaro Drive, Phoenix, AZ 95028.

• **BATTLE OF THE BULGE 1981:** Off and running. First round has just been matched up. A quick response now may get you into the round. Contact Mark Poulson, 204 E. Cannon, Lafayette, CO 86026.

• **GETTYSBURG ('88):** Chuck Synold has begun a PBM competition. Prospective players need to contact Chuck at 408 Annie Glidden Blvd., #4. Dekalb, IL 60115. (815) 756-7314.

• **HISTORY OF THE WORLD:** Ongoing PBEM competition. Experienced and reliable GM! Greg Courter, 120 Adams Road, Battle Creek, MI 49015, (616) 964-6806, gcourter@genie.geis.com

• **PANZERBLITZ:** This took off with a roar! With the first announcement the competition is off and running! Contact GM Paul Martin, 1971 St. Laurent Blvd. #1914, Ottawa, Ontario K1G 3P8

• **PANZER LEADER:** Smooth transition from one GM to another. Contact new GM, Eric Bonner, 9294 Harbin Ave., Hesperia, CA 92345. (619) 956-6561.

• **RUSSIAN FRONT:** Needs a GM! I currently know of no PBM competition in progress, but I have a number of interested players asking questions.

• **STALINGRAD:** John Grant GM's a long standing PBM competition. Contact him at 198 Brookdale Road, Stamford, CT 06903. (203) 329-7837.

• **THE RUSSIAN CAMPAIGN:** Current Champion is C. J. Sorbello. 35 players on the roster. New players welcome in what is a tightly run, no excuse, competition. James H. "BJ" Bjorum, 4029 Rooney, Corpus Christie, TX 78413.

• **THIRD REICH (4th edition):** Not only have we found a GM, but a running competition, game system, seasoned assistants, organization, and all! GM Bruce Hatter, #206753, Iowa State Penitentiary, PO Box 316, Fort Madison, IA 52627-0316.

• **VICTORY IN THE PACIFIC:** New round beginning! Louie Tokarz still tops 27 players! Contact me for more info.

• **WAR AND PEACE:** Needs a GM! I currently know of no PBM competition in progress,

but I have a number of interested players asking questions.

• **WOODEN SHIPS AND IRON MEN:** No longer lost at sea! GM Bill Rohrbeck has returned! Box 741, Goffstown, New Hampshire 03045-0741. (603) 497-3894.

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A.R.E.A. RATINGS

ADVANCED THIRD REICH

Players on List: 17 Active Players: 10

Date of Standings: August 24, 1996

Rank	Name	Rating	Qualifiers
1	Jeffrey Miller	1783	BB--6
2	James Sparks	1570	BD-A5
3	David Middleton	1568	BD-A5

THIRD REICH, 4th Edition

Players on List: 26 Active Players: 10

Date of Standings: August 24, 1996

Rank	Name	Rating	Qualifiers
1	Charlie Corn	2017	DD--6
2	Michael G. Mitchell	1834	CEAA5
3	William Thomson	1600	ABB-6
4	Tony Haney	1561	BB--6
5	Roger A. Cox	1501	AC-A5

THE RUSSIAN CAMPAIGN

Players on List: 92 Active Players: 45

Date of Standings: August 24, 1996

Rank	Name	Rating	Qualifiers
1	Robert Beyma	2079	EFGC6
2	Robert Shurdut	2028	GHN-6
3	Alan Frappler	1995	EHE-4
4	J. Michael Noel	1979	EEK-6
5	Charles J. Sorbello	1959	BCGA6
6	Thomas Gregorio	1922	GJIB6
7	Jeffrey S. Martin	1891	IMK-6
8	Timothy Greene	1873	GIKB6
9	Charles D. Jehlen	1695	BBB-4
10	James Eliason	1689	DGGB6
11	Ed Druckman	1682	BBA-6
12	Henry Lowood	1666	ABCA6
13	Jerry Cecchin	1632	AC-A6
14	Gary C. Dickson	1613	ABAB6
15	Allen Kaplan	1605	BD-B6
16	David Ketchum	1579	AAB-5
17	Mark Figge	1573	AAB-5
18	G. Makis	1566	AAB-4
19	Forrest Pafenberg	1542	AC-B6
20	Tom Schwarwank	1536	AB-A6

FORTRESS EUROPA

Players on List: 38 Active Players: 10

Date of Standings: August 24, 1996

Rank	Name	Rating	Qualifiers
1	Michael Newman	1960	DD-A5
2	James Eliason	1759	DGGC5
3	Charles D. Jehlen	1630	AAE-6
4	Trevor Bender	1561	AB-A5

Qualifiers refer to quantities of Games played, Opponents played, PBM games, Tournament participation, and Year of last activity with later letters indicating greater quantities and the number being the last digit of a year. For more information on the A.R.E.A. rating system, contact:

Glenn Petroski
210 W. Hunt
Twin Lakes, WI 53181-9786

The PANZER LEADER at Arracourt (Part III)

Situation 28-4/3 Juvelize: The Finale

By Steven B. Wheeler

This is the third and final installment of Wheeler's analysis of the three Arracourt PANZER LEADER scenarios that appeared in Volume 28-4 of The GENERAL (previous installments are found in Volume 30, Numbers 3 and 4). Here, Steven takes on scenario three (Juvelize: The Finale).

Situation No. 28-4/3 pits an American defender replete with hard-hitting artillery, potent Allied tank guns, three flights of Thunderbolts and the superb armored infantry against a German attacker who has the usual long-ranged Panthers, a reinforced battalion of infantry, adequate anti-aircraft coverage and a most welcome parity in artillery. Though it is true that the Germans have the initiative, the Americans can set up in such a manner as to absorb an initial blow and make a strong counter-attack while the enemy is in exposed positions. Something must give.

GERMAN STRATEGY

In my opinion, the most challenged player in this scenario is the German. Look at his victory conditions: he must either destroy more of the enemy or exit units off the west edge of the battlefield. To destroy the enemy, he first has to come to grips with the enemy. That means moving up to give battle under the eyes of American air power. That's enough to give any panzer leader the shakes, let alone having to traverse the length of a board attempting to exit. To say that this is difficult is beyond understatement, especially when German transport consists of thin-skinned trucks.

Those victory conditions were enough to make me put off "The Finale" until well after I'd played the other two Arracourt situations. The most harrowing aspect to leap at me was the image of rocket-firing P-47s knifing down on my panzers in open terrain. Even if they didn't score instant kills, my main battle tanks would be sitting dispersed in plain sight of enemy armor or observers just waiting to call in another strike and artillery fire. With the loss of just two Panther units, not only would my attack stall but my hopes of forcing an exit would die outright. As for thinking of what eight .50 calibre machine guns per plane can do to loaded trucks, well, this was enough to chill my blood. I soon realized that the key for the Germans is their artillery, and not just the howitzers. If the Germans get into a slugging match with the heavyweight US armored infantry, they will need artillery support, desperately. Once the US planes locate the firing artillery, the AA guns must be ready to knock them down at half range before the big guns are silenced.

Buried in the traditional fine print was the "fine" fact that the victor need only amass more points—even one more point—than the opposition. It dawned on me that I didn't have to take unnecessary lumps trying to push through Grancelles or Nece to exit a remnant of my forces. All I had to do was make the Americans lose a few units, then be ready for them to try to even the score.

However, the Germans move first and initiative is an advantage not to be surrendered lightly. It goes against my nature to sit around for a turn hoping the enemy will fall onto my sword. That sort of tactic usually invites the enemy to leap onto your back. Therefore, I had to find a way to use the guns to cause the Americans some casualties without risking too much in the process.

Suppose an observer—say the 81mm mortars—starts in the cover of some woods near the junction of the boards where they can see the US outposts. (You can do this by using the "Woods Hex Concealment" experimental rule from an article in Vol. 25, #3.) Now you have an observer who can call in my artillery on known or suspected enemy positions. The missions are spotted, so we don't have to worry about off-target drift. Of course, this assumes that the US player will post some units in the forward towns and woods. Fortunately, human nature and the tactical situation urge a player to put a few guns into these concealed positions.

In the happy circumstance of the American player not putting units in these spots, you can roll a strong combined arms force right up to Grancelles and into a smoke screen from which you can shell the daylight out of his positions, then draw back out of harm's way using Sambleu and a smoke screen to foil the air power. The fact is, the Amis do not have the strength to cover both boards with enough fire on each to stop a mass of 44 tanks advancing under smoke screen cover. They have just enough power to stop an advance on one board only while they screen the other one. If that screen has no depth, hit it hard before the enemy tanks can react.

You might get lucky enough to play someone dumb enough to post Shermans in Sambleu, but don't count on it. Any veteran (and that is what makes up the 4th Armored in September, 1944) will realize that posting some of his dear tanks in exposed positions is asking for his Sunday punch to get ruined on Saturday morning. No, you'll most likely find anti-tank guns, scout cars or Stuarts in these places. Get ready to blast them. On turn one, your artillery should give the Americans a black eye. Three rolls of the die should suffice to blow up two or three units. Once that is done, you're already winning. Just don't expect the Americans to let it go at that.

When you're looking to provoke the enemy into attacking you, you'd better be set for him when he does. Let's be clear about this: his initial advance is your golden opportunity to put the game away. You must have your troops in positions which enable them to halt and destroy several US tank platoons while they are approaching. The Panther's long 75mm guns enable you to engage the enemy before he can hit back. At arm's length is where he must be

kept, because you do not want the US infantry to close on you. Once those boys pitch into your infantry, you can expect to start taking serious casualties and you probably will lose the game. The armored infantry alone can keep your units pinned, but when they start calling in the fire from the 105mm guns, your men are toast. Do not forget that the American howitzers can stay safely out of reach behind Grancelles or the western Artain, shelling you all day long with impunity. Alas, the enemy air force denies your guns the same privilege.

Even if you set up your artillery way back in the hills, the Thunderbolts will seek them out. Furthermore, if you keep your guns away from the front, you must keep the anti-aircraft batteries with them, leaving your forward units naked to attack from the sky. The American air power forces you to keep your units together under the anti-air umbrella. Fortunately, the cover around Nece is sufficient for all of the artillery. You won't have to worry about far-flung units being menaced by American scouts. Best of all, if they have to, the guns can lend their direct fire to the front line if something goes haywire and the enemy breaks through into view.

In the initial turns, your artillery puts a hurt on the enemy. Eliminating one of his units puts you in the winner's column, until he eliminates one of yours. Do not expose any of your troops to unprotected attacks from the air and certainly avoid foolish losses at the hands of US tanks. In fact, starting on turn 2, your main concern will be shooting down planes that are trying to wipe out your artillery. Once the US player has expended his air power on this, your panzers will enjoy a lot more freedom of maneuver.

It should take the Americans a couple of turns to realize that you are not going to come out into the open, but your firing artillery becomes a target for his Thunderbolts immediately. Due to the three-planes-per-flight restriction, it may take three turns or longer for his war birds to penetrate your AA and effectively strike your artillery. Several turns will pass before he concentrates his ground forces and gets them into their jump-off positions. It may take longer if you play someone who concentrates solely on the air battle and lets his ground forces idle.

During your initial deployment, be sure to disperse the AA guns. Avoid the folly of setting up the 88mm AA guns in the same hex as the 15cm howitzers! Keep the AA batteries within half range of the units they protect in order to allow concentrated fire. When the enemy comes, the 88s can take care of one plane per flight, leaving the Wirbelwind to knock down a second and the lighter guns to take care of the third. You might try placing the 15cms in a town hex with a dismounted infantry platoon and a truck to bolster its defense. Now, two fighter-bombers must survive the ack-ack to wipe out your main guns. Finally, place the 88s where they can use their anti-tank capability to maximum advantage. Take a look at the near end of the woods northwest of town. From there, they can cover all of the artillery and blow away anything that tries to come down the road from Wiln. You might keep an infantry platoon with these valuable guns, too.

As for the rest of your infantry and transport, just keep them under cover while the planes are around. Two companies dismounted on the safe side of the main hill line with their trucks in the trees make a decent-sized, close

assault force available in the event the Americans gain the heights. They are also handy if your panzers create a situation allowing a safe advance for some kills.

While the planes are going down in flames and the American is marshaling his ground troops, you should be able to maneuver your armor a little bit. By pushing your tanks forward a few hexes—keeping to rough or covered terrain—you can keep the enemy away for an extra turn or two. This is important. In football terms, this is “ball control” or “protecting a lead.” You want to run down the clock on this situation, because the American will get his artillery and heavy infantry into the fray if given enough time. During the early turns, while the planes are preoccupied, move your Panthers, carefully keeping under cover, to the forward hexes of Artain and the woods and ridge. From there, they cover the open ground over which the Americans must advance. Twenty hard hitting behemoths will slow him down, make him approach Artain with caution. He may lay down smoke to approach without taking the casualties he can't afford.

You will have to work hard to see that the Americans do not get over the Artain/Nece ridge too quickly. The panzers must remain on the western side of the smaller Artain ridge to duel with the advancing US armor. For a turn or two, you can keep them at bay. However, keep the US artillery in mind. Stay too long in one hex, and you'll be on the receiving end of “in coming” mail. Getting your tanks pinned in these forward hexes will lead to disaster. Once your armor shield is gone, order yourself a coffin.

When you are forced to leave the ridge and town, draw back to the hill line above the river. Position your Panthers and half of the MkIVs on the heights so that they can engage the US tanks as they occupy the ridge you just left.

A favorite tactic of the real Germans was to have their own forward positions registered with their artillery. That way, they could swiftly call in a barrage on the enemy as they gained those positions and milled about regrouping. Then the Germans would counter-attack and take their positions back. It worked with gratifying regularity.

There is only one problem with this plan in this situation. By the time US forces are concentrated and into your forward area, his air power has probably knocked out some of your guns, perhaps the heaviest ones. Yes, even using the 88s in their AA role will not prevent some daring pilot from diving his shot-up plane through your flak to release two 1,000 pound bombs right onto your big guns. It's small consolation to watch the stricken Thunderbolt trail smoke as it makes off to the west knowing the survivors of your best battery are now in the care of the medics.

Chances are, you will have the 75s and the heavy mortars on hand to harass the US advance. You should call upon them without reservation. It's also likely that the Americans had to spend most, if not all, of their planes to get through to your big guns. Of course, 75mm howitzers and 120mm mortars are not going to kill a stack of Shermans. In fact, they will have a hard time pinning a stack of armored infantry. Keep them busy all the same to aid your crucial panzer shield.

Have you ever wished that all German panzer units followed the SS pattern and contained five

tanks instead of four? Fighting four tanks in a Panther platoon rather than five, the American Shermans become capable adversaries. Against four MkIV tanks instead of five, the US Fireflies and Hellcats become deadly. This is a major reason why the Germans cannot lightheartedly probe into American territory even if there were no planes. Although the Hellcats have a weak defensive factor, they can set up in concealed positions, of which there is a good selection. From their hiding places, the Hellcats can deal a lethal blow to your panzers, then use their mobility to “high-tail” it out of trouble. The good news for the German player is that the Hellcats are not an offensive weapon as long as you have your Panthers. If the US tank destroyers try to get into range, undisrupted Panthers will make mincemeat out of them. Don't expect to see the US player advancing his Hellcats against undisrupted panzers.

On the other hand, he will not hesitate to lead any attack with his 76mm Shermans. Here again, you have him out-ranged. The long reach of the Panthers becomes your key to victory, but you can not simply park your tanks on the best hexes and stay there for perpetual intimidation. Every second turn, you'll have to move or come under a crippling barrage. Then as soon as you move off of the ridge west of Artain, the Americans will use it as a blind behind which they can advance. The US tankers know that their best tactic for surviving a slugging match with Panthers is to get onto a terrain feature which doubles their defensive strength. When you have to quit the ridge west of Artain, and the GIs are ready to close in on it so that you can't get back there yourself, pull all of the way through the town and get your tanks onto the hilltops above. Now you are ready to strike the US tanks as they occupy the slopes to get at you.

At this point in the match, the tactic of placing your tanks in terrain where they are visible from the air assumes that the US planes are finished with rocket attacks. If he got lucky against your heavy guns and still has a flight of planes available, you must move up the Wirbelwinds to keep the armor under half-range AA protection. Your AA batteries should be able to deal with a flight of Thunderbolts while the Panthers administer their lethal blows to the enemy armor. Any lone plane that does make a complete bomb or rocket run will likely disrupt a single Panther unit.

At some point in turns 7, 8 or 9, the US tankers drive onto the low ridge west of Artain en masse to come to grips with your panzers. You get the first shots, so make them count. You need kills. If you concentrate your fire to gain 2-1 odds, you can engage four platoons, leaving five unscathed (six, if he's brought up the 105mm Shermans). That is enough punch to disperse one or two Panthers or kill a MkIV platoon and disperse one or two others, or . . . well, you get the idea. What will happen to dispersed panzers in a couple of turns? The same thing that will happen if you merrily leave your tanks in the same hexes for three turns. Incoming mail knocks off your armor shield. Have the mortars and 75mms standing ready to lay down a smokescreen. The best countermeasure for dispersal by direct fire, as well as the threatened indirect fire, is to call in smoke and move the units the next turn. Unfortunately, you may be unable to lay

smoke onto more than one hex per turn, depending upon how many guns you have left. [For realism, you should limit the availability of smoke shells per battery to a maximum of two or three turns per game.]

Now you have an armor duel on your hands. Chances are high that your Panthers will destroy several US tank platoons for each unit you lose. Once you've knocked off two or three American units, he will be at a decided disadvantage if he has to close up to let loose his infantry.

As far as your infantry goes, you must be very careful in deciding whether to commit them in close assaults on crippled enemy tanks. The presence of US infantry is the deciding factor. What is the advantage of your finishing off a couple enemy tanks if you eventually lose three or four infantry platoons in the process? You might need your men to repel a late-developing enemy infantry thrust. The best counsel is to be patient with the foot soldiers and when you do commit them, make sure they get in the first assault.

By the final turns, you should have an edge in number of enemy units destroyed. Keep his tanks at bay and don't do anything silly to blow your lead. It's an awkward position in which the German player finds himself, but with calculated play, he can wind up defeating the Americans.

AMERICAN STRATEGY

The Americans in “Juvelize-The Finale” are both fortunate and unfortunate in the make-up of their forces. If you play this side, you have strong tank firepower and a full battalion of self-propelled 105mm howitzers for artillery support. You also have a full battalion of heavy-weight armored infantry. Best of all, you have the Air Corps overhead. On the minus side, the Germans are just as strong as you on the ground and two-fifths of your best tank guns cannot afford to roll forward in an assault. This being the case, the Germans are more than your equal in tanks, because they have you out-ranged. Sure, you hope the Germans will come out after you so that your Thunderbolts and concealed weapons can take care of them. Yet, given the choice, a veteran panzer leader will decline this opportunity. (Unlike the historical enemy, your opponent cannot claim he's bound to follow idiotic orders from higher up.) However, if your opponent is overly aggressive for some reason, like simple bone-headedness, you'll win handily.

What are your options for making sure a rash opponent gets his just desserts? First of all, don't be careless in setting up. About the only things you could place on bare hilltops or slopes within sight of concealed Kraut observers are full company stacks of medium tanks. This is necessary to be in position in case your opponent is crazy enough to charge you. It also gives his artillery a target to fire at so that your planes can spot them and do their job. The odds are your tanks will weather the barrage, but move them to another hex as soon as all three are unpinned. Don't move one or two away and let his guns finish the remaining tanks off. Be patient. His guns may play possum for a turn and this will give you a green light to move.

Consider your forces in the light of the terrain you must defend and in light of the German victory conditions. You obviously cannot let the Germans roll through your sector to grab

the exiting bonus, but is it possible for him to do so with your Thunderbolts overhead? In the north, even a quick moving column could not avoid air attack due to the length of open road between Merden and the woods east of northern Nece. With your fly-boys on station over the forward half of the field, any convoy stretching twelve road hexes will be rocket fodder. Sure, he could lay down a couple of smoke screens (one per hex) along the road, but there is still the open stretch before Nece. If you stop a few of his vehicles there, he'll be stuck battling for the town under unfriendly skies as your forces gather to counterattack.

Alternately, you can position two of your infantry companies across the reverse slopes of the Merden ridge. His artillery cannot strike with observed barrages to open a hole. If he sends his convoy churning up the ridge and gets stuck trying to punch his way through on the bare hill, your artillery mauls his armor at a cost of two or three of your infantry. Then he'll pull back, and you can launch a counterattack with your armor that ruins his day as you chew up his depleted tanks and blast his supports.

With regard to the southern route, most of your infantry should be dug in on the Merden ridge, but enough of your armor should be covering Grancelles. You can forego putting anyone in Sambleu, but you should have some Hellcats in Kuhn covering the direct route into the city. Other Hellcats can wait in the woods adjacent to Caverge where they cover the bridge and Sambleu. Place some 57mm anti-tank guns in the woods near the bridge on both sides of the road. Caverge itself need contain nothing so as not to be a target for early shelling.

In Grancelles, you are probably safe enough placing two platoons of Shermans in the eastern hexes. This is because no Kraut observer can see that far into your area to place observed fire. You set up first, and have an anti-tank unit or a scout in some woods near the Caverge bridge, which means that he cannot place any units on the exposed hills in the forward areas when it is his turn to set up. This means that enemy armor rolling up to Grancelles, even within a smoke screen, will be far advanced into your sector where your tanks, planes and artillery can shoot the daylights out of them even if, and especially if, they get into the city.

A competent panzer leader will not let himself in for that kind of debacle. He will realize that his forces are simply not strong enough for a full-scale offensive. It'll just be your lucky day if you face an opponent who can't see it that way. On the other hand, a wily opponent will find a means to cause you some casualties without risking his ability to meet a counterattack.

But just because you, "the player," happen to be sitting above the mapboard and can see all of the pieces doesn't mean your units have such an omniscient view. In reality, military units only know what is out in front of them by information gained from reconnaissance patrols. While patrols and air recon could see some distance behind the lines, most units would be under cover when the plane went over and foot patrols could only cover so much distance on a night's excursion. However, patrols would generally know the front line positions in the area, and the enemy could surmise that you would out-post road centers, villages, etc. All the German

player has to do is call in barrages on likely targets until he scores some kills. This puts you in the loss column, if you fail to hit back.

It's a good thing the situation is a long one. You may need all of those turns to come to grips with your opponent and reach a satisfactory conclusion. As mentioned above, do not let your tankers, infantry and scouts sit on their duffs while the Air Corps braves the enemy flak to knock out his guns. Avoid stripping one sector entirely when you concentrate, though. Don't allow the enemy the chance of sneaking some fast units offboard for cheap exit points. Position the Hellcats to cover the sector from which you pull your troops and leave the anti-tank guns in place. You might even move the M7s into Nece while you concentrate your forces to deal a heavy blow.

For a moment, consider how much fun it would be to move through Wiln and circle around to come up against German Nece from behind! Just imagine falling on the Kraut supports as their panzers wait for you in Artain.

Forget it! While you move most of your heavy units over the river and through the woods, the Germans mount up and smash through your remaining defenders to exit and win, especially if you've depleted your air cover by then, maybe despite your air cover if he can still lay down smoke. No, even though you have the time for fancy maneuvers, you cannot leave your sector open to the threat of a German advance. For the same reason, it is doubtful that even a shortened foray through Wiln and due south over the ridge would succeed. You must attack head-on. Of course, the enemy isn't going to lay around watching you roll up to Artain without doing his best to hinder your advance. Fortunately for you, the 105mm guns will see to it that any of his units that stay in place too long will be severely punished.

To close on Artain, you will have to force the enemy back. Expect him to make a stand on the big ridge line. Head the armor for the reverse slopes of the low ridge west of town and occupy it with every main battle tank. Expect to start slugging it out with the Krauts. Sure, this takes guts, but what are the alternatives? You simply have to stand toe-to-toe for several turns until you can get the howitzers into action on dispersed panzers. The Germans aren't the only ones who can call in smoke. Drop white phosphorus on the forward slopes and roll into it. Of course, you have to plan for this in advance. You can't afford to wait around for two or three turns once the 75mm shells start flying. Masking your armor in smoke turns the tables on the enemy. All of a sudden, all of the armor has cover, except your tanks are hidden and his have exposed themselves.

If you pull this trick out of your bag, the enemy will have to move into cover because he cannot stand on the ridge top taking shots and not giving them. Be alert for an opening in which the armored infantry can safely move up. Now what will his panzers engage: your tanks, or the infantry moving into the town? Here's where the sacrifice of most of your air cover pays off. By eliminating the enemy's big guns, you have made it very difficult for his infantry to trade shots with your sluggers and come out ahead.

In fact, there are two ways to get these game winners into play. The first option is moving through Artain to go after whatever is on top of or

behind the ridge. The enemy might just engage a couple more of your tank outfits and retire behind the high ground leaving one or two disrupted panzer platoons for you to finish with your howitzers and infantry. Hopefully, this will tip the victory scale in your favor and you won't have to charge on to take Nece. The second option is to bring the infantry in from the north. Keep the panzers occupied to the front while your infantry detours through Wiln and erupts into the forest northwest of Nece. If you can get them that close to the enemy's supports, you should have happy hunting among anti-aircraft batteries and possibly transports. Even if the easier pickings elude you, you now have a full battalion ready to hit the town itself during the course of which you will be able to call in the 105s to knock off substantial numbers of the enemy.

Your commitment of the infantry is sure to mobilize the enemy. If he pulls back from the ridge top with his panzers, you had better be careful about charging up there. He can still have ample weaponry on hand to mangle you and win the game. At that point (at least turn 11 or 12), take stock of who's winning. If you are, go with "ball control" and don't expose any of your outfits unnecessarily. Bring forward the Hellcats to help out if the German decides to surge over the high ground for a last try at winning the game. Just don't put weak units like anti-tank guns into Artain where heavy mortar barrages could eliminate them.

There is one more tactic that is worth a try in stretching the enemy's resources to help guarantee your victory. Send the Stuarts and Greyhounds swinging way around to the north to come in behind the Germans. They can pick off some trucks and whoever else thinks they are safely out of reach. Just don't lead them into a trap. These thin-skinned units can't take much fire before their raid turns into a game loser. They must rely on mobility and speed to get into position for a safe strike, or at least threaten to do so. This ploy might also keep some of the enemy infantry away from the main threat. That could also mean all the difference should your infantry make an attack on Nece. If the Krauts decide to evacuate the town, the Stuarts can be in prime positions to pick off some loaded trucks. What a lovely thought!

To wrap it up, just remember that your goal is to kill at least one more of the enemy units than you lose. When you've reached that goal, what's the use of risking more troops? Turn the tables on the Krauts. Pull back to favorable positions and make him come after you again. If he has to climb back up the ridge to get his panzers into firing position, you'll have the first shot and can make them count. If your infantry is on the slopes below the crest, they can deal with any disrupted panzers. Should the German player be rash enough to try sending his infantry over the hill, you'll really have a turkey shoot. If they have reached the woods behind the ridge, well, you might press an attack, or you might not. If you've won, don't blow it. If you haven't yet, you shouldn't be far from it with the infantry ready to deal the final stroke. This is a long situation. Once the Air Corps knocks off the Germans' main artillery, then time, mobility and the infantry should hand you the game.

ASL CROSSFIRE



Hill 253.5



By Robert Banozic and Rich Summers

For those of you unfamiliar with *Crossfire* articles, the authors simultaneously and separately analyze a scenario from opposite perspectives. They then exchange notes and simultaneously write responses to their counterpart's comments. While no game was actually played (such as with a *Series Replay* article), the commentary is often as incisive as those in *Series Replays*. This time Rob and Rich analyze an *Advanced Squad Leader* tournament scenario found in volume 27, number 3 of *The GENERAL*.

—SKT

RUSSIAN
(Robert Banozic)
Rating: 75% Pro-Russian

Advantages: Fortifications, Time, Victory Conditions

The biggest attraction for the Russian player in scenario T7, "Hill 253.5," is easily the generous provision of mines and wire. In a relatively small playing area, these obstacles—combined with the protective terrain effects modifier (TEM) of the Foxholes, which all Russian units receive—are a very difficult challenge for the enemy to overcome. With only eight turns on the clock, I don't think that the Germans will usually have enough time to do so.

The VC provision, allowing a Soviet win if a single Good Order Russian multi-man counter (MMC) occupies a level 3 hex at game end, means that the Russian player can win simply by advancing onto a level 3 hex in the last Advance Phase (APh) of the game, with no opportunity for the Germans to respond. This may be seen as a bogus way to win, but it is legal and explains much of my rationale for maintaining that this scenario is strongly pro-Russian.

Disadvantage: Armor

It's difficult to identify too many real disadvantages facing the Russians hunkered down on heavily-fortified Hill 253.5 (hereafter referred to by the mapboard 2 designation "Hill 621"). Including the reinforcements, the orders of bat-

tle (OBs) are roughly equivalent in numbers, FP and morale. The Germans have an edge in leadership, but not an excessive one, given that they are on the attack. In fact, the allocation of leaders is very good, for a Russian OB. While the German MMCs slightly out-range my troops with their inherent firepower, the expected close-quarters fighting plus the liberal Russian supply of MGs, offsets much of that advantage. The only real deficiency in the Russian OB is their tanks, which are completely outclassed by the opposing Panzers. I tend to think of the reinforcing KVs as *Stuka* bait which might distract some attention from the newly arriving infantry. They are certainly not of much use in tackling the thick-skinned German machines.

Russian Setup*:

U5 6 A-P Mines
T3 Wire
T5 6 A-P Mines
T8 8 A-P Mines
S3 8 A-P Mines
S5 2-2-8 w/ 76L ART (CA: 1)
S8 Wire, 1 A-T Mine
S9 Wire
S10 Wire
R1 Wire, 1 A-T Mine
R3 2-2-8 w/ 76L ART (CA: 1)
R7 1 A-T Mine
R8 2-2-8 w/ 45L AT (CA: 1)
Q1 Wire, 1 A-T Mine
P2 1S Foxhole, 6-2-8 w/ FT
O6 1S Foxhole, 6-2-8 w/ DC
N3 2S Foxhole, 8-1, 2 x (4-4-7 w/ MMG)
N5 2S Foxhole, 9-1, 4-4-7 w/ HMG, 4-4-7 w/ LMG
N7 1S Foxhole, 4-4-7
N9 1S Foxhole, 8-0 w/ Radio, 4-4-7 w/ LMG

*All mines, wire and guns set up HIP per A12.33 (I have deliberately chosen to place foxholes onboard, thus keeping their contents out of view). All eligible units gain concealment per A12.12.

It is tempting to start some of the Russian MGs with line of sight (LOS) to Hill 538 and the approaches to Hill 621. However, doing so will subject those positions to the full effect of an ini-

tial burst of German prep fire. Instead, I have chosen to hide much of my non-HIP force from any initial German LOS and so gain concealment for these units. The few hexes from which I can be damaged at the outset, such as U1 and R0, risk retaliatory fire which might deter Rich from making use of these at all. This might make any hurt worthwhile by yielding some mangled Germans in the early going. I am relying on the mines, wire and HIP guns to slow the initial German onslaught. Unless they choose to climb the cliffs (B11.4) it will not be possible for any German unit to reach the level 3 hexes without first moving through mines or wire or both. In addition, most of these impediments are covered by fire. Hence clearance attempts will be very difficult, although I don't think that the Germans have much time to try those anyway.

Besides covering the mines and wire against infantry assault, the primary task of the HIP guns will be to stop the German Panzers with deliberate immobilization shots. Sure, I'll go for a kill if I can hit a Panther's side or rear target facing, and then the APCR potential may prove useful. I am hoping that the 76L at S5/1 might get a side shot at a German AFV starting at U1/5 (targeting P2), but I don't expect to get those



opportunities often. If I had placed more units in LOS of the German starting positions, I might have put a 76L at X8/6, which can produce very satisfactory results against German armor which often starts at W5/5. This naturally leads to early loss of the ART. In any event, by hiding my units from view, I have eliminated any German incentive to start on level 2 of Hill 538, except perhaps for their off-board artillery (OBA) observer.

My own radio man is positioned to bring down harassing fire on the eastern portion of the board if the enemy should approach here. If this appears to be Rich's plan, I will immediately attempt to place a spotting round (SR) where it has a good chance of landing in LOS—trying for hexes like Q6 or O8, for example—and then walk it down to the target area three hexes at a time. I won't wait until I can see the enemy before converting to fire for effect (FFE). I will be seeking to use the 5-hex-wide harassing fire blast area as an additional obstacle to limit German forward movement. The woods around T9 create some nice air burst potential, too. One great thing about harassing fire is that you can convert to FFE and catch enemy units in the outer ring of the blast area when none are known, and you do *not* have to make the additional C1.21 chit draw (provided that there are not also non-HIP, non-known enemy units in/adjacent to the SR hex with none being known to the observer).

My flamethrower (FT) team is placed so as to bring some Bolshevik heat to bear against any fascists who might stumble into LOS via the western board edge, while the demolition charge (DC) boys plan to throw their charge into P6 should any blue counters take up housekeeping there. The big stack at N5 covers both flanks, particularly drawing a bead on the inviting but false shelter of the mine-ridden building at T8. Another powerful stack at N3 waits for the enemy to close in the end game—if he gets that far. The 8-1 stands ready to rescue the FT when its current user ultimately breaks and routs.

My plan is not focused on preventing the Germans from controlling four level 3 hexes at game end, although they will have to work hard just to achieve that. My goal is to slow the German attack sufficiently to allow me to advance that one MMC onto a level 3 hex in the last APH. The primary task of my reinforcing infantry will be to get into position for this game-winning maneuver. The battle for aerial supremacy could play a role here; the small possibility that *Stukas* might rule the skies is a factor in my allowance of a 25 per cent chance for a German win. However, in general I expect my fighter-bombers to be a match for Rich's *Stukas* and/or assaulting infantry (and they even have a small chance of hurting the Panzers).

The only thing that's more fun than the planning is watching it happen.



GERMAN
(Rich Summers)
Rating: 55% Pro-German

Advantages: Leadership, AFVs, Firepower

The Germans may have a few hurdles (or should I say wire counters) to cross to win this

scenario. Yet, with their excellent leadership and AFV support, they have more than enough to take their objectives in the eight allotted turns. The officer corps is the German's biggest advantage. Five leaders, including a 10-2, 9-2 and 9-1, guiding just 12 squads means that few foot soldiers will be spending much time off the front line. More importantly, in the countryside around Hill 253.5, those "-2" modifiers will rip even the best protected Russian positions. Compare these officers to the three Russian leaders with a total "-2" DRM.

The AFVs rate highly, too. This scenario depicts the operational debut of the Panther tank and the super heavy Ferdinand tank destroyer. They run up against some reinforcing, once-formidable KV-1s. From this matchup, it's clear who's winning the arms race (never mind that the Panthers do self-destruct from time to time). The German AFVs will deliver more than just firepower. These beasts will also blaze trail breaks through minefields (B28.61) and might even take out some wire (B26.53). Most important, however, is the cover that they and the half-tracks will provide for the infantry. Armored assault movement (D9.31) will negate moving in the open. The vehicle's stationary TEM (D9.3) will provide protection for the German fire bases and safe, routing terrain for the inevitable broken units.

The final German advantage is firepower, including a couple of flamethrowers and some demo charges. For the first four turns, the Germans have a raw rate-of-fire-adjusted firepower advantage of nearly 50 per cent over the Russians (268 vs. 184). (If you're curious how this is calculated, Mark Nixon introduced the concept in volume 28, number 2. Basically, it's just the sum of the total firepower, ignoring To-Hit (TH) probabilities, but taking into account the fact that some weapons average more than one shot per phase.) The German will dominate the battlefield at the point of contact, given the Russian need to disperse his units across the front, the edge in firepower, the excellent leadership and the standard German range advantage.

Disadvantages: Fortifications, Russian Moves Last, ROF and Artillery

Historically, of course, Operation Citadel ran afoul of the heavily fortified and deeply echeloned Russian lines. Those same elements are the key to keeping the Russian in this game. With 40 factors of mines and six wire counters to span a front just 10 hexes wide, no doubt the *Wehrmacht* is going to get a little hung up. Its fair to say that German skill at negotiating the fortifications will go a long way to determining the outcome here.

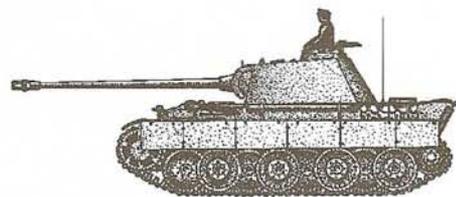
Next, the Russian has six weapons with a rate of fire (ROF) of two or greater, whereas the Germans have none. This gives the communists the potential to wreak some real havoc if the dice gods smile on them. On the flip side, when these weapons inevitably fall to German fire, the Russian defense will lose its sharpest teeth.

The Russian artillery can also have a big, if somewhat unreliable, impact that the German counterpart does not fully negate. The Germans

will be moving under fire while the Russians will be dug-in. Consequently, finding and neutralizing the Bolshevik observer should rank high on the German priority list.

Finally, the Russian moves last. Because a Good Order Russian MMC or AFV on a level 3 hill hex will deny German victory, the VC are a little more difficult than they appear at first glance. A single Russian squad hiding out of LOS, could steal a win by advancing onto the hilltop at game end. A last ditch suicide charge might also swing the contest to the Soviets. For this reason, its not really enough for the German to control the minimum four level 3 hexes. To ensure victory, the Germans must plan to take the entire hilltop.

One final note, which sort of qualifies as a disadvantage: the German setup restrictions have been clarified from the original misprint and the *ASL Annual 93a* scenario errata. The Germans now must set up north of the road, not "on north" or "on/north." This always seemed obvious, because Russian fortifications can be placed in the road. For those of you who used to set up in the road, the game is now a little bit tougher.



German Setup:

R0: Panther (CA: 4), 10-2, 2 x (4-6-7 w/ LMG), 4-6-7
S1: Elephant (CA: 5), 9-2, 2 x (8-3-8 w/ FT)
T0: Halftrack (CA: 5)
T1: 8-3-8, 8-3-8 w/ DC, 9-1 w/ DC
U1: Halftrack (CA: 5), 7-0 w/ Radio, 2 x (4-6-7 w/ LMG), 4-6-7
V6: 8-0, 4-6-7, 2 x 2-4-7
Y4: Panther (CA: 5)

GERMAN ATTACK PLAN

From a quick glance at the board, one might conclude that a frontal assault or an attack through the woods on the eastern flank offers the most secure route to the crest of the hill, especially when compared to the narrow jumping-off area on the western side. Yet, this view is misleading. The eastern woods provide no more cover than an AFV (even less against artillery) and, because of the curving path of the road, the setup options in the center and east are more than a turn's movement farther removed from the victory hexes than the options in the west. Worse yet, having worked forward to good positions on the eastern flank, you must still cross considerable open ground to get up the hill. The center is usually the site of the most extensive fortifications. It is true that both the center and the east provide more room for maneuver initially. However, with tanks for cover and top notch leadership, the shorter western route seems to be the better route. Indeed, it is only eight hexes from R0 to the most distant level 3 hex. After breaking out in the west, the forces can disperse nicely.

The visible Russian defense does not sway this analysis. Rob's men seem evenly spread across the board, with the big stack in N5 covering both flanks—no doubt the lair of the 9-1 with the HMG. Rob has also chosen to place his foxholes on board in order to use them as *ad hoc* concealment counters, because stacks can't be inspected prior to play (A2.9). Of course, the height of the stacks underneath the foxholes, and the foxhole size gives me a pretty good idea of what my men will be facing. Most important are the four counters in the 1S foxhole in N9. With this many counters in a 1S foxhole, I'm inclined to think that I've found the artillery observer, probably supported by a squad armed with an MMG. This could be a trick—its possible that there's just a single squad with three SW—but that seems unlikely. A logical spot for the observer is N9, having a clear field of view to the row T woods line that's ideal for air-bursts. In this case, I think Rob has given me more information than he should have. I might have HIPd the foxholes and placed a squad on top of the four counter stacks. These would then look identical, making it harder to locate the single-man counters (SMC). Both sides can always rearrange SW during the Rally Phase, so there's little risk to this maneuver (unless, like me, you sometimes forget to rearrange your stacks).

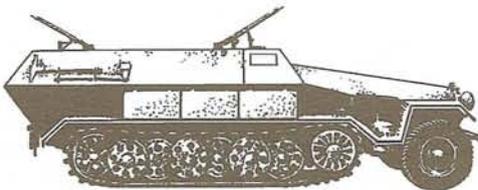
With the Russian artillery in the east, there's no question whatsoever about the German route of attack. Still, the narrow western front will confine my men for the first few turns, forcing me to build some dangerously large stacks. Plus, I'm scheduling most of the troops to pass through Q1 where a few defenders could easily bottle things up. Overwhelming German firepower, however, should take care of that problem.

To deal with the expected wire and minefields along the flank, the lumbering Ferdinand will lead the charge. Entering wire will entail a 42 per cent chance of Bog, but there's also a small chance (17 per cent) that the wire will be eliminated. More importantly, trail breaks will be placed into any minefields, allowing attack-free entry by the infantry or any follow-up AFVs (B28.61). Hex Q1 could be as far as the big tank destroyer gets in this scenario. Bog, mines and deliberate immobilization (C5.7) will each conspire to minimize the thrust of this armored monster. That won't be a big setback, because, even immobile, this behemoth will provide valuable cover and from Q1 the 88L will be sited to hit every level 3 hex of the hill. On the flip side, if the Ferdinand isn't stopped, who knows where this beast might end up? With DC in the OB, I also have the option to place a couple of bangalore torpedoes (B26.51) to clear any wire.

Once through the Q1 gap, I don't intend to head directly up the hill, but plan to send my men south, dispersing along the wooded board edge down to the M1 building. From here, I'll launch a broad flanking move to take the hill. There are a number of reasons behind this strategy. First, the near west flank of Hill 253.5 is so close to the start line that I expect it has been mined. Plus, the Bolsheviks in N3 look strong, probably the 8-1 and a couple of MGs. I don't really want to fight through mines in open ground at short range with the Russians. On the other hand, I doubt if much of the board edge or

the rear of the hill has been fortified. Second, with the German range advantage, there's no reason to close immediately. It is better to wait until the Russian is a bit worn down. The board edge also provides decent cover for movement and rally. The flanking penetration will help isolate the hill from the Russian reinforcements, allowing the initial defenders to be mopped up casually. Finally, the wooded cluster around M3 is an excellent staging area that's easily accessible from the board edge.

Rob's defense is well-prepared to counter a thrust through Q1. The positions in P2 and N5 can pour fire into this hex, and the clever communists even dug most of their foxholes out of LOS of my possible setup locations. Yet, they can't avoid Krupp steel altogether. A half-track, three 4-6-7 squads, and two LMGs (21 FP) on the hill in U1 have their cross hairs on P2, and I'm more than a little curious what's in this hex. The FT team here could really close down the flank if they're not cleared out promptly. My artillery observer is also in U1, and he'll call in a spotting round on R3. Notice that most of the possible scatter locations will still be visible from here. Later, I can move the artillery back to M3, threatening to blast or smoke any Russians that decide to defend in the woods. Alternatively, I can drop smoke on P2 if I need more



cover early on. The 10-2, three 4-6-7s and two LMGs in R0 have an LOS to N5. What I presume to be the big money players in N5 will be treated to a 12 (even) shot to kick off the action. A Panther provides cover for the 10-2, and will also contribute its MGs (6+2) and main armament (MA) to the attack. The 9-2, two 8-3-8s and the FTs in S1 will squeeze off an 8 (even) shot into the vacant woods in S3. While S3 is a pretty risky place to put a Russian gun, the Ferdinand sitting in S1 surrenders a side shot (better safe than sorry). The 9-2's movement options are sort of limited right now anyway. Two more 8-3-8s, the 9-1 and the DC are next door in T1. If needed, these guys can contribute fire into S3. Otherwise, they'll just join the general move forward. The 8-0, a 4-6-7 and two 2-4-7s start in V6. The 2-4-7s plan to work across the front of the hill as a diversion. If they're not stopped by mines or wire, they'll crawl onto the hilltop. The 4-6-7 and the leader will leg it into the eastern woods where the squad will advance forward to keep an eye on the contents of N9. Finally, a Panther in Y4 sits in overwatch ready to interdict Russian movement on the hill. There's even an LOS into J4, in case this tank decides to spend the rest of the game here.

Once my units get onto the board, I can see more of the Russian fortifications. As expected, wire is strung across the western flank, but I'm a little surprised that S3 is open, especially because T3 is blocked—mines perhaps await?

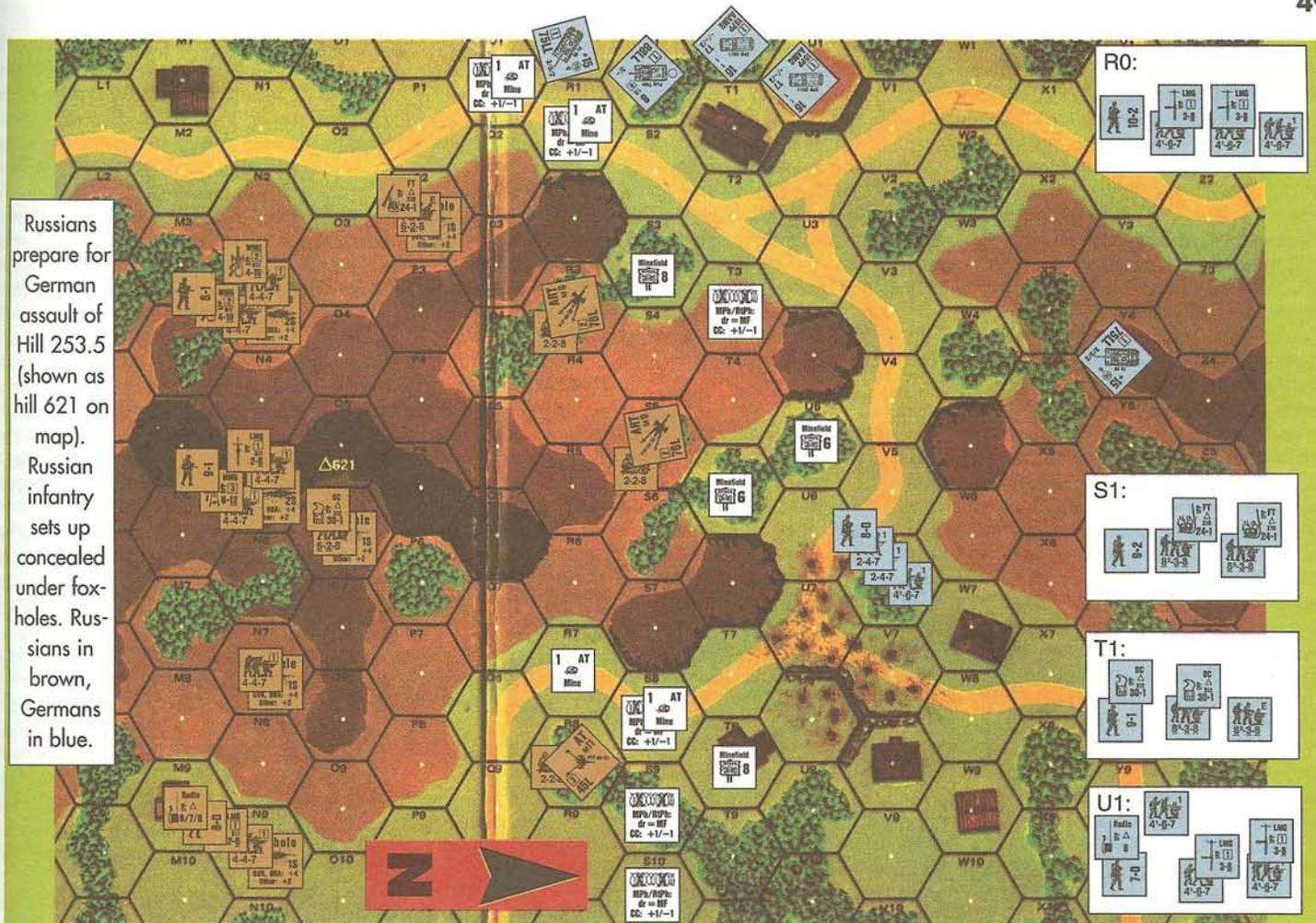
Taking advantage of the narrow flank, Rob put his FT team up front in P2. The prep fire phase (PFPh) will determine whether this pays off well for him, but if these guys break they're hung out to dry, as they'll suffer interdiction from U1 when they rout back to N3. Finally, there are no surprises in N5, except maybe for the presence of an LMG instead of an MMG.

I've got eight turns to move eight hexes of territory. Thus, with no pressing engagements, I'll put my firepower advantage to work early to soften up the Russian positions. This pays the double dividend of minimizing return fire at the same time that my guys avoid those nasty negative movement dice roll modifiers. The main attacks will be: a) the 20 (+1) from U1 versus the FT team in P2, b) the 10-2 leader-directed 12 (even) shot into N5, followed up by the Panther's MGs, and, if necessary, MA and c) the 8 (even) into S3 from S1. If this last shot reveals anything (83 per cent chance of success), the FTs can squirt in a couple of 12 (even) shots. My heavy firepower commitment assures me a better than 50 per cent chance of *breaking* each target. With Rob starting with 30 factors of visible firepower that can hit R0 or Q1, I should be facing less than 15, after the PFPh.

With but a few units to move, I start things off with the Ferdinand rolling past the Panther in R0, pivoting and then churning to a halt in the wire in Q1. What happens next is anybody's guess, but unless the Russian FT survives Prep Fire unpinned and incinerates the tank destroyer (less than a six per cent chance overall), at worst I've got a pillbox in Q1. Otherwise, the burning wreck will provide even better cover for infantry.

Next, the 8-0 and 4-6-7 in V6 make their run to the woods through V8, retaining concealment, because of the three blind hexes behind the cliff. A half squad (HS) from the same location crosses the road and moves up onto the hill. I'm intrigued by the lack of wire in S3, so the other HS goes CX to T2 and searches. I'd also like to know if any anti-tank (A-T) mines are in the T2 and S2 road hexes. On its way, the HS will also trip any possible, but unlikely, anti-personnel (A-P) mines. To open the road for later, both DCs will be placed on the wire in R1, one by the 9-1, the other by an 8-3-8. (While I've never seen it done, I suppose the squad or leader alone could place both DCs provided they had the MFs to do so.) There's a 50-50 chance that the two DCs will clear the wire (no doubt, the first DC will clear the wire so that I'll feel like a heel for placing both, but that's okay). After initial hesitation, it didn't seem worthwhile to hang onto the DCs, especially because the plan is to engage the Russians from a distance. Of course, they could have found a use against the KVs. The wire removal attempt seemed to offer the best chance of success, given the Russian tank's thick armor and the need to pass PAATCs (Pre-AFV Attack Task Checks) to place the charges (unless placed by a SMC). Plus, I've got the half-track in U1 and the Panther in overwatch for later maneuvers, and they'll need access through R1.

Advances put the 10-2 group on the wire in Q1—shielded by the Ferdinand and taking advantage of any trail break that might have



Russians prepare for German assault of Hill 253.5 (shown as hill 621 on map). Russian infantry sets up concealed under foxholes. Russians in brown, Germans in blue.

been placed. This move goes ahead even if the FT is still in action. In this case, Rob will have to choose his target, either the AFV or the infantry, and if the soft target gets the call, I expect the 10-2 to pull some of his men through the ensuing long-range attack. Even if he doesn't, Germans that break on the wire can rout beneath it and may be able to remain in the hex (because the Ferdinand negates open ground), if they don't pass their wire die roll with enough MF to reach the S1 woods (they'll stay on a die roll of 3 or higher due to rout phase overstacking in R0). With all the well-trained leaders in the vicinity, I expect my busted guys will be back on their feet in no time, with some on the Russian side of the wire!

Backing up the vanguard, three 8-3-8s and the 9-2 advance under the Panther in R0, while the other 8-3-8 meets up with the 9-1 in R1. In the east, the concealed 4-6-7 takes his spot in T9, staring down the N9 foxhole. If the radio is here, its owner will have to dodge some bullets to get up onto the hill. The fire group in U1 will check the foxhole in P2 before advancing. If the FT is still intact, they'll sit tight and dust it off in the Defensive Fire Phase (DFPh). Otherwise, they'll crawl down into T0, joining the half-track that's been parked there. If the wire is gone in R1, the overwatch Panther will unbutton, preparing for some road movement next turn.

I don't expect too many turn 1 casualties from the visible Russian defenses. To illustrate the impact of the initial German fire, a fairly tedious odds calculation indicates that about 16

per cent of the time all three squads in N5 and P2 will be broken. Only ten per cent of the time will the Russians come out unscathed, while the remaining 74 per cent of the games will see one or two Russian squads flipped (and this ignores pin results). Even in the worst case, the best shot I'll have to survive is an 8 (even) into R0, and this has less than a 40 per cent chance of breaking each of the squads there. One, maybe two squads will go down *in the worst case*.

The Russian guns, however, are another story. I'm sure Rob justifiably is counting on them for support. Yet, by focusing on a very narrow sector of the front, I'll be surprised if I trigger more than one initially. Assuming the worst—a 76L in O1 or N0—the lead platoon will get hit again. Fortunately, the decision to sit and shoot from under the Panther will limit the devastation. Nevertheless, including ROF and TH possibilities, the 76L's attack will be more-or-less equivalent to a 12 (even) shot. One or two squads could go down. Finally, Russian prep fire might hit a couple more squads, though some earlier casualties may have rallied and the Ferdinand now contributes a hindrance to ground level fire. The German vanguard is backed by strong elements. A gun in O1 or N0 will face another 20 firepower. The R0 Panther can also bring a gun under fire. The Ferdinand will keep the HMG out of the game by pounding N5.

In about half the games, the Germans will get a bit hammered on turn 1. Don't despair, the Russians will be taking losses, too. The differ-

ence is that the German officers will quickly get their men back in the game. Whereas, as each Russian position falls, it may be gone for good. By turn 3, the Germans should be operating around 85 per cent effectiveness and mostly through the wire. On the other hand, the Russians should be down to about 65 per cent, including the loss of several of their high ROF weapons. This won't be enough to stem the field gray tide, especially as the surviving AFVs start putting their mobility to work, encircling positions and forcing failure to rout eliminations. To avoid minefields, the AFVs will initially plunge into the rear by sticking close to the board-edge woods before turning up onto the hill. The Russian reinforcements, cut off from the hill, will be too little and too late.

RUSSIAN RESPONSE

My ability to contest the enemy's opening moves will naturally to some extent depend on the sturdiness of my own men under fire. True, I may take some casualties from the Germans' initial blast of prep fire, but this was not unexpected. The woods in N6 are ideal rally terrain for my kill stack at N5 and I expect to cycle units between these positions on a regular basis. The unemployed squads at N9 and O6 will hop on that merry-go-round for lack of anything better to do, and so keep the HMG in action. The potential damage I can inflict on R0 is greater than Rich has suggested. The true worst-case scenario for those Germans



is that the HMG survives the initial prep fire and then maintains ROF to eliminate an entire stack! Of course, this is unlikely, and I am not counting on this result, but the point is that the enemy could be hurt by more than just one or two broken squads in R0. Naturally I would prefer that the FT-equipped 6-2-8 at P2 should survive unscathed, but if it does go down to Rich's 20(+1) shot, I will simply low crawl back to Q3 with the expectation that my 8-1 can jump out from N3 in my first APH to reactivate the FT in the ensuing RPh.

I am not worried about early loss of the FT, because I believe that the threat from U1 will be quickly eliminated. My ARTs are well-positioned for this task. Although there is no Panther to explode in U1, the targets which Rich has offered up are even better. With both guns blazing away and ROF possibilities, I have a real chance of lethally mangling the German Infantry which start there, while the HT will still be around for an easy kill in my upcoming PPh. If I don't hurt the German OBA observer directly, he will probably at least be compelled to rout back out of LOS with some broken troopers, thus taking the enemy artillery out of the game temporarily. The devastation that I plan to visit upon U1 will have repercussions throughout the balance of the game.

The marauding 2-4-7 charging through T5 does not concern me either, as it is likely to be stopped by my mines. I will probably place my 76L at R3/1 on board (concealed) to force loss of concealment on Rich's 8-3-8 as it assault moves into S2, though I will be holding my fire in favor of the juicier targets at U1. I am hoping that my A-T mine at Q1 might stop the Elefant, if not physically then perhaps psychologically. I like to use 1-factor A-T mines, because they allow better coverage while their minimal value remains undisclosed unless I should happen to attack with a die roll of '2' yielding no effect. On any other die roll the enemy cannot know for sure just how many A-T mine factors are in the hex. Rich, by searching, might detect the minefield in S3—which managed to attract some useless German prep fire. However, the A-T mine at R1 will apparently go undiscovered. Perhaps it will serve as a little surprise for a later move forward by that overwatch Panther.

I have to question the wisdom of Rich's use of the DCs. I think it an extravagant expenditure to burn both of these to remove one wire counter (with a 50 per cent chance of no result). I don't think the value of these weapons lies in their uncertain ability to clear wire, nor in their anti-armor potential. The DCs should be used to deliver the *coup de grace* to broken units which would otherwise rout away, or to attack units which have already final fired or have been frozen by an AFV per A7.212. This is particularly true when there are so many high-morale leaders around to serve as DC delivery boys.

My own radio man will begin looking for some battery access right away, although I am not enthusiastic about squandering this on the lonely German squad attacking through the eastern woods. Nor do I have any intention of running the observer onto the crest of Hill 621 where he would only be gunned down ignominiously. Instead, he will stay put and try to place an SR on whichever level 3 hex appears to yield the greatest advantage—probably K5. I will

need an accuracy die roll of '1' to achieve this, but I have plenty of time and not much else for that 8-0 to do. Once positioned, I will leave the SR until the Germans approach, and then bring the FFE down as harassing fire. (Rule C1.33 seems to say that I will have to give up radio contact in order to keep the SR in place. However, the Q&A to C1.335 in *ASL Annual '93a* states that correcting or canceling the SR is not required, and thus implies that the observer can leave the SR where it is—even if radio contact has been maintained.)

I foresee the Germans struggling to get through the mines and wire (don't overlook the B26.31 "+1" infantry fire table/to-hit DRM *not* referenced on the counter). Even then, they will have to scramble to take out the guns. Rich's battle plan doesn't contemplate sending substantial forces into the area occupied by my 76Ls, but he can't simply bypass these. Those crews could be the game-winning units occupying a level 3 hex on the last APH of the game. The necessary adjustment will soak up more time in a scenario that is already too short for the attacker. He will also have to overcome the crew of the 45L, which may be HIP still as turn 8 begins. The single squad in the east may not be up to the job.

By opting for an attack up the western slope, Rich has sacrificed much of his ability to bring enfilading fire to bear from the north along both sides of the ridge. I think this is to my advantage, as my units will be able to find rally positions on the eastern slope free of DM fire. In this manner, I hope to be able to cling to reverse-slope positions on the eastern side of the hill for that last-turn advance to win the game. That is, if I haven't already won with the same maneuver by my reinforcements, or the gun crews, or maybe even an unopposed KV lumbering atop the hill on turn 8. There are so many ways for the Russians to win, and so little time—for the Germans!

GERMAN RESPONSE

Seventy-five percent pro-Russian! I had to check to make sure Rob and I were playing the same scenario. It seems we are, never mind his use of the board designation Hill 621 (scenario E, "Hill 621," may well be 75 per cent pro-Russian) when referring to Hill 253.5. Nonetheless, I don't doubt that the Russian commander has gotten good mileage out of his defense. It is well designed to take the psychological staying power out of an opponent whose forces are actually superior. With so much Russian HIP stuff, it is the nature of this scenario that the German forces will be caught off-guard from time-to-time. Rob's forward placement of all of his HIP capability guarantees that he'll be surprising the German from the outset. Yet, the German's have a hitting and staying power, due to their excellent leadership, that the Russian simply can't match. Eight turns, in my book, is actually a long time for a single-board scenario. As long as the German sticks to his plan and keeps pushing forward with whatever is available, the Russians will be worn ragged.

The arrival of the *Stukas* can be particularly important, if the opposition has jumped out to a good start. These birds should drop their eggs at the first opportunity on whatever seems to be the

problem of the moment—there's certainly no point holding out for better targets with *Sturmoviks* on the horizon. German artillery, especially performing a smoke mission, can also turn around a bad beginning, although I don't think I'll have that option here, because my observer is definitely in harm's way.

In this contest, the west edge offensive should pay off handsomely, because the Russian guns aren't really in sites to contest it. After the debacle that is U1 (more on that later), the Russian ordnance threat will be all but over, leaving my best men and whatever armor makes it through the wire and mines to tackle a patchwork defense. True, the bypassed gun crews are a threat to charge the crest, but the German plan to occupy the entire hilltop should limit their mobility. Of course, someone will have to be perched in Q6 just in case a crew puts on its hiking boots and tries to scale the cliffs.

German turn 2 movement options will be limited by the fortifications and some uncertainty about the position of the third gun. Plus, the HMG in N5 will probably still be in Russian hands (barring any bobbled recovery attempts), because Rob wisely backed up this position with a spare squad. Of course, N5 will be buried under ".2" acquisition counters from the R0 Panther and the Q1 Ferdinand, both of which will open up in prep fire as needed. Otherwise, everybody else pretty much work their way cautiously through the wire. The leaders in Q1 and R1 guarantee that their moves will succeed. Each unit that rolls less than a six to get through the wire will make the move as an assault move (B26.4).

In the advance phase, the surviving infantry will start to fan out into Q2, P1 and P0. To provide cover for the boys in Q2, the overwatch Panther will move up into this hex (provided that the wire in R1 was blown by the DCs—otherwise the Panther will have to move through R1 the old-fashioned way, spending the MPs and risking Bog). The A-T mines in R1 will be a problem. About 30 per cent of the time I'll be abandoning a tank here to fight on as a crew and an LMG. Rob's point about squandering the DCs on the wire is well taken. Maybe if I hadn't started the Panther in overwatch I'd agree, but the opportunity to have the tank on the hill in Q2 is irresistible. Plus, I'm a little hard pressed to find another setup location for the Panther, although T1 has some potential.

With Germans now showing up on the other side of the wire, the firefight begins in earnest. While Hitler's finest will still have to eat some lead early, their leadership, morale, dispersal and the absence of movement modifiers will continue to make the job as hard as possible for Stalin's expendables. Backing up the infantry, the Panthers and the Ferdinand will be hurling high explosives into the Russian positions, especially N5. When the Bolsheviks inevitably falter the flood gates will open.

Russian turn 2 is likely to be the Bolshevik high water mark. Conversely, right about now the goose-steppers will be feeling their lowest. I imagine that Rob picks up a fair number of victories at this point, either from outright surrenders, or more likely from bonehead German play spurred on by panic. Yet, the Russian should be hurting too. Those broken 4-2-6 conscripts (after ELR replacement) are next to useless, and the



German still has plenty of time to rally his troopers and push them forward. Small *sturm* teams that weather the fire on the enemy side of the wire will be working their way south along the board edge and preparing to engulf the hill.

At the same time, the last of the assault force will be passing out of the QI-R1 bottleneck. Mobile AFVs will begin to join the breakout, while the trackless ones provide fire support. In this playing, I expect that both of my halftracks are history due to Rob's setup of the 76Ls. In addition, a little bit more than one of my other AFVs will probably be stopped by mines, wire or transmission troubles. In some contests I may only have one AFV operating south of the wire, but coupled with the infantry, this should give my team the edge they need. Aggressive use of the armor, especially in concert with the FT squads, should give the Russian fits, particularly when a couple of AFVs make it south of the barricades. My forays into enemy occupied hexes will be restricted, however, by the enemy's Molotov Cocktail (MOL) capability. Yet, notice that this Russian option has its limitations, because a unit marked with a first fire counter cannot make a MOL attack (*ASL Annual 93a* rules errata for A22.611). Consequently, any Bolshevik that fires on my infantry risks having a tank in its face, only to be followed by a FT attack in the advancing fire phase (if I'd kept my DCs, they'd work nicely here too). In desperate situations and toward the end game, my tank/FT teams will take the offensive against strongpoints that have not first fired. After all, a Russian squad has only about a 14 per cent chance for a MOL kill versus a non-stopped AFV [50 per cent to possess MOL, net "+1" DRM to the To-Kill (TK) roll (A22.612)].

Shifting gears, my setup in U1 was a boon-doggle. While my prolific use of stacking in this contest already breaks a cardinal rule of good ASL play, the situation in U1 serves as an excellent reminder why stacking is so dangerous—so much can be taken out so fast by so little. Because of the narrow western front and the need to clear out the Russians in P2, I still favor the three squads and halftrack in U1. Whatever is left of the squads will be back, and the half-track might even turn a 76L hit into a miss. However, it was foolhardy to put another big ticket item—the artillery—in the same hex, no matter how excellent the lines of sight are. Next time, the 7-0 and radio go in S1 and the initial SR drops on R2 (55 per cent of the possible scatter locations can be seen, yielding an overall 70 per cent chance that the SR will hit the board and be seen, usually with a minimal need for correction). So, Rob should score big in U1. Fortunately, while the tail-end of my attack will be mangled, the *schwerpunkt* should remain intact. That'll be more than enough to dominate the battlefield.

Looking at the defense, Rob's setup seems solid overall. The commitment of both big guns in the center, however, is going to hurt him this time. When playing the Russian, I like a gun in O1 both for the west flank protection and the ability to spray many of the hill hexes—my 45L frequently ends up here. I also would have tried

to get the Russian artillery more aggressively into the game, possibly advancing out of the N9 foxhole and then trying to leg it to a position that overlooks the western flank of the hill. Admittedly, my German setup has done a lot to make that move difficult, with the squad in T9 threatening to blow the observer away and the Ferdinand is well-situated to hit any of the level 3 hexes that this guy might want to occupy. Still, offensive operations are tough to carry out under artillery fire, and I'm very happy that the artillery set up store in N9.

Finally, there's no way I'm buying the heavy pro-Russian rating. The German OB is just too strong, as long as their commander has the persistence to match. Moreover, while I've tried to develop a case for a west edge offensive, this is not by any means the only way to win as the German. As with any scenario, the attacker should choose his approach with an open mind, in this case steering as best as possible around the perceived Russian artillery threat. The



armored assault option makes an east flank attack feasible, if you can spring the AFVs, possibly by putting a trail break through the T9 woods (B13.421). Note that the "+3" Bog modifier (D8.21) does not apply when a fully-tracked AFV expends all of its MP to enter woods. Of course, that's not to say that a Panther shouldn't risk crashing through with 1/2 of its movement point allotment—there's almost a 60 per cent chance of Bog-free success.

I strongly disagree with Rob about splitting the German offense. This guarantees that every Russian trap will be sprung, and the German will have to eliminate each threat with less than full fire support. If the *Wehrmacht* spearheads aren't backed up strongly, the Bolsheviks will just butcher each German thrust. Perhaps, this is why Rob finds the scenario so pro-Russian.

In many ways, "Hill 253.5" captures the essence of Operation Citadel. If the Germans, with the help of airpower and artillery, can penetrate the fortifications in decent strength, then their firepower and mobility will carry the day. If not, the war is over.

RUSSIAN CONCLUSION

I don't think that Rich fully appreciates the ongoing threat posed by my 76Ls. I agree that the German goal has to be to dominate all of the level 3 hexes and their approaches, but this will be even more difficult with the ARTs firing

from the north. The S5 gun, in particular, can target O5, P5 and Q6, as well as all of the non-cliff routes to Q6. I can get similar service from the other ART if I manhandle it to R4, although I wouldn't try this maneuver if there's a *Stuka* circling about in search of a victim. I don't see much hope for a German win at all, if the 76Ls aren't effectively countered.

This brings me to the last item which I believe is deserving of a bit more attention. Air support (E7) is rare in ASL. One of the most distinctive features of "Hill 253.5" is that both sides enjoy this luxuriant firepower. I think that in this context my fighter-bombers (FBs) are clearly superior. On average the *Stukas* should arrive a bit earlier, and their bombs are formidable. Yet, those one-shot weapons will have difficulty actually hitting my static and entrenched troops (my reinforcements are admittedly more vulnerable). However, the superior MG factor of the FBs is reusable each turn (although the auto-pin ability of the *Stuka* MG is nifty for point attacks). The odds favor the Soviet planes in aerial combat (E7.22). Most importantly, my men will generally be sheltered in woods or foxholes—with adverse sighting task check and/or infantry fire table (IFT) DRMs for the *Stukas*. Meanwhile, the storm troopers are obliged to cross open ground with its associated casualty-producing DRMs. Unless the *Luftwaffe* achieves numerical superiority in the air war, the Russian craft should dominate. Then, Rich will find out the validity of that 75 per cent pro-Russian rating.

GERMAN CONCLUSION

I don't doubt that the bypassed Russian guns will still have an impact on the game, but here is where the VCs actually come to the German's aid. Only four of the level 3 hexes have to be in *Wehrmacht* control at game end. Thus, the storm troopers can win without ever setting a hobnailed boot in O5, P5 or Q6, provided that the Russians are kept out of these hexes. (I do not recommend this course of action—a HS at least should challenge the guns and work down the crest.) A free AFV could also be tasked with manning these posts to keep the Bolsheviks out. Hence, I'm not worried too much about the guns. Once they're on the board, it's pretty easy to maneuver around their sphere of influence. Hex P4 is a nice place to hide my forces, allowing last turn advances into O5, P5 and Q5 to block the Russian. If the hill is swarming with Germans, as it should be, no communist, not even a gun crew, is going to be too successful in the movement department.

Air power probably does favor the Russians. In many playings, the *Sturmoviks* will rule the sky for the final turns, but I hope that the *Stukas* can keep them tied up in a dogfight for a good chunk of the battle. Moreover, by game end, Russian presence on the hill should be minimal and it'll be the storm troopers that are sheltered in the woods and foxholes. Eight turns is simply too long for the brittle Bolsheviks to stand up to the relentless punishment that the Germans will deliver.

Okay, Rob, let's play this one out!

The D-Day Tactical Training School (1944 Semester)

By Eric Sposito

Take note, those of you who relish battling with your ever-fatiguing battalions under condition of fog of war on the electronic battlefields of our World at War series. You should be happy to hear that Avalon Hill and Grognaard Simulations will be releasing the latest addition, called BLITZKRIEG!, in 1997. The new game will feature a hypothetical meeting engagement of balanced armored forces set in Lorraine in September 1944 (a clash of the best of Patton and von Manteuffel). Among the people spearheading this project is a master of the series and author of this article, who now provides us with tips and tactics for D-DAY: AMERICA INVADES.

Congratulations Herr Oberst, you have successfully completed your mission on the steppes of Russia. Your absorption of the rules of strategy and tactics as laid out in the tactical training school's earlier semester was exemplary. Now that we are bracing for the allied invasion of Festung Europa, it is the Führer's wish that we continue your training so that you might be prepared for the trials and tribulations that are sure to await.

The battles on the eastern front had their own particular characteristics. Open spaces and vast distances between terrain features were the rule of thumb. Now we must prepare for battle in an environment that is totally different. You will be assigned to the area between Bayeaux and Cherbourg. The Norman terrain presents many unique obstacles that serve to compartmentalize and channel operations. Bocage, which consists of thick hedgerows that separate the cultivation fields of the inhabitants, serves to make offensive operations difficult. Fields of fire are reduced, which makes paramount the capture and possession of the high ground. The Bocage further serves to slow down mechanized forces and makes the use of roads that much more

important. The interdiction of movement along the roads in the Norman countryside takes on a whole new importance. We shall endeavor to show you how to go about making the best use of your forces in this new environment.

SECTION 1. Road Interdiction

During the opening phase of the battle, we envision a very fluid situation. Our forces will be strung out in their original deployments near the beaches where we expect the allies to land. Reinforcements must be rushed to the various choke points that have been created by our flooding of the Rivers Vire and Aure. We must hold at all costs Carentan, Isigny, the river crossings west of St. Mere Eglise and the area east of Trevieres. Our

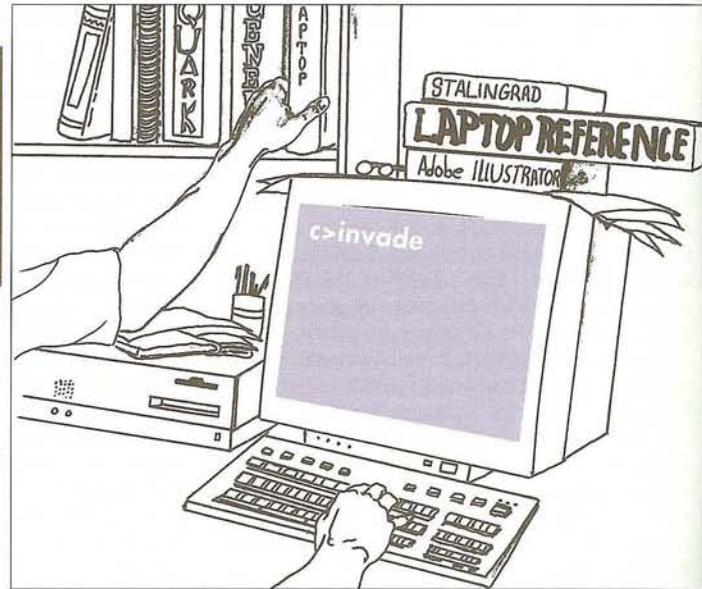


Figure 1. Allied interdiction of the road/rail network (bombings in red outlined hexes)

infantry in the area will take heavy losses in the first few days of battle and will require quick reinforcement.

We expect the enemy to use their air superiority to interdict our troop movements along the main road net leading from Cherbourg and the south. We expect that they will be using their heavy bombers at the main road junctions to both slow our reinforcement efforts and inflict casualties on our mobile and infantry formations before they have the opportunity to join battle (see Figure 1).

The general staff has devised a way to counteract this interdiction effort. You are ordered to inform your subordinate division commanders to have their troops avoid at all costs all main road junctions during clear-weather, daylight hours. It is better that the troops arrive at the front a little later than to have them take losses running a gauntlet of the enemy fighter bombers. Of course, night movement toward the front is preferable to daytime movement. If possible, all efforts should be made to move the mobile formations to the front during the night hours. Needless to say, all troops should rest for a period immediately before daylight so that they will be fresh when committed to battle.



Figure 2. Naval time-on-target interdiction missions isolate the German front lines east of Trevieres.

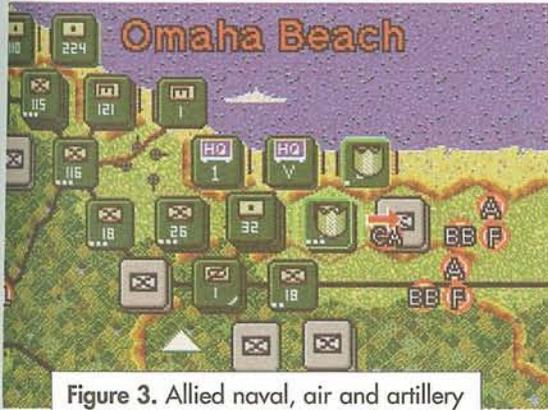


Figure 3. Allied naval, air and artillery bombardment cuts the retreat route

Special care should be exercised when moving along roads near the coast. We expect that our enemies will use their overwhelming naval forces to interdict movement along the road net near the coast. They will most likely attempt to isolate important areas of the battlefield to limit our ability to reinforce our beleaguered troops at the points of attack (*schwerpunkt*). The area east of Trevieres lends itself to this type of interdiction very well—we must be on our guard there (see Figure 2).

The last interdiction problem that we foresee is artillery time-on-target missions by the enemy on our retreating forces (see Figure 3). We expect the enemy will attempt to employ artillery fire missions behind our front line troops in the hope of catching us during a retreat. As of yet the General Staff has not been able to come to grips with this tactic. It will serve us well to have improved positions upon which to fall back, but this will not always be an option.

SECTION 2. Protection of Anti-Aircraft Assets

We will have many anti-aircraft units in the area in order to help limit the effect of Allied air supremacy. We must take care to preserve these assets, because many of them have been taken from the Fatherland's air defense system. You are instructed to keep these anti-aircraft units one kilometer behind the front lines if at all possible. Keeping in mind that if our anti-aircraft units are brought under artillery or naval fire, their fire will be suppressed and less likely to perform their assigned tasks. It is important that they be kept out of the front line if at all possible.



Figure 4. Seize the high ground to enhance your artillery field of fire.

ble. Although, when the need arises, they may be used as anti-tank units.

SECTION 3. High Ground

The use of elevated terrain features will help in our efforts to determine the path of the allied *schwerpunkt*. On your map you will see the elevated terrain features indicated with a triangle and a hill designation number. The highlighted area (see Figure 4) on your map will help you in determining the area that can be observed from a particular hill.

SECTION 4. Air Resupply

The *Abwehr* (in charge of intelligence), has been able to determine that the allies are amassing a great fleet of air transports for resupply. The General Staff has determined that the allies will attempt to infiltrate our front lines by moving their units through the flooded terrain that has resulted from our efforts to flood the River Vire and the River Aure. This will offer the Allies their best opportunities to unhinge our defensive positions. It has been our experience, from the battles in the great swamps of European Russia, that it is impossible to resupply units through large swampy areas. Since the Soviets and the Americans have been working very closely we can only take it for granted that the American high command is well aware of this fact. The General Staff is of the opinion that the allies will attempt to resupply their infiltrating units by air (see Figure 5). Feld Marshall Goring has assured both the Führer and the General Staff that the Luftwaffe will be able to take control of the skies in the event of an allied invasion, but we know too well from our experience at Stalingrad that we cannot depend on the hollow boasts of our blowhard Kamerad.

The best strategy that we can offer you is the suggestion of stationing any spare anti-aircraft assets that you might have along our interior lines near the outlets of the swamps. You are further instructed to maintain garrisons in all important objectives. In this way, we might be able to render useless these infiltrators. Herr Feld Marshall Guderian, the inspector general of the armored forces, has further instructed us to the use of the armor that he has sent to the area in a mobile counterattack role. It might be best to keep small mobile *kampfgruppen* (centered around armor and armored infantry units) behind our front lines to respond if any infiltrating allied units are detected.



Figure 5. Air resupply of Allied units infiltrating German lines

SECTION 5. Command and Control

As the last part of your training we will be issuing the following orders to you. You are instructed to attach as many as you possibly can of your front-line units to your higher Headquarters. The General Staff expects that there will be many problems with supply and transport due to the expected allied air superiority in the area of the invasion. By attaching many front-line units to the 84th Korps, 7th Armee and Cherbourg Garrison headquarters we anticipate a much easier task of keeping them well-supplied.

You are further ordered to reattach any artillery units that are not involved in direct fire support of the front-line troops to 24th Korps and 47th Korps headquarters. This might allow your divisional assets such as the 77th, 709th, 243rd and 365th Infanterie divisions the opportunity to increase their levels of supply to the fighting troops in the front lines.

SECTION 6. Construction of Fortified Positions

All artillery units that are not engaged in front line fire support missions will be hereby ordered to construct rear-area fortifications upon which the front-line troops may fall back in case of a breach (see Figure 6). Please also be aware that, as the fortifying units experience increases in fatigue, their ability to perform their work will deteriorate. Allow all fortifying units the opportunity to rest before the daylight hours, so that they might be able to perform their jobs in a timely fashion.



Figure 6. Artillery units should build fortifications behind the front line.

TECH TIPS

Common Problems & Solutions by Dan Walker

1830 RAILROADS & ROBBER BARONS

Problem: I have a 4MB system, have 2700K of EMS, but am still getting error message that I need more EMS.

Solution: The game had some features added before the final version that increased the memory requirement to 2900K of EMS. However, on most 4MB systems, there is no way to get that much free EMS. We have a patch available for the game that brings the memory required back down to the 2700K level, so that you can run it on 4MB systems. It can be downloaded from the online services listed at the end of this column.

Problem: Trying to start the game, I get an error "Reconfigure Hardware Options."

Solution: The error message usually means that the soundcard settings in the game do not match the actual settings for your card. To make sure you have the proper settings for your card, check your Autoexec.bat file. You should find a line that looks like this:

SET BLASTER=Axxx lx Dx

There may be other parameters after the "D" parameter as well. The numbers after each letter are your soundcard settings. The "A" is your soundcard address (usually 220), the "l" is the IRQ for your card (usually 3, 5 or 7), and the "D" is the soundcard DMA (usually 1). Write down these numbers, and then in the 1830 directory, type in "sound" and hit RETURN to setup 1830 with the proper settings.

5TH FLEET

Problem: Error message "PCX 22" when trying to load the game.

Solution: There is not enough free EMS memory for the game to load up all the graphics. The simplest method to free

up the memory is to follow the instructions for the bootdisk included with the game.

ADVANCED CIVILIZATION

Problem: Getting a token error when running game under Windows 95.

Solution: There is an upgrade available for the game which will allow the game to be run from within Windows 95. It is available on any of the online sources listed at the end of this article, or by calling Avalon Hill Customer Service and requesting a copy on disk.

Problem: When starting the game, I get strange video or no video at all.

Solution: ADVANCED CIVILIZATION requires a 100% VESA compatible SVGA card. Starting the game with "ADV CIVIL" assumes that your card has this VESA compatibility activated. If this does not work, try starting the game with "ADV CIVV1" and if this fails, call Avalon Hill Customer Service for further assistance.

Current Versions of Avalon Hill Games

Here are the current versions and updates available for all our computer games.

KINGMAKER—IBM PC
3.5" Disk

Original Version 1.50
Current Version 1.52
Available upgrade v1.50 to v1.52

OPERATION CRUSADER—IBM PC & Mac

Original Version 3.5" Disk
Current Version CD-ROM
Original v1.0 Mac 3.5" Disk; v1.1 PC 3.5" Disk
Current v2.35 (Mac and PC CD-ROM)
Available upgrade v1.x to v2.35

5TH FLEET—IBM PC
3.5" Disk and CD-ROM

Original v1.0
Current v1.2
Available upgrade v1.0 to v1.2

FLIGHT COMMANDER 2—IBM PC & Mac
3.5" Disk and CD-ROM

Original v1.0
Current v1.04
Available upgrade v1.0 to v1.04

STALINGRAD—IBM PC & Mac
3.5" Disk and CD-ROM

Original v1.0
Current v2.0 for PC; v1.9 for Mac
Available upgrades v1.85 to v2.0 or v1.9

1830 RAILROADS & ROBBER BARONS—IBM PC
3.5" Disk and CD-ROM

Original v1.0
Current v1.2
Available upgrade v1.0 to v1.2

D-DAY: AMERICA INVADES—IBM PC & Mac
CD-ROM only

Original v1.0
Current v1.0
Available upgrade (1) IBM PC only

ADVANCED CIVILIZATION—IBM PC
CD-ROM only

Original v1.0
Current v1.01
Available upgrade v1.0 to v1.01

Check us out Online!

You can obtain demos, updates, screen shots and online technical assistance via email by accessing our areas on CompuServe and America Online. Just "GO" keyword "Avalon Hill" on either service. You can email us directly at AHGAMES@AOL.COM, or 72662,1207 on CompuServe.

You must attempt to construct fortified lines well away from the enemies artillery and naval assets. Units that are engaged in the construction of field fortifications will take heavy losses in both time and men if they absorb indirect fire while performing their duties. The preferred distance is at least four kilometers behind the front line, when attempting to construct a new line of improved positions. As this will not always be possible, the General Staff will leave these decisions up to the field commanders.

MARCHING ORDERS

You have been given the opportunity to defend the Fatherland against the Americans. Your Führer and the many millions at home are counting on you to do your duty as best as you can. You have been entrusted with the finest fighting force known to man. Your NCOs and Feld Herr are the best in the world. The General Staff has devoted many man-hours in the formulation of the tactics with which you have been trained. You must continue the great tradition of the German fighting man.

Good Luck.

—The General Staff



SOLITAIRE OFFENSE FOR BOWL BOUND

By Stuart K. Tucker

The college football season is here and you are agitated to the point of distraction. You cannot believe the play you just saw called by your favorite team. As we all know, one bad call can be a lost game, and one lost game can be the end of a team's hopes for a bowl bid or national championship. You can either stew about it or take the matter into your own hands and take your team to a bowl—vicariously, of course, through the game of *BOWL BOUND*.

Yes, but sometimes you face a significant problem: no handy opponent. The game, *BOWL*

BOUND, provides a handy chart to operate the non-player defense against your wits. Alas, you, like I, may be tired of this. It remains too predictable. Besides, the *real* coaching challenge is stopping one of those *BOWL BOUND* juggernaut offenses. You see, *BOWL BOUND*'s offensive plays are quite potent against most randomly generated defensive schemes. However, in my two-player game experience, good defensive calls can nail the opposing offensive play. Wouldn't you like to experience the thrill of stopping the vaunted Nebraska running game on the goal-line, even when you have no live oppo-

ment? Now you can with the solitaire offensive play matrices below. These will allow you to make the defensive calls against the system.

Combining play of both solitaire systems, you can selfishly call all the plays for your team and none of them for the opposing team! You have no more need for fair-minded play-calling on behalf of your archrival! (Well, you still need to use your best judgement about the opponent's kicking game.)

You will need to acquire a 20-sided die (or improvise with a 10-sided die plus any second die roll to determine "upper or lower half" in order to obtain the 20 possible outcomes listed in each column of a matrix).

The procedure is simple. Before the game begins, take a close look at the non-player team's passing plays to determine if they have a weak passing attack. A good indicator of such is

the predominance of the quarterback running the ball on play number 5, but check out the plays 7 and 8 thoroughly as well. If you have trouble figuring the pass completion probabilities on the complex team charts, then just read the commentary at the bottom—that usually gives you a clear indication of how reliant a team is upon the running game. For teams that do not pass well, use the "Running Offense" matrix below. For teams that seem more balanced—okay, I admit to having a west coast, passing bias—use the "Normal Offense" matrix below.

Do not switch matrices during the game. Instead, the situational columns should manage to give a team the correct calling propensities, even when a running team finds itself way behind late in the game.

Use the left-most column that applies to the situation in the game. You will notice that the

right-most column is used for most first down calls and is the most unpredictable. As situations develop that make some calls far less useful for their risk, that column must be discarded for a more appropriate play-calling tendency. Hence, you will use the wide variety of situation-oriented columns to the left of the "normal," first down column.

After calling your team's defense, roll the die and cross-reference it with the correct column of the correct matrix of your non-player rival's team. The result is generally a number corresponding to the offensive play called. As the key notes, some results may require yet another die roll to choose between two possible plays.

These charts will not allow you to replicate some of Bobby Bowden's questionable field goal and PAT decisions, but at least you can have your defense do its job. ★

OFFENSIVE PLAY MATRIX: NORMAL OFFENSE (BALANCED OR PASSING OFFENSE) Use left-most applicable column below.

D20 Roll:	Field Pos:		Score: Ahead in		Downs/Yardage:				4th/2-3 (also 2PAT)	4th/4+	< 2 Min. left in 1st Half	Time: 1st/15+ 2nd/13+ 3rd/9+	Yardage: (all other situations)	Normal: D20 Roll:
	Inside 10	4thQ	Behind*	2nd/1	3rd/1	3rd/4-8	4th/1							
1	1	2	5	1	1	5	1	1	7	2	5	1	1	
2	2	1	7	2	2	2	2	2	9	3	6	2	2	
3	5	8	3	3	3	3	3	3	8	5	7	3	3	
4	5	5	9	QB	QB	4	QB	5	4	4	8	8	4	
5	5	8	6/RZ	5	5	5	5	5	5	6	7	5	5	
6	1	6	4	2	QB	6	QB	1	6	7	2/3	6	6	
7	5	1	6	1	1	7	1	7	7	8	1	7	7	
8	1	2	7	8	5	8	5	8	8	9	2	8	8	
9	7	3	6	9	9	7	3	7	7	6/RZ	3	7	9	
10	2/3	5	7	9	2	3	2	2/3	8	4	5	2/3	10	
11	1	5	9	1	1	5	1	1	7	6	4	1	11	
12	2	6	8	2	2	7	1	2	7	7	6	2	12	
13	3	7	9	3	3	3	3	3	8	6	7	3	13	
14	5	8	8	QB	QB	5	QB	5	5	7	8	5	14	
15	4	7	RZ	5	5	4	QB	4	4	9	9	4	15	
16	6	3	8	QB	QB	6	QB	6	6	8	6/RZ	6	16	
17	7	1	9	1	1	7	1	7	7	9	4	7	17	
18	8	2	8	8	8	8	8	8	8	8	6	8	18	
19	7	3	9	9	9	9	7	9	9	9	7	9	19	
20	7	5	8	RZ	3/(RZ)	6	QB	7	6	8	6	9/(RZ)	20	

OFFENSIVE PLAY MATRIX: RUNNING OFFENSE POOR PASSING TEAM) Use left-most applicable column below.

1	5	3	RZ	5	5	5	QB	5	5	6	9	2	1
2	2	2	5	2	2	2	2	2	5	7	6/RZ	1	2
3	3	3	2	3	3	1	1	3	4	8	1	5	3
4	2	2	3	2	2	2	2	2	8	7	2	5	4
5	3	3	5	8	3	3	3	3	3	2/3	3	8	5
6	7	2	4	9	1	6	1	7	6	1	5	6/(RZ)	6
7	1	2/3	6	1	1	5	1	1	7	2	5	1	7
8	2	1	7	2	2	2	2	2	9	3	6	2	8
9	3	5	8	3	3	3	3	3	8	5	7	3	9
10	5	5	9	QB	QB	4	QB	5	4	4	8	5	10
11	5	8	6/RZ	5	5	5	5	5	5	6	7	5	11
12	1	6	4	QB	QB	6	QB	1	6	7	2/3	6	12
13	5	1	6	1	1	7	1	7	7	8	6	7	13
14	1	2	7	8	5	8	5	8	8	9	2	8	14
15	7	3	6	9	9	7	3	7	7	6/RZ	3	7	15
16	2/3	5	7	9	2	3	2	2/3	8	4	5	3	16
17	1	5	9	1	1	5	1	1	7	6	4	1	17
18	2	6	8	2	2	7	1	2	7	7	6	2	18
19	3	7	9	3	3	3	3	3	8	6	7	3	19
20	5	8	8	QB	QB	5	QB	5	5	7	8	5	20

= Offensive play number.

QB = QB Sneak.

RZ = Razzle-Dazzle Play.

/ = Plays have equal probability (roll again and use left play on odd, right on even).

/(RZ) = Play in effect 1/10 of time (roll again and use RZ on 10 or 20).

* = Losing by 9+ pts. and pt. differential > min. remaining; or Losing & < 3 min. left.

2 PAT = 2-Pt. attempt after touchdown.

Inside 10 = Less than 10 yards to score a touchdown.

ing horsemen, they cut loose with a volley that rips into Jackson's party. The great general is seriously wounded in the left arm. He will die of complications from this injury within a week's time.

The loss of key leaders is one of many additional worries that confront players who move on to the two Advanced Game scenarios. These scenarios challenge players with the strategic issues of the campaign. The Union player must decide how to best exploit his numerical superiority to crack Lee's river-based defense line. The Confederate player must allocate his meager resources carefully, attempting to hurl back some attacks over the river, while containing others. To keep things interesting, all of the factors that clouded Joe Hooker's thinking are present as well:

1. *Threat of Confederate Reinforcements.* Longstreet, in southeastern Virginia with the divisions of Pickett and Hood, attempted to rejoin Lee before the battle ended and, based on random events, may do so during the game. Though during the actual campaign Longstreet never made it in time, the possibility scared Hooker repeatedly.

2. *Communications Breakdowns.* The two wings of the Union army communicated only sporadically. Hastily erected Union telegraph poles, the latest in military communications

technology, were toppled by passing wagon trains and artillery units. Union command paralysis rules may affect one wing of the army on any given turn, as often occurred during that week of fighting in 1863.

3. *Ammunition.* Supply routes during the campaign were channeled over the handful of river crossings and hindered by the congestion along key roads. The Union loss of key positions during the campaign was hastened by the shortage of ammunition at the front. These factors are modeled in the game with specialized ammunition replenishment rules.

Early the next morning, Joe Hooker waits on the porch of a two-and-a-half story brick farmhouse for the arrival of a messenger. The roar of artillery dominates the day, and shells careen across the adjacent clearings. Suddenly, solid shot from enemy artillery strikes the very pillar on which he leans. The pillar splits and knocks him to the ground. For a moment, he lies senseless and is presumed dead. At last, he begins to stir and to regain his senses. Although he refuses to relinquish command, he will spend the rest of the campaign recuperating.

The state of Hooker's mind ends up playing an important role in SLB. Hooker admitted after the battle that he had "just lost confidence in Joe Hooker." The game includes a "Hooker Loses Confidence" rule that simulates the Union com-

mander's cautious nature and aversion for the offensive after the recent slaughter suffered at Fredericksburg. This rule has been introduced carefully to avoid tying the hands of the Union player. The loss of confidence is tied to the current game status so that a flawless opening by the Union player will significantly reduce the chance of any confidence loss. If the pillar falls a little harder and knocks Hooker completely out of action, a more confident commander can be inserted in his stead, most likely the hero of Gettysburg, George G. Meade.

With the addition of SLB, the Great Campaigns of the American Civil War series now chronicles all of the stunning successes in the career of Thomas J. Jackson. Yet another crucial campaign can be relived with this popular game system. And if all goes well, you too may win the great victory that Lee is credited with at Chancellorsville. Many view his triumphant ride into the Chancellorsville crossroads as the crowning moment of his career:

One long unbroken cheer, in which the feeble cry of those who lay helpless on the earth blended with the strong voices of those who still fought, rose high above the roar of battle, and hailed the presence of the victorious chief. He sat in the full realization of all that soldiers dream of—triumph; and as I looked upon him, in the

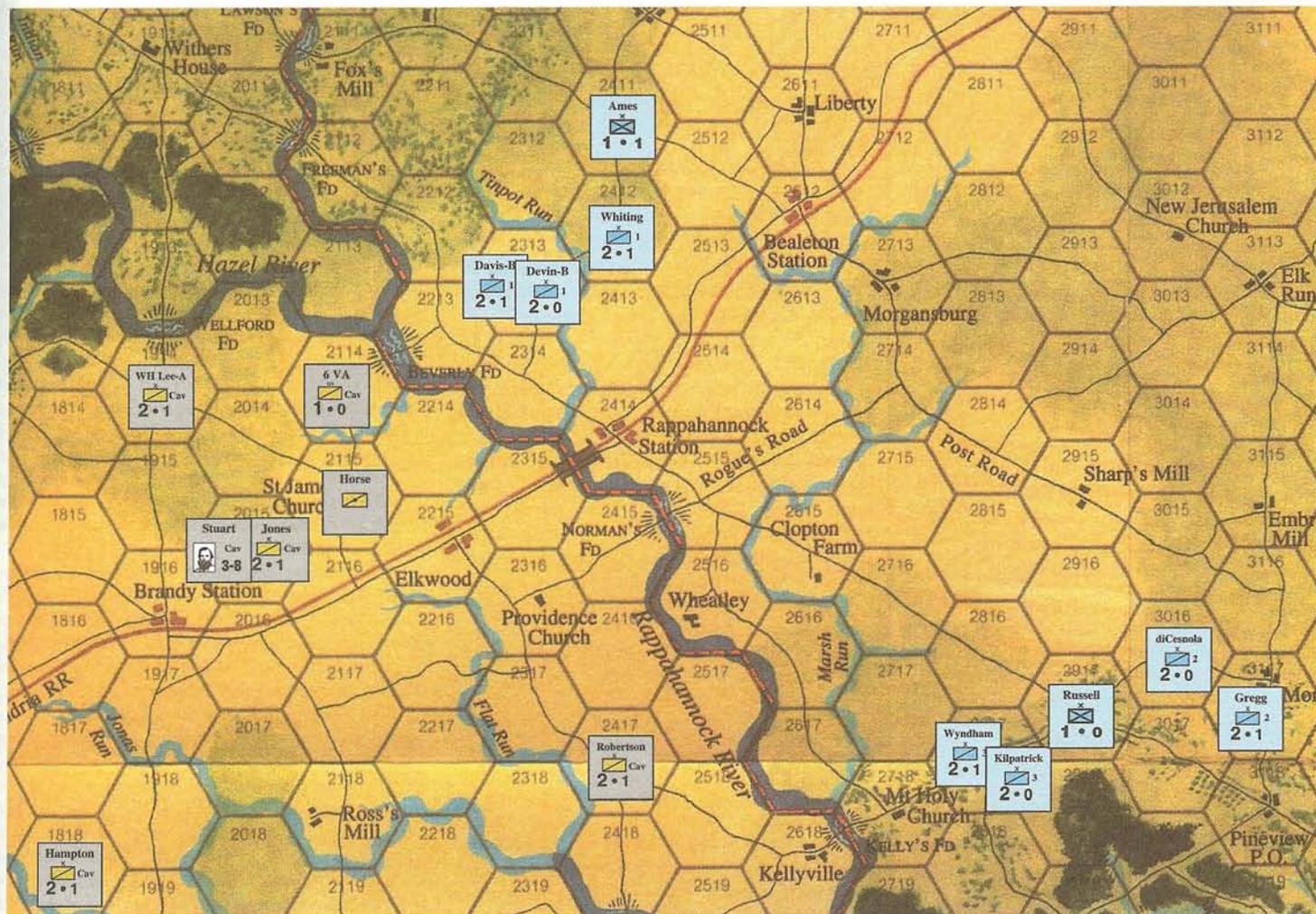


Figure 2: Initial Deployments for the Brandy Station Scenario

complete fruition of the success which his genius, courage, and confidence in his army had won, I thought that it must have been from such a scene that men in ancient times rose to the dignity of gods.

—Major Charles Marshall, Lee's aide

SCENARIO SUMMARIES

The following provides capsule reviews of each scenario and gives a feel for how the scenarios will be used in the first *STONEWALL'S LAST BATTLE* tournament at AvalonCon 1997.

Scenario 1: Salem Church

- Breakout of the Union left wing against Early's rearguard.
- Length: about 1 hour
- Introductory scenario for new players and early rounds of tournaments. This one often comes down to the last few attacks.

Scenario 2: The Great Flank March

- The battle for Chancellorsville from the flank march (May 2) through the end of the following day.
- Length: 2 to 3 hours
- The first major scenario involving the greater part of both armies. Each player gets an opportunity to take the offensive. Middle round for tournaments.

Scenario 3: Sedgwick to the Rescue

- Combination of Scenarios 1 and 2 to portray both fronts of actions on May 3.
- Length: 3 to 4 hours
- A tense depiction of all the primary action of the campaign. Will be used in the tournament's final round.

Scenario 4: Brandy Station

- First major cavalry battle of war.
- Length: about 1 hour
- Another short scenario suitable for introductory play. Novelty of all-cavalry engagement makes this a must for experienced players as well.

Scenario 5: Certain Destruction Awaits

- The seven days of the campaign following historical Union river crossings.
- Length: 8 or more hours
- First of the two Advanced scenarios. Just like McClellan at Antietam, Hooker has a perfect opportunity to catch Lee after his surprise river crossings to open the campaign. Can you capitalize on the situation where Hooker failed?

Scenario 6: The Chancellorsville Campaign

- Full ten-day campaign forcing the Union to choose a plan of attack, locations for river crossings and troop allocations for each crossing force.
- Length: 10 or more hours
- Includes special provisions for hidden Confederate cavalry movement and secret Union bridge locations to add uncertainty during opening moves. For even more of the "fog of war," add in Patrick Hirtle's hidden movement rules which are found in *The General*, Vol. 30, No. 3, pp. 28-29.

SERIES REPLAY...LONDON'S BURNING (Continued from pg. 30)

I now understand the desperate feeling the RAF must have had in the late summer of 1940.

NEUTRAL COMMENTARY

That lowly, dirt-hugging AA battery has just saved the British a VP. As it stands now, the British can repair an airfield and a radar station tonight to reclaim three of the German VPs. In the remainder of this day, Clisby must stop the bombers and chalk up two more clean kills to pull out a draw for the British. In two days, Clisby has already made his mark as the squadron's most accomplished pilot, but it isn't over yet.

Phase



2:00 pm Patrol & Raid

Clisby increases fatigue to F5, and patrols over Rye. Four bandits appear at Angels 25. *[Clisby should have been patrolling at Angels 30 to save himself the trouble of climbing now.]* Clisby catches up with the raid in G7 and intercepts from Angels 30, coming out of the sun.

In combat round 1, Clisby ignores the top cover and dives out of the sun on the Ju87. *[Clisby is braver than I would be, leaving that Me 109 upstairs. He should have gone after it and hoped his first attack was successful, then drop down on the bombers next round.]* The Ju87's maneuver die roll of six is to no avail and with two bursts, Clisby chalks up another kill and is missed by the return fire. The Me109 dives after Clisby and, gaining a good firing position, manages to inflict minor frame damage and wounds Clisby (who lands at Debden).

The raiders bomb Gravesend, inflicting two damage points (the dive-bomber's bombs are doubled, but the heavy AA subtracts one). *Score: British 17, Germans 23.*

Clisby's wound is serious and ends his storied career. Palmer steps forward with his Hurricane to become the last line of defense.

RAF

I think I made a tactical error. Perhaps, I should have tried to eliminate the Me109 first, then attacked the bombers. What I was trying to do was take out as many bombers as possible before the fighter caught up with me. Oh well, I can't change it now. Again I'm going to sound cruel, but at least Clisby's Spitfire wasn't destroyed (thereby giving the Germans another point). Poor Clisby is fighting for his life, seriously wounded, and I'm worried about his plane. I have Palmer to take his place. This is no reflection on Palmer, but where's Kowalski *[the Polish ace]* when you need him? Let's see what 5:00 pm brings. We're starting to run out of time. *[Typical British understatement here!]*

5:00 pm Patrol

Palmer patrols over Rye at Angels 20, but sees no bandits.

NIGHT

The British use one repair point each to reduce damage to zero at Lympne and Dunkirk. *Final Score: British 17, Germans 20*

RAF FINAL COMMENTS

What can I say? How am I going to answer to the King? Perhaps, I should have been more aggressive in the beginning of the game, but then I ran the risk of unacceptable losses among the pilots. I would like to say the dice were against me, but I also remember a few times I got away with murder. All in all, I would have to say this is a very well balanced game design. For a solitaire game, it's one of the better designs I've played. In any event, it was a hard-fought contest and the game could have gone either way. As Vince Lombardi once said, "we didn't lose the game, we just ran out of time." It's still a good thing I wasn't in charge of Fighter Command back in the summer of 1940.

COMMENTATOR'S CONCLUSION

Eagle Week was definitely tough on the British. Howard had to suffer through 14 German raids, when the law of averages says he should have expected 12. On the other hand, the fighter escorts were extremely thin—only one in three raiders was a fighter. The German mix starts with a fighter:bomber ratio of 8:11. This changes to 8:10 when the Me 110 dive-bomber is withdrawn on August 17. In the final count, there were more raids than usual, but those raids were lightly defended.

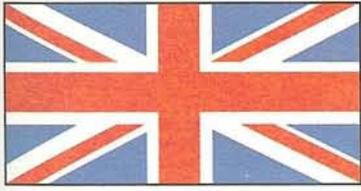
Howard shot down 17 German aircraft for a loss of three of his own. This is nearly a 6:1 kill ratio, which reveals that Howard worked his pilots like they were aces even when they didn't have ace status. He almost always attacked out of the sun with both fighters, and his tactical decisions were sound. He intercepted eight of the raids before they bombed, which is always important. However, he should have attacked the Pevensy raid and the West Malling raid on August 13 before they bombed. Likewise, he should have attacked the London raid on August 15 before it bombed. Attacking raids after they have bombed is acceptable only when there is no other alternative, such as you cannot reach the raid in time, or you have only one fighter in action and want to pick off dive-bombers. Otherwise, it is a losing strategy.

Howard patrolled much too often throughout the game. Note how exhausted Clisby became by August 18 when it was imperative that he did patrol (the last inning). The whole reason for the Chain Home early warning system was to keep Fighter Command on the ground in a better state of readiness instead of wearing it out on pointless patrols.

This replay also shows how there are different strategies to pursue. Howard preferred patrolling; I prefer scrambling. Howard preferred intercepting from one level above the reported altitude; I prefer intercepting from two levels above in most situations. Howard was more willing to ignore enemy fighters than I am. Howard did not win this time; I might have lost just the same. Oftentimes the dice can ruin the best situation. I recorded one game where I had a comfortable VP lead (41:28). Then my two aces got killed on September 4, and their replacement pilots were killed the following day. The Germans tied the score by September 6, and went on to win the game. Therefore, I agree with Howard: victory can go either way.



The Advent of the Euro-Carrier



This article provides rules for readers to utilize the Graf Zeppelin counter found in the variant counter sheet delivered to subscribers with Volume 30, Number 6. Non-subscribers may order the counter sheet separately from our order department.

—SKT

One of the nice things about working with a well-designed game system like *Advanced Third Reich/EMPIRE of the Rising Sun*, is the ease with which it can be adapted to reflect desired changes or modifications. The deliberate inclusion of additional “experimental” British light carriers in the *EMPIRE OF THE RISING SUN* counter mix is a case in point. Though not required, their inclusion makes for an interesting “what-if” situation. Their utilization allows players to see for themselves to what extent Japanese naval power might have been blunted, had the Royal Navy decided to place more emphasis on carrier operations in the Pacific during World War II.

What about the European theater of operations? Every naval scholar worth his salt knows that a lowly little Swordfish torpedo-bomber from a British carrier ultimately did in the mighty German battleship *Bismarck*. Until now, however, such naval air actions in and about the North Sea could only be abstracted as part of other, wider naval activities. Still, even allowing that the two theaters present radically different operating environments, the *Advanced Third Reich/EMPIRE of the Rising Sun* system is flexible enough to accommodate the inclusion of Allied (and Axis) carriers in European waters. With this flexibility in mind, the following rules govern the use of carriers in the European theater of operations.

EURO-CARRIERS

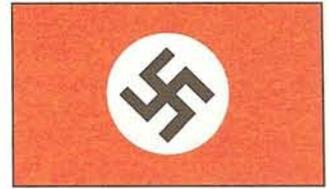
Unless amended below, normal *ERS* rules governing all aspects of carrier operations in the Pacific apply.

E.1.0 On Station

The major operational difference between the two environments is the harsher climactic conditions prevalent in the west. Such conditions preclude extended naval operations over any lengthy period of time. (Remember a sudden storm front nearly scotched the D-Day landings at the eleventh hour and that subsequent bad weather severely hampered allied logistics efforts when heavy seas damaged an

An Advanced Third Reich Variant

By Rick D. Stuart



artificial harbor beyond repair.) While the Mediterranean is less susceptible to severe or long-term weather problems, potentially damaging squalls are not uncommon. For these reasons, rules governing normal *patrol* activities are suspended. European carriers cannot engage in patrol activities and are limited instead to carrying out naval interceptions as in standard *Advanced Third Reich (A3R)* naval rules, except as amended herein. Similarly, no search rolls are ever made. Once an interception of an enemy force is achieved combat proceeds normally. However, the intercepting carrier commander on the scene can select from one of several different tactical options before proceeding with the attack.

E.1.1 While operating within the boundaries of the European mapboard or the US or SW boxes, any allied carrier must be accompanied by at least 1 fleet factor (FF). If, as a result of combat or other redeployment needs, a euro-carrier finds itself alone, that unit must be SRd to the nearest friendly port at the first opportunity. It cannot put to sea again until a corresponding minimal escort in the same port hex is available. Such a redeployment does not count against the owner’s SR limit, but may be intercepted by enemy naval and/or air units as any other naval SR.

E.1.2 So long as a carrier remains in port, it can use up to half of its naval strength factors as CAP for purposes of defending itself in that hex. Naval air points do not provide CAP while at sea. If attacked by enemy land-based aircraft, the carrier must rely on the anti-aircraft defensive strength of its attendant escorts, although it could receive additional air cover support from friendly ground-based aircraft. This injunction is in part due to rough weather conditions within the North Sea/Atlantic sea zones which often made CAP hazardous at best and suicidal at the worst. Carriers in port are presumed to have off-loaded their air complement to nearby airfields and thus suffer no such restriction.

E.1.3 Carrier units are not hidden by corresponding task force markers. The presence of carriers acting as part of an allied force must be revealed, *if that force is within range of Axis land-based aircraft*. Otherwise the exact composition and nature of a given allied force need not be disclosed unless that force returns to port. The Axis had a sufficient number of intelligence

operatives scattered throughout European ports to keep tabs on capital ship movements.

E.2.0 Euro-Carriers in Combat

When engaged in an attempted interception of an Axis naval force, carriers operating as part of a European “task group” use the *A3R* Naval Interception Table (27.565) to determine success or failure. Carrier groups modify the interception die roll by using a -1 DRM for every naval air factor present within range of the interception hex (whether or not that factor is used in any subsequent attack or not).

E.2.1 Assuming a successful interception is made, the owning player may continue with a normal fleet action if so desired. In such an instance, however, the intercepting attacker would suffer a -1 DRM to its fleet combat dice roll, and the defending naval force being intercepted by a carrier force would have a corresponding +1 DRM.

E.2.2 Alternately, once a successful interception has been achieved, the attacking force may select one of three alternate combat options in lieu of normal fleet combat. These tactical options are as follows:

E.2.2.1 A Concerted Naval Air Attack can be made against the enemy fleet factors. This option presumes a carrier attack is launched from a distance of several hexes. No ship-to-ship fleet combat is ever resolved. Instead, all naval air points may be used against land-based air cover if the enemy fleet units are within range of friendly, face-up, land-based aircraft used for this purpose. Next, the *A3R* Air Defense Table is consulted with the defender receiving a +1 DRM on his Air Defense Table die roll. Any surviving naval air points now receive in turn an automatic +1 DRM when rolling on the *A3R* Air Attack Table. Regardless of the results obtained, only one such attack is allowed. All surviving naval air points, their parent carrier and their escorts immediately return to base.

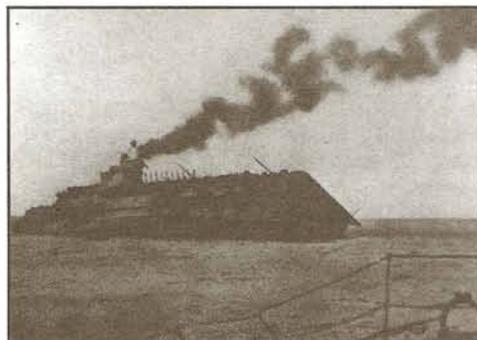
E.2.2.2 Multiple Naval Air Assaults can be employed in situations wherein: a) the intercepting force’s Fleet Staying Power (27.573) is equal to that of the defender, and b) a previous naval air attack resulted in at least one enemy fleet factor being lost or damaged. A second (and possibly third) naval air attack can include any naval air points originally aborted by enemy air cover. Combat resolution is per E.2.2.1

except that neither the defender nor the attacker never gains a +1 DRM. (In the converted naval air attack option above, it is presumed that an "all-or-nothing" style of attack is launched with the attacker being willing to accept a higher percentage of losses. When multiple "standard" attacks are employed using this tactical option, some aircraft are intentionally held in reserve.) Despite any damage inflicted in a second or third air attack, a maximum of three such air attacks can be made, after which the carrier group must return to base. Note that this restriction only applies to multiple attacks against enemy fleet factors *at sea*. Carrier attacks against units in port (e.g. the British versus the Italian fleet) suffer no such restriction and are governed by 26.4521 just as if they were land-based aircraft.

E.2.2.3 Combined Operations involves the combination of a short-range air strike which is resolved normally like land-based air attacks against naval units at sea, and *one* round of naval fleet combat. While only one round of naval air combat is allowed, the defender must immediately remove any corresponding losses prior to the fleet engagement. Using this tactical option, however, the intercepting force does not incur a penalty for the presence of a carrier as part of the battle group. The actual combat force engaging the enemy consists of the entire group present minus the carrier and one FF. If the owner does not wish to engage the enemy with less than his entire force, normal fleet combat, with a DR penalty for the carrier present, can be used instead.

E.3 Carrier Additions for Global War Force Pools

Normal force pool limits and rules with respect to British carrier deployment are modified to incorporate the five additional "experimental" British carriers available in the *ERS* counter mix. Individual carriers potentially available to the British player are listed below by name, with the turn in which they are first available and the theater of operations in which the vessel must be initially employed. When operating in the European theater of operations, all carriers operate under the optional rules governing their deployment as euro-carriers, regardless of their original deployment or prior combat service. Launch date and maximum aircraft complement data below are given for historical flavor only.



E.3.1 Carrier Additions

Carrier Name	Year of Launch	Aircraft	NAF	Available	Theater	Build Rate
Glorious	1928	48	2	At Start	Pacific *	
Courageous	1930	48	2	Fall '39	European	
Ark Royal	1938	60	2	Fall '39	European	
Illustrious	1940	30	2	Sum. '40	European	
Formidable	1940	30	2	Fall '40	European	
Victorious	1941	30	2	Spr. '41	European	-1
Indomitable	1941	45	2	Fall '41	European	-1

* The "At Start" carrier is initially deployed in the Pacific in accordance with Far Eastern deployment restrictions. However, the movement restrictions in *ERS* rule 27.14 are ignored (that is, the carrier is free to rebase beyond the Pacific, British home port, US box, SW box or South Africa box).

E.4 European Carrier Construction/Rebuilds Carriers initially available through the end of 1940 do not adversely affect naval reconstruction rates per *ERS* 27.824, nor are any BRPs required for their actual construction. (It is presumed that these costs were previously assumed as part of a pre-war building program.)

E.4.1 Wartime construction of the remaining 1941 projected builds, however, as well as the replacement of any European carrier losses will require eight BRPs (six BRPs for the two-factor carrier and two BRPs for attendant naval air points). These builds will also incur a reduction in the naval reconstruction rate for each additional/replacement carrier per *ERS* 27.823.

E.5 Euro-Carriers and ASW

Euro-Carriers can be deployed from any allied control port along the Atlantic or Mediterranean coast, or from the US Atlantic box to the SW box for ASW duty just like normal fleet factors. Each carrier must be accompanied by at least one fleet factor, though these do count as part of the total available units for ASW computational purposes.

E.5.1 For every three carriers so employed, the Axis player incurs a -1 DRM (in addition to any other modifiers applicable) when determining SW effects.

E.5.2 Carriers cannot be eliminated as ASW points. However, if all other fleet factors are so eliminated (including their escorts) the carrier is immediately returned to its origin.

E.6 Graf Zeppelin and Beyond

Germany never fielded a carrier presence in the North Sea, though the hull for one carrier, the *Graf Zeppelin*, was actually laid down during the war. Carrier construction was stiffly resisted by Reich Marshal Goering, who perceived the establishment of a naval arm as a threat to his vaunted *Luftwaffe*. There are two ways in which such opposition could have been overcome, thereby allowing Germany to actually deploy one or more aircraft carriers during the course of the war. These two options are as follows:

E.6.1 Goering Who? The German player should keep a running total of all Allied naval units lost during the course of the game. The

Kriegsmarine has gained sufficient clout to win approval for the construction of Germany's first aircraft carrier by fulfilling the following conditions: a) Germany inflicts a minimum of ten points of damage against Allied naval forces during the course of the war and b) in any single turn, the German navy inflicts losses on Allied naval forces three times larger than the losses inflicted by the German land-based air. The German player may construct the *Graf Zeppelin* beginning with the next turn. Use the counter found in the variant counter sheet for *The GENERAL*, Vol. 30, No. 6. This two-factor carrier costs 8 BRPs (six BRPs for the flattop and two BRPs for the attendant naval air points). Once the initial BRP cost is invested, German naval reconstruction levels are reduced by one until the carrier is completed. Four turns following the initial investment, the German player rolls one die. On a roll of 3 through 6, the *Graf Zeppelin* becomes immediately available at Hamburg. Otherwise, construction is delayed (due to Allied bombing) and another roll must be made in the next turn's naval phase. The German player may abandon the carrier construction effort at any time in order to favorably readjust his reconstruction rate, but a resumption of carrier construction at a later date will impose a -1 DRM to the completion roll.

E.6.2 Thank You Mr. Churchill In the event of a British surrender, Germany may ask that a portion of the British navy be turned over to the *Kriegsmarine* as partial indemnity. Under such terms, for every British carrier (and its mandatory attendant one surface fleet factor) so removed from the new British force pool levels and given over to Germany, such a transfer is the equivalent of a level 2 concession on the British Concession Table. This may be used, in part, to satisfy the general terms of peace between the two belligerents. Note that the above transfer pertains to British carriers and attendant escort fleet factors only—not to carrier naval aircraft points. Up to two additional BRPs must be spent in subsequent construction phases to convert equivalent land air points to carrier-based aircraft. These must be in the form of new builds, as they reflect adaptations of existing aircraft designs and the time needed for the training of

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Coming Attractions

PRINCESS RYAN'S STAR MARINES

In the 23rd century, the Imperial courier ship *Tori* lies broken in space, its passengers hostage to Dar Yamaguchi. Among them is Princess Ryan, the 12 year-old titular monarch of Earth and local representative of the Holy, Universal Galactic Empire. The princess must be rescued from Yamaguchi's base, the Dark Citadel. Time is short. Only one force can reach the planet in time to save her: the antiquated Earth Armed Freighter *Schnectady*, crewed by a small company of third-rate Imperial auxiliaries. Though poorly equipped with outmoded battle suits and obsolescent weapons, their morale is high and their motivation is personal, for this company is drawn from Ryan's own regiment: Princess Ryan's Star Marines. The whole ship echoes with their battle cry: "Save the Princess!" ... and that is what you alone or with up to four other Marine players have to accomplish to win this game.

Each of the 25 Star Marines available for the mission has some special characteristic or ability. The teams begin with weapons ranging from can openers and power drills to photon missiles and hover tanks.

The Star Marines must make their way through an ever-changing battlefield fraught with traps, fortifications, ambushes and never-ending hordes of Black Guard ground and air forces. Star Marines can make outflanking moves by packing a pile of Star Marines into a flying mini-van, blindly dropping into enemy territory and crash-landing their assault shuttle.

Several decks of cards are used to portray the characters, marines, weapons and guards. Cards are used to determine the terrain and events that the Star Marines encounter. They can find enemies or allies or pick up special bonuses or stumble into traps.

The Guards themselves have stationary and mobile defense units, drawn from a deck of cards ranging in strength and quality from light infantry, snipers and lizard-mounted scouts to squadrons of fighter-planes and platoons of armored grenadiers in jet packs.

Players earn promotion points which can be used to buy extra weapons and special event cards. The Star Marines, when losing too many men or weapons, can regroup. Regrouping takes time. Run out of time or out of marines, and the Black Guards win. If Princess Ryan's Star Marines face impossible odds, they shout "It's Better That Way."

Players like the cooperative, team aspect of the game. It is also one of the very few games in which the whole family can be on the same side (the rules allow for the Guards to be run by a system or by a player). The Star Marines have to win as a team before any player can claim the victory by saving the Princess. This need for teamwork opens the way to a lot of negotiation among the players, as they try to amass the best Star Marines, weapons and special equipment for the final assault.

PRINCESS RYAN'S STAR MARINES is a

great introductory game, especially for children and people new to gaming. It is designed to be played solitaire or by up to six players. Each game takes less than 90 minutes to play, even with young or inexperienced gamers.

—Mark McLaughlin

PEGASUS BRIDGE

At sixteen minutes past midnight, June 6th 1944, a lone glider touches down within 40 meters of a key bridge over the Caen Canal in Normandy, its nose breaching the wire defenses of the German garrison guarding the bridge. A platoon of highly trained British light infantry storm across and capture the bridge intact. Two platoons of infantry follow behind the first glider at one minute intervals. The reinforced company must hold the bridge until the British paratroopers land, organize themselves, and relieve the company. Loss of the bridge could result in the isolation and elimination of the entire British 6th Airborne division. Throughout the remainder of June 6th, the glidermen of D Company, 2nd Oxfordshire and Buckinghamshire Light Infantry and the paratroopers of the 7th Battalion, 6th Airborne Division repulse eight different German counterattacks on the bridgehead, until finally relieved by the Warwickshires advancing from Sword beach.

PEGASUS BRIDGE, the fourth historical module for the *ADVANCED SQUAD LEADER* game system, focuses on the night landing and seizure of the Caen Canal bridge and the towns of Benouville and Le Port, plus the German efforts to retake the bridge. Six scenarios highlight the key moments of the battle, and range from several small scenarios easily played twice in an evening to the traditional "monster" scenario which may require two evenings to finish.

The heart of PEGASUS BRIDGE is the two campaign games included in the module. The first, in eight separate scenarios, recreates the entire battle—from the glider landings through the relief efforts of the Warwickshires. The second campaign game recreates the battle from dawn through relief, using five separate campaign game scenarios which allow players to enjoy the module without the added detail of the glider landing and night rules.

The British player should have little trouble securing the bridge, but must take care to conserve as much of the British force as possible. The German player starts out with weak forces hardly able to defend themselves, let alone mount a counterattack, but must nonetheless do so. The Germans must try to seize the bridge before the paratroopers reinforce the glidermen. At a minimum, they must force a fight to wear down the British glidermen and paratroopers, hoping that a battle of attrition will give them the opportunity to win the game before the Warwickshires arrive from the beach.

The module includes a single map which covers the towns of Le Port and Benouville, the

canal and the bridge. PEGASUS BRIDGE includes the village rules from *KAMPFGRUPPE PEIPER* and a very accurate map of the area. New rules cover new terrain types and campaign game rules and Chapter H notes for all the new vehicles introduced. *BEYOND VALOR*, *YANKS*, and *WEST OF ALAMEIN* are required for playing the PEGASUS BRIDGE module.

—Brian Youse

RATS

It is 1348 in downtown Weymouth, England. Business is booming—cemetery business, that is! It is the year of the "Black Death." RATS re-creates what the Weymouth and neighboring town of Melcombe Regis may have been like in the 14th century.

Simply put, the object of this not-altogether-serious, "historical" strategy game is to drive around the towns to collect corpses. The winner is the first player to bury a total of 99 victims. You score points when your wagon load makes it to a cemetery.

In context with the game's morbid humor, the rules are short and funny. Historical liberties taken in the design involve the appearance of a vacuum cleaner to suck up offending fleas, a cropduster which sprays insecticide and ... well, part of the enjoyment of RATS will be digesting all the anachronisms.

RATS features an aerial view (purportedly taken by helicopter) of Weymouth and Melcombe Regis as they looked in 1348. The map-board includes an auto park designed by Henry VIII (in anticipation of future parking problems) on which 48 humorously written Black Death cards are placed. Play of these cards can cause the best laid plans to go awry, thus snatching defeat from victory at the last minute. One's fortune may reverse itself many times during play. RATS is "not over 'til it's over" to quote an old Shakespearean expression.

Shakespeare, himself, vacuuming rats and fleas, graces the cover of the game box. Okay, so the great bard came a little later ... it's just one anachronism after another.

Inside the box comes a whole bunch of die-cut counters representing (named) rats and fleas. Strategy dictates avoidance of fleas and rats placed in your path by opponents. The fleas "kill" wagon drivers thus delaying your trip to a burial site. Rats can also be used to stampede your horse thus causing a few bodies to drop from your careening wagon on its way to a burial ground. Get the drift? The cats and vacuum cleaner are your only allies, so keep them near. It may be a cat-eat-rat world, but in this game, the rats rule from the docks to the cemetery on the hill.

RATS is best played with 3-4 players, with game length varying between 1-1/2 to 4 hours depending on the pre-determined victory conditions.

—Tom Shaw

Despite numerous instances of positive feedback verbally and online, the mail-in "rate the issue" response was thin, but did show the qualitative differences that I would have expected from a more representative sampling of readers (except for the overrating of the AH Philosophy). Congratulations are due to Mr. Sheikh for writing the top-rated article (and to John Liebl, the outside artist whose drawings graced the pages). The overall rating for the issue was 4.7.

Achtung <i>MUSTANGS!</i>	200
When Bad Things Happen to	
Good Weapons	182
AH Philosophy #171, The	
Average Gamer	127
The Last Roundup of <i>MUSTANGS</i> Strays	109
Churchill's Few	109
A Great War Ending for	
<i>HISTORY OF THE WORLD</i>	73
At the Kiosk: GMing PBM Competition	73
Rodeos, Rhubarbs and Circuses	73
<i>MARCH MADNESS</i> Revisited	73
Staff Briefing: An Interview with	
Bill Levay	55
Breaking Down the Numbers	18
<i>ASL</i> Scenarios	18
Letters	18

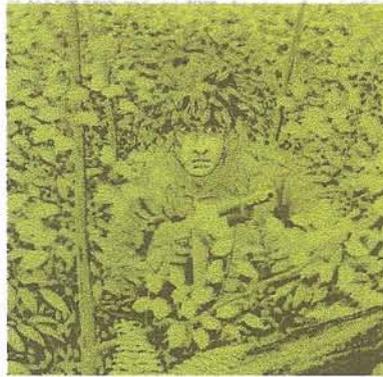
★★★★★

As many of you know, Avalon Hill and Multi-Man Publishing have joined forces to put out quality *ASL* material for the hobby, via modules, the *ASL Annual* and *The GENERAL*. MMP has recently finished the *ASL Action Pack* (more scenarios). This issue's Coming Attractions column gives you a glimpse of the first module that they are releasing with us, *PEGASUS BRIDGE*. In addition, Multi-Man Publishing is currently working on *BLOOD REEF: TARAWA*, a historical module based on the Marine invasion of Tarawa; *THE THIRD BRIDGE*, a historical module based on the British defense of Arnhem during Operation Market Garden; *ASL Annual '97* and the second *ASL Action Pack* scenario/board package.



Prior champion John Cole (right) passes the Avalon Hill *FOOTBALL STRATEGY* League's rotating trophy to Super Bowl XXII winner, Ed Okimoto. This was Ed's third championship, reward for a 31-6 thrashing of Keven Keller's Dallas Cowboys. The thirty-member league has just begun its 23rd consecutive season in which they play the NFL schedule in its entirety. Okimoto applied his big game magic in a way the real Buffalo Bill's envy—taking his 8-8 wild card team all the way and building his post-season record to an unsurpassed 15-4.

The Infiltrator's Report



★★★★★

In addition to helping us put together the best convention around, AvalonCon GMs are also key experts on our games. Many of the Question & Answer work is done by these unheralded hobbyists. Much to my chagrin, I incorrectly answered two *ACROSS FIVE APRILS* questions in the QUESTION BOX of volume 30, number 5. GM Andy Lewis has quickly stepped forward to note the errors and will be handling future Q&A for that game. While all Q&A for all TAHGC games may be channeled to Avalon Hill, a quick way to get to Andy regarding *A5A* is to email ALewis16@aol.com.

★★★★★

At the 1996 Origins convention, Avalon Hill Games *COLONIAL DIPLOMACY* and *EMPIRE OF THE RISING SUN* received 1995 Origins Awards (Best Pre-20th Century Boardgame and Best Modern-Day Boardgame, respectively). Way to go, team!

★★★★★

As for the actual contest inside volume 30, number 5 (#176 Five By Five), I received some creative responses (though the potentially best entry was hobbled by a misreading of the instructions). Contestants had to give *both* the answers for each of the 25 boxes as well as game titles in which each answer appears. Among the music that was found: *The Battle Hymn of the Republic (A5A)*, *Dixie (HCR)* and *God Save the Queen (LBG)*. Congratulations and a \$10 merchandise certificate are due to Roger Cox (Inman, SC), whose weak list of lakes made him very beatable this time (total score of 146). If I can't entice readers to knock Cox off the top of these lists with contests that anybody can enter, let's see about a contest on an old favorite of the grognards—soon-to-be a new one among computer gamers: *THIRD REICH* (see the contest on p. 32). Like the SAT, winning answers that are guesses will look no different than those based upon accurate calculations, but unlike the SAT wrong answers are not penalized, so give it a try.

Contest #177 (Does it Matter if London's Burning?) required contestants to count up the VP situation and assess the possibilities for the last raid of the day. Damaged airfields, shipping, radar and Thameshaven adds up to 44 VPs for the Luftwaffe. RAF losses of 10 aircraft mean that the situation begins with a 54-54 tie. If there is no raid, then Hornchurch's two points of damage get repaired at night and the final score is an RAF victory 54-52. However, if there is an unopposed raid, then London will be damaged with at least three points of damage, resulting in an RAF loss 54-55. The RAF, must therefore try to intercept any raid in order to increase its chance of victory.

Since the RAF has only one pilot (against two or more fighters escorting the raid), it is highly unlikely that you will win an air battle by downing two more aircraft than you lose. Therefore, you must intercept the raid at its reported altitude (to ensure combat) prior to the bombing run and limit the damage to London to two or fewer (reparable) points, plus finish the battle having downed one aircraft more than you lose. A head-on attack on a He111 or Ju88 followed by a quick exit from the air battle is the best approach, because no performance roll is necessary and any hit (>97% chance) on the bomber will force it to abort (because frame and gunner hits in head-on attacks are converted to pilot and engine hits), leaving the Germans with two or fewer bombs to drop on London (after the effects of AA). The final element of your decision is how to intercept the raid. Due to the damaged radar stations, the raiders will get four moves before you do, putting them just short of London on hex row M. Therefore, you cannot afford to sit on the ground, but must patrol at an altitude close to the final altitude of the raiders and in a location in range of the row M location of the raiders, such that you can make the head-on approach (a variety of combinations will work, depending upon the raider's path). At this distance from France, the damaged He111 will crash, giving you your 55th VP. With any luck, your tired ace will outperform the enemy fighters and deny them a VP. You will gain a tie at worst and have a better chance at victory than sitting on the ground. You call Richey and tell him to finish his coffee when he gets back.

The 5pm pick is "4 raiders" reported at 20,000' at location 1. The raiders move in paths 5, 4, 6, 4, 6 and then hit London. One successful solution involves patrolling over N6 at Angels 25, dropping to Angels 20 and moving through N7 into M7 to intercept the raid head-on after its fourth move (and in full view of the airfield below). Richey finds that the reported altitude is correct and that the fighters are not providing topcover. Richey encounters aircraft 5, 9, 18 and 20 and flies straight at the He111. One burst from his guns yields two hits (1, 5), destroying the port engine of the He111. The He111's front gun return fire is ineffective (5). In the German move, the first Me109 outperforms Richey (6 to 5), fires one burst (3, 5), and hits him once (1), causing engine damage. Despite Richey's engine damage and fatigue, the second Me109 fails to get a shot (performance rolls of 3 to 4). Richey breaks off and glides his fighter to a safe landing at the only possible airfield, the damaged base at Hornchurch, where you pin a medal on him and hand him his coffee and a touch of brandy. The German raid continues to London where it causes no damage (due to heavy AA fire). You win 55-52. Even if the raid had included a Ju88, the damage to London would have been reparable and the victory would have been 55-54.

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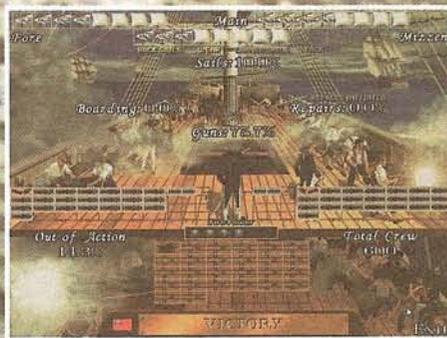
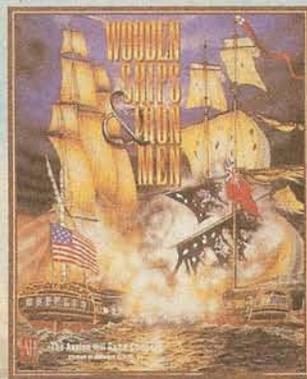
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THE QUESTION BOX - EMPIRE OF THE RISING SUN (ERS)

COUNTERS

Japanese Partisans: The variant counter sheet for vol. 30, no. 6 contains these counters.

Japanese Strategic Bombers: The variant counter sheet for vol. 30, no. 6 contains these counters.

Japanese Rockets: There are no specific counters provided for Japanese rockets; use German rocket counters.

MAP

Map Errata: There should be one red and one black port in Truk, as there is in Pearl Harbor. Similarly, Naha (Okinawa) and Agana (Guam) should be red, not black, to reflect their objective status.

Q. Is Port Moresby a jungle/mountain hex?
A. Yes.

Q. Is hex GG24 a beach? The example in 29.542 refers to "the beach hex southwest of Rabaul," but it's hard to see the beach on the mapboard.

A. There were several production errors on the mapboard, and this is one of them. GG24 was supposed to be a beach, but it was omitted from the mapboard. Accept the mapboard, warts and all, so there is no beach southwest of Rabaul.

Q. May sea activities to and from Manila be conducted through hexes V9 and W9, north-east and east of Manila?

A. No. A quick look at an atlas often helps with such questions, Manila is on the west coast of Luzon.

4.62 Is Singapore an island?

A. No. Units defending in Singapore against an attack from the landward side do not receive any defensive benefits.

47.67 Is Hong Kong part of China?

A. No.

ATTRITION

16.11, 48.4 Are Nationalist Chinese units adjacent to Japanese units in French Indochina or Burma counted in the attrition total for the Southeast Asian front?

A. Not unless they are lent or a +2 Chinese resistance result is in effect.

16.2 If Communist China has activated as a Russian minor ally, do Nationalist China and Communist China/Russia make separate attrition die rolls?

A. No. Once Communist China has activated as a Russian minor ally, Nationalist Chinese and Russian options on the Asian front must be in harmony, and if both select an attrition option, one attrition die roll is

made. Similarly, Japan would make a single attrition die roll against both Nationalist China and Russia.

UNIT CONSTRUCTION

19.3 May units be constructed in isolated Siberian objectives?

A. No.

19.35 May British units be constructed if India is conquered by Japan?

A. Not unless and until the Allies reconquer it.

19.24, Unit Conversion Table May American ground units be broken down or combined in Pearl Harbor?

A. Yes. The Unit Conversion Table refers only to the locations at which *ADVANCED THIRD REICH* units may be exchanged for *ERS* units. The United States may break down and combine *ERS* ground units in both Pearl Harbor and the US box.

ARMOR

14.8, 15.61, 15.62, 23.2 May an armor unit in rough terrain overrun an enemy unit in an adjacent clear hex, create a breakthrough, or move to a breakthrough hex created by another armor unit?

A. No to all three questions. An armor unit in a swamp, jungle, mountain or jungle/mountain hex acts as an infantry unit.

CHINDITS

24.51 Must Britain select an offensive option to airdrop a Chindit?

A. No. A Chindit may be airdropped as a limited offensive option costing one BRP.

19.33, 24.4, 24.51 Is a Chindit rebuilt as an Indian unit?

A. Yes, although a Chindit may not be rebuilt in the turn it is eliminated.

PARTISANS

25.22 May Russia build partisans in Siberia?

A. No.

25.23 May partisans be placed in an enemy ZOC at the start of a scenario?

A. No. Thus, Chinese partisans may remain out of play until an opportunity for their placement arises. Partisans which are not placed at the start of a scenario must be constructed normally, at a cost of two BRPs per partisan, in the turn they are actually placed on the board.

25.6 Do Japanese partisans in India have to be next to New Delhi to inflict BRP damage on Britain?

A. No.

AIR

26.1731B How many fleet factors are required to sea transport or sea escort three naval air factors?

A. Two. Three naval air factors are equivalent to one army air factor for such purposes.

26.195, 42.463 May fast carriers be deployed to the SW box without their full complement of naval air factors? May naval air factors on a fast carrier transfer to port in the SW deployment phase in which the fast carrier deploys to the SW box?

A. No to both.

26.197 What happens to naval air factors if their carrier is sunk in port?

A. They are in the port, unless their presence in the port would exceed air stacking limits at the end of the enemy attack. If their port is attacked by enemy air units, naval air factors are considered to be based in the port itself, not on their carriers. They are therefore attacked separately and their fate is unrelated to that of their carrier.

26.67 When are army air squadrons recombined into air factors and their ultimate losses resolved?

A. When all combat involving the army air units is resolved for the battle in question. For example, three army air factors flying CAP over their air base are treated as nine army air squadrons. Their base is attacked by enemy naval air units and they lose two air squadrons in air combat, leaving seven army air squadrons. The attacking naval air units then bomb the base, eliminating another two air squadrons and damaging three others. The defender has lost four air squadrons and has had three damaged, leaving him with two undamaged air squadrons for the next round of attacks. It is incorrect to convert back to army air factors every time the army air units engage in combat. Since the army air units operate as squadrons throughout each battle, it is necessary to remember that a single army air squadron is too weak to modify a search die roll or attack enemy naval units, although it can still defend itself and combine with other army air units to attack enemy naval units.

26.671, 27.5845 If two army air factors are bombed by naval air units, and incur a "2/4" result, what is the final effect? What if one of the attacked army air factors was American and one was Australian?

A. One army air factor is eliminated and one is inverted. If the attacked force con-

sisted of mixed nationalities, the defender would choose which army air factor was eliminated.

26.1732, 26.671 Are army air factors converted to air squadrons when resolving air attacks against enemy naval units in port?
A. No.

NAVAL

27.113 May more than one artificial port be constructed in a hex?

A. No.

27.319 May naval units which are not in a task force carry out a patrol? Is the patrol aborted if losses reduce the naval force below the minimum nine naval factors required for a task force?

A. No to both. Only task forces may conduct patrols. However, once a task force begins a patrol, it may continue even if losses cause it to lose its task force status.

27.319 May task forces from different bases combine to carry out a patrol in the same hex?

A. Yes.

27.319 May the same base be attacked by two different patrols?

A. Yes, except for Pearl Harbor in the turn of the initial Japanese surprise attack. Patrols are resolved sequentially; once the first patrol completes all its air strikes, the second patrol is resolved. Similarly, a base may be counterair attacked, then attacked by a patrol, or attacked by a patrol, then by a normal naval mission.

27.3195F Are interceptions of a patrol in the patrol hex announced after the patrolling force has allocated its air units?

A. Yes.

27.3195F A patrolling task force reaches its patrol hex and prepares to launch an air strike against a target base. The defender announces his intention to intercept the patrolling task force in its patrol hex, using naval units in the target base. The attacker achieves surprise. Are naval air units on carriers in the defender's force allowed to fly CAP over the target base?

A. Yes. The air strike is resolved before the defender's naval force leaves port, and all naval air units in the defender's naval force fly CAP over their port.

26.453, 26.52, 27.3195H, 27.57732, 27.5845 A patrolling task force achieves surprise and launches an air strike against an air base. Air combat with the defending air factors flying CAP is resolved, then the surviving attackers inflict losses and damage on the base. Does this reduce the number of defending air factors available to provide air cover for an interception of the patrolling

task force, or to bomb the patrolling task force?

A. Yes, because neither air activity would take place until after the air strike was resolved. Air attacks from land-based air units are resolved during the combat phase, as detailed in 26.452.

27.3195H A patrolling force prepares to launch an air strike against a target base. A defending naval force based in the target base intercepts the patrolling task force before it launches its air strike. The intercepting force is defeated and returns to its base, and the air strike is resolved. Are defending naval units which were damaged in the naval battle repaired before the air strike is resolved?

A. Yes, but if surprise were achieved, and the patrolling force's first air strike damaged defending air or naval units, these would remain damaged until all air strikes were resolved, even if undamaged naval units from the target base engaged in naval combat with the patrolling force in between air strikes.

27.3195L If the defender automatically intercepts a patrolling force which remains in its patrol hex after it has completed its air strikes, does this take place in the movement phase or the combat phase?

A. The movement phase. The victorious force may remain in the patrol hex and operate during the ensuing combat phase.

27.3196 During the combat phase, does a patrolling task force which counterintercepts an enemy naval interception return to its patrol hex? May it then use any remaining naval air factors to intercept enemy defensive air support?

A. Yes to both, unless the patrolling force loses the naval battle with the intercepting enemy naval force, in which case it returns to its original port and is inverted.

27.3196 May a patrolling task force provide shore bombardment during the combat phase?

A. No.

27.3196 May a patrolling task force launch an air strike against an enemy base during the combat phase?

A. No.

26.311, 27.44 May carriers attack enemy bases as an offensive mission during the combat phase rather than during the movement phase as a patrol?

A. Yes.

27.3195, 27.3196, 27.432 May air attacks during the movement phase reduce enemy naval forces in an invasion hex and thus permit invasion? May naval air units used for such attacks also be used to support the invasion?

A. Air strikes from a patrolling task force during the movement phase may reduce the defender's naval force and permit invasion during the combat phase. Naval air units which survive such air strikes may be used for ground support as well. If the air strikes were conducted during the combat phase, however, each naval air factor could be used only once.

27.5711 Do all rounds of naval combat occur in the interception hex?

A. Yes.

27.578 Once fleet combat is underway, does each player still make a search die roll each round?

A. Yes. The result could affect fleet combat as well as air strikes.

27.58 May attacking naval air units abort their air strike after seeing the strength of their target, including its CAP?

A. No.

27.579 What happens to the naval air factors on a carrier which is sunk after an "8+" surprise result?

A. Naval air units assigned to air strikes are eliminated. Naval air units assigned to CAP would engage the attacking air units after they complete their air strike, then would land elsewhere as per rule 27.5857.

27.592, 27.596 Naval units engaged in fleet combat are placed on the board. Are such naval units still considered to be a combat group?

A. Yes. All naval units engaged in fleet combat merge into a single combat group, although such combat groups have no effect on search die rolls and are not considered to be numbered combat groups when determining the effects of naval searches. If one side withdraws from or loses all the naval units it had engaged in the fleet combat, all the opposing side's survivors from the fleet combat remain in a single combat group for the remainder of the naval battle.

SUPPLY

29.213 May Western Allied supply sources supply Nationalist Chinese units?

A. Yes.

29.222 Is Chungking a limited supply source for Western Allied units?

A. Yes.

29.32 May Russia trace supply to Kamchatka from the north edge of the board?

A. Yes.

29.33 May a two-hex island such as New Ireland or Palawan be supplied if there is no bridgehead on the island?

A. No.

OIL

30.2C, 42.46 May Japan deploy naval units to the SW box while oil effect 30.2C is in force?

A. Yes.

STRATEGIC WARFARE

27.232, 42.5211 May Allied submarines pass by a Japanese-controlled Singapore to attack the Japanese convoy route?

A. No.

42.5214 Is hex B8 on the "eastern edge of the mapboard" for the purpose of determining the effectiveness of Japanese submarines against American convoy routes?

A. Yes.

42.532, 42.533, R20.11 May the Allies bomb Japan if they have a base within range of Osaka or Kogoshima, but not Tokyo?

A. Yes. 42.532 should say "any Japanese key economic area".

BRP GROWTH LIMITS

Errata for 33.2 The amount by which a major power may increase its BRP base in a YSS is limited to its growth rates times its BRP base in the previous YSS. BRPs which may not be applied to BRP growth at the end of a year because of this limit are reduced like normal by the growth rate and carried over (added to the BRP total) *without increasing the BRP base*. The automatic US BRP base increases are counted toward this limit, but the US BRP base may always grow at least by the amount of the automatic US BRP base increases. BRP growth limits do not apply to the Pacific portion of US BRPs until the United States is at war with Japan. Nor do the limits apply to Japan until it is at war with the United States. In Global War, the limits do not apply to the Soviet Union until it is at war with Germany; nor do the limits apply to the Atlantic portion of US BRPs until the United States is at war with Germany.

JAPANESE BOMBING

43.1 May Colombo be bombed by Japanese army air factors?

A. No.

JAPANESE SURRENDER

45.332, Japanese Resistance Table Is a Japanese objective hex which contains an atomic attack marker controlled by the Allies for the purposes of Japanese resistance level determination?

A. Yes. This would lower Japanese resistance by one, but would not be as effective as the actual occupation of such a hex.

AUSTRALIA AND INDIA

57.24, 58.24 May Japanese air units SR to the Australia or India box if there are Japanese units in the box, even if the box is still controlled by the Allies?

A. No.

40.7, 58.4, 58.8 Does Japan receive 5 BRPs if it controls Colombo, in Ceylon?

A. No.

COMMUNIST CHINA

59 Who gets the BRPs for Chinese objectives controlled by the Communist Chinese?

A. If Communist China has activated as a Russian minor ally in a Global War game, Russia receives five BRPs for each Chinese objective controlled by Communist China. Prior to Communist Chinese activation, no one receives the BRPs for Chinese objectives under Communist Chinese control.

NATIONALIST CHINA

47.3, Chinese Resistance Table Do non-Chinese Allied units in hexes O25 and P24 (the Indian side of the Himalayas) count as being "in China" for the purpose of modifying the Chinese Resistance level?

A. No. These hexes should be considered Indian for all purposes.

60.1 May Nationalist Chinese air units fly defensive air support for British units in Hong Kong during the initial turn of the Japanese attack?

A. No. Nationalist China is not Allied until the start of the following Allied player turn.

27.433, 42.5212, 42.532, 45.21, R21.33 When may Chinese cities be used by the Western Allies for: a) invasion support, b) submarine bases, c) strategic bomber bases and d) atomic attack bases?

A. The city must be controlled by Nationalist China, the United States or Britain and must be fully supplied from a Western Allied, not Chinese, supply source. The one exception is that a hex used to launch an atomic attack must be controlled by the United States or Britain (42.532, R.21.33). Thus, if supply could be traced from a Western Allied supply source, a Chinese-controlled Foochow could be used as a naval base to facilitate the invasion of Japan or more effective submarine warfare, or as an air base for conventional strategic bombing attacks on Japan, although American or British control of Foochow would be required before an atomic attack would be allowed.

DUTCH EAST INDIES

63.1 Is the western half of New Guinea part of the Dutch East Indies?

A. Yes.

ALLIED UNPREPAREDNESS

66.2E May Japanese units also move after invading undefended one-hex islands?

A. Yes.

SCENARIOS

Appendix I (Campaign Game) May Indian infantry factors be used to satisfy the requirement that three British infantry factors deploy in Singapore?

A. No.

Errata for Dutch setup in Campaign Game scenario and Global War game The *ERS* Campaign Game permits the Dutch naval and air units to begin the game in any port in the Dutch East Indies, while in the Global War game, they are restricted to the Dutch objectives. Is this inconsistent?

A. Yes. Players should use the Global War restrictions in their *ERS* Campaign Games.

EXAMPLE OF PLAY

Round 4, Fleet Combat The text says Japanese Combat Group 2 has nine fleet factors. Is this an error?

A. Yes. Something strange happened to this combat group in the course of the battle. It began the battle with two CVs, two CVLs and 14 fleet factors. In round 2 it was attacked by American air, and one of its CVs was damaged and two of its fleet factors were eliminated and another four damaged, leaving one CV, two CVLs and eight fleet factors. But it is depicted in Figure 5 as having 11 fleet factors, and then in Figure 6 as having only six fleet factors, when in fact it still has eight fleet factors. The accompanying text is one fleet factor off—it gives the group as having nine fleet factors when in fact it has eight.

GLOBAL WAR RULE CHANGES

US—JAPANESE TENSIONS

1. Japan's growth rate is zero if an oil embargo has been imposed and it does not control either Palembang or Brunei. At the end of each year unspent Japanese BRPs are eliminated.

2. The US DOW +2 force pool additions may be constructed at the earliest of:

A. two turns after the United States and Japan go to war,

B. two turns after US—Japanese tensions reach 42, or

C. Spring 1943.

3. The US DOW +4 force pool additions arrive two turns after the DOW +2 force pool additions, and so on. These units are built in the US (Pacific) box using American Pacific theater BRPs, but may be transferred to the European theater if desired.

American expenditures on "DOW +" force pool additions reduce the American BRP level, but not the American base.

4. The following status modifier is added to the US—Japanese Tension Table:

+1 for each US "DOW +" force pool addition which has been fully constructed, beginning with the turn of construction (DOW +2: +1 per turn; DOW +2 and DOW +4: +2 per turn; DOW +2, DOW +4 and DOW +6: +3 per turn, etc.)

INTER-THEATER TRANSFERS

1. Beginning in the turn following the arrival of the final American "DOW +" force pool addition, the United States may transfer from one theater to the other each turn a total of no more than:

- A. five air factors,
- B. one armor, airborne or marine unit,
- C. nine infantry factors, and
- D. 18 naval factors.

2. This per turn limit applies to both the rebuilding of eliminated units and to SRs from one mapboard to the other. Force pool additions from research may be built freely in either theater.

EXAMPLE: The "DOW +10" force pool additions for the Pacific theater arrive in Winter 1944. Starting in Spring 1945, American rebuilds and inter-theater SRs are subject to the limitations set out above.

GLOBAL WAR QUESTIONS

DEPLOYMENT LIMITS

64.2 How many Japanese 3-2 infantry units are required for the Manchurian garrison?

A. Two. This is correctly stated in rule 64.2 and for the *ERS* scenarios—the Global War deployment limits are in error. If Japan left only one 3-2 infantry unit in Manchuria, Russia could transfer a 3-2 infantry unit to Europe (65.5).

64.21 May Japan replace a 3-2 infantry unit in Manchuria with three 1-2 infantry units without allowing Russia to transfer a 3-2 infantry unit to Europe?

A. No. The Japanese garrison must remain in Manchuria throughout the Japanese turn.

Q. May British or Russian European forces begin the game in mapboard boxes?

A. No.

Q. May Russian units listed under "Russian Force Pool—Europe" begin the game in Siberia?

A. Yes.

Q. May the United States transfer units from one US box to the other before it is at war?

A. Yes, subject to the restriction that it must keep at least one American CV in the US Pacific box and two CVs in the US Atlantic box.

UNIT CONSTRUCTION

19 In a Global War game, once the United States is at war in both theaters, are there any restrictions as to the US box in which American force pool additions may be constructed, and the deployment of American units once constructed?

A. No. The European and Pacific force pool additions only govern when the additional American forces enter the game. Thus the American player could build all his army air factors in the US Atlantic box and use them all against Germany.

DECLARATIONS OF WAR

46.3 In a Global War game, Germany is at war with Russia. Does a Japanese declaration of war against Britain put it at war with Russia? Does a Japanese declaration of war against Russia put it at war with Britain?

A. No to both. Japan would have to make two declarations of war, at a cost of 35 BRPs each, if it wanted to attack both Britain and Russia. History can assist in resolving such questions—in the real war, Japan attacked Britain and the United States but remained at peace with Russia, despite the Russo-German war.

LENT UNITS

51.2 In a Global War game, may Nationalist Chinese units be lent to Britain before Britain and Japan are at war?

A. No.

AUSTRALIA AND INDIA

19.34, 57, 58 In a Global War game, may Australian and Indian units move and SR before the outbreak of war with Japan? May they be broken down or combined once they are initially placed on the board? May they stack with British units before they activate?

A. Yes to all of the above questions. Australian and Indian units may only be broken down or combined if they are first moved or SRd to their respective boxes.

29.3, 58.23 If Japan invades the Indian box, it must trace sea supply to its units through a bridgehead. If Japanese units subsequently establish an overland route to the India box, are they considered to have linked up with the bridgehead?

A. Yes.

FRENCH INDOCHINA

62.5 May Japan stage air units into Saigon in order to "occupy" French Indochina?

A. No. Japan must sea transport, invade, air-drop or SR a ground unit into Saigon in order to take control of French Indochina. Japan may therefore not use airbases in southern French Indochina in the turn it attacks the Western Allies unless it has occupied French Indochina in a previous turn.

DUTCH EAST INDIES

63 Is the status of the Dutch East Indies altered if The Netherlands remains neutral or is conquered by the Allies?

A. No.

ALLIED UNPREPAREDNESS

66, 67 If the Japanese attack Britain in Fall 1941, may they still attack Pearl Harbor in Winter 1941? How is such an attack resolved?

A. The Japanese may attack Pearl Harbor, and all the normal rules apply. As a glance at the Pearl Harbor Surprise Table will confirm, such an attack is usually a bad idea. Even if US-Japanese tensions are over 40 and the Allied unpreparedness rules don't apply, US air units in Pearl Harbor are inverted if the Japanese attack. US naval units in Pearl Harbor may not intercept the Japanese attack, and the location of the US carrier task forces is determined by dice rolls.

US-JAPANESE TENSION TABLE

Q. Are DPs placed in Japan in a Global War game triggered after normal diplomatic die rolls, in the same manner as for DPs placed in the United States?

A. Yes.

US ELECTION

Q. If the United States signs a separate peace with Japan, when are US forces moved to US-controlled, US pre-war territories?

A. Immediately after resolving the election, in contrast to Europe, where US forces are SRd back to the United States during the Allied SR phase(s) following the election result.

Q. Is Japan considered to be under an oil embargo for the purposes of US-Japanese tensions after an adverse US election result?

A. Yes, unless the United States signs a separate peace with Japan and US-Japanese tensions are below 24.

Q. Do US-Japanese tensions increase after an adverse US election result if Japan rebuilds a CV? A CVB? If it builds a CV or a CVB acquired through research?

A. Yes to all the above questions. Fleet construction does not trigger a tension increase after a US election result, but the rebuilding of a CV or CVB increases tensions when the carrier in question is launched (but not when reconstruction begins and the BRP cost for the carrier is incurred). The construction of a new CV or CVB acquired through research increases tensions in the turn it is built.